

Wizard's Guide

Wizards can sell manufactured items for 100 GP X MU Level X Basic Weeks (Required) + his costs. The price of magical items is therefore very high and the magic user can experience difficulty finding wealthy purchasers.

Research for manufactured items is done in the same manner as potions except the Distillation Cost is replaced by the Component Forging Cost. Having the item to be manufactured as a pattern reduces the research cost one-half. The research cost is the same as the Component Forging Cost per 20% chance of success, cumulative, per game week. Manufacture begins after successful research and payment of the Component Forging Cost. Assistants working on items used by fighters exclusively must be dwarves. Special abilities not listed double the Component Forging Cost. On the table SA is Same Alignment, OA is Opposite Alignment.

Component Weeks

Manufactured Item Forging Cost Required

Sword +1 SA 2000 GP 4

" +2 " 4350 17

" +3 " 8640 33

" +4 " 16490 66

" +5 " 33570 129

Flaming Sword SA 9800 42

Dragon Slaying Sword 18450 74

Sword of Sharpness 34730 102

Vorpal Blade 36200 124

Shield +1 1400 4

" +2 2100 8

" +3 4430 17

" +4 8900 34

" +5 17020 65

Armor +1 2700 9

" +2 5680 17

" +3 10430 34

" +4 20770 66

" +5 45620 134

Armor of Etherealness 68350 210

Arrow of Slaying 6120 15

Enchant 10 Arrows 2400 4

Enchant 10 Cross. Bolts 2590 6

Magic Bow 4270 18

Crossbow of Accuracy +3 9980 40

Crossbow of Speed 10040 37

Crossbow of Distance 13350 34

Axe +1 2010 7

" +2 4300 8

" +3 8680 9

Mace +1 6100 13

" +2 8850 16

Mace of Disruption 15580 32

War Hammer +1 3540 6

" +2 6830 14

" +3 13200 33

Spear +1 4290 10

" +2 8350 22

" +3 16740 31

Dagger +1 1100 3

" +2 2370 8

" +3 4550 17

" +4 8740 30

WANDS

Metal Detection 2300 GP 7

Enemy " 2760 9

Magic " 2980 8

Sec. Doors & Trap Det. 3560 9

Illusion 4750 12

Fear 5200 19

Cold 10340 20

Paralysis 16860 42

Fire Balls 17980 50

Lightening Bolts 18020 46

Polymorph 19410 38

Negation 17770 48

Staff of Striking 20320 82

Staff of Power 24260 164

Staff of Wizardry 27940 220

Rod of Cancellation 29310 147

Rod of Beguiling 26460 195

Rod of Absorption 27360 156

Rod of Rulership 29550 235

RINGS

Invisibility 27500 GP 42

Mammal Control 24320 25

Human Control 45210 36

Weakness 20440 22

Protection +1 35560 24

Protection +2 47200 49

Protection +3 51120 120

Three Wishes 49400 100

Delusion 23840 29

Fire Resistance 32260 45

Regeneration 48930 120

Djinn Summoning 39750 82

Shooting Stars 51000 65

X-Ray Vision 50020 52

Telekinesis 31400 32

Contrariness 26630 30

Spell Turning 29000 72

Spell Storing 47840 48

Many Wishes 52790 175

POTIONS

Potions are manufactured in the same manner as poisons, see Booklet J. Alchemists can duplicate potions (if given a sample) for 1/2 the potion distillation cost (if given the components). They can only research poisons.

Magic users must research the potion formula at 2000 GP per 20% chance of success, cumulative, per game week. Having a sample will cut the research cost in half. After successful, the magic user's cost is reduced to the basic distillation cost and he can hire assistants to permit him to work on one additional project. The magic-user must work on full-time basis- work interrupted for more than 48 hours is lost. There is a separate chance that the assistants will foul up PROB 10%/Day. A magic user can work on one additional (with assistants) per Intelligence point over 16... 4 projects maximum.

PROB Treasure POTTON Cost Required Major Component

01-02 Growth 750 5 Giant Centipede

03-04 Diminution 650 1 Snake Eggs

05-06 Giant Stren. 1000 4 Hair of giant Type

07-08 Invisibility 740 4 Phase Spider Eye

09-10 Gaseous Form 360 2 Vampire Dust

11-12 Polymorph S. 620 6 Doppelganger Teeth

13-14 Speed 550 2 Roc Egg

15-16 Levitation 320 1 Stirge Probicus

17-18 Flying 510 2 Pixie Dust

19-20 ESP 630 2 Owl Bear Feathers

21-22 Delusion 430 2 Wart Hog Snout

23-24 Healing 250 2 Aztheleas Plant

25-26 Longevity 680 2 Mastodon Tusk

27-28 Extra Healg 990 3 Unicorn Horn

29-30 Oil Of Slip 720 4 Giant Eel

31-32 Clairvoyance 450 2 Wolverines

33-34 Animal control 200 1 Giant Skunk

35-36 Undead Control 900 4 Mummie Dust

37-38 Plant Control 300 3 Green Slime

39-40 Human Control 850 4 Dryad Hair

41-42 Giant Control 1150 5 Hair of Giant Type

43-44 Dragon Control 1350 5 Horn of Dragon Type

45-46 Invulnerability 500 6 Giant Slug

47-48 Fire Resistance 650 5 Hell Hound Teeth

49-50 Treasure Finding 420 2 Beholder Eye

51-52 Heroism 250 2

53-54 Super-Heroism 750 3 Hydra Teeth

55-56 Oil of Etherealness 1200 5 Sea Monster Oil

57-58 Water Breathing 250 5 Crocodile

59-60 Poison Antidote 850 3 Same as Poison

61-62 Dust of Sneezing 200 2 Pepper Plant

63-64 Dust of Appearance 300 3 Displacer Beast Tennacle

65-66 Dust of Paralyzation 350 1 Purple Lotus

67-68 Dust of Sneez. & Chok. 350 3 2 Yellow Lotus

69-70 Dust of Disappear. 250 1 Shredded Elven Cl'bak

71-72 Philter of Healing 200 1 Lammasn Feathers

73-74 Tangle foot Nuts 200 1 Tanglefoot Plant

75-76 Web Nuts 200 1 Giant Spider

77-78 Holy Water 5 1 Patriarch Blessing

79-80 Wine 1 2 Grapes

81-82 Ale 1 4 Malt and Hops

83-84 Mead 1 4 Honey

85-90 Pure Water 1 - Water

91-92 Oil 1 1 Whale

93-94 Ink 1 1 Berries

95-96 Salve of Healing 320 2 Rust Monster Claw

97-98 Powder of Unconscious. 450 - Yellow Lotus

99-00 Dust of Death 1670 - Black Lotus