

Encyclopedia Magica™

Accessory

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Volume Two

Decoy Dust to Phylactery of Riteousness

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Dust

Decoy

XP Value: 400

GP Value: 1,200

The Book of Marvelous Magic

This dust forms the shape of a snake monster. It appears to attack creatures in the area of effect, but it is merely a decoy and cannot actually damage anyone. It tries to draw attention and then attacks until someone realizes it is harmless. However, if any creature tries to use a bite attack against the snake dust, it automatically hits and the creature must then make a saving throw vs. death magic or die in one round, choked by the dust. Claw and weapon attacks merely pass through the dust, appearing to damage the decoy but not actually affecting it. *Decoy dust* lasts for one turn.

of Disappearance

XP Value: 1,000

GP Value: 5,000

DUNGEON MASTER® Guide, 1st Edition

This dust looks just like *dust of appearance*, and it is typically stored in the same manner and quantity. All things touched by it reflect and bend light of all sorts (infrared and ultraviolet included), becoming *invisible*. Normal sight is useless when trying to locate dusted creatures or objects—they can't even be detected by magical means, let alone anything else. Even *detect invisibility* spells don't work. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*.

Invisibility bestowed by the dust lasts for 2d10 turns (1d10+10 if sprinkled carefully upon an object). Attacking while *invisible* is possible, always by surprise if the opponent fails to note the *invisible* thing and always at an Armor Class 4 better than normal (while *invisibility* lasts). Unlike the *invisibility* spell, *dust of disappearance* remains effective even after an attack is made.

of Dryness

XP Value: 250

GP Value: 750

DUNGEON MASTER Guide, 1st Edition

This special dust has many uses. If a pinch is cast into a cubic yard of water, the liquid is instantly transformed to nothingness, and the dust pinch becomes a marble-sized pellet, floating or resting where it was cast. If the pellet is hurled down, it breaks and releases the same volume of water.

When the dust is sprinkled over an area (such as with a wave of the arm), it negates a *precipitation* or *cloudburst spell*, or else dries up as much as 15 cubic feet of water. The dust affects only water (whether fresh, salt, brackish, or alkaline), not other liquids.

If the dust is employed against a water elemental or similar creature, the creature must save vs. spell or be destroyed. A successful save still inflicts 5d6 points of damage upon the water creature.

A pouch of this dust contains 1d6+4 pinches.

of Dullness

XP Value: 250

GP Value: 500

Mordenkainen's Fantastic Adventure

This appears to be normal, silty dust. One large pinch affects one human-sized creature; a handful can affect 1d4+1 human-sized creatures. It may be thrown up to 10 feet, cascading down upon inter-⁴ targets. When the dust is cast on any living creature with senses (sight, taste, hearing, touch, smell, and/or a "sixth sense" such as psionics or magic that provide unusual sensory capabilities), roll 1d6, and consult the table below. The number rolled affects all senses with a number equal to or lower than the result. (Example: A roll of 3 would affect sight, taste, and hearing.)

Roll	Sense
1	Sight: Vision is blurred for 1d6 hours. Roll 1d10 to find the severity:
1-3	-3 penalty to attack.
4-8	-5 penalty to attack and -3 penalty to movement rate; attempts at faster movement result in a stumble and fall, for no damage.
9-0	Blinded
2	Taste: The victim loses the sense of taste for 1d6 hours.
3	Hearing: The victim is deaf for 1d6 turns; a -1 penalty applies to all initiative rolls, and the victim suffers a 50% chance of being surprised in situations where sound (footsteps, howling, etc.) is the primary factor. Unless some nonaural signaling method is used, the victim does not react to unseen situations until after a 1d4 initiative delay (or until physically warned by other characters).
4	Touch: The victim cannot feel anything for 1d6 turns, including being touched, burned, frozen, etc. A penalty of -3 applies

to the movement rate, and any attempt at running results in a stumble and fall (for no damage) within one round. Dexterity is temporarily penalized by -2 points. When holding objects in hand, there is a 30% chance per object of dropping it, checked each turn and whenever an item is used.

- 5 **Smell:** The victim loses all olfactory faculties for 1d6 turns, and cannot smell anything (a boon when investigating garbage heaps).
- 6 **Sixth Sense:** The victim may not receive, transmit, use, or interpret psychic, magical, or psionic powers for 1d6 turns. All those functions related to dreams, intuitions, “hunches,” extra sensory perceptions, and/or magical spells or items that would produce, heighten, or elaborate these areas are “wiped clean” from the victim’s mind. No telepathic or empathic communication is possible. Spells affected are listed below. Magical items that resemble these spells are treated in the same way, and their use is not possible. Spells affected/negated:

Priest/Druid: All *detect* spells, *commune with nature*, *commune*, *divination*, *find traps*, *find the path*, *know alignment*, *locate animals*, *locate object*, *locate plants*, *stone tell*, and *true seeing*.

Wizard: All *detect* spells, *clairvoyance*, *clairaudience*, *contact other plane*, *ESP*, *identify*, *legend lore*, *locate object*, *mass suggestion*, *mind blank*, *nondetection*, *suggestion*, *telekinesis*, *true sight*, *vision*, and *wizard eye*.

