

## Engineering

Skill	Recipe	Level	Category	Components	Creates	Tools Required	Notes
1	Crafted Light Shot Adds 2 DPS	5	Bullet	1x Rough Blasting Powder 1x Copper Bar	200	Anvil Blacksmith's Hammer	Trainer
1	Rough Blasting Powder	1	Parts	1x Rough Stone	1	None	Trainer
1	Rough Dynamite 26-34 Fire Damage in 5yd (Req. 1 Eng.)	1	Explosives	2x Rough Blasting Powder 1x Linen Cloth	2	None	Trainer
30	Handful of Copper Bolts	1	Parts	1x Copper Bar	1	Anvil Blacksmith's Hammer	Trainer
30	Rough Copper Bomb 22-28 Fire Damage and Disorients targets in 3 yard radius for 1 second (Requires 30 Engineering)	1	Explosives	1x Copper Bar 1x Handful of Copper Bolts 2x Rough Blasting Powder 1x Linen Cloth	2	Anvil Blacksmith's Hammer	Trainer
50	Journeyman Engineer	10	Development Skills	Allows for 150 max skill			
50	Arclight Spanner Main Hand, 5-8 Dmg, 2.40 Spd, 2.7 DPS (Req. 50 Engineering)	1	Miscellaneous	6x Copper Bar	1	Anvil Blacksmith's Hammer	Trainer
50	Copper Tube	1	Parts	2x Copper Bar 1x Weak Flux	1	Anvil Blacksmith's Hammer	Trainer
50	Rough Boomstick 6-13 Damage, 2.30 Speed, 4.1 DPS	5	Guns	1x Copper Tube 1x Handful of Copper Bolts 1x Wooden Stock	1	Anvil Blacksmith's Hammer	Trainer
60	Crude Scope Attach to a gun or bow to add 1 damage	5	Devices	1x Copper Tube 1x Malachite 1x Handful of Copper Bolts	1	Arclight Spanner	Trainer
65	Copper Modulator	1	Parts	2x Handful of Copper Bolts 1x Copper Bar 2x Linen Cloth	1	Anvil Blacksmith's Hammer Arclight Spanner	Trainer
75	Coarse Blasting Powder	1	Parts	1x Coarse Stone	1	None	Trainer
75	Coarse Dynamite 51-69 Fire Damage in 5yd (Req 75 Eng)	1	Explosives	3x Coarse Blasting Powder 1x Linen Cloth	1	None	Trainer
75	Crafted Heavy Shot Adds 4.5 DPS	15	Bullet	1x Coarse Blasting Powder 1x Copper Bar	200	None	Trainer
75	Mechanical Squirrel	1	Devices	1x Copper Modulator 1x Handful of Copper Bolts 1x Copper Bar 2x Malachite	1	Anvil Blacksmith's Hammer Arclight Spanner	Drop
85	Target Dummy Drop on the ground to attract nearby monsters to attack it for 3 minutes (Requires 85 Engineering)	1	Devices	1x Copper Modulator 2x Handful of Copper Bolts 1x Bronze Bar 1x Wool Cloth	1	Anvil Blacksmith's Hammer Arclight Spanner	Trainer
90	Silver Contact	1	Parts	1x Silver Bar	5		Vendor
100	EZ-Thro Dynamite 51-69 Fire Damage in 5yd	10	Explosives	4x Coarse Blasting Powder 1x Wool Cloth	1		Drop
100	Practice Lock	1	Trade Goods	1x Bronze Bar 2x Handful of Copper Bolts 1x Weak Flux	1	Anvil Blacksmith's Hammer	Trainer
100	Small Seaforium Charge Use: Blasts open simple locked doors (Requires 100 Engineering)	1	Explosives	2x Coarse Blasting Powder 1x Copper Modulator 1x Light Leather 1x Refreshing Spring Water	1		Drop
100	Flying Tiger Goggles 27 Armor, +4 Stamina/Spirit, ? Durability (Requires 100 Engineering)	1	Cloth	6x Light Leather 2x Tigerseye	1	Arclight Spanner	Trainer
105	Bronze Tube	1	Parts	2x Bronze Bar 1x Weak Flux	1	Anvil Blacksmith's Hammer	Trainer
105	Large Copper Bomb 43-57 Fire Damage and Disorients targets in 5yd for 1 sec (Req 105 Eng)	1	Explosives	3x Copper Bar 4x Coarse Blasting Powder 1x Silver Contact	2	Anvil Blacksmith's Hammer	Trainer
105	Deadly Blunderbuss 15-28 Damage, 2.60 Speed, 8.3 DPS	16	Guns	2x Copper Tube 4x Handful of Copper Bolts 1x Wooden Stock 2x Medium Leather	1	Anvil Blacksmith's Hammer Arclight Spanner	Trainer
110	Standard Scope Attach to a gun or bow to add 2 dmg	10	Devices	1x Bronze Tube 1x Moss Agate	1	Arclight Spanner	Trainer
120	Small Bronze Bomb 73-97 Fire Damage and Disorients targets in 3yd for 2 seconds (Requires 120 Engineering)	1	Explosives	4x Coarse Blasting Powder 2x Bronze Bar 1x Silver Contact 1x Wool Cloth	1-3	Anvil Blacksmith's Hammer	Trainer

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120	Lovingly Crafted Boomstick	19	Guns	2x Bronze Tube	1	Anvil	Vendor
	12-23 Damage, 1.80 Speed, 9.7 DPS			2x Handful of Copper Bolts		Blacksmith's Hammer	
				1x Heavy Stock		Arclight Spanner	
				3x Moss Agate			
120	Shadow Goggles	1	Cloth	4x Medium Leather	1		Drop
	31 Armor, +6 Spirit, +5 Intellect, ? Durability (Requires 120 Engineering)			2x Shadowgem			
125	Expert Engineer	20	Development Skills	Allows for 225 max skill			
125	Crafted Solid Shot	30	Bullet	1x Heavy Blasting Powder	200		Trainer
125	Flame Deflector	15	Devices	1x Whirring Bronze Gizmo	1	Anvil	Drop
				1x Small Flame Sac		Blacksmith's Hammer	
125	Heavy Blasting Powder	1	Parts	1x Heavy Stone	1		Trainer
				Heavy Dynamite			
125	128-172 Fire Damage in 5yd (Requires 125 Engineering)	1	Explosives	2x Heavy Blasting Powder	1		Trainer
				1x Wool Cloth			
125	Whirring Bronze Gizmo	1	Parts	2x Bronze Bar	1	Anvil	Trainer
				1x Wool Cloth		Blacksmith's Hammer	
						Arclight Spanner	
125	Gnomish Universal Remote	1	Devices (Trinket)	6x Bronze Bar	1	Anvil	Vendor
	Allows control of a mechanical target for a short time. Also has a chance to root target or make it very very angry. (Requires 125 Engineering)			1x Whirring Bronze Gizmo		Blacksmith's Hammer	
				2x Flask of Oil		Arclight Spanner	
				1x Tigerseye			
				1x Malachite			
130	Silver-plated Shotgun	21	Guns	2x Bronze Tube	1	Anvil	Trainer
				2x Whirring Bronze Gizmo			
				1x Heavy Stock			
				3x Silver Bar			
135	Ornate Spyglass	1	Devices	2x Bronze Tube	1		Trainer
				2x Whirring Bronze Gizmo			
				1x Copper Modulator			
				1x Moss Agate			
140	Big Bronze Bomb	1	Explosives	2x Heavy Blasting Powder	2	Anvil	Trainer
				3x Bronze Bar		Blacksmith's Hammer	
				1x Silver Contact		Arclight Spanner	
140	Minor Recombobulator	1	Devices (Trinket)	1x Bronze Tube	1		Vendor
				2x Whirring Bronze Gizmo			
				2x Medium Leather			
				1x Moss Agate			
145	Moonsight Rifle	24	Guns	3x Bronze Tube	1	Anvil	Drop
				3x Whirring Bronze Gizmo			
				1x Heavy Stock			
				2x Lesser Moonstone			
145	Bronze Framework	1	Parts	2x Bronze Bar	1		Trainer
				1x Medium Leather			
				1x Wool Cloth			
150	Aquadynamic Fish Attractor	1	Devices	2x Bronze Bar	3		Trainer
				1x Nightcrawlers			
				1x Coarse Blasting Powder			
150	Blue Firework	1	Consumable	1x Heavy Blasting Powder	3		Vendor
				1x Heavy Leather			
150	Explosive Sheep	1	Explosives	1x Bronze Framework	1	Anvil	Trainer
				1x Whirring Bronze Gizmo		Blacksmith's Hammer	
				2x Heavy Blasting Powder		Arclight Spanner	
				2x Wool Cloth			
150	Gold Power Core	1	Parts	1x Gold Bar	3	Anvil	Trainer
						Blacksmith's Hammer	
						Arclight Spanner	
150	Green Firework	1	Consumable	1x Heavy Blasting Powder	3		Vendor
				1x Heavy Leather			
150	Red Firework	1	Consumable	1x Heavy Blasting Powder	3		Vendor
				1x Heavy Leather			
150	Green Tinted Goggles	1	Cloth	4x Medium Leather	1	Arclight Spanner	Trainer
				2x Moss Agate			
				1x Flying Tiger Goggles			

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155	Ice Deflector	21	Devices	1x Whirring Bronze Gizmo	1	Anvil	Vendor
	Use: Absorbs 600 Frost Damage for 60 sec (5 min cooldown)			1x Frost Oil		Blacksmith's Hammer	
160	Discombobulator Ray	1	Devices	3x Whirring Bronze Gizmo	1	Anvil	Special "Quest"
	Use: Transforms the target into a Leper Gnome, reducing its attack rate by 50% and its movement by 30% for 12 sec (3 min cooldown)			2x Silk Cloth		Blacksmith's Hammer	
				1x Jade		Arclight Spanner	
				1x Bronze Tube			
160	Iron Strut	1	Parts	2x Iron Bar	1	Anvil Blacksmith's Hammer	Trainer
165	Goblin Jumper Cables	1	Devices (Trinket)	6x Iron Bar	1		Vendor
	Use: Will sometimes be able to shock a dead player back to life. Be warned that they are experimental and may explode. Cannot be used in combat (Requires 165 Engineering, 30 min cooldown)			2x Whirring Bronze Gizmo			
				2x Flask of Oil			
				2x Silk Cloth			
				2x Shadowgem			
1x Fused Wiring							
165	Portable Bronze Mortar	1	Devices	4x Bronze Tube	1	Anvil	Drop
	85-115 Fire Damage and Disorients targets in 5yd for 2 sec (Requires 165 Engineering, 60 sec cooldown)			1x Iron Strut		Blacksmith's Hammer	
				4x Heavy Blasting Powder		Arclight Spanner	
				4x Medium Leather			
170	Gyrochronatom	1	Parts	1x Iron Bar	1	Anvil	Trainer
	1x Gold Power Core			Blacksmith's Hammer			
						Arclight Spanner	
175	Compact Harvest Reaper Kit	30	Devices	2x Iron Strut	1	Anvil	Trainer
	Creates a Compact Harvest Reaper that will fight for you for 10 min or until destroyed (Requires 175 Engineering)			1x Bronze Framework		Blacksmith's Hammer	
				2x Gyrochronatom		Arclight Spanner	
				4x Heavy Leather			
175	Gyromatic Micro-Adjustor	1	Parts	4x Steel Bar	1	Anvil Blacksmith's Hammer	Trainer
175	Iron Grenade	1	Explosives	1x Iron Bar	2	Anvil	Trainer
	132-218 Fire Damage and Disorients for 3 sec in 3yd (Req 175 Engineering)			1x Heavy Blasting Powder		Blacksmith's Hammer	
175	Solid Blasting Powder	1	Parts	2x Solid Stone	1		Trainer
175	Solid Dynamite	1	Explosives	1x Solid Blasting Powder	2		Trainer
	213-287 Fire Damage in 5yd (Requires 175 Engineering)			1x Silk Cloth			
175	Bright-Eye Goggles	1	Cloth	6x Heavy Leather	1	Arclight Spanner	Drop
	38 Armor, +9 Stamina/Spirit (Requires 175 Engineering)			2x Citrine		Gyromatic Micro-Adjustor	
180	Accurate Scope	20	Devices	1x Bronze Tube	1	Arclight Spanner	Vendor
	Attach to a gun or bow to add 3 dmg			1x Jade		Gyromatic Micro-Adjustor	
				1x Citrine			
185	Advanced Target Dummy	1	Devices	1x Iron Strut	1	Anvil	Trainer
	Drop on the ground to attract nearby monsters to attack it for 3 minutes (Requires 185 Engineering)			1x Bronze Framework		Blacksmith's Hammer	
				1x Gyrochronatom		Arclight Spanner	
				4x Heavy Leather			
185	Flash Bomb	27	Explosives	1x Blue Pearl	1		Badlands Quest
	Causes all Beasts in a 5yd radius to run away for 10 seconds (3 min cooldown)			1x Heavy Blasting Powder			
				1x Silk Cloth			
185	Craftsman's Monocle	32	Cloth	6x Heavy Leather	1	Arclight Spanner	Drop
	40 Armor, +15 Intellect (Req. 185 Eng.)			2x Citrine		Gyromatic Micro-Adjustor	
190	Big Iron Bomb	1	Explosives	3x Iron Bar	2	Anvil	Trainer
	149-201 Fire damage and disorients targets in 5yd for 3 sec (Req 190 Eng)			3x Heavy Blasting Powder		Blacksmith's Hammer	
				1x Silver Contact		Arclight Spanner	
190	Snowmaster 9000	1	Devices	8x Mithril Bar	1	Anvil	No longer in game
	Turn water into a snowball (Requires 190 Engineering - 1 day cooldown)			4x Gyrochronatom		Blacksmith's Hammer	
				4x Snowball		Arclight Spanner	
				1x Frost Oil			
195	Goblin Land Mine	1	Explosives	3x Heavy Blasting Powder	1	Anvil	Drop
	Explodes for 450 Fire dmg when a hostile mob passes by (Req 195 Eng)			2x Iron Bar		Blacksmith's Hammer	
				1x Gyrochronatom		Arclight Spanner	
195	Mithril Tube	1	Parts	3x Mithril Bar	1	Anvil Blacksmith's Hammer	
200	Artisan Engineer	35	Development Skills	Allows for 300 max skill			
200	Gnomish Engineer	30	Quest	Allows access to Gnomish Schematics			
200	Goblin Engineer	30	Quest	Allows access to Goblin Schematics			
200	EZ-Thro Dynamite II	30	Explosives	1x Solid Blasting Powder	1		Vendor
	213-287 Fire Damage in 5yd			2x Mageweave Cloth			

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200	Gnomish Cloaking Device	1	Devices (Trinket)	4x Gyrochronatom	1	Anvil	Vendor
	Gives invisibility for 10 seconds (Requires 200 Engineering, 1 hour cooldown)			2x Jade		Blacksmith's Hammer	
				2x Lesser Moonstone		Arclight Spanner	
				2x Citrine			
			1x Fused Wiring				
200	Large Seaforium Charge	1	Explosives	2x Solid Blasting Powder	1		Drop
	Blasts open difficult locked doors (Requires 200 Engineering)			2x Heavy Leather			
				1x Refreshing Spring Water			
			1x Bronze Framework		Anvil		
200	Mechanical Dragonling	30	Devices (Trinket)	4x Iron Strut	1	Blacksmith's Hammer	Vendor
	Summons a Mechanical Dragonling to fight for you until canceled or destroyed (Requires 200 Engineering, 1 hour cooldown)			4x Gyrochronatom		Arclight Spanner	
				2x Citrine			
				1x Fused Wiring			
			1x Mithril Bar		Anvil		
