

## **\*\*Pricing\*\***

Prices on all equipment are subject to the fluctuation of the market values of all materials. The standard payment for any purchase is the cost of the material, and a 20% commission fee for time and labor. If the customer provides all materials for the requested items, the payment is only a 10% commission fee for time and labor.

## **\*\*Custom Orders\*\***

Requests for custom orders may be filled out on the [attached forms](#) with a consultation fee of 25 gold added onto the cost of the equipment.

## **Adventurer's Armory**

**Field Medic's Multi-tool** - Periodically, Reduce the Preparation time on First Aid by Half.

*Volatile Flux, Psychosine Ore, Phemori Oil*

**Hood of Manifest Will** - When using Willpower, gain +5 Armor Points

*Stable Flux, Scaleshard Hide, Phemori Oil*

**Resonant Blade** - Periodically reduce the preparation time of an ability. Additionally, damage gained from augments persist until Enfeebled.

*Volatile Flux/Stable Flux, Psychosine Ore/Crystal, Initrium Powder/\*Catalyst*

**Sufferer's Shackle** (Single Use Item - Use within 3 days) - 15 gold

When worn, the wearer suffers one of the following effects, chosen when crafted:

*Firethorn Venom (Enraged)*

*Lead Ball and Chain (Slowed)*

*Tranquilizer (Fatigued)*

*Lightning Rune (Stunned)*

*Barbed Nails (Pinned)*

*Aeleid Slime (Tripped)*

*Black Widow Venom (Poisoned)*

*Xiorne Tranquilizer (Waylaid)*

*Siphon Rune (Sealed)*

## **Warrior's Armory**

**Rage of the Elements (Full Suit)** - (6 locations, Metallurgy x5) [Berserker Exclusive]

When Enraged, gain +30 Armor Points, +10 Body, and Highly Resistant to Earth, Fire, Ice, Lightning Damage.

*Bonding Flux x21 - Scaleshard Hide x6/Vitaroot Weave x1/Meteoric x4 - Initrium Catalyst x21*

**Lycanblood Armor** - (Metallurgy) Periodically, Restore 15 AP and 15 BP.

*Volatile Flux x4, Runic Weave/Tamaril Hide, Initrium Powder x4*

**Bloodruby Warcrown** - (Metallurgy) When Bleeding, gain +10 BP and +5AP

*Bonding Flux x4, Scaleshard Hide/Vitaroot Weave, Initrium Powder x4*

### **Attuned Elements Battlegear** [Monk Exclusive]

**Tremorsense Blindfold** (Metallurgy)

When Blind, gain +10 Body, and Highly Resistant to Earth.

*Bonding Flux x4, Vitaroot Weave/Meteoric Earth, Stable Flux x4*

### **Infernal Onslaught** [Dreadnaught Exclusive]

**Scrapeater Gauntlet** - When using Sunder Armor, gain +5 Armor

*Stable Flux, Scaleshard Hide, Phemori Oil*

**Mindeater Ring** - Periodically, add Drain Damage to Chaotic Madness.

*Volatile Flux, Bloodstone, Phemori Oil*

**Infernal Patron's Armor** (Metallurgy)

When Weak, gain Highly Resistant to [Element], and reduce all damage taken by 1.

*Bonding Flux x4, Meteoric/Etherium Ore, Initrium Powder x4*

## Metaphysicist's Armory

**Kinetic Shell Mantle** (Metallurgy)- When Slowed gain +10 Body and +5 Armor.

*Bonding Flux x4, Scaleshard Hide/Vitaroot Weave, Initrium Catalyst x4*

**Manabinder's Bracelet** (Metallurgy) - Periodically, the spell inscribed gains Drain Damage and additionally may be instant cast with cooldown for the encounter.

*Volatile Flux x4, Bloodstone/Faery Moss, Witchwood Sap x4*

**Weavestone Jewelry** (Metallurgy) [Mage Exclusive]- +5AP when casting Enchanted Armor.

Periodically, reduce prep time by ½ on Enchanted Armor.

*Volatile Flux x2/Stable Flux x2, Scaleshard Hide/Psychosine Ore, Wytchwood Sap x4*

### **Mystic Regalia of the Arch-Magi** [Mage Exclusive]

**Manadart Gauntlet** - Gain +10 Damage on Magic Missile.

*Stable Flux, Eventide Weave, Witchwood Sap*

**Leechlight Ring** - Periodically, gain +10 Damage and Drain on Chromatic Orb.

*Volatile Flux x4, Eventide Weave/Bloodstone, Witchwood Sap x4*

### **Weavebender's Echo Jewelry**

Circlet - +10 BP, additionally gain +5 AP when spending a Rank 4 Spell Slot

*Stable Flux x4, Witaroot Weave/Shardscale Hide, Initrium Powder x2/Phemori Oil x2*

Bracelet - Periodically spend any spell slot to gain a number of slots equal to the sum total.

Additionally, gain +5 AP when spending a Rank 1 Spell Slot

*Volatile Flux x2/Stable Flux 2, Manaleaf/Shardscale Hide, Initrium Powder x2/Phemori Oilx2*

Ring - Periodically spend any spell slot to gain a number of slots equal to the sum total.

Additionally, gain +5 AP when spending a Rank 2 Spell Slot

*Volatile Flux x2/Stable Flux 2, Manaleaf/Shardscale Hide, Initrium Powder x2/Phemori Oil x2*

Anklet - Periodically spend any spell slot to gain a number of slots equal to the sum total.