Feather

XP Value: 250 **GP Value:** 500

The Book of Marvelous Magic

This dust appears identical to *allergy dust* of some type. However, it merely creates a cloud of small, harmless feathers in the area of effect. The feathers may obscure vision to a limited extent, but settle to the ground in six rounds.

Fertilization

XP Value: 300 **GP Value:** 900

DRAGON® Magazine 30

Dust of fertilization, when sprinkled on any plant, causes it to gain a year’s growth (or full growth in the case of shorter-lived plants) in one week. The dust does not work on treants or enchanted plants.

Fodder

XP Value: 200/pinch **GP Value:** 600/pinch

DRAGON Magazine 178

This is the solution to many logistical problems. A single pinch of this magical dust added to a gallon of water balloons out into a heap of vegetable fodder sufficient to feed 30 horses or the equivalent for a day. It usually comes in a small, flat box of 3d4+1 pinches. A single dry pinch, if consumed inadvertently, expands to kill the imbiber in gruesome fashion—save vs. death magic at +1 or die.

of Forgetfulness

XP Value: 1,500 **GP Value:** 4,000

DRAGON Magazine 99

This dust looks exactly like other magical dust, and is stored and delivered in the same manner. When thrown at a character or other living creature, the dust causes the victim to *forget* everything that has happened in the last hour (including saving the dust tossed at him or her). Enemies encountered during that time will be forgotten, paths explored look unfamiliar, and newly made friends are viewed with suspicion. If a character’s immediate surroundings are similar to those the character was in an hour before, the victim won’t even be aware of the difference without close examination (if any differences in environment exist). After one week, lost memories are restored—no experience is lost.

Player characters, if sprinkled with dust, should be forbidden by the DM to use “forgotten” knowledge. No saving throw is given against this power.

Green Sleeping

XP Value: 800 **GP Value:** 1,600

Kara-Tur

Green sleeping dust is made from the bija tree of the Quang Muku. It is primarily used by ninjas of the Soretyo family, a secret society based in Foo Nakar. Shady merchants can get it at a high price, but it is completely effective. There is no saving throw if the dust is inhaled, the victim sleeps for five turns.

of Illusion

XP Value: 500 **GP Value:** 1,500

DUNGEON MASTER Guide, 1st Edition

This unremarkable powder resembles chalk dust or powdered graphite—unless one stares at it.

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Stare at it and the dust changes color and form. Put a pinch of *dust of illusion* on a creature and the creature appears to become any other creature of similar shape, with a size variance of 50% (plus or minus) from the actual size of the effected creature. An unwilling recipient is allowed a saving throw vs. spell to escape the effect. Thus, a halfling could appear as a human of small stature, a human as an ogre, a pegasus as a mule, etc.

The individual who sprinkles the magical dust must envision the illusion desired as the powder is shaken over the affected subject. The illusionary power lasts for 1d6+6 hours unless otherwise dispelled. A typical pouch of this dust contains 1d10+10 pinches of the substance.

Leech

XP Value: 1,000 **GP Value:** 2,000

DRAGON Magazine 5

The ominous name of this magical dust is derived from its ability to absorb blood, leeching it out of the victim's flesh, veins, and even bone marrow. When a satchel of *leech dust* is thrown (up to 20 feet away) it forms a cloud of the same dimensions as *cloudkill* (40 feet wide, 20 feet high, and 20 feet deep). The dust adheres to all living creatures within its area of effect, causing immediate weakness. This weakness manifests itself as a 50% reduction in Dexterity and Strength (and all penalties or reduction of combat bonuses applicable). In two rounds the victim is unable to fight or use spells, in three rounds paralyzed, and after four rounds, dead. All these effects, except weakness, can be countered with a successful saving throw vs. death magic.

This sadistic powder may only be removed by a sprinkling of *holy water* or the use of *dispel magic* or *wish* or similar spell. If the victim survives his or her contact with the dust, the lost Strength and Dexterity return at the rate of 1 point per day. However, if a *ring of regeneration* or similar regenerative magical item is worn, lost points can be recovered at double the rate.

Malto's Dust of Mind Dulling

XP Value: 1,500 **GP Value:** 3,000

1992 Fantasy Collector Card 508

Malto is known as "the Everything Man" because he changes form so easily and frequently. His special *dust of mind dulling* not only slows the ability of wizards and priests to cast spells, but it has the additional effect of a *forget* spell. Malto

blows the dust into the air and then changes form—as the dust spreads through the area, all characters who fail a saving throw vs. spell *forget* about Malto's *shapechange* and lose track of him. Even those spellcasters who successfully save are still *slowed* during casting, giving Malto time to react if need be.

of Mind Dulling

XP Value: 1,000 **GP Value:** 3,000

Tome of Magic

This dust appears to be harmless, but it is the bane of spellcasters. One pinch of the dust can be flung up to 30 feet from the user and scatters to fill a sphere with a 5-foot radius.

