

--=:)) Hack & Slash - Help & Hints (:==--



Introduktion till Hack & Slash	2
0. Other Features Worth Knowing	2
1. Ability Ratings.....	3
--> Hit Points <=.....	3
--> Spell Power <=.....	3
--> Stamina <=.....	3
--> Intellect <=.....	3
--> Agility <=.....	3
--> Charisma <=.....	3
2. Character Class Defintions	4
3. Deep, Dank Dungeon Guide.....	8
4. Gangs & Partying	8
5. Magic Spells, Scrolls & Wands.....	8
6. Naval Warships & Fishing	10
7. Poisons from the Apothecary.....	10
8. Blessing & Cursing.....	10
9. Armory & Weapons shop	10
10. Naval Shipyard	12
11. Mages Guild	13

Introduktion till Hack & Slash

Här kommer några tips för dig som inte spelat Hack & Slash förr och behöver lite hjälp att komma igång.

Du har tre liv varje dag. När du dör så kommer du tillbaka till huvudmenyn på BBS:en, då är det bara att logga in i spelet igen för resterande turer.

Börja alltid med att göra några [Jousts]. Där kan du tjäna pengar utan att riskera att dö och förlora din tur. Använd pengarna du tjänar på Tornerspelet till att köpa vapen och rustning. Det är alltid rätt att köpa vapen och rustning för pengarna i början av spelet då utväxlingen på investeringen är god.

Efter att du har gjort dina turer jousting så är det dags att utmana monstren på arenan. Ta inte vatten över huvudet utan gå igenom dem metodiskt och använd pengarna du vinner för att först gå till [Hospital] på [Square] och därefter köpa vapen eller rustning.

När du får slut turer på arenan är det dags för [Dungeon]. Innan du ger dig ner dit skall du dock vara noggrann med att lägga undan de pengar du har kvar på [Bank]. När du väl är nere i katakomberna så försök att utforska metodiskt och använd teleportern om du springer på den för att återvända och gå till [Hospital] igen för att bli helad.

Om du håller på att dö nere i katakomberna så kan du välja att springa in i väggarna upprepade gånger vilket gör en HP i skada. Varför detta? Jo för att du får behålla de pengar du hittat i katakomberna om du dör på det viset.

När du börjat komma upp lite i level och tjänat mera pengar så är det en god investering att köpa ett skepp och börja jaga sjömonster. Det ger väldigt mycket pengar vilket underlättar att stiga ytterligare i graderna.

God lycka!

0. Other Features Worth Knowing

Here are a few hints worth noting:

- At any prompt asking for a username or usernumber, you can type a ? to obtain a user listing by level.
- Jousting is important, especially in the beginning to gain gold.
- Whenever a prompt asks for an amount of gold, it usually has a [MAX=\$\$] after it. You can type MAX instead of entering the whole amount. If you are in default money format (platinum, gold, silver, copper), you can type a specific amount followed by the metal's letter, i.e., 500c is equal to 500 copper pieces. 50000c is equivalent to 5s or 5 silver pieces. 1.5p is the only way to exchange the cash amount 1p,5000g; unless you make one exchange of 1p and then another for 5000g.
- Killing a 'blessed' user gives you bonus points on your abilities a small percentage on your weapon on armor. Losing to a user while blessed gives him your blessedness. Losing to an arena monster while blessed will give the blessedness to a random user.
- Losing to a 'cursed' user takes points away from your abilities along with a small percentage on your weapon on armor. Only by defeating another user can you pass on the curse.
- Descend levels in the dungeon as quickly as you can to gain more experience, if you have the hit points. Trapdoors can help, but they can also damage your weapon and armor.

- Owning a naval warship can earn you big money, especially fishing and hunting sea monsters.
- Defeating a user with a higher experience level than yourself will reduce his Experience Points awarded the next time he is defeated. For example, a level 7 Fighter defeats a level 9 Thief. The Fighter receives level 9 Experience Points. The next day, that player will show up as a level 9 (7) Thief. The next player that defeats him will only be awarded level 7 Experience Points. The level 9 Thief can only restore his true level at his next logon.

1. Ability Ratings

Ability ratings are your character's Hit Points, Spell Power, Stamina, Intellect, Agility, and Charisma. Naturally, the higher their rating, the better the character plays. Your abilities increase as your character goes up in Experience Levels, thus the goal of this game. Also, the class of your character can determine how quickly your abilities increase, i.e., a Fighter's Strength increases more than a Magician's, but a Magician's Intellect increases more than a Fighter's. See Character Classes for more information on this.

