character under 11th level of experience who touches it, but those of 11th level or higher who make a saving throw versus magic can command the powers and effects of the Codex:

| 4 x I: |  |  |  |
| 4 x II: |  |  |  |
| 2 x III: |  |  |  |
| 2 x IV: |  |  |  |
| 2 x V: |  |  |  |
| 2 x VI: |  |  |  |

Note: When activating powers and effects, base their coming into play upon the progress of the character’s persual of the Codex.

**Crown of Might:** According to tradition, great items of regalia were constructed for special servants of the deities of each alignment when the gods were contending amongst themselves. Who amongst them first conceived the idea is unknown. The champion of each ethic alignment — Evil, Good, Neutrality — was given a crown, an orb, and a sceptre. These items have been scattered and lost over the centuries of struggle since they first appeared. These 3 complete sets bestow great powers, but even mere possession of a Crown of Might gives a character of the same ethos great benefits (if a character of another alignment touches such an item he or she takes 5-30 hit points of damage and must save versus magic or be instantly killed). The alignment of a Crown is determined as follows:

- 01-06 Evil
- 07-14 Good
- 15-20 Neutrality

While being worn, the Crown raises its wearer’s level of experience by 1 and confers the following additional powers/effects:

<table>
<thead>
<tr>
<th>Evil</th>
<th>Good</th>
<th>Neutrality</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 x I:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 x II:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 x III:</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Should a character wearing a Crown touch an Orb of Might (q.v.) or a Sceptre of Might of a different ethos, he or she takes damage and must save as noted above, and if the saving throw is successful, 1 malevolent power from Table IV. will affect him or her. However, if the Orb or Sceptre is of the same ethos, the following extra powers (and effects) are conferred upon the possessor:

**2nd Item of Set**

<table>
<thead>
<tr>
<th>Evil</th>
<th>Good</th>
<th>Neutrality</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 x I:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 x II:</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**3rd Item of Set**

<table>
<thead>
<tr>
<th>Evil</th>
<th>Good</th>
<th>Neutrality</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 x I:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 x II:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 x IV:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 x V:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 x VI:</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: Each of these items is so similar in appearance to the other that examination will reveal no difference, and detection magically will not reveal their ethic alignment. Each Crown is a slender diadem of gold set with 3 precious stones of great size so as to bring 50,000 or more gold pieces if openly sold.

**Crystal of the Ebon Flame:** The origin of this artifact is entirely unknown, as is its exact whereabouts. It is a beautifully formed, diamond-hard mineral the size of a hand. When it is touched, the Crystal sends forth rays of light and a black flame seems to leap and dance in the heart of the jewel. All creatures within 30’ must save versus magic or be charmed as if by a fire charm spell. The possessor of the Crystal may draw upon its powers by gazing at the Ebon Flame at its center. These powers and effects are:

| 4 x I: |  |  |  |
| 2 x II: |  |  |  |
| 1 x III: |  |  |  |
| 1 x IV: |  |  |  |
| 1 x V: |  |  |  |
| 1 x VI: |  |  |  |

**Cup and Talisman of Al’Akbar:** This pair of holy relics were given by the gods of the Paynims to their most exalted high priest of lawful good alignment in the days following the Invoked Devastation. It was lost to demi-human raiders and was last rumored to be somewhere in the Southeastern portion of the Bandit Kingdoms. The Cup is made of hammered gold, chased with silver filigree, and set with 12 great gems in electrum settings — a jewelry value of 75,000 or more gold pieces on the market. It does not radiate magic, but it has the following powers/effects:

| 4 x I: |  |  |  |
| 1 x III: |  |  |  |

The Talisman is made of hammered platinum, a star of 8 points, chased with gold inlays, and with a small gem tipping each point. The star is hung from a chain of gold and electrum set with silver beading (8 sets of 3 beads each) — a jewelry value of 10,000 or more gold pieces. It does not radiate magic either, but has the following powers/effects:

| 2 x II: |  |  |
| 1 x IV: |  |  |

If a cleric, druid, paladin, or ranger possesses both, he or she may fill the cup with holy water and immerse the talisman into the fluid to create a potion once per week. The potion will be:

- 1-5 healing
- 6-10 extra healing
- 11-15 poison antidote balm
- 16-17 cure disease salve
- 18-19 remove curse ointment
- 20 raise dead balm

And the possessor gains the following powers/effects from both:

| 1 x V: |  |  |
| 1 x VI: |  |  |

* For neutral or evil characters only.

** For evil characters only.

**Eyes of Vecna:** Seldom is the name of Vecna spoken except in hushed voice, and never within hearing of strangers, for legends say that the phantom of this once supreme lich still roams the Material Plane. It is certain that when Vecna finally met his doom, one eye and one hand survived. The Eye of Vecna is said to glow in the same manner as that of a feral creature. It appears to be an agate until it is placed in an empty eye socket of a living character. Once pressed in, it instantly and irrevocably grafts itself to the head, and it cannot be removed or harmed without slaying the character. The alignment of the character immediately becomes neutral evil and may never change. The Eye bestows both infravision and ultravision to its host, and gives the following additional powers/effects:

| 2 x I: |  |  |
| 2 x II: |  |  |
| 1 x IV: |  |  |
| 1 x V: |  |  |

The minor or major powers may be used without fear of harm, but use of the primary power causes a malevolent effect upon the host character.

**The Hand of Vecna:** The arch-lich Vecna supposedly imbued both his hand (left and his eye (see the foregoing listing) with wondrous and horrible powers enabling them to persist long after his other remains moulder away into dust (Cf. Eye of Vecna). Tales say that the Hand appears to be a mumified extremity, a blackened and shrivelled hand, possibly from a burned body. If the wrist portion is pressed against the stump of a forearm, it will instantly graft itself to the host and become a functioning member with 18/00 strength in its grip (no “to hit” or damage bonuses). The Hand will eventually turn the alignment of the host character to neutral evil as explained hereafter.

The host character may use any minor power without fear, but as soon as a major power of the Hand is used, he or she awakes a spirit of great evil. (You, the DM, should then begin an insidious campaign of suggestion and urging towards evil on that character’s part.) When a primary power is used, the host will instantly become neutral evil — very evil. The Hand can be severed from
the host at any time before its powers are used with 100% certainty; but each major power use subtracts 1% from the probability, and each use of a primary power makes success 10% less likely. Whenever 100% subtraction has occurred there is no possibility of removing the Hand, and the character will know this.

To use any power, the fingers of the Hand must be extended, curled, or whatever in different combinations. The powers and effects are:

<table>
<thead>
<tr>
<th>Effects of Horn</th>
<th>Power</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Horn of Blasting</td>
<td>10 x I</td>
<td>10% less likely</td>
</tr>
<tr>
<td>Horn of Bubbles</td>
<td>5 x II</td>
<td>1% less likely</td>
</tr>
<tr>
<td>Horn of Deep Sea</td>
<td>2 x III</td>
<td>Effect from Table VI</td>
</tr>
<tr>
<td>Horn of Breath</td>
<td>2 x IV</td>
<td>Effect from Table III</td>
</tr>
<tr>
<td>Horn of Blast</td>
<td>2 x V</td>
<td>Effect from Table III</td>
</tr>
<tr>
<td>Horn of Safe</td>
<td>1 x VI</td>
<td>Effect from Table II</td>
</tr>
</tbody>
</table>

Remember that NOTHING SHORT OF INTERVENTION FROM THE MOST POWERFUL OF GODS CAN ALTER THE EFFECTS OF VECNA’S HAND UPON ITS HOST, and it is urged that even the greatest of deities will be loath to attempt to undertake meddling with any host creature — so allow the effects to be irrevocable.

Note: Devise the combinations of finger/hand positions you have assigned to each power and record them, i.e. fist = ( ) , thumb down = ( ) , pointing little finger = ( ) , etc. Keep this chart handy and make the host character use the positions to use a power of the Hand.

