

Call to Arms

POWDERS AND DUST

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Call to Arms POWDERS AND DUSTS

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About Fat Goblin Games

Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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"I will show you fear in a handful of dust."

- T.S. Elliot, *The Wasteland* (1922)

The newcomer slowly crouched, grabbing a handful of dust while staring intensely into Mordin's one good eye. The orc suppressed a grin. If this newcomer thought he could blind Mordin with thrown dust, he had another thing coming. It was a trick the elderly gladiator had seen a thousand times before. He had stopped falling for it after the first attempt.

Sure enough, the newcomer returned cautiously to a fighting stance, trident in one hand, dust in the other. He drew closer to Mordin, then, with a short yip, threw the powder directly at the gladiator's face. Mordin brought his shield up to block the clumsy throw, then lunged forward with his spear to meet the inevitable follow up.

But the follow up never came. Instead, the newcomer backed away across the arena, eying Mordin expectantly. Mordin furrowed his eyebrows in vague confusion. What was that all about?

A searing pain like a spider bite shot down Mordin's arm. The old gladiator glanced down to see a tiny speck of silver goo resting on his flesh, smoking through his skin and hair. Confused, he tried to shake the droplet off, but from his shield rained ten more, metal shining in the desert sun. Mordin stifled a cry of pain. Through widening eyes, Mordin saw thousands of specks of red hot powder burning holes in his iron shield. The iron was melting, shedding boiling droplets onto his exposed flesh.

Mordin panicked, shaking his arm in a frenzied attempt to fling the attached shield from his body. Molten iron rained in all directions, scorching his clothes, legs, chest, face – and now his one good eye, eyelid no protection against the burning liquid.

"That dust!" screeched Mordin as his vision failed him for the last time. "What was in that dust?"

Call to Arms is a book line for players and gamemasters alike. Each book focuses on a different type of item, expanding rules for those items and adding everything from new mundane and magical examples of the item to new character options related to the item. **Call to Arms: Powders and Dusts** includes a review of and expansion to mundane, magical, cursed, mythic, and even artifact dusts, as well as new powder based afflictions, new character options, such as blinding attacks, and new rules for infusing spells within powder. Here are the tools to transform a handful of sand into a vicious weapon or devious trap, surprising your enemies (and sometimes allies) with the most basic of materials. Never before has simple dust been so versatile – or so deadly!

A Brief History of Powders and Dusts

As opposed to the origins of the glaive, axe, and sword, all of which have discernible roots and predecessors, the history of powder in battle is difficult to trace. Though throwing sand in an enemy's face is a common Hollywood trope, there is little to show it was a popular technique across the ages. The sparse recorded instances of powder in combat are few and far between.

The ninjas and samurai police of feudal Japan used a technique called metsubushi ("eye-closers") to blind their enemies. Throwing hollowed out eggs or bamboo tubes, they shot ashes, pepper, flour, and sometimes even finely-ground glass into their target's eyes. Okinawan oar fighting, a martial art derived on the beaches of the Japan, has a style devoted to spraying sand in an enemy's eyes.

According to the historian Plutarch, the Roman general Sertorius piled up gypsum powder by the homes of Spanish rebels in the empire's campaign against the Iberian peninsula. When the wind blew the powder into the hillside homes of Spanish rebels, these "barbarians" were smoked out of their caves and into Roman spears.

At the siege of Tyre, the Phoenicians poured boiling sand down on the attacking Greeks. The sand was every bit as effective as oil or water, working its way between cracks of armor and inducing agonizing death.

Many chemical weapons and similar substances are most effective in powder form. Leonardo da Vinci devised a mixture of powdered arsenic and powdered sulphur, to be fired against enemy ships in wartimes.

Of course, it can be inferred that these discrete groups were not the only to use powder in battle. It is possible that many uses of dust have been left out of the history books in an understandable minimization of such a simple substance.

Powder has an innumerable range of real life uses outside of combat. A wide variety of chemicals are at their most potent or useful in powdered form. Medicines often contain powders in dissolvable pills, talcum powder coats the bodies of wrestlers, flour is used in baking, and fireworks are nothing more than packed powder. There even purely aesthetic uses for colored powder like sand painting, which is found the world over but most well known for the intricate mandalas of Tibetan Buddhists. Even a wide variety of food stuff, such as jell-o or milk, can come in powder form.

With such varied uses in every aspect of life, powders and dust are a potent candidate for magical infusion in fantasy. From Peter Pan's fairy dust to the Sandman's sleeping powder to Dungeons and Dragon's glitter dust, fiction is rife with magical dusts. Mundane powders, magical dusts, and other concepts are the focus of this book.

Mundane Powders

The humble powder has been a vital part of every adventuring kit from the earliest days of Tabletop RPG, just as crucial as the 10-foot pole or 50-feet of rope. From outlining invisible creatures to determining wind currents to discovering hidden walkways a la *Indiana Jones and the Last Crusade*, a hero can easily find himself lost without a pinch of flour or handful of ash. Specific mundane powders have been created to suit a wide range of occasions. While tooth powders or powdered ink are unlikely to be necessary while delving through

dungeons, there are a large number of powders with that specific pursuit in mind. Below are detailed many of the mundane powders an adventurer might consider purchasing before starting on his quest.

Mundane powders do have one clear combat application: blinding an enemy. With the dirty trick combat maneuver, sand, ash, or other powder may be thrown in the eyes of victims to dazzle or blind them. This is a standard action combat maneuver usable only on targets within melee reach. If the attacker does not have the Improved Dirty Trick feat or a similar ability, attempting a dirty trick provokes an attack of opportunity from his target.

If the attack is successful, the target is blinded 1 round. For every 5 by which the attack exceeds your opponent's CMD, the penalty lasts 1 additional round. This penalty can usually be removed if the target spends a move action. If the attacker possesses the Greater Dirty Trick feat, the penalty lasts for 1d4 rounds, plus 1 round for every 5 by which the attack exceeds the target's CMD. In addition, removing the condition requires the target to spend a standard action.

Special Note about Black Powder: The topic of "black powder" and other explosive powders is outside the scope of this particular book. For information on black powder and its many uses, we suggest you pick up **Call to Arms: Fireworks and Primitive Firearms**, also available from Fat Goblin Games.

Alchemical Weapons

While powder in general wasn't a common weapon, skilled alchemists have augmented a number of powders to provide both combat and noncombat benefits.

Ranged Weapon	Price	Dmg	Critical	Range	Weight	Type	Special
Dust explosion	-	1d6	-	5-ft. burst	--	Fire	Area, see text
Flash powder ^{UE}	50 gp	--	--	10 ft.	--	Light	Area, see text
Ghast retch flask ^{UE}	50 gp	--	--	10 ft.	1 lb.	Poison	Splash, see text
Itching powder ^{UE}	60 gp	--	--	10 ft.	2 lbs.	Poison	Splash, see text
Poisoned sand tube	1 gp	special	special	--	1 lb.	--	--
Sneezing powder ^{UE}	60 gp	--	--	10 ft.	2 lbs.	Poison	Splash, see text
Thermite	500 gp	3d6	--	--	1 lb.	Fire	1 minute, See text

^{UE} This item is from *Pathfinder Roleplaying Game: Ultimate Equipment*

DUST EXPLOSION

Price varies; **Weight** varies

Any number of types of ultra-fine particles when tossed in the air, especially in an enclosed area, from coal dust and sawdust to the dust from grains, flour, sugar, pollen or even just plain dust can accidentally be ignited to cause a fairly destructive blast. In farm country, grain silos regularly blow apart and the cramped confines of a coal mine make ideal conditions to explode. The larger an area affected by dust, the more damaging it is. Each 5-foot by 5-foot (by 5-foot area if all three dimensions matter) adds 1d6 fire damage to the resulting explosion. This damage is cumulative, so that a creature inside a 10-foot x 10-foot dust explosion would actually take 4d6 fire damage as the cloud of dust bursts into flame. Double this damage if the dust cloud perfectly fills a confined area like inside a room. A number of natural effects can create a dust cloud like this, but a character can use both hands to throw up a cloud of dust in one 5-foot by 5-foot area as a full-round action. The dust settles in one round enough to no longer be dangerous so a single person can rarely fill a larger space and ignite it in time.

Create Any number of ultra-fine dusts and powders could be used to make this temporary explosive, including dusts that come from substances normally unable to be ignited.

FLASH POWDER

Price 50gp; **Weight** --

This coarse gray powder ignites and burns almost instantly if exposed to flame, significant friction, or even a simple force such as throwing it against a floor (a standard action). Creatures within the 10-foot-radius burst are blinded for 1 round (Fortitude DC 13 negates).