--> Hit Points <--

This measures the character's ability to take 'hits' until that character dies. The more hit points you have, the more damaging blows you can take. You get all of your hit points back everytime you dial in, you go up in level, or by purchasing them at the hospital in the square. Other means of temporarily restoring hit points is casting Healing or Cure spells, drinking a Potion of Healing in the dungeon, or catching and eating a fish.

--> Spell Power <--

This ability shows you how much magical energy a character has. Depending upon the character's class and what spells he has, that character can cast spells to inflict damage (Blast and Disintegrate) or restore his hit points (Heal and Cure) or other nasty effects (Confusion and Polymorph). Any character with 500 or more spell power may cast spells during battle. Of course, most non-magic users have the extra ability to buy Wands at a premium price.

--> Stamina <--

The character's strength allows for extra hitting power per attack or punch. Also, bonus hit points are awarded to characters with higher stamina when advancing to the next experience level.

--> Intellect <--

The character's intelligence is mainly used for effectly casting spells and using wands. It is used in approximating your opponents hit points during battle; the higher your intellect, the more accurate you can determine the condition of your opponent. Intellect is accounted for when you attempt to retreat from a dungeon monster; the higher your intellect, the better chance you will have successfully escaping from a nasty creature. Higher Intellect in some situations may give you an option to choose, instead of your character blindly reacting. Like stamina, bonus spell power are awarded to magic-user classes with higher intellect when advancing to the next experience level.

--> Agility <--

Your overall fighting ability is measured with agility. This measurement is used when calculating who gets the first attack, whether contact was made or not, jousting ability, and your ability to traverse the dungeon's trap doors. Further, some classes have a small, defensive 'saving throw' with Agility, thus making them a bit harder to hit, even when possessing maximum Agility.

--> Charisma <--

Higher charisma will save you more gold when selling items in the square. You will get more gold from defeating your opponents as well. Also, some of the 'random' events that occur will have a higher tendency to favor those with higher charisma.

2. Character Class Defintions

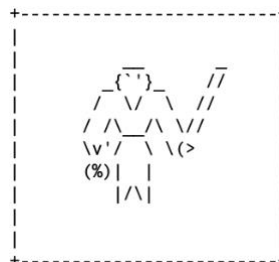
Classes define the nature and tendacies of a given character. A Fighter will generally hit harder than a Magician, but the Magician may clap his hands and and send perilous thunder upon his opponent. What character class you select has a heavy impact on your game play. They are as follows:

Class	(Recommended abilities + bonus)				Special Feature
	Str	Int	Agl	Chr	
Alchemist	60 +1	25 +2	75 +1	40 +1	Power Poison
Assassin	65 +1	20 +1	75 +2	40 +1	Backstab / Poison
Barbarian	55 +2	30 +1	75 +1	40 +1	Power Fighter
Bard	50 +1	50 +1	75 +1	25 +2	Scroll / Backstab / Steal
Beast	20 +5	80 +0	80 +0	20 +0	Power Fighter / Scroll
Cleric	60 +1	40 +1	75 +1	25 +2	Magic / Fighter
Fighter	55 +2	35 +1	70 +1	40 +1	Skillful Fighter
Jester	60 +1	45 +1	70 +1	25 +2	Magic / Backstab / Dodge
Lizard	35 +2	50 +0	65 +2	50 +0	Poison / Fighter
Magician	60 +1	45 +2	75 +1	20 +1	Skillful Magic
Ranger	55 +1	50 +2	75 +1	20 +1	Fighter / Scroll
Rogue	65 +1	40 +1	75 +1	20 +1	Backstab / Scroll
Sage	70 +1	35 +2	75 +1	20 +1	Power Magic
Thief	60 +1	25 +1	75 +2	40 +1	Power Backstab / Poison
Undead	20 +5	80 +0	80 +0	20 +0	Fighter / Magic
Hero	45 +2	55 +2	75 +2	25 +2	Fighter & Bard
Titan	75 +3	30 +3	75 +3	20 +3	Barbarian & Magician
God	60 +5	40 +5	80 +5	20 +5	Best of All Classes

--> Alchemist <==

Str	Int	Agl	Chr	Special Feature
60 +1	25 +2	75 +1	40 +1	Power Poison

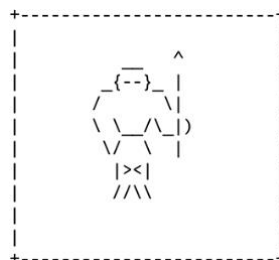
This character depends greatly on his ability to use poisons. His skills enable him to apply 4x the posion value yielding the greatest effect on his weapon. Without that aid, the alchemist leaves much to be desired as far as natural fighting skills is concerned. Being a creature of science, this is the one class that cannot use any magical powers or wands. The alchemist may, however, resist the effects of a spell or magical device. Alchemists receive an extra bonus in Intellect per experience level.