Heward’s Mystical Organ: In the pages of the Fables of Burdock there is mention of a musical instrument of large size, an organ of such power that the mighty and terrible enchantments possible to cast by playing upon it are only hinted at. Heward’s Organ has 77 great and small pipes, a console with many keys of black and white beneath 13 ivory stops, and 3 great foot pedals. The bellows which sends a rush of wind to the pipes is said to be worked by a conjured and chained air elemental of huge size. Each stop causes the pipes to sound in a different voice, while the keys vary the notes, of course. No one is certain what purpose the foot pedals serve. Despite the ravages of time which have silenced some of its pipes, and abuse and neglect which have supposedly made some keys and stops unworkable, the Organ can still work mighty magicks when properly played.

The would-be conjurer must be most careful, however, when attempting to work this relic/artifact, for pulling the wrong stops can cause the summoning of something undesired or the casting of the wrong type of spell. If the wrong keys are depressed — or the right ones are not — something called up might be unbound or the magic might backfire. Similarly, the alignment of the caster or manipulator of the Organ might be changed by improper playing.

After the powers and effects of the Organ have been determined by you, decide which stops and what key sequence/combinations will do what. If you are conversant with musical notation, you can write tunes if you like, and make your players actually perform them on a piano or other instrument. Otherwise, pick some appropriate songs and give clues so that the player character can hum different ditties, i.e. “Fly Me to the Moon”, “That Old Black Magic”, “That Old Devil Moon”, “You’ve Got Me in Between the Devil and the Deep Blue Sea”, “The Monster Mask”, etc. The suggested powers and effects are:

<table>
<thead>
<tr>
<th>Effects of Organ</th>
<th>Power</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Organ I</td>
<td>7 x I</td>
<td>Effect from Table IV</td>
</tr>
<tr>
<td>Organ II</td>
<td>7 x II</td>
<td>Effect from Table III</td>
</tr>
<tr>
<td>Organ III</td>
<td>3 x III</td>
<td>Effect from Table VI</td>
</tr>
<tr>
<td>Organ IV</td>
<td>7 x IV</td>
<td>Effect from Table II</td>
</tr>
<tr>
<td>Organ V</td>
<td>7 x V</td>
<td>Effect from Table II</td>
</tr>
<tr>
<td>Organ VI</td>
<td>3 x VI</td>
<td>Effect from Table II</td>
</tr>
</tbody>
</table>

Remember that effects can be negated, reversed, changed, etc. by misplaying the Organ.

Horn of Change: This ancient artifact exactly resembles any of the more common magical horns such as a horn of blasting, a horn of bubbles, etc. If it is wended 1 time, a power from Table I or an effect from Table III will occur. If the Horn is twice sounded, a power from Table II or an effect from Table VI will occur. If 3 blasts are given, a power from Table V or an effect from Table IV will occur. You must determine the probability of a power or effect. 75%/25% is suggested and then dice for a random result on the appropriate table. Results which are inappropriate should be ignored.

Invulnerable Coat of Arnd: The High Priest Arnd of Tdon is said to have been the original possessor of this relic. The Coat is a bright and shimmering shirt of fine and almost weightless chain links. It covers the upper arms, torso, and groin of any human-shaped wearer of from 3’ to 8’ height, and makes the wearer totally invulnerable to physical attacks with respect to covered areas and gives AC 5 protection to all other areas. In addition, the Coat adds +5 to saving throws as if it were +5 magic armor, protects its wearer from fire as if it were a ring of fire resistance, and acid, cold, and electrical attacks have no effect upon the wearer. Additionally, the Invulnerable Coat of Arnd has the following powers/effects:

<table>
<thead>
<tr>
<th>Effects of Coat</th>
<th>Power</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coat I</td>
<td>3 x I</td>
<td>Effect from Table V</td>
</tr>
<tr>
<td>Coat II</td>
<td>2 x II</td>
<td>Effect from Table IV</td>
</tr>
<tr>
<td>Coat III</td>
<td>1 x III</td>
<td>Effect from Table IV</td>
</tr>
<tr>
<td>Coat IV</td>
<td>1 x IV</td>
<td>Effect from Table III</td>
</tr>
<tr>
<td>Coat V</td>
<td>1 x V</td>
<td>Effect from Table III</td>
</tr>
<tr>
<td>Coat VI</td>
<td>1 x VI</td>
<td>Effect from Table II</td>
</tr>
</tbody>
</table>