Additionally, gain +5 AP when spending a Rank 3 Spell Slot

*Volatile Flux x2/Stable Flux 2, Manaleaf/Shardscale Hide, Initrium Powder x2/Phemori Oilx2*

Anklet - Periodically spend any spell slot to gain a number of slots equal to the sum total.

Additionally, gain +5 AP when spending a Rank 4 Spell Slot

*Volatile Flux x2/Stable Flux 2, Manaleaf/Shardscale Hide, Initrium Powder x2/Phemori Oil x2*

Chain of Command - Periodically spend any spell slot to gain a number of slots equal to the sum total. Additionally, reduce all damage taken by 1.

*Volatile Flux x2/Stable Flux 2, Manaleaf/Etherium Ore, Initrium Powder x4*

## **Rogue's Armory**

**Cloak of Shadows** - Reduce the preparation time to activate Stealth by 5 seconds.

*Stable Flux, Creeping Dusk, Initrium Powder*

**Midnight Ring** - Periodically reduce the preparation time on [Stealth] by Half.

*Volatile Flux, Pyschosine Ore, Phemori Oil*

**Shadowstalker's Armor** - (6 Locations) - Gain +30 Armor when using Stealth.

*Stable Flux x6, Scaleshard Hide x6, Phemori Oil x6*

**Serpent Stinger Bow** - Periodically, gain Poisoned status to [Assail]

*Volatile Flux, Wyvern Fang, Phemori Oil*

### **Toxic Slayer's Armaments** *[Assassin Exclusive]*

**Venomist's Gauntlet** (arm)- Periodically, reduce preparation on Poison Craft by Half.  
*Volatile Flux, Psychosine Ore, Phemori Oil*

**Toxic Slayer's Gauntlet** - (Arm - Metallurgy) While suffering Poisoned status, gain +10 Damage applied to Eviscerate.  
*Bonding Flux, Eventide Weave, Phemori Oil*

**Toxic Slayer's Chestguard** - (Torso – Metallurgy) While suffering Poisoned, gain +1 Soak and +5 Armor.  
*Bonding Flux x4, Etherium Ore/Shaleshard Hide, Initrium Powder x4*

**Toxin Respirator** - (Head) - Periodically, apply Poisoned status to Stealth.  
*Volatile Flux, Wyvern Fang, Phemori Oil*

**Bloodsoaker Treads** - (Leg x2) - Gain +10 Armor when using Conceal Corpse.  
*Stable Flux x2, Scaleshard Hide x2, Phemori Oil x2*

## Battlefield Support Armory

### **Wyrdsong Hammer** (Small Weapon) *[Smith Exclusive]*

When using Masterwork, augments received by the target last until enfeebled.  
*Stable Flux, Crystal, Necrosine Ash*

## Darkforge Armory

**Bloodhunter's Bracelet**- Periodically apply drain to Slaughter  
*Volatile Flux, Bloodstone, Phemori Oil*

### **Rotweave Ring** (Metallurgy) *[Mage Exclusive]*

Periodically, gain Drain Damage to Magic Missile. Additionally, Magic Missile inflicts Poisoned for 1 minute.

*Volatile Flux x2, Bloodstone/Wyvern Fang, Witchwood Sap x2*

**Staff of Choking Winds** [Empyrian Exclusive] \*\*Effect subject to Marshal Discretion\*\*

For one minute, apply Poisoned to Mold Elements.

*Volatile Flux, Wyvern Fang, Wytchwood Sap*

**Plagueheart Rainments** [Alchemist Exclusive]

**Abomination Stitcher's Apron** (Metallurgy) (*Covers torso and legs*)

When applying Revenant Elixir, grant target +15 AP and reduce all damage taken by 1.

*Stable Flux x6, Scaleshard Hide x3/Etherium Ore x1, Necrosine Ash x6*

**Necromancer's Darkshroud** [Hexer Exclusive]

**Harvester's Gauntlets** (Metallurgy)

(Right) Periodically, Gain Drain and +10 Damage to Harvest Your Soul.

*Volatile Flux 4, Bloodstone/Eventide Weave, Wytchwood Sap x4*

(Left) Periodically, For 1 minute, Reap Soul inflicts Poisoned, and may be Instant cast with CD for the encounter.

*Volatile Flux x4, Wyvern Fang/Faery Moss, Wytchwood Sap x4*

**Deathspeaker Hood** (Metallurgy)

When Sealed, reduce duration by half and gain +10 Body.

*Bonding Flux x4, Vitaroot/Cloaker Hide, Initrium Powder x4*

**Shadowcore Leather** [Hexer Exclusive]

When casting Darkness, gain +5 AP.

*Stable Flux, Scaleshard Hide, Wytchwood Sap*

## Limited Supply - Rare Antiquities

**\*Hellfire Circlet** - Increase the wearer's Charisma by +1.

*Four in Stock - 120g each*

**Black Mithril Weapon** - Weapon has additional +1 Damage Proficiency.

*Two in Stock - 1,200g each*

**Negaton Guard** (Shield) - Periodically, defend the effect of a spell.

*Four in Stock - 600g each*

**\*Stoneheart Breastplate** (Leather Armor) - Increase the wearer's Constitution by +1.

*Three in Stock - 240g each*

**Mithril Chain or Scale Shirt** (Maille Armor) - Body Damage does not bypass AP gained from Maille armor.

*Ten in Stock - 240g each*

*\*While listed as separate items, if purchased in larger bundles, these can be recut or resocketed into larger pieces.*