

Kaffyd's Pigments and Canvas

(from "Demons; Denizens of Diannor" by Role Aids. XP and GP values by DM Superelf.)

Kaffyd carries a palette of magical pigments and an assortment of brushes and small canvases. Any item copied using these paints disappears, its essence trapped on the canvas similar to the spell, *item*. It takes Kaffyd one round to paint a weapon or piece of armor, two rounds for any complicated item, and three rounds for anything magical. A being whose equipment is being painted is allowed a save versus magic at -3. Success means Kaffyd's brushstrokes become inaccurate, and the magical effect fails. To retrieve an item from the canvas, the canvas must be placed flat on the ground. The item will then rise up.

(DM Superelf Note: PC's who attempt to use the pigments and canvas may be able to create some effect, but most will not, This is open to interpretation by the DM; if he or she feels that the character has some artistic ability then the pigments and canvas may make items disappear in one turn, and equipment may be allowed a normal save vs. magic. Most characters will be unable to use these items, however.)

XP Value: 5,000

GP Value: 25,000