

[\[Here\]](#) About the Citadel Merchants Alliance (CMA).

[\[Here\]](#) How to request and write up purchased items.

(U) - Untrained - Requires no training to use in it's designated craft

(T) - Trained - Requires training in it's designated craft to use this item

*MP must be used in whole values (round to the largest whole number)

Promotion! - If you are a Merchants guild member, ask your local guild leader about this item.

| | CMA Items | CMA Standard Cost (copper) | Mythic Points (MP) Cost |
|-------------|-----------------------------------|----------------------------|-------------------------|
| | Alchemy | - | - |
| | U Purify Potion | 8 | 0.3 |
| | U Potency Potion | 20 | 0.75 |
| Unavailable | U Wellbeing Potion | 0 | 1.5 |
| Shortage | U Evade Potion | 100 | 3 |
| Unavailable | U Heroism Potion | 0 | 6 |
| | T Silence Poison | 8 | 0.3 |
| | T Disease Poison | 20 | 0.75 |
| | T Betrayal Poison | 40 | 1.5 |
| On Sale! | T Paralyze Poison | 60 | 3 |
| | U Weapon (Grooved) | 1760 | 52 |
| | Armorsmithing | - | - |
| | U Fortification Buff | 8 | 0.3 |
| Shortage | U Dodge Polish | 25 | 0.75 |
| Promotion! | U Armor Buff +3 | 40 | 1.5 |
| | U Armor Suit (+2) | 560 | 26 |
| | U Armor Suit (Preservation) | 520 | 22 |
| Promotion! | T Armor Buff +1 | 8 | 0.3 |
| Unavailable | T Shadow Polish | 0 | 0.75 |
| | T Chameleon Polish | 40 | 1.5 |
| Shortage | T Evade Polish | 100 | 3 |
| On Sale! | T Armor Suit (+3) | 640 | 32 |
| | Medicine | - | - |
| On Sale! | U First Aid Salve | 6 | 0.3 |
| Promotion! | U Vitality 5 Salve | 20 | 0.75 |
| Unavailable | U Wellbeing Salve | 0 | 1.5 |
| Unavailable | U Raise Dead Salve | 0 | 3 |
| | U Armor Suit (Staunching) | 520 | 22 |
| | U Armor Bracers (Staunching) | 520 | 22 |
| | Rune Crafting | - | - |
| Shortage | U Rune of Arcane Defense +1 | 10 | 0.3 |
| | U Rune of Elemental Sheath +5 | 20 | 0.75 |
| | U Rune of Empower Spell +5 | 40 | 0.75 |
| | U Rune of Power +2 | 80 | 1.5 |
| On Sale! | U Rune of Create / Destroy Ward | 120 | 3 |
| | U Weapon (Spell Power +1) | 1320 | 62 |
| | T Rune of Power +1 | 8 | 0.3 |
| | T Rune of [Element] 5 | 20 | 0.75 |
| | T Rune of Phase | 40 | 1.5 |
| | T Rune of Transcend the Physical | 40 | 1.5 |
| Promotion! | T Rune of Energy | 80 | 3 |
| Shortage | T Armor Bracers (Arcane Armor +2) | 1000 | 42 |
| | Scroll Making | - | - |
| | U Scroll of Heal 5 | 8 | 0.3 |
| Shortage | U Scroll of Drain 5 | 10 | 0.3 |
| On Sale! | U Scroll of Cleanse 5 | 6 | 0.3 |
| Promotion! | U Scroll of Truevision 5 | 20 | 0.75 |
| | U Scroll of Identify | 20 | 0.75 |