Create Craft (alchemy) DC 20

GHAST RETCH FLASK

Price 50 gp; **Weight** 1 lb.

Harvested and concentrated from the remains of slain ghastrs, this foul-smelling powder is kept in tightly sealed flasks. It is thrown as a splash weapon and the flask breaks on impact, releasing noxious dust. The target is nauseated for 1 round and sickened for 3 rounds after that. A successful DC 12 Fortitude save prevents the nauseated condition, but not the sickened condition. Creatures within 5 feet of where the flask hits are sickened for 1 round. This is a poison effect.

Create Craft (alchemy) DC 20

ITCHING POWDER

Price 60 gp; **Weight** 2 lbs.

This fine gray powder causes targets to suffer from uncontrollable itching until they spend at least 1 round washing it off. Throwing a packet of itching powder is a splash attack with a range increment of 10 feet. Anyone standing on the square of impact must succeed at a DC 12 Fortitude save to resist the powder, while those in adjacent squares must make a DC 8 Fortitude save. Creatures that fail the save take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks until they wash the powder off. This is a poison effect.

Create Craft (alchemy) DC 25

POISONED SAND TUBE

Price 1 gp; **Weight** 1 lbs.

Resembling a slender bamboo or metal scroll case, this tube is filled with fine sand that is soaked or coated with inhaled or contact poison. When loaded with 3 doses of these types of poison, the wielder blows into the tube, dispersing the poisoned sand into her enemies' faces in a 15-foot cone. Each creature in the cone is affected as if afflicted with 1 dose of the poison. Even when loaded with unpoisoned sand, the tube lets loose a powerful irritant, and an opponent struck must suc-

ceed at a DC 12 Fortitude saving throw or be dazzled for 1 round. Once expended, the tube must be repacked before it can be used again. Repacking a tube requires a full-round action, or a standard action if the wielder has the Rapid Reload feat.

Create Use the rules for Craft (weapon) to create a poisoned sand tube

SNEEZING POWDER

Price 60 gp; **Weight** 2 lbs.

This coarse yellowish-red powder is a splash weapon that causes uncontrollable sneezing for 1d4+1 rounds. Anyone standing in the square of impact must succeed on a DC 12 Fortitude save to resist the powder, while those in adjacent squares must make DC 8 Fortitude saves. Creatures affected by sneezing powder must make a DC 10 Fortitude save every round for the duration or be staggered until their next turn.

Create: Craft (alchemy) DC 25



Powdered Poisons

Many poisons come in powdered form, to be stored in a hollow ring or sprinkled in a glass of wine. Note that while some of these poisons come directly from Paizo, all explanations for the origins of these poisons are original.

Poison	Type	Fort DC	Onset	Frequency	Effect	Cure	Price
Calcifying Powder	injury	13	--	1/round. for 4 rounds.	1d4+1 Dex damage	1 save	1,000 gp
Dark reaver powder ^{UE}	Ingested	18	10 min.	1/min. for 6 min.	1d3 Con and 1 Str	2 saves	800 gp
Faerie Dust	Inhaled	Will 14	1 min.	1/min. for 6 min.	1 Wis dam- age, <i>confu- sion, feather fall</i>	1 saves	900 gp
Lich dust ^{UE}	Ingested	17	10 min.	1/min. for 6 min.	1d3 Str	2 saves	400 gp
The Strangler	Ingested	17	10 min.	1/min. for 6 min.	1d3 Str and drowning effect	2 saves	800 gp
Ungol dust ^{UE}	Inhaled	15	—	1/rd. for 4 rds.	1 Cha drain/1d2 Cha	1 save	1,000 gp

^{UE} This item is from *Pathfinder Roleplaying Game: Ultimate Equipment*

CALCIFYING POWDER

Calcifying powder is synthesized from treated calcium deposits, often found in underwater caves.

Type poison (injury); **Save** Fortitude DC 13

Frequency 1/round for 4 rounds

Effect 1d4+1 Dex damage which is removed upon cure; **Cure** 1 save

Cost 1,000 gp

DARK REAVER POWDER

Dark reaver powder is made from the ground up remains of black driftwood, and is often associated with the shore raids of seafaring barbarian clans.

Type poison (ingested); **Save** Fortitude DC 18

Onset 10 minutes; **Frequency** 1/minute for 6 minutes

Effect 1d3 Con damage and 1 Str damage; **Cure** 2 consecutive saves

Cost 800 gp

FAERIE DUST

Faerie dust is collected without the fairy's consent, harvested from recently visited toadstools or mushroom circles. Dust given willingly is often beneficial instead of poisonous.

Type poison (inhaled); **Save** Will DC 14

Onset 1 minute; **Frequency** 1/minute for 6 minutes

Effect 1 Wis damage, confusion as per the *confusion* spell, *feather fall*; **Cure** 1 save

Cost 900 gp

LICH DUST

Despite its name, lich dust is actually the powdered residue of highly poisonous forest fungi.

Type poison (ingested); **Save** Fortitude DC 17

Onset 10 minutes; **Frequency** 1/minute for 6 minutes

Effect 1d3 Str damage; **Cure** 2 consecutive saves

Cost 400 gp

THE CHOKER

The choker is harvested from the pollen of the flowers of the assassin vine.

Type poison (ingested); **Save** Fortitude DC 17

Onset 1 minute; **Frequency** 1/minute for 4 minutes

Effect 1 Con drain, throat swells and unable to take in air for duration (use drowning rules); **Cure** 2 saves

Cost 800 gp

UNGOL DUST

Ungol dust is made from the dried remains of ancient corpses at least a century old.

Type poison (inhaled); **Save** Fortitude DC 15

Frequency 1/round for 4 rounds

Initial Effect 1 Cha drain; **Secondary Effect** 1d2 Cha damage; **Cure** 1 save

Cost 1,000 gp

Alchemical and Mundane Powders

A little powder can go a long way. From casting plaster to thermite and beyond, alchemists have devised a wide range of non-magical powders for every occasion.

Powder	Price	Weight
Alchemical cement	5 gp	2 lbs.
Alchemist's kindness	1 gp	--
Casting plaster ^{UE}	5 sp	5 lbs.
Coloring powder	1 sp	1/2 lb.
Foaming powder ^{UE}	50 gp	1 lbs.
Powder ^{UE}	1 cp	1/2 lb.
Rusting powder	60 gp	--
Talcum powder	50 gp	2 lbs.
Thermite	500	1 lb
Weapon blanch (adamantine)	100 gp	1/2 lb.
Weapon blanch (cold iron)	20 gp	1/2 lb.
Weapon blanch (silver)	5 gp	1/2 lb.

^{UE} This item is from *Pathfinder Roleplaying Game: Ultimate Equipment*

ALCHEMICAL CEMENT

Price 5 gp; **Weight** 2 lbs.

You mix this fine gray powder with water and a cubic foot of sand or gravel to form a durable stone-like material. Until it cures, it has the consistency of thick mud, and you must hold it in place (typically with a frame of earth or wood) if you want it to harden in a specific shape. It takes 1d10+10 minutes for the cement to partially cure, gaining hardness 2 and 5 hit points per inch of thickness. After 1d6 hours the cement is fully cured and as hard as true stone.

Create Craft (alchemy) DC 15

ALCHEMIST'S KINDNESS

Price 1 gp; **Weight** --

Favored by young rakes and other well-to-do inebriates, this crystalline powder resembles salt.

Mixed with water, it makes a fizzing cocktail that eliminates the effects of a hangover within 10 minutes of drinking it.

Create Craft (alchemy) DC 20

CASTING PLASTER

Price 5 sp; **Weight** 5 lbs.

This white, dry powder mixes with water to form a paste, which hardens over the course of an hour to create a solid material. It can be used to make casts of footprints or carvings, fill in gaps or cracks in walls, or (if applied over a cloth wrapping) create a cast for a broken bone. Hardened plaster has hardness 1 and 5 hit points per inch of thickness. A 5-pound clay pot of plaster can cover about 5 square feet of flat space to a depth of 1 inch, five Medium forearm or lower-leg casts, two Medium full-arm or full-leg casts, or twice as many casts for a Small creature.

Create The powder used for casting is created from naturally occurring sources like gypsum and lime, and does not need to be created using Craft (alchemy).

COLORED POWDER

Price 1 sp; **Weight** 1/2 lb.