--> Assassin <==

Str	Int	Agl	Chr	Special Feature
65 +1	20 +1	75 +2	40 +1	Backstab / Poison

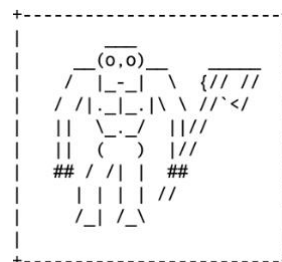
A ninja-style fighter, the assassin has extra fighting ability making him tough to defeat. With the use of poisons and backstabs, the assassin will usually have enough firepower to defeat any fighting class. Assassins receive an extra bonus in Agility per experience level.



--> Barbarian <--

Str	Int	Ag1	Chr	Special Feature
55 +2	30 +1	75 +1	40 +1	Power Fighter

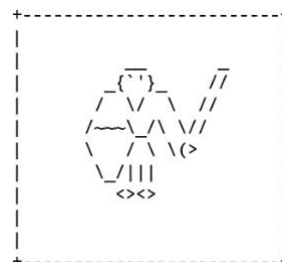
The strongest, combat-class fighter in the game, but the most susceptible to the effects of magic. As the Barbarian grows in experience, his hitting power augments. There will be a point where a Barbarian's essence can match the power of any man-made weapon. Barbarians receive an extra bonus in Stamina per experience level.



--> Bard <--

Str	Int	Ag1	Chr	Special Feature
50 +1	50 +1	75 +1	25 +2	Scroll / Backstab / Steal

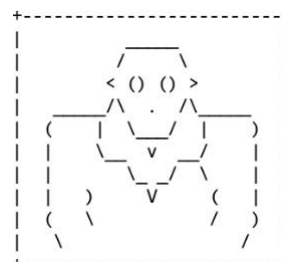
The Bard-class enjoys every aspect of the game: backstabbing, magic, stealing, and fighting. However, the bard does not specialize in any of his abilities, thus his experiences can be either rewarding or frustrating. An entertainer by trade, Bards receive an extra bonus in Charisma per experience level.



--> Beast <--

Str	Int	Ag1	Chr	Special Feature
20 +5	80 +0	80 +0	20 +0	Power Fighter / Scroll

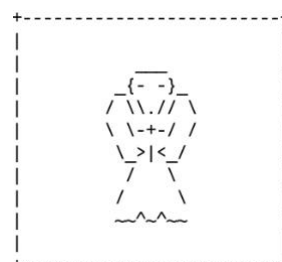
Beasts hit like a Barbarian, but have the extra ability of using a magic scroll to some degree. A beast may also backstab an opponent. The Beast class only receives +5 in Stamina per experience level.



--> Cleric <--

Str	Int	Ag1	Chr	Special Feature
60 +1	40 +1	75 +1	25 +2	Magic / Fighter

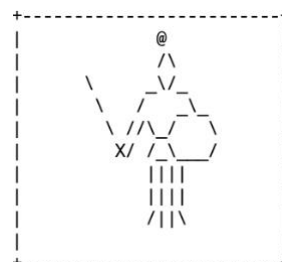
A Cleric has good combat and magic abilities. His ability to Heal is stronger than his ability to Blast. Clerics get to use poisons cheaply, but not too effectively. Clerics receive an extra bonus in Charisma per experience level.



--> Fighter <--

Str	Int	Ag1	Chr	Special Feature
55 +2	35 +1	70 +1	40 +1	Skillful Fighter

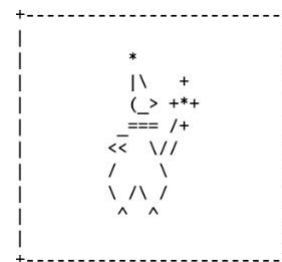
Fighters are excellent killers. Their extraordinary combat ability makes them difficult opponents. Though their class has no extra abilities, there are no extra penalties levied against them either. Fighters receive an extra bonus in Stamina per experience level.



