

- IVF — User becomes fantastically strong but clumsy. Treat as a 18(00) strength, except that instead of receiving a +4 hit he receives a -5 to hit and is equally clumsy in casting spells, is prone to drop items, damage breakable ones with his incredible strength, etc. User has a poison touch. Any human he touches must make a saving throw against poison.
- IVG — User cannot touch or be touched by any type of metal, it simply passes through him with no effect.
- IVI — This artifact (which appears as some type of weapon) has no power whatever until it is used to kill a certain, predetermined type of monster (example: a vampire). Once this type is killed with the relic, the relic immediately regains all of its powers. However, whenever another certain, predetermined type of monster is sighted (example: a troll), the artifact compels the user to attack and slay the monster, and when this is completed, the artifact loses all of its powers until another monster of the same type as first mentioned (i.e.: the vampire) is killed.
- IVJ — Use of this artifact/relic causes the user to eventually become ethereal every time he is under stress. Each time it is used, the user has a 2% chance (cumulative) of going ethereal when he is under stress; i.e., after 10 uses he has a 20% chance of becoming ethereal when he is under stress. Being under stress is defined as any situation where the user faces any monster, trap, place or person which the user is uncertain that he can conquer or solve. After 50 uses, the user will become ethereal every time that he is under stress. The ethereal state lasts until the stress is removed.
- IVK — Each day that the owner of this relic wishes to make use of its powers, he must first sacrifice a human being to the relic (possible a player-character!). The relic will then function normally for 24 hours. After that another sacrifice must be made or the relic will cease to function.
- IVL — The item destroys from 50% to 100% of the treasure of its owner by consuming it in order to sustain its own power.
- IVM — The item is itself a living sentient being, commanded by magic so as to serve. However, there is a 2% possibility per use that the being will revolt and do one of the following things:
1. kill the individual and disappear back into the items.
 2. carry the individual off on some mission of the item's choosing
 3. dominate the individual and make him into a servant of the item for 1 month.

TABLE V

- VA — User may summon a demon once per day. The demon will serve the user for 2-24 turns.
- VB — Time stop once per day.
- VC — User granted one wish per week.
- VD — User has limited omniscience. He may ask the judge any question once per day. and if the judge actually knows the answer he may answer all or part of the question at his discretion.
- VE — Power word "Kill" once per day.
- VF — User may raise dead fully once per day.
- VG — User becomes super charismatic. Any creature of same alignment who can communicate with user will willingly serve user (without compensation) for 1-6 turns. After that time the enchantment wears off and they will no longer serve in any case and may become hostile.
- VH — Finger of Death with no saving throw twice per day.
- VI — Disintegrate three times per day.
- VJ — All of user's abilities are raised to scores of 18 ((00) for strength), as long as user owns the relic.
- VK — User of this artifact will always receive a premonition of danger, just before the event occurs. It will not tell him what to expect, just that there is danger near.
- VL — Artifact will Legend Lore and Commune upon command by the user.
- VM — User may restore one lost level (as in Restoration Spell) once per week (perhaps one drained from a nearby friendly player character . . .)