| | | | | |
|---|---|--------------------------------|-----------------------------------|--------------------------------|
| Unavailable | U | Scroll of Grant Wellbeing | 0 | 1.5 |
| Unavailable | U | Scroll of Shadowform | 0 | 1.5 |
| | U | Scroll of Identify Ritual | 80 | 3 |
| | U | Scroll of Force Restore Spirit | 160 | 6 |
| | U | Scroll of Obliterate You | 160 | 6 |
| | T | Scroll of Make a Record | 8 | 0.3 |
| | T | Scroll of Grant Dodge | 20 | 0.75 |
| | T | Scroll of Grant Parry | 20 | 0.75 |
| | T | Scroll of Grant Remembrance | 40 | 1.5 |
| | T | Scroll of Invisibility 5 | 80 | 3 |
| | T | Scroll of Negate Ethereal | 80 | 3 |
| | T | Armor Bracers (Spell Storing) | 920 | 42 |
| Tinkering | | | - | - |
| | U | Door Bar | 8 | 0.3 |
| | U | Tripwire Trap | 20 | 0.75 |
| | U | Lock Trap | 20 | 0.75 |
| | U | Manacles | 40 | 1.5 |
| | U | Spike Plate Trap | 80 | 3 |
| | U | Poison Lock Trap | 80 | 3 |
| Unavailable | U | Tinkering Tools (+1) | 0 | 32 |
| | U | Lock (Level 1) | 8 | 0.3 |
| | U | Lock (Level 2) | 20 | 0.75 |
| | U | Lock (Level 3) | 40 | 1.5 |
| | U | Lock (Level 4) | 80 | 3 |
| | U | Lock (Level 5) | 160 | 6 |
| | T | Freeze Your [Limb] Bomb | 8 | 0.3 |
| | T | Acid 5 Bomb | 20 | 0.75 |
| | T | Trip Bomb | 40 | 1.5 |
| | T | Daze Bomb | 80 | 3 |
| | T | Knockout Bomb | 160 | 6 |
| Weaponsmithing | | | - | - |
| | U | Silversheen Oil | 8 | 0.3 |
| Shortage | U | Parry Stone | 25 | 0.75 |
| On Sale! | U | Sharpening Stone +2 | 30 | 1.5 |
| | U | Magicsheen Oil | 80 | 3 |
| | U | Weapon (+1 Damage) | 1120 | 52 |
| On Sale! | T | Sharpening Stone +1 | 6 | 0.3 |
| | T | Ambush Stone +2 | 20 | 0.75 |
| Shortage | T | Defender Stone | 50 | 1.5 |
| Shortage | T | Weapon (Swift) | 600 | 26 |
| | T | Weapon (+1 Silver Damage) | 1220 | 57 |
| Components | | | - | - |
| | | Fade Root | 166 | 5 |
| Shortage | | Onyx | 400 | 10 |
| | | Mythril | 664 | 20 |
| | | Dragon Dust | 996 | 30 |
| Shortage | | Adamantium | 1600 | 40 |
| Shortage | | Red Ruby Dust | 2000 | 50 |
| On Sale! | | Prismatic Dust | 532 | 20 |
| | | Prismatic Gem | 1328 | 40 |
| Schema (Merchant Guild Members ONLY) | | | - | - |
| | | COMMON - Schema - Any Craft | 300 | 10 |
| | | RARE - Schema - Any Craft | 400 | 15 |
| CMA Services | | | CMA Standard Cost (copper) | Mythic Points (MP) Cost |

| | | |
|---|----|--|
| Installation of Admixtures into Elixirs (Alchemy) | 20 | 1 |
| Installation of GuardStones into Armor (Armor) | 20 | 1 |
| Installation of BloodStones into FleshWards (Medicine) | 20 | 1 |
| Installation of FocusStones into SpellFocus (Rune Crafting) | 20 | 1 |
| Installation of TwistStones into TinkerTwist (Tinkering) | 20 | 1 |
| Installation of BladeStones into Weapon (Weaponsmithing) | 20 | 1 |
| Mythic Points Only List | - | Mythic Points (MP) Cost |
| 1 Production Point to be spent immediately | - | 2 |
| Gold Wellbeing Ring (Self-Only) | - | 5 |
| Silver Grant Evade Ring (Self-Only) | - | 10 |
| 1 Charge Identify Ring | - | 4 |
| 1 Charge Truevision 5 Ring | - | 5 |
| 1 Charge Rage Ring | - | 6 |
| 1 Charge Invisibility 5 Ring | - | 7 |
| Remove a Black Marble | - | 200 |
| Your Next Death is Safe | - | 400 |
| Skill Boost Ritual, granting +1 level to an existing skill for 6 months (non-force) | - | The cost in MP is four times the Skill Point cost of the new level of the skill. |
| Unlock 1 Vaulted SP from player vault | - | 3 |
| A Lore which is chosen by plot, lasting 6 months (can be unique) | - | 5 |
| Personal Ritual 1 Charge Rogue's Luck | - | 20 |
| Personal Ritual 1 Charge Charm Animal | - | 10 |
| Pay Legacy Cost to Renew Items | - | Legacy Cost |
| Increase Chances of Artifice % Bonus | - | See Artificing |
| Increase Chances of Ritual Magic % Bonus | - | See Ritual Magic |
| Retrain your Strike Allocation | - | 10 |
| 10 Copper Coins | - | 1 |