--> Jester <--

Str	Int	Ag1	Chr	Special Feature
60 +1	45 +1	70 +1	25 +2	Magic / Backstab / Dodge

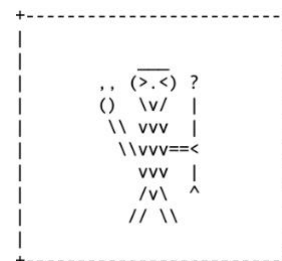
Jesters are annoying pests. They lack serious hand-to-hand combat power, but their acrobatic-like abilities gives them edge in dodging attacks. Jesters also possess some magic, backstabbing, and thieving abilities. Jesters receive an extra bonus in Charisma per experience level.



--> Lizard <--

Str	Int	Ag1	Chr	Special Feature
35 +2	50 +0	65 +2	50 +0	Poison / Fighter

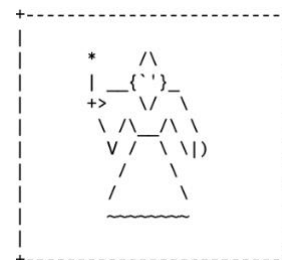
Lizards use poison almost as effectively as an Alchemist, but hit harder. Although a Lizard cannot backstab, they still have good ability to steal. Lizards only receive +2 in both Stamina and Agility per experience level.



--> Magician <--

Str	Int	Ag1	Chr	Special Feature
60 +1	45 +2	75 +1	20 +1	Skillful Magic

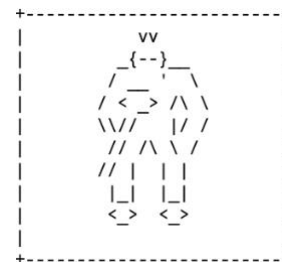
The Magician is the opposite of the Fighter; powerful magic opposed to combat abilities. Magicians can consistently cast spells effectively and yield better results. Magicians receive an extra bonus in Intellect per experience level.



--> Ranger <--

Str	Int	Ag1	Chr	Special Feature
55 +1	50 +2	75 +1	20 +1	Fighter / Scroll

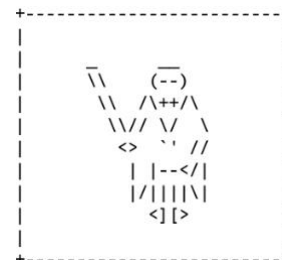
Rangers are great survivors, because they must depend on their ability to live off the land. Like Bards, they have many special abilities, though they do not excel at any particular one. Their fighting and healing powers are among their best abilities. Rangers receive an extra bonus in Intellect per experience level.



--> Rogue <--

Str	Int	Ag1	Chr	Special Feature
65 +1	40 +1	75 +1	20 +1	Backstab / Scroll

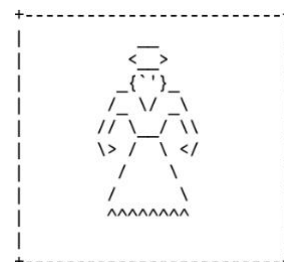
A Rogue is similar to a Thief class: good backstab, poison, and stealing. But, their advantage lies in their effective use of magic scrolls. Rogues get only the usual +1 in all abilities per experience level.



--> Sage <--

Str	Int	Ag1	Chr	Special Feature
70 +1	35 +2	75 +1	20 +1	Power Magic

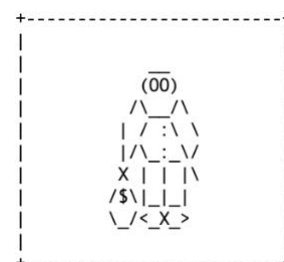
The weakest combat-class is the Sage. His hand-to-hand abilities leave much to be desired, but as the Sage grows in experience, his spell casting abilities can dominate any class, mortal or divine. Sages receive an extra bonus in Intellect per experience level.



--> Thief <--

Str	Int	Ag1	Chr	Special Feature
60 +1	25 +1	75 +2	40 +1	Power Backstab / Poison

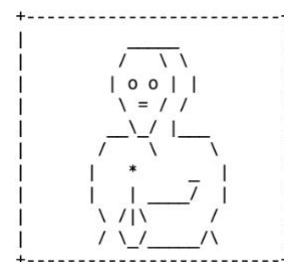
The Thief class relies on its ability to stealth approach an enemy and deliver a powerful backstab. Without it, the Thief is quite ordinary. Other abilities include the use of poisons and robbing other users more effectively. Thieves chief ability is Agility and therefore receive an extra bonus in Agility per experience level.



