

THE CIRQUE

TRADE GOODS OF THE KINGDOM

Privilege Paid Per Level of Item:

Level 0 : 1 Silver Dragon Level 1 : 1 Silver Dragon

Level 2 : 2 Silver Dragons Level 3 : 3 Silver Dragons

Market Price: This is the price players pay if the crafter provides all the materials and crafts the item.

Cirque/Merchant Buyback: This is the price a player would pay for a used item or NPCs will buy the item for (if they are buying).

Crafting Fee: This is the price players pay if they provide the crafting materials and the crafter just crafts the item for them.

Schematic Price: This is the price anyone pays for the schematic for this item.

Item Name	Crafting Skill Required to Produce	Level of Item	Description	Market Price	Cirque or Merchant Buyback Price	Crafting Only Fee	Schematic Price
Apothecary Kit (Unused)	Artificer	I	Required to craft Apothecary items. Each kit may craft 10 items before it must be replaced.	10 silver	3 silver	5 silver	10 silver
Artificer Kit (Unused)	Artificer	I	Required to craft Artificer items. Each kit may craft 10 items before it must be replaced.	10 silver	3 silver	5 silver	10 silver
Blacksmith Kit (Unused)	Artificer	I	Required to craft Blacksmith items. Each kit may craft 10 items before it must be replaced.	10 silver	3 silver	5 silver	10 silver
Bower Kit (Unused)	Artificer	I	Required to craft Bowyer items. Each kit may craft 10 items before it must be replaced.	10 silver	3 silver	5 silver	10 silver
Gunsmith Kit (Unused)	Artificer	I	Required to craft Gunsmith items. Each kit may craft 10 items before it must be replaced.	18 silver	6 silver	5 silver	10 silver
Chirurgeon's Kit (Unused)	Artificer	I	Required in certain skills. Contains enough supplies for 10 uses for a corresponding skill.	10 silver	3 silver	5 silver	10 silver
Highwayman's Cloak	Artificer	I	Grants extra espionage to the wearer at	14 silver	5 silver	5 silver	10 silver

			check-in.				
Fine Clothing	Artificer	I	Grants extra coin to the wearer at check-in.	14 silver	5 silver	5 silver	10 silver
Peasant's Garb	Artificer	I	Grants extra resources to the wearer at check-in.	14 silver	5 silver	5 silver	10 silver
Noble's Garb	Artificer	I	Grants extra influence to the wearer at check-in.	14 silver	5 silver	5 silver	10 silver
Cloth Gambeson	Artificer	I	A set of cloth armor.	8 silver	2 silver	5 silver	10 silver
Duelist's Gloves	Artificer	I	Improves one's ability to maintain grip on a weapon.	14 silver	5 silver	5 silver	10 silver
Stalwart Boots	Artificer	I	Improves one's ability to maintain stance after a heavy blow.	14 silver	5 silver	5 silver	10 silver
Basic Lock	Artificer	I	A basic lock for a door or chest.	10 silver	3 silver	5 silver	10 silver
Craftsmanship Tools	Artificer	I	Increases the efficiency of crafting.	25 silver	10 silver	5 silver	10 silver
Lockpicking Kit	Artificer	I	Required to open locks. Contains enough supplies for 10 uses.	10 silver	3 silver	5 silver	10 silver
Iron Shield	Blacksmith	0	An iron shield.	8 silver	2 silver	5 silver	10 silver
Leather Armor	Blacksmith	0	A set of leather armor.	7 silver	2 silver	5 silver	10 silver
Iron Chain Shirt	Blacksmith	0	An iron chain shirt.	7 silver	2 silver	5 silver	10 silver
Iron Scalemail/Coat of Plates	Blacksmith	0	A set of scale mail or coat of plates.	11 silver	3 silver	5 silver	10 silver
Iron Platemail	Blacksmith	0	A heavy set of iron plate mail.	14 silver	5 silver	5 silver	10 silver
Iron Small and Throwing Weapons	Blacksmith	0	An iron throwing or small weapon.	7 silver	2 silver	5 silver	10 silver
Iron Medium Weapons	Blacksmith	0	An iron weapon that can be held in one hand but is larger than a small weapon.	9 silver	2 silver	5 silver	10 silver
Iron Large Weapons	Blacksmith	0	An iron weapon to be wielded with two hands.	11 silver	3 silver	5 silver	10 silver
Hardened Iron Shield	Blacksmith	I	A hardened iron shield.	11 silver	3 silver	5 silver	15 silver
Hardened Leather Armor	Blacksmith	I	A suit of hardened leather armor.	11 silver	3 silver	5 silver	15 silver
Hardened Iron Chain Shirt	Blacksmith	I	A hardened iron chain shirt.	11 silver	3 silver	5 silver	15 silver

