

You're far too pure  
and innocent to  
peruse the Book of  
Vile Darkness, so  
we've covered it up  
for you.  
No need to thank us.

### EYE AND HAND OF VECNA

*Wondrous item, artifact (requires attunement)*

Seldom is the name of Vecna spoken except in a hushed voice. Vecna was, in his time, one of the mightiest of all wizards. Through dark magic and conquest, he forged a terrible empire. For all his power, Vecna couldn't escape his own mortality. He began to fear death and take steps to prevent his end from ever coming about.

Orcus, the demon prince of undeath, taught Vecna a ritual that would allow him to live on as a lich. Beyond death, he became the greatest of all liches. Even though his body gradually withered and decayed, Vecna continued to expand his evil dominion. So formidable and hideous was his temper that his subjects feared to speak his name. He was the Whispered One, the Master of the Spider Throne, the Undying King, and the Lord of the Rotted Tower.

Some say that Vecna's lieutenant Kas coveted the Spider Throne for himself, or that the sword his lord made for him seduced him into rebellion. Whatever the reason, Kas brought the Undying King's rule to an end in a terrible battle that left Vecna's tower a heap of ash. Of Vecna, all that remained were one hand and one eye, grisly artifacts that still seek to work the Whispered One's will in the world.

The *Eye of Vecna* and the *Hand of Vecna* might be found together or separately. The eye looks like a bloodshot organ torn free from the socket. The hand is a mummified and shriveled left extremity.

To attune to the eye, you must gouge out your own eye and press the artifact into the empty socket. The eye grafts itself to your head and remains there until you die. Once in place, the eye transforms into a golden eye with a slit for a pupil, much like that of a cat. If the eye is ever removed, you die.

To attune to the hand, you must lop off your left hand at the wrist and then press the artifact against the stump. The hand grafts itself to your arm and becomes a functioning appendage. If the hand is ever removed, you die.

**Random Properties.** The *Eye of Vecna* and the *Hand of Vecna* each have the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

**Properties of the Eye.** Your alignment changes to neutral evil, and you gain the following benefits:

- You have truesight.
- You can use an action to see as if you were wearing a *ring of X-ray vision*. You can end this effect as a bonus action.
- The eye has 8 charges. You can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *clairvoyance* (2 charges), *crown of madness* (1 charge), *disintegrate* (4 charges), *dominate monster* (5 charges), or *eyebite* (4 charges). The eye regains 1d4 + 4 expended charges daily at dawn. Each time you cast a spell from the eye, there is a 5 percent chance that Vecna tears your soul from your body, devours it, and then takes control of the body like a puppet. If that happens, you become an NPC under the DM's control.

**Properties of the Hand.** Your alignment changes to neutral evil, and you gain the following benefits:

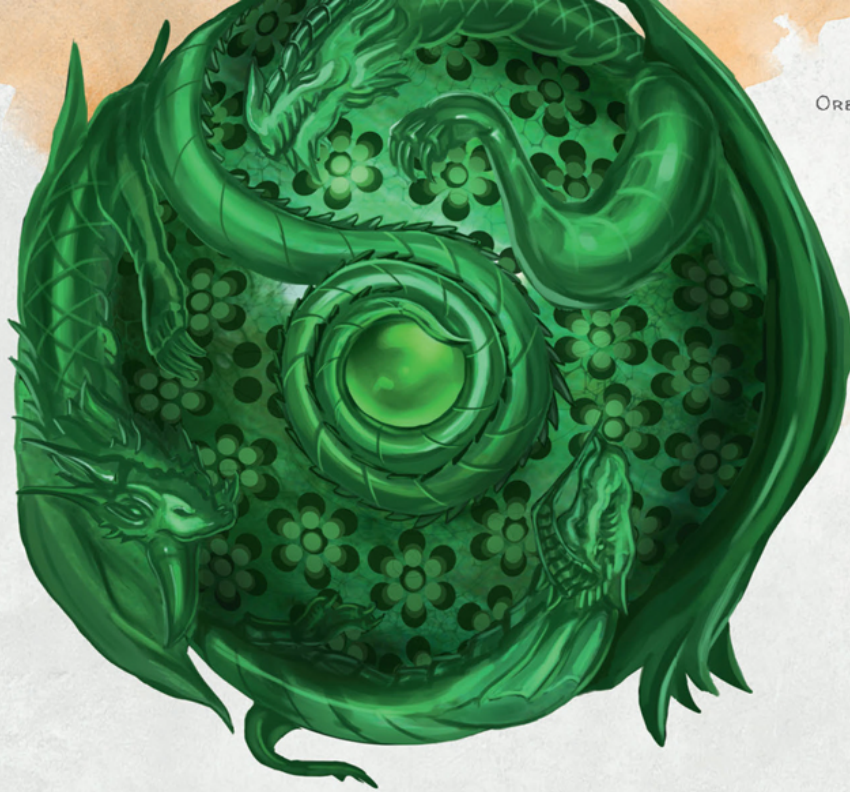
- Your Strength score becomes 20, unless it is already 20 or higher.
- Any melee spell attack you make with the hand, and any melee weapon attack made with a weapon held by it, deals an extra 2d8 cold damage on a hit.
- The hand has 8 charges. You can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *finger of death* (5 charges), *sleep* (1 charge), *slow* (2 charges), or *teleport* (3 charges). The hand regains 1d4 + 4 expended charges daily at dawn. Each time you cast a spell from the hand, it casts the *suggestion* spell on you (save DC 18), demanding that you commit an evil act. The hand might have a specific act in mind or leave it up to you.