--> Undead <--

Str	Int	Ag1	Chr	Special Feature
20 +5	80 +0	80 +0	20 +0	Fighter / Magic

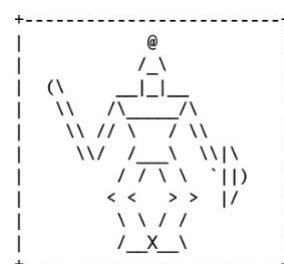
Undead creatures are as excellent fighters as they are in magic. However, they do not move as fast and are more susceptible to magic used against them. The Undead only receives +5 Stamina per experience level.



--> Hero <--

Str	Int	Ag1	Chr	Special Feature
45 +2	55 +2	75 +2	25 +2	Fighter & Bard

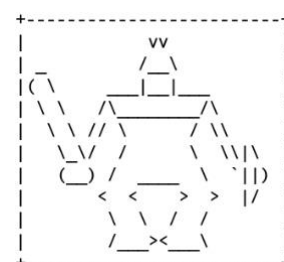
A Hero class can only be achieved by becoming immortal (100th level) and solving the Ancient Riddle of the Keys. A Hero is the lowest class of the superbeings. Heros have Barbarian combat abilities coupled with a Bard's use of magic scrolls. Heros receive an extra bonus in all abilities per experience level.



--> Titan <--

Str	Int	Ag1	Chr	Special Feature
75 +3	30 +3	75 +3	20 +3	Barbarian & Magician

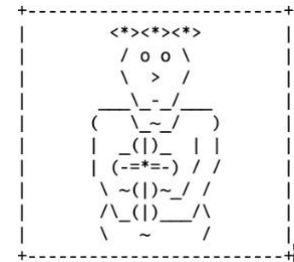
You can only ascend to a Titan class from immortalizing a Hero class and again solving the Ancient Riddle of the Keys. A Titan is the second class of the superbeings. Titans have Barbarian combat abilities coupled with a Magician's use of spells. They get greater backstabs and use of poisons than the Hero. Titans receive two extra bonuses in all abilities per experience level.



--> God <--

Str	Int	Agl	Chr	Special Feature
-----	-----	-----	-----	-----
60 +5	40 +5	80 +5	20 +5	Best of All Classes

The highest superbeing of them all, you can only ascend to a God from a Titan class. Gods have what is best in all of the classes: a Barbarian's strength, spell-casting power of a Sage, a Thief's backstab, an Alchemist's use of his poisons. A God receives three extra bonuses in all abilities per experience level.



3. Deep, Dank Dungeon Guide

The Dungeon is chiefly a deep, dank dwelling of monsters to overpower and treasures to be gained. You gain more experience points from defeating a monster in the deeper levels, simply because they generally get more powerful as you descend. Each level has stationary monsters, wandering monsters, a magical teleport, trapdoors, thieves, and a cleric. You can only obtain a map of the level you are on from defeating a monster that possesses one. Once you leave that level, the map is totally useless and you automatically discard it. There are a few other surprises that await your discovering them. Good luck!

4. Gangs & Partying

Successful partying can increase your experience points rapidly as well as obtaining gold. You may either start your own gang and optionally invite other players to join your gang, join a gang that needs any member or one that has specifically invited you. Gang wars adds to the enjoyment of this game and everyone's participation is expected.

A simple way to calculate your chances of defeating a gang, though there are no guarantees, is to add up your gang members' experience levels (1-99) and then compare that result to another gang's experience levels. If your result is greater than theirs, you have a better chance of defeating them. This does not take into account your members' weapon, armor, strength, and agility versus the opponents'. You may find that you can defeat a superior gang in experience levels, should one or more of their members been 'stripped' of their weapon and armor. Take the necessary time to scout out the opposition before making your attempt to defeat them.

5. Magic Spells, Scrolls & Wands

With the exception of an Alchemist, all classes have the ability to cast magic, whether it be spells, scrolls, or the use of wands. Spells are only taught to certain magic-user classes, where as scrolls and wands are sold to the others. Once a spell is learned, it may never be forgotten and is a permanent aid to its user as long as he has enough spell power to cast it. Scrolls may be read to cast its spell as long as the user has enough spell power, but there is the added chance that the scroll will burn and no longer be in the possession of the user. Wands, which are extremely expensive to purchase, may only be used once, though the user can always purchase or find another. The different types of magic that may be used are as follows:

--> Charisma, Intellect, Strength, Agility <--

These magic spells temporarily increase your character's abilities, up to the maximum of 100. Each time one of these spells are successfully attempted, that ability will increase from 1 through 10.

