

THE CODEX OF THE INFINITE PLANES

Long ago the wizard-cleric who ruled the Isles of Woe lost in the Lake of Unknown Depths used this work to gain knowledge of great power. It is told that this arcane wisdom is what eventually wrought the downfall of the mage-priest and caused the waters to swallow his domain. In any event, the Codex of the Infinite Planes somehow survived the cataclysm, for the Wizard Tzoonk, before his disappearance, recorded the following:

"... and thereupon the voice belled forth in tones of hollow iron and spoke of the Coming of the City of the Gods. Such future events interested me not, so I gave the command: 'Answer in th . . . ' (here the fragment becomes entirely illegible) . . . so knowing both the secret and the spell which would unlock the Way to this horde of the Demon Prince Nql . . . (another break in the writing unfortunately occurs here) . . . gathered the nine as required and proceeded forth. With me in addition were the dyoph servants necessary to transport the Code, for I would not leave it behind on even so perilous a journey as this." (Here the entire fragment ends.)

From this, and vague rumors, it would seem that the Codex is of unusually large size for even so magical a tome as it is, and that it is difficult to transport. To open the book is to court instant death and total annihilation, for it is 99% certain to destroy those who dare to seek instant mastery of its contents. If any person under 10th level dare to even touch its cover it will slay him just as surely. The Codex has three powers from TABLE I, one from TABLE II, one from TABLE III, one from TABLE IV and two from TABLE V.

Suggested powers:

TABLE I: I-M, I-Z, and I-G

TABLE II: II-R

TABLE III: III-M

TABLE IV: IV-K

TABLE V: V-F and V-G

Actual powers:

THE HAND OF VECNA

The Hand of Vecna appears to be a dried, shriveled and blackened hand, such as could have been caused by having been burned. The hand (and it is also rumored in dark passageways, an eye) is the sole remains of an ancient lich who was so powerful that he was able to imbue his hand with wondrous/horrible powers and to enable it to survive even after his long-undead body had ceased to exist.

If the hand is pressed against the stump of an arm, the "wearer" is able to use its various powers, although he must determine them by trial and error. The hand causes the user to become totally evil, but even a "detect evil" spell will not reveal this. Once the hand is pressed to the stump of an arm, it affixes itself to the arm, and can only be removed under certain conditions. Until one of the "primary powers" (listed below) is used, the hand may be removed at will (of course, the user is still minus his normal hand). With each use of a "primary power," the chance of removing the hand is reduced from 100% by 10%. After ten uses, the hand can **never** be removed. Secondary powers may be used as often as desired, without the drastic effects of use of primary powers. Each time a primary power is used successfully, the user is subject to one of the penalties listed in Table III of the ARTIFACTS & RELICS TABLES. NONE OF THE EFFECTS OF THE HAND MAY BE ALTERED IN ANY WAY, EVEN WISHES OR ACTS OF THE GODS ARE USELESS IN THIS REGARD.

The secondary powers include one from TABLE IV and four from TABLE I.

The “primary powers” are used by extending the fingers of the hand in different combinations. Use about sixteen combinations (i.e., clenched fist, index finger extended, all fingers extended, etc.) and have about six do nothing. Use ten powers from TABLE II and one from TABLE V. Also, the touch of the Hand of Vecna has the effect of one power from TABLE II.

Once again, nothing may alter the effect of the hand on the user!

Suggested powers:

TABLE I: I-A, I-O, I-L, and I-V

TABLE II: II-B, II-D, II-J, II-K, II-O, II-R, II-T, II-U, II-V, II-X, and II-Y

TABLE III: III-M

TABLE IV: IV-J

TABLE V: V-K

Actual powers:

THE EYE OF VECNA

It is also said, but not in the hearing of strangers, that when the mighty lich, Vecna, finally met his doom, that one of his eyes survived along with his hand. The eye may or may not have originally belonged to Vecna, as it is said to glitter much in the same manner as the eye of a feline. If the eye is pressed in the empty socket of a human’s head, it grafts itself to the head of the user and gives him remarkable powers!

Once placed, the eye cannot be removed, and it turns the user unalterably chaotic. The eye has three “secondary powers” from TABLE I and one from TABLE II, which can be used with no adverse effect on the user. However, the eye has one “primary power” from TABLE V which, when used, causes the user to suffer the effects of one of the powers from TABLE III.

THE EFFECTS OF THE EYE ON THE USER MAY NOT BE ALTERED IN **ANY** MANNER, EVEN BY WISHES.

Suggested powers:

TABLE I: I-D, I-N, and I-R

TABLE II: II-L

TABLE III: III-S

TABLE V: V-C

Actual powers:

BABA YAGA’S HUT

Somewhere there reportedly exists this relic of the greatest wizardess of all time, Baba Yaga. Her hut is a smallish-appearing hovel, about 10’-15’ in diameter, and it stands on but two strange stilts. The interior of this hut, however, is ten times the outer diameter, it is filled with rich furnishings and minor magical items, and its walls are equal to stone five feet thick. Furthermore, the stilts it stands upon are actually gigantic bird-like legs which can carry the hut over any sort of terrain — 36”/turn in wet places, 24”/turn on normal terrain, 12”/turn through forests, over rough and rocky ground or up or down mountainous land. The legs of the hut are able to deliver mighty blows to any intruder rash enough to come near without invitation. Each melee round the hut’s legs are able to strike once, with a 30% hit probability, doing from 3–24 points of damage. The Hut also has one power from TABLE IV.

Suggested powers:

TABLE IV: IV-H

Actual powers: