

# Campaign Classics



Sand is a remarkable substance. It's dry, yet fluid, rippling under the desert winds like water in an ocean. During a storm, it's capable of blinding and cutting, yet, when melted to make glass, it's smooth. When it covers the ground from horizon to horizon, it symbolizes the emptiness of eternity, yet we use its grains to measure the passage of time. The following magical items all take their inspiration from the physical and metaphorical properties of sand and the desert.

Zakhara, the Land of Fate, is not surprisingly the source for these magical sands.

## General Information

Magical sand is usually found in a sack or a jar. Unlike magical dusts, where a pinch is sufficient, a handful of magic sand is required to produce an effect. Thus the containers are relatively heavy.

## Magical Sands of Zakhara

by Rudy Thauberger

illustrated by James Holloway

Each container contains 1d10+10 handfuls of sand, each weighing roughly half a pound. Magical sand is slightly more cohesive than regular dry sand and can be thrown up to 20' without losing its effectiveness. The area of effect is typically no more than 10' wide. All saving throws against magical sand attacks are made with adjustments for Dexterity. Saves are made vs. breath weapon,

unless otherwise stated. To compensate for their bulk, magical sands, unlike most potions or powders, can have a cumulative effect if more than one handful is used.

### Crystal Sand

*Crystal sand* can be used to form crystalline objects in any shape the possessor desires. The object can weigh up to five pounds per handful of sand used, and can be a weapon, a key, a plate, a goblet, or anything else. The crystal is hard as steel, has AC 0, and is +2 on all saves. Weapons made of the crystal are +1 to hit and damage. All objects have 5 hp per handful of sand used to create them.

To make an object, the possessor must pour the sand on a flat surface in roughly the shape desired, then speak the name of the object (sword, ladder, cup, etc.). A three-dimensional object then forms out of the sand. The quality of workmanship reflects the creator's degree of skill. The object remains solid for one hour, after which it shatters, caus-



ing 1d6 hp damage to all creatures within a 10' radius (save for half).

**XP Value:** 1,000

### Fire Sand

*Fire sand* is an extremely volatile substance, capable of creating sheets of flame when it strikes an object or is ignited. It can be used in two ways: as an area spell or to create a flaming wall. When thrown, it flies up to 20', spreading out to cover a 10' x 10' area. The force of impact ignites the sand, causing 3d6 hp damage to all creatures in the area of effect (save for half). If the sand is poured carefully in a line on the ground and then ignited, either by a flame or a sharp blow, a wall of fire results, inflicting 6d6 hp damage to any creatures attempting to move through it. The wall is 20' long per handful of sand and burns for 3d4 rounds.

**XP Value:** 2,000

### Rasping Sand

This sand tears away at the surface of any object it touches, living or non-living. The effect of the sand lasts for 3 rounds. Non-living objects must save vs. spell every round with a cumulative -1 modifier each round after the first. If the object fails its save, the sand tears it apart. There is a limit to the size of the object that can be affected. This varies somewhat, depending on what the object is made of, but generally should be no more than 100 pounds per handful of sand used against it.

Living creatures suffer excruciating pain when struck by *rasping sand*, suffering 2d6 hp damage in the first round, 3d6 in the second and 4d6 in the third. A saving throw vs. paralysis must be successfully made each round or the creature is incapacitated by pain.

*Rasping sand* dissolves in water. If at least a gallon of water per handful of sand is thrown on it, it immediately ceases to cause damage. If a creature with a natural AC 5 or better, all damage is halved. Creatures with AC -1 or better suffer 1 hp damage per round. Characters wearing armor are similarly protected, although the armor itself falls victim to the sand and must make the appropriate saving throws.

This sand is so deadly that the possessor must use a specially treated glove to handle it, lest he fall victim to its malign power. The glove is made of the same substance as the bag that contains the sand and is usually found alongside it.

**XP Value:** 2,000

### Sand Cage

When a handful of this magical sand is thrown at a target, it forms a sandy whirlwind in the shape of an inverted cone roughly 8' high and 4' wide at the top. The whirlwind flies at the nearest living creature and envelopes it. The creature must be no larger than man-sized and suffers 1d6 hp damage when enveloped. Once trapped, the victim is unable to attack or cast spells and suffers an additional 1 hp damage every round he remains inside the whirlwind. Because it consists of sand, the whirlwind severely reduces visibility and makes a loud hissing noise that drowns out all but the loudest sounds. The victim can still move, however, although the whirlwind moves along with him up to a movement rate of 24. The whirlwind itself can be attacked from outside.

The whirlwind is AC 2 and it can withstand 20 hp damage before falling apart. Only magical weapons or spells can affect it, however, and there is a 50% chance that the victim inside the cage is damaged as well. The victim of the *sand cage* can attempt to step out of the whirlwind for a moment, in order to attack it

from the outside. This requires a Dexterity check and a successful initiative roll. If the victim's initiative beats that of the whirlwind, an attack can be made. A price is paid for this tactic. Each time the victim enters or leaves the whirlwind, he suffers 1 d6 hp damage.

The whirlwind pursues its victim until he dies or the whirlwind ceases to exist. A *sand cage* lasts for 2d6 rounds. If subsequent handfuls of this sand are thrown on an existing whirlwind, all damage inflicted by it is increased (doubled, tripled, etc.) and the duration is increased by another 1 d6 rounds per handful.