--> Shield, Hone <--

These spells increase the effectiveness of your armor or weapon. Do not try to augment your armor or weapon class to more than twice its value! The result could lead you to an unwanted visit to the Armoury or Weapon Shoppe.

--> Teleport <--

This spell allows you to teleport yourself in the dungeon, just as if you had entered a magical teleport chamber. It can also work on defense. Should you or an opponent be in a near-death situation, the spell may be attempted to flee the situation.

--> Heal, Blast <--

These spells can help restore (heal) your hit points or damage (blast) your opponent's hit points during battle. You achieve greater results as your character grows in experience.

--> Resurrect <--

This spell will prompt you to bring any dead player back to Alive! status, making him available for another kill. All players are resurrected at midnight of each day. Whenever a player logs in, their status is automatically set to Alive! status.

--> Cure <--

This spell will restore all of your hit points. This is an extremely powerful spell to use during battle, because it can essentially double your hit points. There is a small probability that an opponent may use this spell on himself during battle.

--> Disintegrate <--

This is the ultimate spell to use to defeat an opponent. Once it is cast, your opponent is completely atomized and you win the battle. Be aware that anyone with this capability might use it against you in battle.

--> Confusion <--

This spell is used to distract your opponent during a battle. The opponent will have tend to miss more during attack and his spell casting will fail more often.

--> Transmute <--

This spell will permanently transmute your opponent's weapon into something less damaging. Some monsters may cast this spell, too.

--> Mayhem <--

This spell will prompt you to ruin some user, effectively stealing all of that user's gold and downgrading his weapon, armor, real estate, security, and naval warship. This may only be used on users higher or up to thirty levels below you. The depleted user may be alerted that you had done the dirty deed.

--> Morph <--

This spell can only be cast during battle; it will randomly change your opponent's character class -- permanently. The morph in some instances may actually make the opponent stronger -- or destroy him utterly. A very rare and dangerous spell.

6. Naval Warships & Fishing

Buying a naval warship is expensive, but it can initially yield you big money up front when defeating sea monsters. Fishing has different results and depends greatly on one's Charisma.

7. Poisons from the Apothecary

Poisons add plus points to your weapon, thus inflicting more damage when attacking an opponent. Poisons are sold in vials at the Apothecary in the Square. When you poison your weapon, there is a chance that you will empty the vial and therefore have no more of that poison type. The number of plus points added to your weapon and the cost of a vial of poison depends on your character class. The maximum plus points a poison type can impose on a weapon is equal to that weapon's class number, otherwise the rest will just drip off.

8. Blessing & Cursing

Blessing adds 10 points to the users attributes, while cursing removes 10 points. Blessing remains with a user, until they are killed by another user, who in turn inherits the blessing, or they are killed by a monster, in which case the blessing will be randomly re-assigned to another user. Cursing remains with the user until they kill another user. The curse will then be transferred to that user. Sorry, you can't curse a monster by killing it. The only way to remove a curse, is to give it to another. What fun though when someone tries to kill you and loses!

9. Armory & Weapons shop

Available armors:

<1> Wooden Shield	1c
<2> Small Shield	5c
<3> Large Shield	10c
<4> Leather	50c
<5> Padded Leather	100c
<6> Studded Leather	500c
<7> Ring Mail	1000c
<8> Scale Mail	5000c
<9> Chain Mail	10000c
<10> Splint Mail	50000c
<11> Banded Mail	1s
<12> Bronze Plate Mail	5s
<13> Normal Plate Mail	10s
<14> Field Plate Armor	50s
<15> Full Plate Armor	100s
<16> Dancing Shield	500s
<17> Dragon Scale Mail	1000s
<18> Elfin Chain Mail	5000s
<19> Minthral Plate Armor	1g
<20> Cloak of Elvenkind	5g
<21> Robe of Blending	10g
<22> Adamantite Plate Mail	50g
<23> Cloak of Displacement	100g
<24> Cube of Force	500g
<25> Ring of Invisibility	1000g
<26> Ring of Insanity	5000g