This substance is merely a simple and common powder that has had a harmless chemical agent that changes the color of the powder to the color of the purchaser's choice. A powdered version of marker dye also exists, costing the same price and function the same as the marker dye item in *Pathfinder Roleplaying Game: Ultimate Equipment*.

Create Any number of natural powders, from flour to talc, may count as this entry by simply adding a coloring agent, and does not need to be created using Craft (alchemy).

FOAMING POWDER

Price 10 gp; **Weight** 1 lb.

When you add this 1-pound bag of green powder to a gallon of water, the two combine to form 50 cubic feet of thick green foam. Unless con-

tained, in 1 round the foam fills a 5-foot-square to a depth of 2 feet. When multiple pounds of powder are used, the foam expands at a rate of one 5-foot square per round. Ground covered with the foam is treated as difficult terrain, but is otherwise harmless. After 1 hour, the foam hardens to form a buoyant material roughly the density of honeycomb. The cured foam is easy to cut, with hardness 0 and 5 hit points per foot of thickness. The cured foam breaks down over a few days, and even faster if exposed to water. Casting *transmute mud to rock* on uncured foam converts it into a soft, pumice-like stone (hardness 2, 5 hit points per inch of thickness).

Create Craft (alchemy) DC 20

POWDER

Price 1 cp; **Weight** 1/2 lb.

Powdered chalk, flour, and similar materials are popular with adventurers for their utility in pinpointing invisible creatures. Throwing a bag of powder into a square is an attack against AC 5, and momentarily reveals whether an invisible creature is there. A much more effective method is to spread powder on a surface (which takes 1 full round) and look for footprints.

Create Any number of natural powders, from flour to talc, may count as this entry, and does not need to be created using Craft (alchemy).

RUSTING POWDER

Price 60 gp; **Weight** —

This flaky brown powder derived from rust monster fluids causes iron and similar metals to corrode and fall apart. If you apply a dose of rusting powder to a metal lock or trap as part of using the Disable Device skill, you gain a +5 alchemical bonus to open the lock or disable the trap, but there is a 75% chance that the mechanism is destroyed and cannot be used afterward. If the check fails, the mechanism is destroyed. A destroyed lock cannot be unlocked (but still counts as locked for the purpose opening

the locked object). A destroyed trap mechanism immediately triggers the trap. If you fail the DC by 5 or more, the powder also lands on an object in your square (including possibly your armor or weapon), dealing 5 hit points of damage to the object.

Rusting powder is sold in a paper tube; you apply it by tearing the ends off the tube and blowing the flakes into the target device. Rusting powder does not affect gold, silver, copper, bronze, brass, or mithral, but easily affects iron, steel, and adamantine.

Create Craft (alchemy) DC 30

TALCUM POWDER

Price 50 gp; **Weight** 2 lb.

This innocuous white powder is pleasant on the skin, and quickly absorbs moisture such as sweat. When coating the hands and feet, it provides a +2 alchemical bonus to Climb and Escape Artist checks. A single use of talcum powder lasts 1 hour, though it must be re-applied every few minutes to retain its potency.

Create Craft (alchemy) DC 20

THERMITE

Price 500 gp; **Weight** 1 lb.

This entry is not meant to represent only specifically the chemical known as thermite but instead any number of alchemical powders that burn superhot. Thermite burns with such intensity it can be used to melt metal and even burn straight through stone, dealing 10 fire damage a round for 6 rounds. This damage is directed straight down from the thermite, as gravity pulls on the burning material. It is hard to use this powder attack against creatures unless they are helpless, but against stationary objects the thermite deals full damage completely ignoring any mundane hardness of the object (but not any ability of the object to resist fire or magical bonuses to hardness). Creatures coming within a 5-foot radius of burning thermite take 1 point of

fire damage due to its intensity. Igniting thermite is very difficult, requiring at least 2 points of fire damage to be dealt to the powder to ignite it.

Create Craft (alchemy) DC 25

WEAPON BLANCH

Type	Price	Weight
Adamantine	100 gp	1/2 lb.
Cold iron	20 gp	1/2 lb.
Silver	5 gp	1/2 lb.

These silver, alchemical powders have a gritty consistency, appearing at first glance to be simple metal shavings. When poured on a weapon and placed over a hot flame for a full round, however, they melt and form a temporary coating on the weapon. The blanching gives the weapon the ability to bypass one kind of material-based damage reduction, such as adamantine, cold iron, or silver. The blanching remains effective until you make a successful attack with the weapon. Each dose of blanching can coat one weapon or up to 10 pieces of ammunition. Only one kind of weapon blanch can be on a weapon at one time, though a weapon made of one special material (such as adamantine) can have a different material blanch (such as silver), and counts as both materials for the first successful hit.

Create Adamantine, Craft (alchemy) DC 25;
Cold iron and silver, Craft (alchemy) DC 20

Magical Dusts

The history of magical dust, in-world, likely began in gladiatorial arenas and hidden pockets of assassins, the last resort of dishonorable duellists. A fistful of dust to the face can temporarily blind an opponent, sending him reeling and leaving him open for a killing strike. Magic was often infused into this powder for added effect,

and it was only a hop, skip, and a jump until sorcerers and wizards began selling pre-enchanted dust for a variety of occasions.

However, not all experiments were successful. A burgeoning craft, the much maligned dust makers were set upon by both failure to produce useful results and ridicule from those who deemed dust unworthy of magical attention. In the early epochs, products went often haywire – some were cursed, while others took a life of their own.

Of course, those awkward teenage years of dust-craft are now behind us (though accidents still happen). Magical dusts of every variety and for every occasion are sold by street vendors and magic shops. Woe be to the adventurer who does not have a small pocketful of the stuff at the ready.

Powder as a Weapon Material

While technically challenging, it is possible to make sturdy weapons from mere powder. Skilled alchemists can weave together dust, flour, or sand to make it mimic the strength and versatility of iron. However, such weapons can fail catastrophically in the heat of battle.

DUSTBOUND

A dustbound weapon is crafted through a complex alchemical process which transforms dust into metal. A dustbound weapon costs $1/10^{\text{th}}$ of the price of a normal weapon, and reduces the cost of all magical additions to $1/10^{\text{th}}$ of the standard cost.

While dustbound weapons appear identical to their iron forged counterparts, they are prone to come apart at the most inopportune times. Whenever the dustbound weapon confirms a critical miss on a target, the weapon dissolves into dust and is utterly destroyed. There is no

way to save or reconstitute a destroyed dustbound weapon.

For all intents and purposes, a dustbound weapon acts as an iron weapon.

Items without metal parts cannot be made from dustbound. Ammunition cannot be made from dustbound. A longsword could be made of dustbound, but a quarterstaff could not. A double weapon with one dustbound half costs 50% less than normal.

While other objects might be able to be created out of dustbound, armor or those that come under any significant force are likely to fall apart with just ordinary use.

Dustbound has 30 hit points per inch of thickness and hardness 10.

Magic Dusts as Single-Use Magic Items

Magic dust is a generic term for a single-use, use-activated magic item that is essentially a spell that has been infused into a handful of powder. The magic dust can only contain spells of 4th level or lower. The price of magic dust is equal to the level of the spell \times the creator's caster level \times 60 gp (minimum 30gp). If the spell has a material component cost, it is added to the base price and cost to create. **Table: Magical Dust Costs** gives sample prices for dust created at the lowest possible caster level for each spellcasting class. Note that some spells appear at different levels for different casters. The level of such dust depends on the caster infusing the dust.

Physical Description: The composition of the dust depends on the powder used to create it, ranging from sand to ash to dirt. Once created, dust is typically stored in a small glass vial 2 inches tall. To be used, the dust must first be emptied into the user's hand (a free action), where it is then thrown. Throwing the vial without emptying the dust first typically prevents the

spell from activating. The vial is not ammunition, and thus is generally retrieved in the same manner as a potion, scroll, or wand.

Use: To use dust, the user must throw the dust at a target. The dust counts as a ranged weapon with a range increment of 10 feet. On a successful ranged touch attack, the spell is activated against the target. Due to the nature of the material, all penalties due to wind are doubled.

Table: Magical Dust Costs

Magical Weapon Abilities

Simple dust has provided the inspiration for a variety of magical enhancements to weapons.