Hardened Iron Scale Mail/Coat of Plates	Blacksmith	1	A set of hardened iron scale mail or leather covered iron plates.	16 silver	6 silver	5 silver	15 silver
Hardened Iron Platemail	Blacksmith	1	A set of hardened iron plate mail.	19 silver	9 silver	5 silver	15 silver
Hardened Iron Small and Throwing Weapons	Blacksmith	1	A hardened iron throwing or small weapon.	10 silver	3 silver	5 silver	15 silver
Hardened Iron Medium Weapons	Blacksmith	1	A hardened iron weapon that can be held in one hand but is larger than a small weapon.	14 silver	5 silver	5 silver	15 silver
Hardened Iron Large Weapons	Blacksmith	1	A hardened iron weapon to be wielded with two hands.	16 silver	6 silver	5 silver	15 silver
Bow	Bowyer	1	A standard bow.	14 silver	5 silver	5 silver	15 silver
Patch Kit	Blacksmith	1	A kit of rivets, metal plates, and various leather bits to temporarily restore the usefulness of damaged armor.	4 silver	1 silver	3 silver	10 silver
Many potion recipes yield two potions when crafted. The table below reflects the cost for one potion.							
Verdant Decoction	Alchemy	1	A curative potion against disease.	4 silver 5 copper	1 silver	4 silver	10 silver
Lily White	Alchemy	1	A curative potion against disease.	4 silver 5 copper	1 silver	2 silver	10 silver
Blade Oil	Alchemy	1	This potion imbues a blade with razor sharpness.	4 silver 5 copper	1 silver	2 silver	10 silver
Blade Salve	Alchemy	1	This potion imbues a blade with incredible durability.	4 silver 5 copper	1 silver	2 silver	10 silver
Bull's Decoction	Alchemy	1	A potion that gives the drinker the ability to sunder their foe's weapons.	4 silver 5 copper	1 silver	2 silver	10 silver
Cat's Eye	Alchemy	1	A potion that enhances the ability to see in the dark.	5 silver	1 silver	2 silver	10 silver
Cat's Paw	Alchemy	1	A potion that enhances manual dexterity.	4 silver 5 copper	1 silver	2 silver	10 silver
Cub's Decoction	Alchemy	1	A potion that gives the drinker increased durability.	4 silver 5 copper	1 silver	2 silver	10 silver
Eagle	Alchemy	1	A potion that gives the drinker increased ability to track prey	4 silver 5 copper	1 silver	2 silver	10 silver
Anamnesis Decoction	Alchemy	1	A heady brew used by Magisters	5 silver	1 silver	2 silver	10 silver
Duelists Decoction	Alchemy	1	A potion that enhances the drinker's skill at	4 silver 5 copper	1 silver	2 silver	10 silver

			disarming weapons.				
Pit Fighter's Elixir	Alchemy	I	A potion that gives the drinker the ability to stun their foes with dirty tricks.	4 silver	1 silver	2 silver	10 silver
Spotter's Draught	Alchemy	I	A potion that gives the drinker keen sight.	4 silver	1 silver	2 silver	10 silver
White Roland's Serum	Alchemy	I	A potion that staunches bleeding.	4 silver 5 copper	1 silver	2 silver	10 silver
Arrows (10)	Bowyer	I	A set of 10 arrows.	8 silver	2 silver	5 silver	15 silver
Bullets (3)	Gunsmith	I	A set of 3 bullets.	14 silver	4 silver	5 silver	N/A
Iron Ingots (each)	None	None	A rough iron ingot.	1 silver	5 copper	N/A	N/A
Cloth (each)	None	None	A bolt of cloth.	1 silver	5 copper	N/A	N/A
Refined Wood (each)	None	None	A bit of refined wood.	1 silver	5 copper	N/A	N/A
Leather (each)	None	None	A bit of leather.	1 silver	5 copper	N/A	N/A
Distilled Spirits (10)	Alchemy	I	Distilled spirits used as a base for many apothecarial substances.	1 silver (1 copper)	5 copper (1 copper)	4 silver (4 copper)	10 silver
Common Apothecary Reagents	None	None	A commonly sourced apothecarial reagent.	1 silver	5 copper	0	0