Available weapons

<1> Dart	1c
<2> Sling	2c
<3> Dagger	5c
<4> Staff	10c
<5> Club	25c
<6> Hammer	50c
<7> Mace	100c
<8> Flail	250c
<9> Spear	500c
<10> Axe	1000c
<11> Harpoon	2500c
<12> Short Bow	5000c
<13> War Hammer	10000c
<14> Battle Axe	25000c
<15> Light Crossbow	50000c
<16> Javelin	1s
<17> Short Sword	2s,50000c
<18> Long Bow	5s
<19> Long Sword	10s
<20> Heavy Crossbow	25s
<21> Scimitar	50s
<22> Pole Arm	100s
<23> Broad Sword	250s
<24> Trident	500s
<25> Two-Handed Sword	1000s
<26> Gloves of Strength	2500s
<27> Dart of Homing	5000s
<28> Sling of Seeking	1g
<29> Dagger of Venom	2g,5000s
<30> Staff of Striking	5g
<31> Hammer of Throwing	10g
<32> Mace of Disruption	25g
<33> Axe of Hurling	50g
<34> Hammer of Thunderbolts	100g
<35> Axe of Lords	250g
<36> Crossbow of Distance	500g
<37> Sword of Quickness	1000g
<38> Arrows of Slaying	2500g
<39> Sword of Sharpness	5000g
<40> Crossbow of Accuracy	1p
<41> Scimitar of Speed	2p,5000g
<42> Sword of Wounding	5p
<43> Trident of Submission	10p
<44> Vorpal Sword	25p
<45> Wand of Wonder	50p
<46> Rod of Smiting	100p
<47> Sword of Life Stealing	250p
<48> Wand of Lightning	500p
<49> Ring of Shooting Stars	1000p
<50> Staff of the Magi	5000p
<51> Dagger of Death	10000p