Special Ability	Base Price Modifier ¹
<i>Blinding</i>	+2 bonus
<i>Desiccating</i>	+1 bonus
<i>Dustclod</i>	+3,000 gp
<i>Abrasive</i>	+1 bonus

¹ Add to enhancement bonus to determine market price

SAND SPRAY

Price +2 bonus; **Aura** moderate necromancy; **CL** 10th;
Weight —

A *sand spray* weapon sprays sand to the eyes whenever it strikes a target with a successful critical hit. A *sand spray* weapon deals an extra 1d8 points of slashing damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of slashing damage instead, and if the multiplier is x4, add an extra 3d8 points of slashing damage. Subjects dealt critical hits by a *sand spray* weapon must make a successful DC 14 Reflex save or become blinded for 1d4+1 rounds.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus

Craft Magic Arms and Armor, *blindness/deafness*

DESICCATING

Price +1 bonus; **Aura** moderate evocation; **CL** 8th;

Weight —

A *desiccating* weapon drains moisture from its victim, dealing an extra 1d4 points of damage on a successful hit. Constructs are immune to this extra damage.

Against plants, or creatures with the aquatic or water subtype, a *desiccating* weapon does an extra 2d6 damage instead of 1d4 damage.

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft Magic Arms and Armor, *horrid wilting*

DUSTCLOD

Price +3,000 gp; **Aura** faint transmutation; **CL** 3rd;

Weight —

The *dustclod* magic ability can only be added to piercing or slashing weapons.

A *dustclod* weapon is surrounded by thousands of hovering motes of dust. On command, the dust may attach to the weapon to create a hard, blunt surface. While the dust is attached, the weapon does bludgeoning damage instead of its normal damage type, but all attacks with the weapon are made at a -1 penalty.

CONSTRUCTION REQUIREMENTS

Cost +1,500gp

Craft Magic Arms and Armor, *scoop*^{UM}

ABRASIVE

Price +1 bonus; **Aura** faint transmutation; **CL** 8th;

Weight —

A *sandpaper* weapon is covered in thousands of rough specks of sand, glass, and rock which attach magically to the weapon's surface. Whenever it confirms a critical hit on an enemy, it removes two points of the enemy's natural armor, down to a minimum of zero. If the weapon's critical multiplier is x3, reduce the natural armor by three points, and if the multiplier is x4, reduce the natural armor by four points. This natural armor lost grows back in 24 hours.

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft Magic Arms and Armor, *stone call*^{APG}

Specific Dust Weapons

With a spray of dust and sand, many weapons draw on powders to augment their own abilities.

Specific Magic Powder Weapons	Price
<i>Dust bolt</i> ^{UE}	1,730 gp
<i>Dustform Dagger</i>	3,500 gp
<i>Sandspray scimitar</i>	22,000 gp

^{UE} This item is from *Pathfinder Roleplaying Game: Ultimate Equipment*

DUST BOLT (UE)

Price 1,730 gp; **Aura** faint transmutation; **CL** 5th;

Weight 1/10 lb.

This barbed +1 *outsider (water) bane bolt* is etched with runes of thirst and desiccation. Any living creature struck by a dust bolt begins dying of thirst, as the spell *cup of dust* (DC 14 Fort negates). Creatures with the aquatic or water subtype save with a –4 penalty, and on a failed save they are also sickened and staggered for 1 round.

CONSTRUCTION REQUIREMENTS

Cost 880 gp

Craft Magic Arms and Armor, *cup of dust*^{MA}, *summon monster I*

SANDSTORM SCIMITAR

Price 22,000 gp; **Aura** moderate evocation; **CL** 10th;

Weight 4 lbs.

This +1 *blinding scimitar* sprays a harmless curtain of sand with every swing. By channeling the power of the scimitar, the wielder may focus these jets of sand into forceful blasts. Three times per day, the reach of the scimitar increases to 20 feet for one round.

CONSTRUCTION REQUIREMENTS

Cost 11,000 gp

Craft Magic Arms and Armor, *mudball*^{ARG}

DUSTFORM DAGGER

Price 3,500 gp; **Aura** moderate conjuration; **CL** 10th;

Weight 4 lbs.

This +1 *dagger* is at most times immaterial, dissolved into dust. As a move action, the wielder may conjure the dagger into his hand out of the dust around him. All enemies are flat-footed to the next attack made with the dagger that turn. As a move action, the wielder may dissolve the dagger back into dust. If the dagger itself is broken or destroyed, it dissolves into dust and will be fully formed when it is summoned again.

The owner of this dagger must always keep at least a single pinch of the dust of the previous dagger on his person to reform the dagger. If this dust is lost, the dagger will remain dust forever more. Most owners simply keep a belt pouch of the dust on them at all time.

CONSTRUCTION REQUIREMENTS

Cost 1,750 gp

Craft Magic Arms and Armor, *returning weapon*^{UE}



Specific Dust Armors

Many armors leverage the inherently magical nature of dust to augment their own protective abilities.

Specific Armor	Price
<i>Sandstorm armor</i>	19,000 gp
<i>Thirsty full plate</i>	5,000 gp
<i>Hide armor of dust form</i>	12,000 gp

SANDSTORM ARMOR

Price 19,000 gp; **Aura** strong transmutation; **CL** 13th;
Weight 20 lbs.

This plain brown *+1 studded leather* armor looks worn and sun-washed, the old discarded possession of a desert fighter. Once per day as a swift action, the wearer can summon a personal storm of spinning sand. This dense cloud of sand whirls around the wearer, granting him total concealment. The wearer is able to see out of the sand without penalty.

CONSTRUCTION REQUIREMENTS

Cost 9,500 gp

Craft Magic Arms and Armor, *gust of wind*

THIRSTY FULL PLATE

Price 5,000 gp; **Aura** strong transmutation; **CL** 6th
Weight 50 lbs.

This *+1 full plate* is riddled with rust, as if it has sat at the bottom of the ocean for a century. It is always dry to the touch, and constantly sheds a rusty residue. If placed partially or fully in water, the armor absorbs up to a gallon of water a round. There is no limit to the amount of water absorbed, and the water absorbed cannot be reclaimed in any way.

The wearer gains a +4 to saves against spells with the water descriptor.

CONSTRUCTION REQUIREMENTS

Cost 2,500 gp

Craft Magic Arms and Armor, *scoop*^{UM}

HIDE ARMOR OF DUST FORM

Price 12,000 gp; **Aura** strong transmutation; **CL** 9th;
Weight 25 lbs.

This *+1 hide armor* leaks dust with every step. As a swift action, the wearer can take on a dust-like form for up to 10 rounds a day, as per the spell *dust form*^{UC}.

CONSTRUCTION REQUIREMENTS

Cost 6,000 gp

Craft Magic Arms and Armor, *dust form*^{UC}

Wondrous Dusts

Dust is the perfect vehicle for magical energy. Malleable, homogenous, inert, and durable, it can easily contain complex and powerful magic's. Whereas a mirror or weapon can break in times of stress, dust is as broken as it gets! When it comes to magic receptacles, few objects are more reliable than a handful of dust.

Magical Dusts	Price
<i>Assassin's dust</i> ^{ACG}	750 gp
<i>Bedouin's mask</i>	5,000 gp
<i>Dust of acid consumption</i> ^{UE}	1,600 gp
<i>Dust of appearance</i> ^{UE}	1,800 gp
<i>Dust of confounding scent</i>	300 gp
<i>Dust of darkness</i> ^{UE}	600 gp
<i>Dust of dryness</i> ^{UE}	850 gp
<i>Dust of emulation</i> ^{APG}	800 gp
<i>Dust of flight</i>	1,000 gp
<i>Dust of illusion</i> ^{UE}	1,200 gp
<i>Dust of rapid growth</i>	250 gp
<i>Dust of tracelessness</i> ^{UE}	250 gp
<i>Dust of weighty burdens</i> ^{UE}	3,600 gp
<i>Escape dust</i> ^{ARG}	300 gp
<i>Getaway dust</i>	3,000 gp
<i>Patient flame</i>	800 gp
<i>Pixie dust, charm</i>	500 gp
<i>Pixie dust, forgetful</i>	500 gp

<i>Pixie dust, sleeping</i>	100 gp
<i>Pouch of endless sand</i>	7,000 gp
<i>Quiver of sandstone arrows</i>	1,200 gp
<i>Restoration dust</i> ^{ACG}	2,000 gp
<i>Steeleater dust</i>	850 gp
<i>Storyteller's dust</i> ^{ACG}	600 gp

^{ACG} This item is from *Pathfinder Roleplaying Game: Advanced Class Guide*

^{ARG} This item is from *Pathfinder Roleplaying Game: Advanced Race Guide*

^{APG} This item is from *Pathfinder Roleplaying Game: Advanced Player's Guide*

^{UE} This item is from *Pathfinder Roleplaying Game: Ultimate Equipment*

ASSASSIN'S DUST

Price 750 gp; **Slot** none; **Aura** faint transmutation; **CL** 5th; **Weight** —



This fine dust causes bare skin that it comes in contact with to burn and tingle. When sprinkled on a corpse or an inanimate skeleton, it causes the dead flesh and bones to disintegrate into a fine brown powder similar to that left by a disintegrate spell. *Assassin's dust* comes in a small vial suitable for treating eight Small corpses, four Medium corpses, or one Large corpse. A skeletal corpse counts as half a corpse of its size. This dust has no effect on living or undead creatures.

CONSTRUCTION REQUIREMENTS

Cost 375 gp

Craft Wondrous Item, *disintegrate*

BEDOUIN'S MASK

Price 5,000 gp; **Slot** head; **Aura** moderate transmutation; **CL** 8th; **Weight** 1 lb.

The veil of this white turban is laced with golden thread. The wearer is able to see through dust, sand and other obscuring powders as if they did not exist. The wearer also gains a +4 bonus on all Fortitude throws made to avoid nonlethal damage from hot environments, as well as a +4 bonus on survival and perception checks in the desert.

CONSTRUCTION REQUIREMENTS

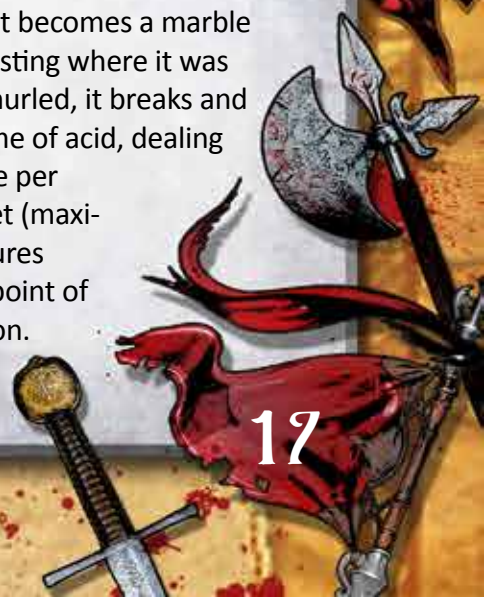
Cost 2,500 gp

Craft Wondrous Item, *air bubble*^{UE}

DUST OF ACID CONSUMPTION

Price 1,600 gp; **Slot** none; **Aura** moderate transmutation; **CL** 10th; **Weight** —

This brown dust is similar to *dust of dryness*, but affects acid rather than water and absorbs less liquid. If it is thrown into acid, a volume of as much as 10 gallons is instantly transformed into nothingness, and the dust becomes a marble sized pellet floating or resting where it was thrown. If this pellet is hurled, it breaks and releases the same volume of acid, dealing 1d6 points of acid damage per gallon absorbed into the pellet (maximum 4d6), affecting all creatures within a 30-foot radius of its point of impact. This is a splash weapon.



If the dust is used against an ooze that deals acid damage with its attacks, the creature must make a DC 18 Fortitude save or be destroyed. The dust deals 5d6 points of damage to the ooze even if its saving throw succeeds.

CONSTRUCTION REQUIREMENTS

Cost 800 gp

Craft Wondrous Item, *control water*, *disintegrate*

DUST OF APPEARANCE

Price 1,800 gp; **Slot** none; **Aura** faint conjuration; CL 5th; **Weight** —

This powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10-foot radius, making them visible even if they are invisible. It likewise negates the effects of blur and displacement. In this, it works just like the faerie fire spell. The dust also reveals figments, mirror images, and projected images for what they are. A creature coated with the dust takes a –30 penalty on its Stealth checks. The dust's effect lasts for 5 minutes.

Dust of appearance is typically stored in small silk packets or hollow bone tubes.

CONSTRUCTION REQUIREMENTS

Cost 900 gp

Craft Wondrous Item, *glitterdust*

DUST OF CONFOUNDING SCENT

Price 300 gp; **Slot** none; **Aura** faint transmutation; CL 6th; **Weight** —

An object or creature coated with this purple dust completely ceases to give off any smell or scent. Attempting to locate such a creature using scent is impossible. A tracker attempting to locate a scentless creature is instead positive that his quarry has headed in another direction entirely. The tracker may follow the false scent for 1d4 miles before the false scent is lost.

CONSTRUCTION REQUIREMENTS

Cost 150 gp

Craft Wondrous Item, *alter self*

DUST OF DARKNESS

Price 600 gp; **Slot** none; **Aura** faint evocation; CL 3rd;

Weight —

This shimmering black dust causes one creature to be coated in a layer of darkness for 1 minute. In normal light, the creature gains concealment (20% miss chance). In dim light, the creature gains total concealment (50% miss chance). It has no effect in areas of bright light or darkness (though in bright light, a viewer can make a DC 20 Perception check to notice the target is slightly shadowed). Creatures with darkvision see through the dust's darkness as if it were normal darkness. The dust dispels and counters the outlining effects of glitterdust, but doesn't affect the spell's blinding effects. Glitterdust dispels and counters the effects of the dust of darkness.

CONSTRUCTION REQUIREMENTS

Cost 300 gp

Craft Wondrous Item, *darkness*

DUST OF DRYNESS

Price 850 gp; **Slot** none; **Aura** moderate transmutation; CL 11th; **Weight** —

This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed into nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against an outsider with the elemental and water subtypes, the creature must make a DC 18 Fortitude save or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds.

CONSTRUCTION REQUIREMENTS

Cost 425 gp

Craft Wondrous Item, *control water*

DUST OF EMULATION

Price 800 gp; **Slot** none; **Aura** faint illusion; **CL** 1st; **Weight** —

A creature coated with this glittering golden dust can interact with any one item or object as if she had successfully used the Use Magic Device skill to emulate a class feature or race (if the exact result of the check matters, treat the character's result as a 25). If the user of the dust does not mentally select the intended item or object while coating herself with the dust, the magic of the dust applies to the first eligible object she encounters. She can apply the result of this automatic check when dealing with the item or object for 1 hour after exposure to the dust.

CONSTRUCTION REQUIREMENTS

Cost 400 gp

Craft Wondrous Item, *disguise self*

DUST OF FLIGHT

Price 1,000 gp; **Slot** none; **Aura** faint transmutation; **CL** 6th; **Weight** —

An inanimate object coated with this shimmering yellow dust gains some semblance of life and the ability to fly. The object is entirely under the control of the creature who sprinkled it with dust, and will follow the creature's verbal commands in any language.

A single use of dust is enough to cover a single object which can fit entirely into a 5ft. by 5ft. by 5ft. cube — such as a chair, a broomstick, a small table, or a rolled up rug. The animated object can carry up to 500 pounds. Multiple uses of the dust may be applied to cover larger objects.

The effects of the dust dissipate without warning in 2d12 hours, often catching its user by surprise.

CONSTRUCTION REQUIREMENTS

Cost 500 gp

Craft Wondrous Item, *fly*

DUST OF ILLUSION

Price 1,200 gp; **Slot** none; **Aura** moderate illusion; **CL** 6th; **Weight** —

This unremarkable powder resembles chalk dust or powdered graphite. When stared at, however, the dust changes color and form. A creature covered in dust of illusion is affected as if by a *disguise self* glamor, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a DC 11 Reflex save to avoid the dust. The glamor lasts for 2 hours.

CONSTRUCTION REQUIREMENTS

Cost 600 gp

Craft Wondrous Item, *disguise self*

DUST OF RAPID GROWTH

Price 250 gp; **Slot** none; **Aura** faint transmutation; **CL** 3rd; **Weight** —

This thick and earthy powder mimics rich dirt in every visual and tactile respect. If sprinkled on a plant, the plant experiences one day's healthy growth for every ten seconds that pass. When the dust expires after 1 hour, the plant will have experienced 1 year's worth of growth.

Dust of rapid growth may be used to impart Fast Healing 1 to a creature with the plant type for 1 hour.

CONSTRUCTION REQUIREMENTS

Cost 125 gp

Craft Wondrous Item, *enlarge person*

DUST OF TRACELESSNESS

Price 250 gp; **Slot** none; **Aura** faint transmutation; **CL** 3rd; **Weight** —

This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions. Tossing a handful of this dust into the air causes a chamber of up to 100 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been aban-

done and disused for a decade.

A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for 250 feet back into the distance. The results of the dust are instantaneous, and no magical aura lingers afterward from this use of the dust. Survival checks made to track a quarry across an area affected by this dust have a DC 20 higher than normal.