Iron Flask of Tuerny the Merciless: This artifact is reported to be a small and heavy urn, easily carried in a pack or by hand despite its weight. The Flask is stoppered with a turnip-shaped plug, engraved and embossed with sigils, glyphs, and runes of power so as to contain the spirit therein. The possessor need but know 3 words to have the Flask function properly, i.e. the word of OPENING, the word of COMMAND, the word of CLOSING AND SEALING. Tuerny’s Flask is rumored to imprison one of the following:

<table>
<thead>
<tr>
<th>Effects of Flask</th>
<th>Power</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flask I</td>
<td>a greater devil</td>
<td></td>
</tr>
<tr>
<td>Flask II</td>
<td>a groaning spirit</td>
<td></td>
</tr>
<tr>
<td>Flask III</td>
<td>a major demon</td>
<td></td>
</tr>
<tr>
<td>Flask IV</td>
<td>a night hag</td>
<td></td>
</tr>
<tr>
<td>Flask V</td>
<td>a nycadaemon</td>
<td></td>
</tr>
</tbody>
</table>

It is generally conceded that the Servant of the Flask can be loosed only to perform evil deeds, and it must always kill before it can be commanded to return to its prison. In addition to the Servant, the Flask has the following powers/effects:

<table>
<thead>
<tr>
<th>Effects of Flask</th>
<th>Power</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flask I</td>
<td>3 x I</td>
<td>Effect from Table V</td>
</tr>
<tr>
<td>Flask II</td>
<td>1 x II</td>
<td>Effect from Table IV</td>
</tr>
<tr>
<td>Flask III</td>
<td>1 x III</td>
<td>Effect from Table III</td>
</tr>
<tr>
<td>Flask IV</td>
<td>1 x IV</td>
<td>Effect from Table III</td>
</tr>
<tr>
<td>Flask V</td>
<td>1 x V</td>
<td>Effect from Table II</td>
</tr>
</tbody>
</table>

Jacinth of Inestimable Beauty: It is said that the finest corundum gem from the heart of the largest mountain was taken and fashioned by the gods themselves to form the Jacinth of Inestimable Beauty. This huge, priceless fiery orange jewel is indescrinbably beautiful and exquisitely cut in dozens of facets which shoot forth brilliant beams, and all who see it within 20’ or less must save versus magic or be charmed by it. Legend relates that the Jacinth was possessed by the fabled Sultan Jehel Peh’reen for a time and then passed into the Land of Ket and southward into Keoland (see THE WORLD OF GREYHAWK), where all trace disappeared. When the possessor firmly grasps this lustrous orange gem, the following powers/effects are gained:

<table>
<thead>
<tr>
<th>Effects of Jacinth</th>
<th>Power</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jacinth I</td>
<td>2 x I</td>
<td>Effect from Table V</td>
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<tr>
<td>Jacinth II</td>
<td>2 x II</td>
<td>Effect from Table IV</td>
</tr>
<tr>
<td>Jacinth III</td>
<td>1 x III</td>
<td>Effect from Table III</td>
</tr>
<tr>
<td>Jacinth IV</td>
<td>1 x IV</td>
<td>Effect from Table III</td>
</tr>
<tr>
<td>Jacinth V</td>
<td>1 x V</td>
<td>Effect from Table II</td>
</tr>
</tbody>
</table>

Johydee’s Mask: The high priestess Johydee supposedly tricked the powers of evil into making this strange artifact and then wisely used it to overthrow something undesired or the casting of the wrong type of spell. If the wrong keys are depressed — or the right ones are not — something called up might be unbound or the magic might backfire. Similarly, the alignment of the caster or manipulator of the Organ might be changed by improper playing.

After the powers and effects of the Organ have been determined by you, decide which stops and what key sequence/combinations will do what. If you are conversant with musical notation, you can write tunes if you like, and make your players actually perform them on a piano or other instrument. Otherwise, pick some appropriate songs and give clues so that the player character can hum different ditties, i.e. “Fly Me to the Moon”, “That Old Black Magic”, “That Old Devil Moon”, “You’ve Got Me in Between the Devil and the Deep Blue Sea”, “The Monster Mask”, etc. The suggested powers and effects are:

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<td>Effect from Table II</td>
</tr>
<tr>
<td>Organ V</td>
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