

Creation Abilities Quick Reference					
Ability	IIQ 1	IIQ 2	IIQ 3	IIQ 4	IIQ 5
Ethereal Bow			rod: IIQ 3, 10 pt (value / 300)	rod: IIQ 4, 15 pt (value / 400)	rods (value / 500)
Aid				ST Battery: 10 pt (value / 150)	ST Battery: 20 pt (value / 200)
Armor	non-artifact shields (value / 150)	non-artifact weapons/armor (value / 200)	fine plate; sharpen weapons (value / 300)	attribute +2 weapons/armor (value / 400)	weapons/armor (value / 500)
Chemist	IIQ 1 potions, poisons, grenades (value / 150)	IIQ 2 potions, poisons, grenades (value / 200)	IIQ 3 potions, poisons, grenades (value / 300)	IIQ 4 potions, poisons, grenades (value / 400)	potions, poisons, grenades (value / 500)
Create Artifact	\$100 value gems/amulets (value / 150)	\$300 value gems/amulets (value / 200)	\$3000 value artifacts, ST Batt (value / 300)	\$10k value artifacts, rods/scrolls (value / 400)	all artifacts except potions (value / 500)
Healing					healing potions (value / 200)
Literacy	books IIQ 2, 1 pg (value / 150)	books IIQ 5, 5 pg (value / 200)	scrolls IIQ 3; books 10 pg (value / 300)	scrolls IIQ 5; books 15 pg (value / 400)	books & scrolls (value / 500)
Physicker			IIQ poison (value / 150)	healing potions, IIQ 3 poisons (value / 200)	healing potions & poisons (value / 300)