CONSTRUCTION REQUIREMENTS

Cost 125 gp

Craft Wondrous Item, *pass without trace*

DUST OF WEIGHTY BURDENS

Price 3,600 gp; **Slot** none; **Aura** faint transmutation; **CL** 5th; **Weight** 3 lbs.

Also known as lodestone essence, this coarse gray powder comes in a fragile ceramic flask covered in Terran runes. A newly-crafted flask contains enough powder for 10 applications if poured out carefully, or the whole container can be thrown as a splash weapon with a range increment of 10 feet.

One application of the dust sprinkled over an object increases the target's weight by 100 pounds. Multiple applications stack, and the effect remains until the object is scrubbed clean of the metallic particles (taking a full-round action per application) or it takes 5 points of electricity damage per application.

A creature struck directly with a thrown flask must make a Fortitude save (DC 10 + 1 per application remaining in the flask) or gain heavy encumbrance and be unable to fly for 2d4 rounds. Targets in the splash area must save or gain medium encumbrance for 2d4 rounds. Scrubbing or electricity damage neutralizes the thrown powder as noted above.

CONSTRUCTION REQUIREMENTS

Cost 1,800 gp

Craft Wondrous Item, *slow, stone shape*

ESCAPE DUST

Price 300 gp; **Slot** none; **Aura** faint conjuration; **CL** 3rd;

Weight —

When a handful of this coarse, crystalline powder is thrown at a single creature, it circles around that creature and disrupts its ability to attack and see. Using this dust requires a ranged touch attack by its user (with a range increment of 5 feet), but doing so does not provoke attacks of opportunity. On a hit, the target is dazzled and cannot make attacks of opportunity or immediate actions for 1 round.

CONSTRUCTION REQUIREMENTS

Cost 150 gp

Craft Wondrous Item, *glitterdust*

GETAWAY DUST

Price 3,000 gp; **Slot** none; **Aura** moderate conjuration; **CL** 8th; **Weight** —

This gleaming black dust is sharp, icy cold, and painful on the hands. When thrown, it creates a variety of effects intended to aid in a speedy escape. First, all those within a 20-ft. radius are subject to an *invisibility* spell (DC 12, harmless) which ends at the end of their next turns. Second, all creatures within a 20-ft. radius may teleport up to 30 feet to any point they can see at their choosing. Third, a fog cloud appears, as per the *fog cloud* spell, to a 20-ft. radius with a duration of 2 rounds.

CONSTRUCTION REQUIREMENTS

Cost 1,500 gp

Craft Wondrous Item, *dimensional door, fog cloud, invisibility*

PATIENT FLAME

Price 800 gp; **Slot** none; **Aura** moderate evocation; **CL** 8th; **Weight** —

This airy yellow dust comes in a small glass capsule which may be thrown with a range increment of 10 feet. When thrown, the dust hangs

in the air in a 20-ft. by 20-ft. by 20-ft. cube. If exposed to an open flame, if a target within the area is dealt fire damage, or if part or all of the area is subject to a spell that deals fire damage, the patient flame violently combusts dealing 3d6 fire damage to all within. If not ignited, the dust dissipates within 1d6+1 rounds.

CONSTRUCTION REQUIREMENTS

Cost 400 gp

Craft Wondrous Item, *burning hands*

PIXIE DUST

Price *charming* 500 gp, *forgetful* 500 gp, *sleeping* 100 gp; **Slot** none; **Aura** moderate enchantment; **CL** *charming* 7th, *forgetful* 7th, *sleeping* 3rd; **Weight** —

This bright rainbow dust leaves sparklers in the air as it passes. Though most *pixie dust* is harvested from or given by willing *pixies*, it can be synthesized by wizards. *pixie dust* may be sprinkled on a projectile like an arrow, bolt, or bullet as a move action. Once *pixie dust* is applied to a projectile, the predetermined effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits—it only causes its new effect. *Pixies dust* comes in three common varieties.

- *Charming*: The target must succeed on a DC 15 Will save or be affected as though by a charm monster spell for 10 minutes.
- *Forgetful*: The target must succeed on a DC 15 Will save or be affected by a *modify memory* spell (this effect can only eliminate the previous 5 minutes of memory).
- *Sleeping*: The target must succeed on a DC 15 Will save or fall asleep for 5 minutes.

CONSTRUCTION REQUIREMENTS

Cost *charming* 250 gp, *forgetful* 250 gp, *sleeping* 50 gp

Craft Wondrous Item, *charm monster*, *modify memory*, *deep slumber* or must be a *pixie*

POUCH OF ENDLESS SAND

Price 7,000 gp; **Slot** —; **Aura** moderate transmutation; **CL** 9th; **Weight** 2 lbs.

If the drawstrings of this ordinary looking leather pouch are opened and a command word spoken, an amount of sand pours out. Separate command words determine the type of sand as well as the volume and velocity.

- “Stream” pours out 1 cubic foot per round.
- “Fountain” produces a 5-foot-long stream at 5 cubic feet per round.
- “Geyser” produces a 20-foot-long, 1-foot-wide stream at 30 cubic feet per round.

The geyser effect exerts considerable pressure, requiring the holder to make a DC 12 Strength check to avoid being knocked down each round the effect is maintained. In addition, the powerful force of the geyser deals 1d4 points of damage per round to a creature that is subjected to it. The geyser can only affect one target per round, but the user can direct the beam of sand without needing to make an attack roll to strike the target since the geyser’s constant flow allows for ample opportunity to aim. The command word must be spoken to stop it.

The sand produced by this pouch is dry and fine, weighing roughly 125 pounds per cubic foot if stacked together or used to bury a creature or structure.

CONSTRUCTION REQUIREMENTS

Cost 3,500 gp

Craft Wondrous Item, *stone call*^{APG}

QUIVER OF SANDSTONE ARROWS

Price 1,200 gp; **Slot** none; **Aura** faint transmutation; **CL** 8th; **Weight** —

This dusty quiver is a patchwork of leather strips and white thread. If the wearer fills the quiver with sand, dirt, or other naturally forming powders, the quiver is able to generate its own arrows. The wearer may draw as many arrows as he pleases from the quiver and use them as standard ammunition. The arrows

dissolve back into their native substance a minute after being drawn.

The quiver must be filled with any type of powder once a week or else it stops generating arrows until it is filled again.

CONSTRUCTION REQUIREMENTS

Cost 600 gp

Craft Wondrous Item, *abundant ammunition*^{UC}

RESTORATION DUST

Price 2,000 gp; **Slot** none; **Aura** faint conjuration; **CL** 5th; **Weight** —

This silky-smooth, red dust is pleasantly warm to the touch. When sprinkled on a partially decomposed corpse or skeleton, it causes the dead flesh and bones to mend and reform, allowing the corpse to be identified or raised as if it were killed recently (effectively restarting the day count that limits *raise dead*). If more than half of the bones are missing or the subject has been dead for more than 100 years, the dust has no effect. One vial contains enough *restoration dust* to restore a single Medium or smaller corpse. Larger corpses can be restored by using multiple vials (two for Large creatures, four for Huge, eight for Gargantuan, and 16 for Colossal).

CONSTRUCTION REQUIREMENTS

Cost 1,000 gp

Feats Craft Wondrous Item, *make whole*

STEELEATER DUST

Price 850 gp; **Slot** none; **Aura** faint transmutation; **CL** 6th; **Weight** —

This caustic, red dust stings the flesh and the eyes. It may be thrown as a ranged touch attack with a range increment of 10 ft. Metal objects, such as the armor, shield, and weapon of a target, take 2d4 damage (ignoring non-magical hardness) and are subjected to the effects of a *heat metal* spell (no save).

CONSTRUCTION REQUIREMENTS

Cost 425 gp

Craft Wondrous Item, *heat metal*

STORYTELLER'S DUST

Price 600 gp; **Slot** none; **CL** 2nd; **Aura** faint illusion;

Weight —

This dust is kept in gaudy bags, but is a simple white powder. When thrown into a fire, it conjures a visible theater of the mind (as minor image) within a 10-foot cube above the flames. The user can manipulate this illusion, which lasts for 2 hours or until the user banishes the scene. The user gains a +2 bonus on all Performance checks to tell a story using the image created by the dust.

CONSTRUCTION REQUIREMENTS

Cost 300 gp

Craft Wondrous Item, *minor image*



New Cursed Dusts and Items

RUINOUS BAG

Slot none; **Aura** moderate transmutation; **CL** 15th; **Weight** 15 lbs.

This small bag appears to be an ordinary bag of holding, and will store any and all items put inside. However, one week after any non-magical item is put within it, all non-magical items within are turned to dust. This generally applies to keys, vials, ammunition, maps, papers, books, clothes, tents, food, and other mundane items necessary for survival.

