

## Alchemy

Level	Potion Name	Type	Copper Cost	Prod	Total Cost	Sell 80%	Buy 200%
1	Blessed Water	A	10	2	20	16	40
1	Cause Light Wounds	A	10	2	20	16	40
1	Cure Light Wounds	I	10	2	20	16	40
1	Feign Death	I	10	2	20	16	40
1	Lasting Breath	I	10	2	20	16	40
1	Light	A	10	2	20	16	40
1	Mimic Wine	C	10	2	20	16	40
1	Poison 4	C, I	5	5	30	24	60
1	Sabre's Purple Musk	A	10	2	20	16	40
1	Release	I, P	10	2	20	16	40
2	Cause Wounds	A	15	3	30	24	60
2	Cure Wounds	I	15	3	30	24	60
2	Free Action	I	15	3	30	24	60
2	Poison 8	C, I	10	10	60	48	120
3	Cause Serious Wounds	A	20	4	40	32	80
3	Cause Blindness	A	20	4	40	32	80
3	Cure Serious Wounds	I	20	4	40	32	80
3	Darkness	P	20	4	40	32	80
3	Dimension Door	I	20	4	40	32	80
3	Poison 12	C, I	15	15	90	72	180
3	Lesser Sleep	A	20	4	40	32	80
3	Unparalyze	I, P	20	4	40	32	80
4	Elemental Shield	I	25	5	50	40	100
4	Enchanted Weapon	C	25	5	50	40	100
4	Poison 16	C, I	20	20	120	96	240
4	Transformation	I	25	5	50	40	100
4	Undead Ward	I	25	5	50	40	100
5	Contingency	I	50	20	150	120	300
5	Corrosive Acid	C	25	25	150	120	300
5	Lesser Portal	I	30	6	60	48	120
5	Mute	I	30	6	60	48	120
5	Poison 20	C, I	25	25	150	120	300
5	Restore Energy Drain	I	15	15	90	72	180
5	Restore Strength Drain	I	15	15	90	72	180

## Scribe

					80%	150%
1	Level 1 Scroll	5	2	15	12	23
2	Level 2 Scroll	10	3	25	20	38
3	Level 3 Scroll	15	4	35	28	53
4	Level 4 Scroll	20	5	45	36	68
5	Level 5 Scroll	25	8	65	52	98
6	Level 6 Scroll	30	10	80	64	120
7	Level 7 Scroll	35	13	100	80	150
8	Level 8 Scroll	40	15	115	92	173
9	Level 9 Scroll	45	18	135	108	203
10	Level 10 Scroll	50	20	150	120	225

## Craftsman

<i>Level</i>	<i>Item Name</i>	<i>Copper Cost</i>	<i>Prod</i>	<i>Total Cost</i>	<i>Sell 80%</i>	<i>Buy 200%</i>
1	Quality Field Tools	50	25	175	140	350
1	Torches	5	1	10	8	20
2	Prybar	5	5	30	24	60
2	Quality Rope (per 10 ft of Rope)	5	5	30	24	60
3	Level 1 Locks	5	5	30	24	60
3	Level 1 Traps	5	2	15	12	30
4	Enchantable Wood Items	50	50	300	240	600
5	Elven Rope (per 10 ft of Rope)	15	15	90	72	180
5	Enchantable Cloth & Leather Items	50	50	300	240	600
6	Level 2 Traps	10	4	30	24	60
6	Manacles	10	5	35	28	70
7	Enchantable Jewelry	50	50	300	240	600
7	Greek Fire	15	4	35	28	70
7	Level 2 Locks	15	15	90	72	180
7	Level 3 Traps	15	6	45	36	90
8	Level 4 Traps	20	8	60	48	120
8	Listening Device	200	50	450	360	900
9	Other Enchantable Items	50	50	300	240	600
10	Level 3 Locks	25	25	150	120	300
10	Level 5 Traps	25	10	75	60	150
10	Net	25	25	150	120	300
10	Spyglass	100	30	250	200	500
11	Wand: Elemental List Manipulation	3750	50	4000	3200	8000
11	Wand: Glyph Manipulation	250	50	500	400	1000
11	Wand: Mass-Teleport	750	50	1000	800	2000
11	Wand: Spell Duration: Offensive	1750	50	2000	1600	4000
11	Wand: Spell Duration: Non-Offensive	1000	50	1250	1000	2500
11	Wand: Spell Duration: Self-Target	250	50	500	400	1000
11	Wand: Stun Damage Manipulation	250	50	500	400	1000