**Properties of the Eye and Hand.** If you are attuned to both the hand and eye, you gain the following additional benefits:

- You are immune to disease and poison.
- Using the eye's X-ray vision never causes you to suffer exhaustion.
- You experience premonitions of danger and, unless you are incapacitated, can't be surprised.
- If you start your turn with at least 1 hit point, you regain 1d10 hit points.
- If a creature has a skeleton, you can attempt to turn its bones to jelly with a touch of the *Hand of Vecna*. You can do so by using an action to make a melee attack against a creature you can reach, using your choice of your melee attack bonus for weapons or spells. On a hit, the target must succeed on a DC 18 Constitution saving throw or drop to 0 hit points.
- You can use an action to cast *wish*. This property can't be used again until 30 days have passed.

**Destroying the Eye and Hand.** If the *Eye of Vecna* and the *Hand of Vecna* are both attached to the same creature, and that creature is slain by the *Sword of Kas*, both the eye and the hand burst into flame, turn





ORB OF DRAGONKIND



EYE AND HAND  
OF VECNA



to ash, and are destroyed forever. Any other attempt to destroy the eye or hand seems to work, but the artifact reappears in one of Vecna's many hidden vaults, where it waits to be rediscovered.

### ORB OF DRAGONKIND

*Wondrous item, artifact (requires attunement)*

Ages past, on the world of Krynn, elves and humans waged a terrible war against evil dragons. When the world seemed doomed, the wizards of the Towers of High Sorcery came together and worked their greatest magic, forging five *Orbs of Dragonkind* (or *Dragon Orbs*) to help them defeat the dragons. One orb was taken to each of the five towers, and there they were used to speed the war toward a victorious end. The wizards used the orbs to lure dragons to them, then destroyed the dragons with powerful magic.

As the Towers of High Sorcery fell in later ages, the orbs were destroyed or faded into legend, and only three are thought to survive. Their magic has been warped and twisted over the centuries, so although their primary purpose of calling dragons still functions, they also allow some measure of control over dragons.

Each orb contains the essence of an evil dragon, a presence that resents any attempt to coax magic from it. Those lacking in force of personality might find themselves enslaved to an orb.

An orb is an etched crystal globe about 10 inches in diameter. When used, it grows to about 20 inches in diameter, and mist swirls inside it.

While attuned to an orb, you can use an action to peer into the orb's depths and speak its command word. You must then make a DC 15 Charisma check. On a successful check, you control the orb for as long as you remain attuned to it. On a failed check, you become charmed by the orb for as long as you remain attuned to it.

While you are charmed by the orb, you can't voluntarily end your attunement to it, and the orb casts *suggestion* on you at will (save DC 18), urging you to work toward the evil ends it desires. The dragon essence within the orb might want many things: the annihilation of a particular people, freedom from the orb, to spread suffering in the world, to advance the worship of Takhisis (Tiamat's name on Krynn), or something else the DM decides.

**Random Properties.** An *Orb of Dragonkind* has the following random properties:

- 2 minor beneficial properties
- 1 minor detrimental property
- 1 major detrimental property

**Spells.** The orb has 7 charges and regains 1d4 + 3 expended charges daily at dawn. If you control the orb, you can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *cure wounds* (5th-level version, 3 charges), *daylight* (1 charge), *death ward* (2 charges), or *scrying* (3 charges).

You can also use an action to cast the *detect magic* spell from the orb without using any charges.

**Call Dragons.** While you control the orb, you can use an action to cause the artifact to issue a telepathic call that extends in all directions for 40 miles. Evil dragons in range feel compelled to come to the orb as soon as possible by the most direct route. Dragon deities such as Tiamat are unaffected by this call. Dragons drawn to the orb might be hostile toward you for compelling them against their will. Once you have used this property, it can't be used again for 1 hour.

**Destroying an Orb.** An *Orb of Dragonkind* appears fragile but is impervious to most damage, including the attacks and breath weapons of dragons. A *disintegrate* spell or one good hit from a +3 magic weapon is sufficient to destroy an orb, however.