INTENDED MAGIC ITEM

bag of holding (any type)

RAPIER OF THE TRAGIC MISSTEP

Slot none; **Aura** moderate transmutation; **CL** 12th; **Weight** 2 lbs.

This opal plated *+1 keen rapier* leaves a trail of dust with every swing and thrust. This dust is a pleasant aesthetic effect, but the powder always seems to get in the wielder's eyes imposing a -1 penalty to attack. In combat, the confusion of the dust can make it difficult to tell friend from foe. If wielder scores a critical threat on an enemy with the rapier, but an ally is in range, he makes the confirmation roll on the ally. On a success, he scores a critical hit on the ally. On a failure, he scores a regular hit on the intended target.

INTENDED MAGIC ITEM

+1 keen rapier

RING OF ASHEN MEALS

Slot ring; **Aura** strong transmutation; **CL** 15th; **Weight** — lbs.

This golden ring is engraved with the image of a delicious meal, and appears to be a *ring of sustenance*. However, once placed on a finger, the engraving changes to that of starved corpses. All food that the wearer attempts to eat instead turns to ashes in his mouth and provides no sustenance. Water, however, can still be consumed

but has an unpleasant and bitter taste. The ring cannot be removed until the curse is broken.

INTENDED MAGIC ITEM

ring of sustenance

New Intelligent Dust

HELLBROOKE'S ASHES

Price 70,000 gp; **Slot** neck; **Aura** strong necromancy; **CL** 15th; **Weight** 2 lbs.

Alignment chaotic evil; **Senses** 30 ft., darkvision, *detect undead*

Intelligence 10; **Wisdom** 14; **Charisma** 20; **Ego** 17

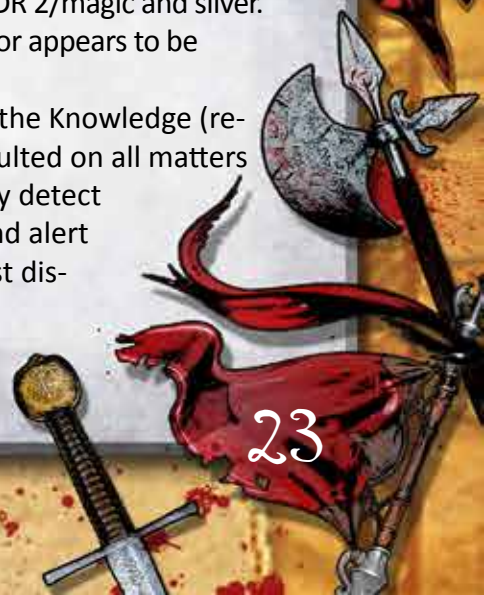
Language telepathy

Barbaneth Hellbrooke was one of the greatest vampires ever to curse the civilized kingdoms. He fielded a massive network of undead servants to do his bidding across the land. However, he was betrayed by his underlings, and cast into the sunlight to burn. So powerful was Hellbrooke, that even after his destruction his ashes retained some semblance of his former self.

Now Hellbrooke lends his power to any who will have him and share his cause. His mission is the destruction of all undead, whom he madly views as sharing equally in his betrayal. Hellbrooke cares little for other goals, and will deliberately provide false information and sabotage should his owner pursue "irrelevant" quests.

Any weapon (natural, manufactured, or unarmed) the wearer wields gains the *undead bane* special ability. The wielder grows easily hidden fangs, and may drain blood as per the vampire's Blood Drain ability. The wielder also gains DR 2/magic and silver. The wearer otherwise is not nor appears to be undead.

Hellbrooke has 10 ranks in the Knowledge (religion) skill, and may be consulted on all matters undead. He can automatically detect any undead within 60 feet and alert his wearer. At will, he can cast disrupt undead.



If the Hellbrooke or his wearer are subjected to positive energy, then Hellbrooke will go into a protective stasis for 1 hour and cease to provide any of his benefits.

Hellbrooke may voluntarily withhold any and all of these benefits as leverage to convince his wearer to pursue undead.

CONSTRUCTION REQUIREMENTS

Cost 36,000 gp

Craft Magic Arms and Armor, *gentle repose*, *summon monster I*, *undead anatomy* ^{UM}

Mythic Dusts

ROOT OF THE WORLD TREE^{MA}

Price varies

<i>Lesser</i>	300 gp
<i>Normal</i>	1,000 gp
<i>Greater</i>	2,500 gp

Slot none; **CL** 17th; **Weight** —; **Aura** strong conjuration

This fibrous powder is ground from bark harvested from the roots of trees growing across planar boundaries. When thrown in the air as part of casting a conjuration (summoning) spell, it grants the creatures summoned the advanced simple template. If the caster also expends one use of mythic power, the summoned creatures gain DR 5/epic, or DR 10/epic if they have at least 11 HD. Lesser root affects conjuration (summoning) spells up to 3rd level, normal root conjuration (summoning) spells up to 6th level, and greater root any conjuration (summoning) spell.

CONSTRUCTION REQUIREMENTS

Cost varies

<i>Lesser</i>	150 gp
<i>Normal</i>	500 gp
<i>Greater</i>	1,250 gp

Feats Craft Wondrous Item, Mythic Crafter^{MA}, Augment Summoning, *heroism*

^{MA} This item can be found in *Pathfinder Roleplaying Game: Mythic Adventures*

DUST OF THE LEGION

Price 13,000 gp; **Slot** none; **Aura** strong conjuration; **CL** 15th; **Weight** 35 lbs.

For most users, throwing this dust summons a single barbed devil for 12 rounds as per *summon monster VIII*. In the hands of a mythic character, however, the dust acts as a gateway to the legions of hell. A mythic character may expend one use of mythic power to throw the dust, calling 1d6 devils permanently to this plane of existence. The devil may be chosen from any devil on the *summon monster VII* table or below, but all devils must be the same creature. The devils attack all designated targets without mercy. However, if no more designated targets remain, they will turn their anger on the mythic summoner and his allies. These devils are not under the mythic character's control, and thus cannot be dismissed.

CONSTRUCTION

Cost 6,500 gp

Craft Wondrous Item, Mythic Crafter^{MA}, *summon monster VIII*

New Dust Artifacts

Minor Artifact

DUST OF CASCADING DEATH

Slot none; **Aura** strong transmutation and necromancy; **CL** 20th; **Weight** -- lbs.

This small vial of grey dust is far more dangerous than it looks. It is only safely contained within glass (including stopper), and cannot be handled by bare flesh. If thrown onto a living creature, the target is subject to the dust of cascading death poison.

CASCADING DEATH DUST (POISON)

Type poison (contact); **Save** Fortitude DC 26

Frequency 1/round for 6 rounds

Effect 2d4 Con drain; **Cure** 2 consecutive saves

If a creature dies from the dust of cascading death poison, he dissolves into two doses of the dust of cascading death. These doses are easily carried by the wind, and often spread themselves onto other victims. Dense and highly populated settlements can be rendered utterly devoid of life as the dust replicates itself and blows throughout the city streets.

However, there is some end to the madness. Twenty four hours after the uncorking of the parent vial, all resultant copies become inert. However, the dunes of dust that they inevitably create remain, stoic reminders of the life they have replaced.

The dust of cascading death is an excellent way of removing a populace from a city without damaging the city itself. However, the chain reaction that it causes can all too easily spiral out of control. It is sometimes gifted by gods to warlords who carelessly wield it as any other weapon, only to see both their enemies and own armies dissolved into dust.

DESTRUCTION

Destruction of the dust of cascading death is shockingly simple – it is rendered inert upon contact with water. If the parent vial is broken underwater then the chain reaction cannot begin, or if an infected city is absolutely submerged then it can be cleansed of the poison. However, rain only slows down the spread, and does not stop it. While a deluge is excellent for destroying scattered pockets of the dust, even a speck of untouched dust on a windowsill or underside of a cart can start the process over again.

HOURLASS OF THE FROZEN WORLD

Slot none; **Aura** strong transmutation; **CL** 20th;

Weight 5 lbs.

This large hourglass is made of black obsidian and crystal, it's swirling motes tiny diamond

flakes. Along its surface are carved intricate designs and indecipherable runes.

Once per day as a standard action, the owner of the hourglass may hold the hourglass sideways. For up to one minute per day, as long as the hourglass remains sideways, the world around the owner freezes as per the spell *time stop*.

