

MI Name	Total Cost
Arcane Armor	
5 point	1350
10 Point	1500
15 Point	1650
20 Point	1950
25 Point	2750
30 Point	3350
Armored Shell	1100
Assassin's Edge	
1 Charge Per Logistics	750
2 Charge Per Logistics	950
3 Charge Per Logistics	1150
Battlemage's Strike	
Up to 3rd Level Spells	600
Up to 6th Level Spells	800
Up to 9th Level Spells	1000
Bloodthirst	
One Charge Per log of 5 Healing/Chaos	1850
One Charge Per log of 10 Healing/Chaos	2050
One Charge Per log of 15 Healing/Chaos	2250
One Charge Per log of 20 Healing/Chaos	2450
One Charge Per log of 25 Healing/Chaos	2650
Bound Shard	900
Channel Armor	
1 Charge Per Logistics	750
2 Charge Per Logistics	950
3 Charge Per Logistics	1150
Channel Health	
1 Charge Per Logistics	750
2 Charge Per Logistics	950
3 Charge Per Logistics	1150
Cloak of Darkness	950
Counterspell	
1 Charge Per Logistics	750
2 Charge Per Logistics	950
3 Charge Per Logistics	1150
Critical Combined Strike	1375
Defensive Buffer	
1 Charge Per Logistics	1300
2 Charge Per Logistics	1600
3 Charge Per Logistics	1900
Deflecting Resistance	925
Duplicating Evocation	
1 Charge Per Logistics	1675
2 Charge Per Logistics	1975
3 Charge Per Logistics	2275
Elemental Embodiment	2250
Elemental Imbuement	
1 Charge Per Logistics	450
2 Charge Per Logistics	600

MI Name	Total Cost
3 Charge Per Logistics	750
Elemental Manipulation	
1 Charge Ever	850
2 Charges Ever	1150
3 Charges Ever	1450
Empower Warrior	2050
Enchant	
1 Charge of a Single Spell Level 1-3	425
2 Charges of a Single Spell Level 1-3	525
3 Charges of a Single Spell Level 1-3	625
1 Charge of a Single Spell Level 4-6	525
2 Charges of a Single Spell Level 4-6	625
3 Charges of a Single Spell Level 4-6	725
1 Charge of a Single Spell Level 7-9	625
2 Charges of a Single Spell Level 7-9	725
3 Charges of a Single Spell Level 7-9	825
Energized Weapon	
Energized Weapon 1	525
Energized Weapon 2	675
Energized Weapon 3	725
Energized Weapon 4	775
Energized Weapon 5	925
Energized Weapon 6	1075
Energized Weapon 7	1125
Energized Weapon 8	1175
Energized Weapon 9	1275
Enhanced Discipline	1425
Enhanced Source	
1 Type of Elemental Damage	850
2 Type of Elemental Damage	1100
3 Type of Elemental Damage	1450
4 Type of Elemental Damage	1650
Eternal Resolution	
One Charge Per log of 5 Healing/Chaos	875
One Charge Per log of 10 Healing/Chaos	1075
One Charge Per log of 15 Healing/Chaos	1275
One Charge Per log of 20 Healing/Chaos	1475
One Charge Per log of 25 Healing/Chaos	1675
Evocation Feedback	
1 Charge Per Logistics	825
2 Charge Per Logistics	1025
3 Charge Per Logistics	1225
Explosive Demise	950
Flexible Combined Strike	1325
Focused Resistance	
1 Charge Per Logistics	650
2 Charge Per Logistics	850
3 Charge Per Logistics	1050
Fortify Armor	725
Greater Source	

MI Name	Total Cost
1 Charge Per Logistics	650
2 Charge Per Logistics	850
3 Charge Per Logistics	1050
Healing / Chaos Imbuement	
1 Charge Per Logistics	650
2 Charge Per Logistics	850
3 Charge Per Logistics	1050
Healing Grace / Horrific Recovery	
1 Charge Ever	1725
2 Charges Ever	2225
3 Charges Ever	2725
Heroic Interception	775
Homunculus	
1 Ability per Logistics	2375
2 Ability per Logistics	3075
3 Ability per Logistics	3675
4 Ability per Logistics	4175
5 Ability per Logistics	4575
6 Ability per Logistics	4975
Improved Flexible Casting	
1 Charge Per Logistics	825
2 Charge Per Logistics	1025
3 Charge Per Logistics	1225
Intercepting Reflex	1150
Item Recall	1200
Jack of All Trades	1100
Lesser Renewal	
1 Charge Per Logistics	700
2 Charge Per Logistics	850
3 Charge Per Logistics	1000
Life Leech	
1 Charge Per Logistics	1150
2 Charge Per Logistics	1600
3 Charge Per Logistics	2050
Magic Evocation	1725
Magic Imbuement	
1 Charge Per Logistics	650
2 Charge Per Logistics	850
3 Charge Per Logistics	1050
Magical Claws	1450
Memory Strike	
Up to 3rd Level Spell	750
Up to 6th Level Spell	950
Up to 9th Level Spell	1150
Mending Resolution	
One Charge Per log of 10 Mend Armor	875
One Charge Per log of 20 Mend Armor	1075
One Charge Per log of 30 Mend Armor	1275
One Charge Per log of 40 Mend Armor	1475
One Charge Per log of 50 Mend Armor	1675
Merchant Insight	

MI Name	Total Cost
Item Only	1225
Mighty Imbuement	
One Effect may be selected	1225
Two Effects may be selected	1375
Three Effects may be selected	1525
Four Effects may be selected	1675
Five Effects may be selected	1825
Monster Slayer	875
Mystic Smith	700
Mystical Malleability	1450
Opportune Rebirth	1800
Partial Refit	600
Perfect Riposte	950
Planar Weapon	775
Poison Cache	925
Poison Trigger	950
Potency	
1 Element May Be Chosen	1000
2 Element May Be Chosen	1300
3 Element May Be Chosen	1600
4 Element May Be Chosen	1900
Potion Coating	925
Prismatic Protection	
1 Charge Ever	1725
2 Charges Ever	2125
3 Charges Ever	2525
Quicken Aid	
1 Charge Per Logistics	375
2 Charge Per Logistics	525
3 Charge Per Logistics	675
Quicken Meditation	
1 Charge Per Logistics	650
2 Charge Per Logistics	800
3 Charge Per Logistics	950
Race Reaver	875
Raging Strike	
1 Charge Per Logistics	750
2 Charge Per Logistics	950
3 Charge Per Logistics	1150
Rapid Recollection	1300
Recharge Prowess	1300
Reinforce Armor	
1 Charge Per Logistics	725
2 Charge Per Logistics	875
3 Charge Per Logistics	1025
Relentless Mettle	1500
Reliable Channeling	
1 Charge Per Logistics	1300
2 Charge Per Logistics	1600
3 Charge Per Logistics	1900
Resist Destroy Magic	1450

MI Name	Total Cost
Resist Shatter	1125
Restorative Resistance	1100
Retribution	1275
Ritualist's Gambit	
1 Charge Ever	1475
2 Charges Ever	1625
3 Charges Ever	1825
Sacrifice	950
Sanguine Sacrifice	
1 Charge Per Logistics	1200
2 Charge Per Logistics	1350
3 Charge Per Logistics	1500
Shared Imbuement	2025
Sorcerous Triage	
First Aid One Charge on Body	1050
First Aid Two Charges on Body	1250
First Aid Two Charges on Body or Item	1450
First Aid Three Charges on Body or Item	1800
First Aid Three Charges on Body, Item, Spirit	2250
Spell Parry	1125
Spell Store	
Spell Store up to level 1	525
Spell Store up to level 2	675
Spell Store up to level 3	725
Spell Store up to level 4	775
Spell Store up to level 5	925
Spell Store up to level 6	1075
Spell Store up to level 7	1125
Spell Store up to level 8	1175
Spell Store up to level 9	1275
Spell Swap	
1 Charge Per Logistics	450
2 Charge Per Logistics	600
3 Charge Per Logistics	750
Spirit Link	950
Spirit Lock	1050
Spirit Loop	1225
Spirit Recall	1200
Stable Foundation	800
Stalwart Shield	875
Store Ability	525
Strength from Guile	
1 Charge Per Logistics	1100
2 Charge Per Logistics	1300
3 Charge Per Logistics	1500
Strengthened Blow	
1 Charge Per Logistics	725
2 Charge Per Logistics	875
3 Charge Per Logistics	1025
Sturdy Armor	800

MI Name	Total Cost
Tempered Armor	1675
Undeath Denied	
One Charge on Body	1400
Two Charges on Body	1550
Two Charges on Body or Spirit	1700
Three Charges on Body or Spirit	1800
Unification Source	1025
Vengeance	
200 Point Vengeance	1650