**XP Value:** 2,000

### Sand of Mirages

This sand creates an illusion that can be anything the possessor desires, so long as it is created outdoors under the light of the sun. The area of effect is a 50' cube for each handful used. The illusion lasts as long as the sun shines on it. No illusory creatures can be created with this sand. Physical contact with a living creature does not destroy the illusion but merely exposes its true nature.

**XP Value:** 1,000

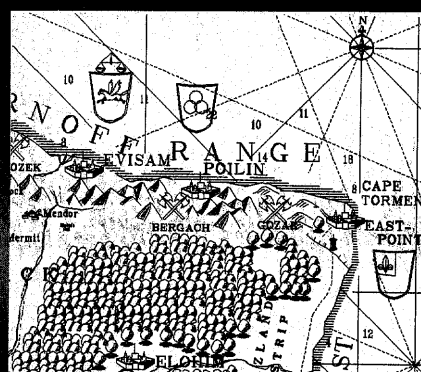
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## NOT for the WEAK at HEART

### Sand of Obscurement

When thrown into the air, *sand of obscurement* creates a small, highly localized sandstorm, blinding all within its area of effect. The storm lasts for 2d4 rounds and covers a 50' cube. All within the storm must make a saving throw or be blinded during the storm and for an additional 10 rounds afterward. This period can be reduced if the victim escapes the storm and spends 1 round rinsing his eyes with water. Vision is then restored immediately. Those who save still cannot see in the storm, but once they leave the area they suffer no blindness. The character who used the *sand of obscurement* is not immune to its effects, but as he knows what's coming, it is assumed he has closed his eyes, allowing him to save automatically. He is still blind inside the storm however. Additional handfuls of this sand thrown up during a storm increase the duration of the storm by 1d4 rounds each.  
XP Value: 1,000

### Sand of Restoration

When *sand of restoration* is sprinkled on the ruins of stone or brick buildings, the buildings are momentarily restored. Broken walls, cracked floors, and collapsed ceilings all appear as they once did, except now they are made of translucent, shimmering sand. Fifty cubic feet of building can be restored with each handful of sand. The restored building is sturdy for normal purposes, providing shelter from the elements, but if it sustains even 1hp of structural damage, it collapses. The restored structure remains in existence for 12 hours.  
XP Value: 1,500

### Sand of Sinking

*Sand of sinking* creates a 108 × 108 square of "quicksand" whenever it is thrown onto sand, earth, or stone. The effect lasts for 2d4 rounds. Victims standing on the affected area sink at a rate of 5' per round, to a maximum depth of 10'. When the effect of the sand wears off, the material solidifies, trapping anyone still caught inside it. The sand can also be used against stone walls and the like, creating a 10'-deep opening similar to a *passwall* spell. Because the "quicksand" flows down, out of the wall, the opening is permanent. Additional handfuls of this sand do not create deeper holes, but they can be used to broaden the area of effect.  
XP Value: 2,000



### Slow Sand

This form of magical sand makes time stand still. Up to three man-sized creatures may be affected, provided they are all within 10' of each other. Any who fail their saving throws become frozen in time, effectively *held*, for 5 rounds. They are not aware of the passage of time and aren't affected by anything that occurs while they are in stasis. Those who make their saving throws are merely *slowed* for 1 round. If a second handful of sand is thrown on an affected creature, either at the same time or after the first handful has taken effect, the duration increases to one hour. A second save is made at -4 with no Dexterity adjustments allowed.

**XP Value:** 1,500

### Solid Sand

*Solid sand* can be scattered onto any soft surface—sand, soft earth, mud, quicksand, even snow — and it immediately hardens, forming a shell that can then be walked upon. The shell is solid and stable, allowing for good traction and balance. The area of effect is 500 square feet per handful. The shells lasts for 1d4 turns.

**XP Value:** 500

### Thirsty Sand

Similar to *dust of dryness*, *thirsty sand* drains moisture, but from creatures, not bodies of water. Only one creature can fall victim to this sand, but he suffers 3d6 hp damage and must endure excruciat-

ing pain for 1d4 rounds, suffering -2 on attack and damage rolls, as well as a +2 penalty on Armor Class and initiative. A successful save halves the damage and

duration of the pain. Once the sand is finished draining moisture, it falls in wet clumps at its victim's feet. If additional handfuls of *thirsty sand* are thrown at a victim before he has had a chance to replenish the lost liquid, his saving throw is made with a cumulative -2 modifier. One gallon of water is necessary to replace the lost moisture and avoid this penalty. Water-based creatures suffer double damage from this sand.

**XP Value:** 1,000

### Sand of Scintillation

When this sand is thrown into the air, it explodes in a burst of blinding, hypnotic light. All who see this flash of light must save vs. spells or be stunned for 2d4 rounds. The effect extends for 50' in all directions. If two or more handfuls are thrown up at once, the light is brighter and the area of effect extends by 50' for each additional handful. In addition, saving throws made inside the first 50' suffer a -2 penalty.

**XP Value:** 500

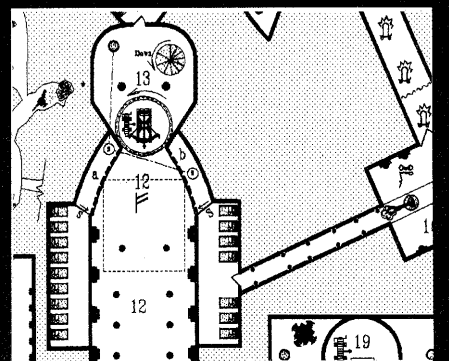
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