

The Magic Dusts of Green Sand

Original AD&D 2nd Ed. by piparum. Translated to english and D&D 3rd Ed. by eastwood.dk

These kinds of magic dusts are made exclusively by the wizards from the Order of Green Sand. Although they can be used by all creature which can also benefit from magic potions.

The dust is usually kept in small pouches of leather each weighing half a pound. Such a pouch contains enough dust for one use.

The dust is normally used by throwing it at, or sprinkled upon the target. It is not possible to use less than one dose.

The magic dusts works for 10 minutes/level of the creator or as otherwise noted.

Moondust (Enchantment)

This fine grained dust is silvery gray with a shade of brown. The target creature is affected as if a Sleep spell has been cast upon it, except the duration is 10 minutes/level of the creator.

Stardust (Conjuration)

This dust is silvery gray. When the dust is used it makes a slight bell like sound. The user sprinkles the dust over a 3 ft. square area.

When the dust has been expelled the favorite foods and drinks of the user will appear including silvery plates, mugs, knife, spoon, and fork.

The food is enough for one meal of the user. The plates etc. will disappear as soon as the meal is consumed.

Sundust (Transmutation)

This fine grained dust is golden with red stains. When expelled it creates a 30 degrees Celcius temperature within a 10 ft. radius. This dust is very sought out by adventurers who ventures out in cold climates. Alledgedly it was invented under the reign of King Sneebard – during the Long Winter of the White Dragons.

Dragon powder (Evocation)

This coarse grained red powder makes “bruughh” sound when distributed. Immediately afterwards it sounds like a fire burning.

The person will see flames sprouting forth from her hand. This will enable the user to afflict 2d6 points of fire damage with an unarmed attack. The flames can also be used to ignite fires and so forth.

The wielder is not hurt by the flames of dragon powder – however she can hurt herself by any fire ignited by the flames. The fire vanishes after 10 rounds.

If the powder is consumed rather than expelled the consumer will be able to once within the following 10 rounds breathe a 10ft. cone of fire, Reflex DC 16 or sustain 3d6 points of damage.

Elephant powder (Illusion)

This powder is gray-brown. It's hilarious. When sprinkled over an area there appears to be no visible effect. But 3 minutes (30 rounds) later, the area will start to sound as if 5 elephants are performing step-dance. The sound lasts for 10 minutes.

Fairy powder (Universal)

Fine green dust. It will only make a sound if the user wants it to. The sound can be altered during use – a possible sound will typically be one that creates an atmosphere of mysticism. The user will for the duration of the dust be able to use prestidigitation as the spell. Hence this dust is mainly used for entertainment.

Firefly powder (Evocation)

Coarse grained red powder mixed with some orange dust. Upon release the powder will remain in the air and light up to illuminate it's surroundings as by a Light spell. The powder can only be removed by magical means for instance Dispel Magic. After 30 minutes the powder expires and falls to the ground.

Gargoyle powder (Abjuration)

This powder looks like pulverized granite. The target will be as if affected by a Stoneskin.

Lion powder (Abjuration)

This powder is yellow-brown – somewhat coarse. Anyone hit by the powder will be immune to any Fear effects such as the Fear spell or Frightful Presence of a dragon. This is very convenient however there's a minor side effect to the powder. The person is also affected by a recklessness which can lead to potentially very dangerous situations, “What are you afraid of? It's only a dragon!”. Although the person does not have to respond to a challenge, “I dare you to jump off from this cliff”).

Minotaur powder (Enchantment)

Also a brownish somewhat coarse powder. This makes a “shuishuishui”-like sound when thrown.

The target will be confused as affected by the Confusion spell.

Troll powder (Conjuration)

This fine dust is light green. When sprinkled upon a wound it will heal as 1d8 plus 1 point per creator level, just as the Cure Light Wound spell.