## Metalsmith (Page 1)

<i>Level</i>	<i>Item Name</i>	<i>Copper Cost</i>	<i>Prod</i>	<i>Total Cost</i>	<i>Sell 80%</i>	<i>Buy 200%</i>
3	Armor Repair Patches	15	2	25	20	50
<i>1-pt Weapon</i>						
1	Wood	1	2	11	9	22
1	Metal	1	2	11	9	22
5	Silver	10	10	60	48	120
8	Quality	30	30	180	144	360
10	Enchantable	50	50	300	240	600
11	Quality +1	30	150	780	624	1560
11	Quality +2	30	240	1230	984	2460
11	Quality +3	30	360	1830	1464	3660
11	Quality +4	30	510	2580	2064	5160
11	Quality +5	30	690	3480	2784	6960
<i>2-pt Weapon</i>						
1	Wood	1	2	11	9	22
1	Metal	2	4	22	18	44
5	Silver	20	20	120	96	240
8	Quality	60	60	360	288	720
10	Enchantable	100	100	600	480	1200
11	Quality +1	60	180	960	768	1920
11	Quality +2	60	270	1410	1128	2820
11	Quality +3	60	390	2010	1608	4020
11	Quality +4	60	540	2760	2208	5520
11	Quality +5	60	720	3660	2928	7320
<i>3-pt Weapon</i>						
1	Wood	2	4	22	18	44
1	Metal	3	6	33	26	66
5	Silver	30	30	180	144	360
8	Quality	90	90	540	432	1080
10	Enchantable	150	150	900	720	1800
11	Quality +1	90	210	1140	912	2280
11	Quality +2	90	300	1590	1272	3180
11	Quality +3	90	420	2190	1752	4380
11	Quality +4	90	570	2940	2352	5880
11	Quality +5	90	750	3840	3072	7680
<i>4-pt Weapon</i>						
1	Wood	2	4	22	18	44
1	Metal	4	8	44	35	88
5	Silver	40	40	240	192	480
8	Quality	120	120	720	576	1440
10	Enchantable	200	200	1200	960	2400
11	Quality +1	120	240	1320	1056	2640
11	Quality +2	120	330	1770	1416	3540
11	Quality +3	120	450	2370	1896	4740
11	Quality +4	120	600	3120	2496	6240
11	Quality +5	120	780	4020	3216	8040

## Metalsmith (Page 2)

Level	Item Name	Copper Cost	Prod	Total Cost	Buy 80%	Sell 200%
<i>Armor</i>						
1	Wood	5	9	50	40	100
1	Metal	5	9	50	40	100
8	Quality (per 1 pt of Armor)	1	1	6	5	12
10	Enchantable (per 1 pt of Armor+300)	1	1	6	5	12

<i>Shields</i>						
1	Wood	5	3	20	16	40
1	Metal	5	3	20	16	40
8	Quality	60	60	360	288	720
10	Enchantable	100	100	600	480	1200

<i>Herbalist</i>						
1	Cure Light Wounds	5	1	10	8	20
1	Omen	5	2	15	12	30
2	Resist Charm	5	2	15	12	30
2	Smelling Salts	5	1	10	8	20
2	Waking Dream	10	2	20	16	40
3	Immunity to Fear	5	2	15	12	30
4	Channel Spirit	5	2	15	12	30
4	Speak With Spirit	5	2	15	12	30
5	Cure Blindness	5	3	20	16	40
5	Unparalyze	5	3	20	16	40
6	Cure Poison	10	5	35	28	70
6	Cure Serious Wounds	10	3	25	20	50
7	Cease Regeneration	20	6	50	40	100
7	Resist Disease	10	10	60	48	120
7	Protection from Energy Drain	10	10	60	48	120
7	Protection from Strength Drain	10	10	60	48	120
7	Remove Curse	10	10	60	48	120
8	Create Mana Rune	10	1	15	12	30
9	Cure Disease	15	10	65	52	130
9	Stormbringer's Insect Bane	15	10	65	52	130
10	Mana Transfer	15	5	40	32	80
10	Greater Mana Runes	15	5	40	32	80