All spellcasters within the area must make a saving throw vs. spell or find their minds dulled and their wits slowed. All casting times less than one round are increased by two as the wizards hesitate, trying to remember the procedures. Spells that normally require one round to cast now require one full round plus a casting time of 5 on the following round; spells which normally have a casting time of two rounds or longer now require 50% more time to cast. The dust persists in the area for one turn unless somehow removed (a *gust of wind spell* would be helpful). Those spellcasters affected by the dust are impaired for 1d4+1 turns after that.

of Opposition

XP Value: 100 **GP Value:** 500

The Book of Marvelous Magic

This dust appears identical to *decoy dust*, but when the decoy is created, it turns on the user. The victim must make a saving throw vs. death magic or die in one round, choking on the dust. Even if the roll is successful, the victim coughs and is unable to attack or cast spells for one turn until the decoy disappears. The victim cannot flee from the dust. The *dust of opposition* may be dispersed by spraying it with a large amount of water (for example, a *create water* spell) or by *dispel magic* cast at the dust (treating it as 15th-level magic).

Paralyzation

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 2

Paralyzation dust is similar to *dust of sneezing and choking*, but the effect of a missed saving throw vs. paralyzation is *paralyzation* for one hour.

of Revealing**XP Value:** 1,000**GP Value:** 4,000

DRAGON Magazine 126

This special dust is commonly found in one or more eggshell grenades, the price is one such powder-filled grenade. When released into the air, the dust magically expands to fill a 30-foot, radial area. Everything in this area that is *disguised* is revealed for what it truly is. *Shapechangers* (such as lycanthropes and hengeyokai) are forced into their natural forms, all magical and mundane disguises are removed, and spells such as *face* and *apparition* are nullified. Unlike *dust of appearance*, *dust of revealing* does not reveal *invisible*, astral, ethereal, or out-of-phase creatures.

Rust**XP Value:** 1,000**GP Value:** 5,000

DRAGON Magazine 86

Rust dust looks like a fine metallic powder similar to *dust of appearance* or other magical dust. It is usually contained in small silk pouches for dispersal by hand or spread by blowing the dust through a hollow bone tube. If it is shaken out by hand, one pouch will cover a 10-foot, radial area; dust blown from a tube will create a cone 20 feet long, 1 foot wide at the start and 15 feet wide at the end. Usually, 1d10 containers of either sort may be found at one time.

Any nonprecious, metallic materials within the area of effect of *rust dust* rust (or otherwise deteriorate) and fall into useless scrap one round after contact. Precious metals (gold, platinum, and silver, for instance) are not affected. Objects of iron, copper, bronze, tin, and similar metals or alloys (including mithral and adamantite) are affected automatically if the metal of the item is nonmagical.

Magic items (swords, armor, shields, *rings of protection*, and similar items) must save as if struck by a rust monster, gaining a 10% chance to withstand the dust for every "plus" of enchantment; thus, a *sword +4* has a 40% chance of not corroding. Magical items or objects without a "plus" rating (such as an *iron flask*, iron golem, or *ring of spell storing*), have a 10% chance to save against the dust. All such saving throws must be rerolled every time a new dose of *rust dust* is encountered.

Sleep**XP Value:** 400**GP Value:** 800

Dragon Dawn

Sleep dust is created with the aid of pixie-cast *sleep* spells. Its physical components consist of exceptionally rare ingredients—the dusty coating of pixie wings and the breath of a hibernating bear, among others. These ingredients, hulderfolk magic, and the unusual *sleep* spells of the faeriekind give the dust its surprising potency. A sparse handful causes a giant to slumber; a sprinkle puts a human-sized person to sleep, and a single pinch is sufficient to bespell kender and other diminutive humanoids. Even elves are not immune to its effects, which are differently achieved from those of an ordinary *sleep* spell.

When *sleep dust* touches a living target, that person (or animal) falls asleep immediately, into an enchanted slumber lasting 1d4+1 hours. There is no saving throw allowed to resist the effect. The dust is most efficient when sifted upon persons from above, or cast on them from a short distance (a foot or two) away. *Sleep dust* is light, and easily blows away in a breeze. If it should blow back on the one who cast it, that person is as susceptible to its effects as any other. Once it settles to the ground or other surface, its magical dweomer discharges, and it has no more power to cause *sleep*. If an insufficient portion is cast on the target (as, for example, when just a pinch lands upon a giant), the victim is allowed a saving throw vs. spell to resist the dust's effects. Failure means slumber for 1d3 hours.

of Sleeping**XP Value:** 400**GP Value:** 800

The Book of Marvelous Magic

This dust is coarser than others. When used, it looks much like fine sand, falling quickly to the ground. Each victim of 9 or fewer Hit Dice in the area of effect must make a saving throw vs. spell or be put to sleep. The sleeping victims can be awakened easily by force, but noises do not stir them. The effect lasts for 24 hours at most.

Small Bird Repulsion**XP Value:** 50**GP Value:** 250

DRAGON Magazine 30

Probably a pest-control device, the *dust of small bird repulsion*, sprinkled on an area of up to 20 feet square, prevents any bird smaller than an eagle from landing there for one year.