

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 perusal 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:

Evil	Good	Neutrality
2 x I: _____, _____	_____	_____
1 x II: _____	_____	_____
1 x III: _____	_____	_____

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	Evil	Good	Neutrality
1 x I: _____	_____	_____	
1 x II: _____	_____	_____	

3rd Item of Set	Evil	Good	Neutrality
1 x I: _____	_____	_____	
1 x II: _____	_____	_____	
1 x IV: _____	_____	_____	
1 x V: _____	_____	_____	
1 x VI: _____	_____	_____	

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.

Eye 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 mouldered away into dust (Cf. *Eye of Vecna*). Tales say that the *Hand* appears to be a mummified extremity, a blackened and shriveled 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 limb 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:

10 x I: _____, _____, _____, _____, _____
 5 x II: _____, _____, _____, _____, _____
 2 x III: _____, _____
 2 x IV: _____, _____
 2 x V: _____, _____
 1 x VI: _____

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 Mash", etc.) The suggested powers and effects are:

7 x I: _____, _____, _____, _____
 7 x II: _____, _____, _____, _____
 3 x III: _____, _____, _____
 7 x IV: _____, _____, _____, _____
 7 x V: _____, _____, _____, _____
 3 x VI: _____, _____, _____

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 winded 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:

3 x I: _____, _____, _____
 2 x II: _____, _____
 2 x III: _____, _____
 1 x IV: _____
 1 x V: _____
 1 x VI: _____

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:

a greater devil
 a groaning spirit
 a major demon
 a night hag
 a nycadaemon

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:

3 x I: _____, _____, _____
 1 x III: _____
 1 x V: _____
 1 x VI: _____

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 indescribably 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 Jehef 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:

2 x I: _____, _____
 2 x II: _____, _____
 1 x III: _____
 1 x IV: _____
 1 x V: _____
 1 x VI: _____

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 their hold upon her nation. The *Mask* completely covers the wearer's face and enables him or her to assume the likeness of any human or human-like creature. It also prevents all forms of mind contact, detection or attack. *Johydee's Mask* is rumored to give the wearer total immunity to all gaze attacks (basilisk, catoblepas, medusa, etc.) and the following powers/effects:

2 x I: _____, _____
 1 x II: _____
 1 x VI: _____