

[\[Here\]](#) 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)

CMA Items	CMA Standard Cost (copper)	Standard Cost (copper)	Creation Cost (Copper)	Mythic Points (MP) Cost
Alchemy				
U Purify Potion	8	6	2	0.3
U Potency Potion	20	15	5	0.75
U Wellbeing Potion	40	30	10	1.5
U Evade Potion	80	60	20	3
U Heroism Potion	160	120	40	6
T Silence Poison	8	6	2	0.3
T Disease Poison	20	15	5	0.75
T Betrayal Poison	40	30	10	1.5
T Paralyze Poison	80	60	20	3
U Weapon (Grooved)	1760	1520	880	52
Armorsmithing				
U Fortification Buff	8	6	2	0.3
U Dodge Polish	20	15	5	0.75
U Armor Buff +3	40	30	10	1.5
U Armor Suit (+2)	560	520	440	26
U Armor Suit (Preservation)	520	440	280	22
T Armor Buff +1	8	6	2	0.3
T Shadow Polish	20	15	5	0.75
T Chameleon Polish	40	30	10	1.5
T Evade Polish	80	60	20	3
T Armor Suit (+3)	720	640	480	32
Medicine				
U First Aid Salve	8	6	2	0.3
U Vitality 5 Salve	20	15	5	0.75
U Wellbeing Salve	40	30	10	1.5
U Raise Dead Salve	80	60	20	3
U Armor Suit (Staunching)	520	440	280	22
U Armor Bracers (Staunching)	520	440	280	22
Rune Crafting				
U Rune of Arcane Defense +1	8	6	2	0.3
U Rune of Elemental Sheath +5	20	15	5	0.75
U Rune of Empower Spell +5	40	30	10	0.75
U Rune of Power +2	80	30	20	1.5
U Rune of Create / Destroy Ward	160	60	40	3
U Weapon (Spell Power +1)	1320	1240	1080	62
T Rune of Power +1	8	6	2	0.3
T Rune of [Element] 5	20	15	5	0.75
T Rune of Phase	40	30	10	1.5
T Rune of Transcend the Physical	40	30	10	1.5
T Rune of Energy	80	60	20	3
T Armor Bracers (Arcane Armor +2)	920	840	680	42
Scroll Making				
U Scroll of Heal 5	8	6	2	0.3
U Scroll of Drain 5	8	6	2	0.3
U Scroll of Cleanse 5	8	6	2	0.3
U Scroll of Truevision 5	20	15	5	0.75
U Scroll of Identify	20	15	5	0.75
U Scroll of Grant Wellbeing	40	30	10	1.5
U Scroll of Shadowform	40	30	10	1.5
U Scroll of Identify Ritual	80	60	20	3
U Scroll of Force Restore Spirit	160	120	40	6
U Scroll of Obliterate You	160	120	40	6
T Scroll of Make a Record	8	6	2	0.3
T Scroll of Grant Dodge	20	15	5	0.75
T Scroll of Grant Parry	20	15	5	0.75
T Scroll of Grant Remembrance	40	30	10	1.5
T Scroll of Invisibility 5	80	60	20	3
T Scroll of Negate Ethereal	80	60	20	3
T Armor Bracers (Spell Storing)	920	840	680	42
Tinkering				
U Door Bar	8	6	2	0.3
U Tripwire Trap	20	15	5	0.75
U Lock Trap	20	15	5	0.75
U Manacles	40	30	10	1.5
U Spike Plate Trap	80	60	20	3
U Poison Lock Trap	80	60	20	3
U Tinkering Tools (+1)	0	640	Delete me	32

Unavailable

U Lock (Level 1)	8	6	2	0.3
U Lock (Level 2)	20	15	5	0.75
U Lock (Level 3)	40	30	10	1.5
U Lock (Level 4)	80	60	20	3
U Lock (Level 5)	160	120	40	6
T Freeze Your [Limb] Bomb	8	6	2	0.3
T Acid 5 Bomb	20	15	5	0.75
T Trip Bomb	40	30	10	1.5
T Daze Bomb	80	60	20	3
T Knockout Bomb	160	120	40	6
Weaponsmithing	-	-	-	-
U Silversheen Oil	8	6	2	0.3
U Parry Stone	20	15	5	0.75
U Sharpening Stone +2	40	30	10	1.5
U Magicsheen Oil	80	60	20	3
U Weapon (+1 Damage)	1120	1040	880	52
T Sharpening Stone +1	8	6	2	0.3
T Ambush Stone +2	20	15	5	0.75
T Defender Stone	40	30	10	1.5
T Weapon (Swift)	560	520	440	26
T Weapon (+1 Silver Damage)	1220	1140	980	57
Components	-	-	-	-
Fade Root	166	100	100	5
Onyx	332	200	200	10
Mythril	800	400	400	20
Dragon Dust	996	600	600	30
Adamantium	1328	800	800	40
Red Ruby Dust	1660	1000	1000	50
Prismatic Dust	664	400	400	20
Prismatic Gem	1328	800	800	40
Schema (Merchant Guild Members ONLY)	-	-	-	-
COMMON - Schema - Any Craft	300	-	-	10
RARE - Schema - Any Craft	400	-	-	15
CMA Services	CMA Standard Cost (copper)	CMA Membership Cost (copper)	Mythic Points (MP) Cost	
Installation of Admixtures into Elixirs (Alchemy)	20	20		1
Installation of GuardStones into Armor (Armor)	20	20		1
Installation of BloodStones into FleshWards (Medicine)	20	20		1
Installation of FocusStones into SpellFocus (Rune Crafting)	20	20		1
Installation of TwistStones into TinkerTwist (Tinkering)	20	20		1
Installation of BladeStones into Weapon (Weaponsmithing)	20	20		1
Mythic Points Only List	-	-	-	Mythic Points (MP) Cost
1 Production Point to be spent immediately	-	-	-	2
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

Shortage