10. Naval Shipyard

Hull size: 50	Cost: 10000c	Hull size: 3350	Cost: 41g,9430s
Hull size: 100	Cost: 12599c	Hull size: 3400	Cost: 52g,8448s
Hull size: 150	Cost: 15874c	Hull size: 3450	Cost: 66g,5803s
Hull size: 200	Cost: 20000c	Hull size: 3500	Cost: 83g,8860s
Hull size: 250	Cost: 25198c	Hull size: 3550	Cost: 105g,6897s
Hull size: 300	Cost: 31748c	Hull size: 3600	Cost: 133g,1607s
Hull size: 350	Cost: 40000c	Hull size: 3650	Cost: 167g,7720s
Hull size: 400	Cost: 50397c	Hull size: 3700	Cost: 211g,3795s
Hull size: 450	Cost: 63496c	Hull size: 3750	Cost: 266g,3215s
Hull size: 500	Cost: 80000c	Hull size: 3800	Cost: 335g,5440s
Hull size: 550	Cost: 1s,794c	Hull size: 3850	Cost: 422g,7590s
Hull size: 600	Cost: 1s,26992c	Hull size: 3900	Cost: 532g,6430s
Hull size: 650	Cost: 1s,60000c	Hull size: 3950	Cost: 671g,881s
Hull size: 700	Cost: 2s,1587c	Hull size: 4000	Cost: 845g,5181s
Hull size: 750	Cost: 2s,53984c	Hull size: 4050	Cost: 1065g,2861s
Hull size: 800	Cost: 3s,20000c	Hull size: 4100	Cost: 1342g,1763s
Hull size: 850	Cost: 4s,3174c	Hull size: 4150	Cost: 1691g,362s
Hull size: 900	Cost: 5s,7968c	Hull size: 4200	Cost: 2130g,5722s
Hull size: 950	Cost: 6s,40000c	Hull size: 4250	Cost: 2684g,3527s
Hull size: 1000	Cost: 8s,6349c	Hull size: 4300	Cost: 3382g,725s
Hull size: 1050	Cost: 10s,15936c	Hull size: 4350	Cost: 4261g,1444s
Hull size: 1100	Cost: 12s,79999c	Hull size: 4400	Cost: 5368g,7055s
Hull size: 1150	Cost: 16s,12698c	Hull size: 4450	Cost: 6764g,1451s
Hull size: 1200	Cost: 20s,31872c	Hull size: 4500	Cost: 8522g,2888s
Hull size: 1250	Cost: 25s,59998c	Hull size: 4550	Cost: 1p,737g
Hull size: 1300	Cost: 32s,25396c	Hull size: 4600	Cost: 1p,3528g
Hull size: 1350	Cost: 40s,63744c	Hull size: 4650	Cost: 1p,7044g
Hull size: 1400	Cost: 51s,19997c	Hull size: 4700	Cost: 2p,1474g
Hull size: 1450	Cost: 64s,50792c	Hull size: 4750	Cost: 2p,7056g
Hull size: 1500	Cost: 81s,27488c	Hull size: 4800	Cost: 3p,4089g
Hull size: 1550	Cost: 102s,39993c	Hull size: 4850	Cost: 4p,2949g
Hull size: 1600	Cost: 129s,1583c	Hull size: 4900	Cost: 5p,4113g
Hull size: 1650	Cost: 162s,54976c	Hull size: 4950	Cost: 6p,8178g
Hull size: 1700	Cost: 204s,79986c	Hull size: 5000	Cost: 8p,5899g
Hull size: 1750	Cost: 258s,3166c	Hull size: 5050	Cost: 10p,8226g
Hull size: 1800	Cost: 325s,9952c	Hull size: 5100	Cost: 13p,6356g
Hull size: 1850	Cost: 409s,59973c	Hull size: 5150	Cost: 17p,1798g
Hull size: 1900	Cost: 516s,6332c	Hull size: 5200	Cost: 21p,6452g
Hull size: 1950	Cost: 650s,19904c	Hull size: 5250	Cost: 27p,2713g
Hull size: 2000	Cost: 819s,19946c	Hull size: 5300	Cost: 34p,3597g
Hull size: 2050	Cost: 1032s,12664c	Hull size: 5350	Cost: 43p,2905g
Hull size: 2100	Cost: 1300s,39808c	Hull size: 5400	Cost: 54p,5426g
Hull size: 2150	Cost: 1638s,39891c	Hull size: 5450	Cost: 68p,7194g
Hull size: 2200	Cost: 2064s,25328c	Hull size: 5500	Cost: 86p,5810g
Hull size: 2250	Cost: 2600s,79616c	Hull size: 5550	Cost: 109p,852g
Hull size: 2300	Cost: 3276s,79783c	Hull size: 5600	Cost: 137p,4388g
Hull size: 2350	Cost: 4128s,50656c	Hull size: 5650	Cost: 173p,1621g
Hull size: 2400	Cost: 5201s,59232c	Hull size: 5700	Cost: 218p,1705g
Hull size: 2450	Cost: 6553s,59566c	Hull size: 5750	Cost: 274p,8777g
Hull size: 2500	Cost: 8257s,1312c	Hull size: 5800	Cost: 346p,3242g
Hull size: 2550	Cost: 1g,403s	Hull size: 5850	Cost: 436p,3411g
Hull size: 2600	Cost: 1g,3107s	Hull size: 5900	Cost: 549p,7554g
Hull size: 2650	Cost: 1g,6514s	Hull size: 5950	Cost: 692p,6484g
Hull size: 2700	Cost: 2g,806s	Hull size: 6000	Cost: 872p,6823g
Hull size: 2750	Cost: 2g,6214s	Hull size: 6050	Cost: 1099p,5108g
Hull size: 2800	Cost: 3g,3028s	Hull size: 6100	Cost: 1385p,2969g
Hull size: 2850	Cost: 4g,1612s	Hull size: 6150	Cost: 1745p,3647g
Hull size: 2900	Cost: 5g,2428s	Hull size: 6200	Cost: 2199p,217g
Hull size: 2950	Cost: 6g,6056s	Hull size: 6250	Cost: 2770p,5938g
Hull size: 3000	Cost: 8g,3225s	Hull size: 6300	Cost: 3490p,7295g
Hull size: 3050	Cost: 10g,4857s	Hull size: 6350	Cost: 4398p,435g
Hull size: 3100	Cost: 13g,2112s	Hull size: 6400	Cost: 5541p,1877g
Hull size: 3150	Cost: 16g,6450s	Hull size: 6450	Cost: 6981p,4590g
Hull size: 3200	Cost: 20g,9715s	Hull size: 6500	Cost: 8796p,871g
Hull size: 3250	Cost: 26g,4224s	Hull size: 6550	Cost: 11082p,3754g
Hull size: 3300	Cost: 33g,2901s		

11. Mages Guild

Wands

<1> Charm	1g
<2> Intellect	10g
<3> Strength	100g
<4> Agility	1000g
<5> Shield	1p
<6> Hone	10p
<7> Teleport	100p
<8> Heal	1000p
<9> Blast	5000p
<10> Resurrect	10000p
<11> Cure	50000p
<12> Disintegrate	100000p
<13> Confusion	500000p