DESTRUCTION

The physical structure of the hourglass of the frozen world is inherently tied to the passage of time. If brought into a timeless dimension, the particles in the hourglass freeze and cease their movement, and the crystal develops large cracks but does not break completely. The effects of the hourglass may be replicated one final time by shattering this now brittle artifact, after which the pieces are non-magical and useless.



New Character Options

Powders and dust can be a powerful tool in the hands of the trained. From ninjas to wizards to gladiators, any adventurer's repertoire can be improved with a sprinkle of dust.

New Ninja Trick

Metsubushi (Ex): As a standard action, the ninja throws a hollowed out egg containing sand and glass shards into the enemy's eyes. This is a ranged touch attack with a range increment of 20 feet which deals 1 damage. The target must make a Reflex save or be blinded for 1d4 rounds. The DC of this save is equal to 10 + $\frac{1}{2}$ the ninja's level + the ninja's Charisma modifier. If the ninja deals sneak attack on the ranged touch attack, the target suffers a -4 penalty to his Reflex save to avoid blindness. Using this ability expends 1 *ki* point from the ninja's *ki* pool.

New Feats

CRAFT MAGIC DUST (ITEM CREATION)

You can create magical dust.

Prerequisite: Caster level 1st.

Benefit: You can create magic dust of any spell that you know. Crafting magic dust takes 2 hours if its base price is 250gp or less, otherwise crafting dust takes 1 day for each 1,000gp in its base price. To craft magic dust, you must use of raw materials costing half of this base price. See crafting magic dust and magic item creation rules for more information.

POCKET SAND (COMBAT)

You are always prepared to blind an enemy with powder.

Prerequisites: Improved Dirty Trick

Benefit: You may retrieve stored sand, dirt, or other magical, non-magical, or alchemic powders as a free action. Additionally, you gain a +2 to CMB when using dirty trick to blind an opponent with powder, and the blindness lasts for one additional round.

INFUSE DUST (METAMAGIC):

You may imbue a handful of dust with your magic.

Benefit: You may imbue a handful of dust, sand, or some other powder with the power of a touch spell. Make a ranged touch attack on your target with a range increment of 10 ft. On a hit, the spell activates against the target (typically provoking a save). The dust only lasts for as long as it remains in the caster's hand, and becomes inert if put down or thrown by another creature. Spells that do not have a range of touch do not benefit from this feat.

Level Increase: None, an infused dust spell does not use up a higher-level spell slot than the spell's actual level.



New Dust-Based Diseases

Soil and dirt are the natural end result of all living matter. However, when a creature turns to dust prematurely, it is often the result of some horrible disease. Dust is usually associated with desiccation and dryness, and the diseases below combine these darker areas of concern.

THE GREY WASTING

The grey wasting is a horrific and highly contagious disease which can ravage vast populations. An infected person sprouts large grey mushrooms which dissolve into dust over the course of several days. The mushrooms are not painful, but are sensitive and leave ugly scars. The disease is slow moving, and can last for months before claiming its victims.

Type disease (inhaled); **Save** Fortitude DC 16

Onset 1 week; **Frequency** 1/week

Effect 1 Con and Cha drain

Cure two consecutive saves

DRYTONGUE

Drytongue reduces saliva production and swells the tongue, making speech difficult. It is the result of ingesting rotted wood or other inedible plant material.

Type disease (ingested); **Save** Fortitude DC 13

Onset 1 day; **Frequency** 1/day

Effect speech is slightly garbled, -2 penalty on speech based diplomacy, bluff, and intimidate checks, 10% spell failure chance for spells with verbal components.

Cure one save

SAND STEPS

Type curse; **Save** Fort DC 15 negates; **Onset** 1 hour;

Frequency constant

Effect The target produces an unending stream of sand from his pores. He sheds a total of 5 pounds of sand an hour. His sleep is uncomfortable and fitful, and he always wakes with the fatigued condition. Any tracking the target gain a +10 bonus due to the obvious trail of sand.

Cure Sand steps can be cured by successfully casting remove curse. Alternatively, if the target is fully immersed in water for 24 hours then the curse is automatically broken.

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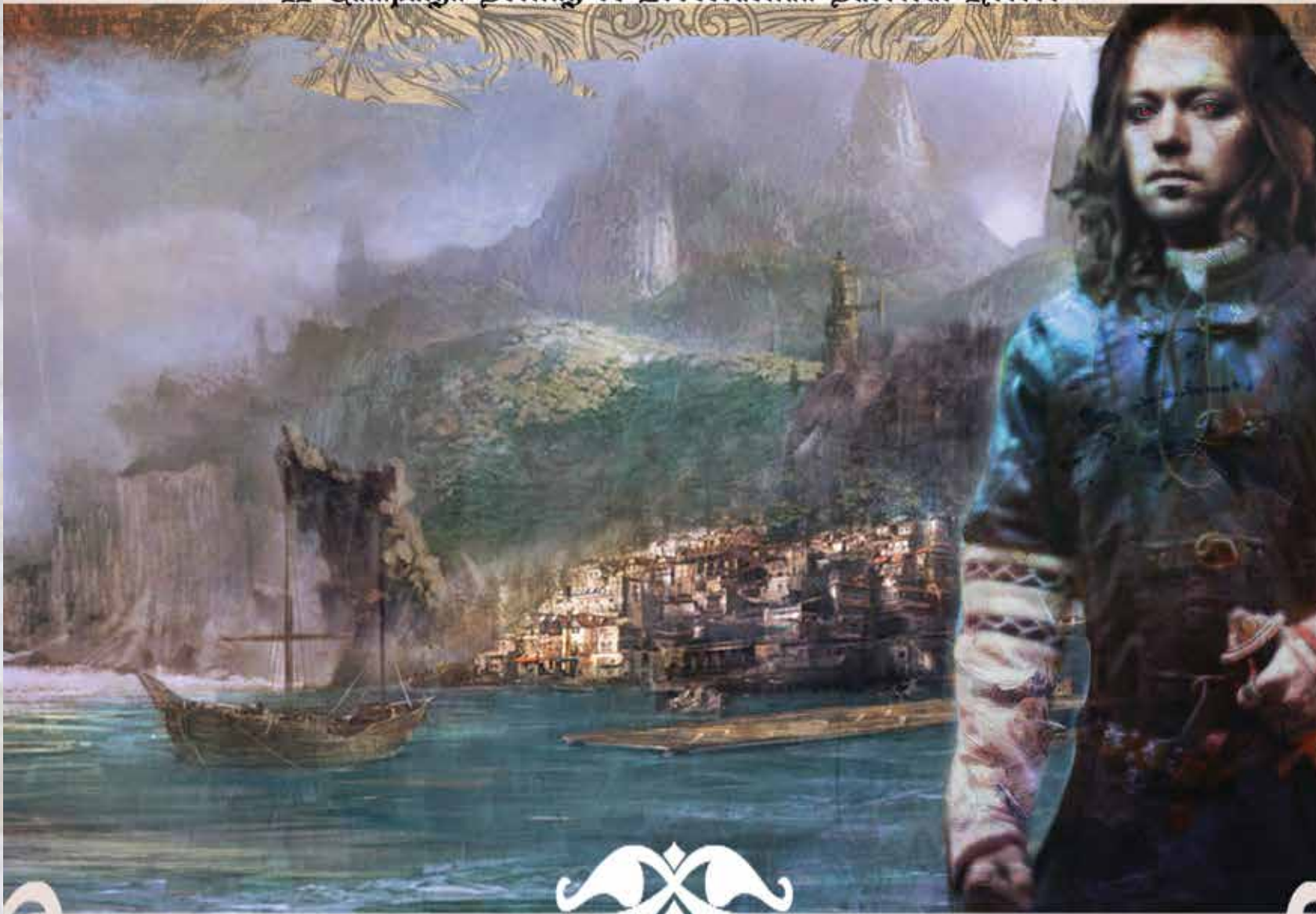
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Call to Arms POWDERS AND DUST

“I will show you fear in a
handful of dust.”

T.S. Elliot, *The Wasteland* (1922)

Call to Arms is a book line for players and gamemasters alike. Each book focuses on a different type of item, expanding rules for those items and adding everything from new mundane and magical examples of the item to new character options related to the item. Call to Arms: Powders and Dusts includes a review of and expansion to mundane, magical, cursed, mythic, and even artifact dusts, as well as new powder based afflictions, new character options, such as blinding attacks, and new rules for infusing spells within powder. Here are the tools to transform a handful of sand into a vicious weapon or devious trap, surprising your enemies (and sometimes allies) with the most basic of materials. Never before has simple dust been so versatile – or so deadly!

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