200	Mechanical Repair Kit	1	Devices	1x Mageweave Cloth	1	Blacksmith's Hammer	Trainer
	Restores 700 health to a friendly mechanical target (Req 200 Engineering)			1x Solid Blasting Powder		Arclight Spanner	
200	Unstable Trigger	1	Parts	1x Mithril Bar	1	Anvil	Trainer
				1x Mageweave Cloth		Blacksmith's Hammer	
				1x Solid Blasting Powder		Arclight Spanner	
205	Gnomish Shrink Ray	1	Gnome Devices (Trinket)	1x Mithril Tube	1	Anvil	Gnome Trainer
	Shrinks the target, reducing their attack power by 250, usually.... (Requires 205 Engineering, 5 min cooldown)			1x Unstable Trigger		Blacksmith's Hammer	
				4x Mithril Bar		Arclight Spanner	
				4x Flask of Mojo			
			2x Jade				
205	Goblin Mortar	1	Goblin Devices (Trinket)	2x Mithril Tube	1	Anvil	Goblin Trainer
	383-517 Fire damage and stuns targets in a 10yd radius for 3 seconds (Requires 205 Engineering, 10 min cooldown)			4x Mithril Bar		Blacksmith's Hammer	
				5x Solid Blasting Powder		Arclight Spanner	
				1x Gold Power Core			
			1x Elemental Fire				
205	Goblin Sapper Charge	1	Goblin Explosives	1x Mageweave Cloth	1		Goblin Trainer
	Explodes for 450-750 Fire damage to all enemies nearby and 375-625 damage to you (Requires 205 Engineering)			3x Solid Blasting Powder			
				1x Unstable Trigger			
205	Lil' Smoky	1	Gnome Devices (BoP)	1x Core of Earth	1	Anvil	Membership Reward
				2x Gyrochronatom		Blacksmith's Hammer	
				1x Fused Wiring		Arclight Spanner	
				2x Mithril Bar			
			1x Truesilver Bar				
205	Pet Bombing	1	Goblin Devices (BoP)	1x Big Iron Bomb	1		Membership Reward
				1x Heart of Fire			
				1x Fused Wiring			
				6x Mithril Bar			
205	Plans: Inlaid Mithril Cylinder	1	Gnome Blueprints	1x Blank Parchment	1		Gnome Trainer
205	Recipe: Goblin Rocket Fuel	1	Goblin Blueprints	1x Blank Parchment	1		Goblin Trainer
				1x Engineer's Ink			
205	The Mortar: Reloaded	1	Goblin Devices	1x Goblin Mortar	1	Anvil	Goblin Trainer
	Recharges a Goblin Mortar			1x Mithril Bar		Blacksmith's Hammer	
				3x Solid Blasting Powder		Arclight Spanner	
205	Fire Goggles	1	Cloth	1x Green Tinted Goggles	1	Arclight Spanner	Trainer
	44 Armor, +17 Resist Fire, ? Durability (Requires 205 Engineering)			2x Citrine		Gyromatic Micro-Adjustor	
				2x Elemental Fire			
				4x Heavy Leather			
205	Goblin Construction Hat	1	Goblin Cloth (BoP)	8x Mithril Bar	1	Anvil	Goblin Trainer
	44 Armor, +15 Resist Fire, ? Durability, Use: Absorbs 300-500 Fire dmg for 1 min (Requires 205 Engineering)			1x Citrine		Blacksmith's Hammer	
				4x Elemental Fire		Arclight Spanner	
205	Goblin Mining Helmet	1	Goblin Mail (BoP)	8x Mithril Bar	1	Anvil	Goblin Trainer
	190 Armor, +15 Stamina, ? Durability, Equip: +5 Mining (Req 205 Engineering)			1x Citrine		Blacksmith's Hammer	
				4x Elemental Earth		Arclight Spanner	
205	Mithril Blunderbuss	36	Guns	1x Mithril Tube	1	Anvil	Trainer
	36-68 Damage, 2.90 Speed, 17.9 DPS, +5 Agility			1x Unstable Trigger		Blacksmith's Hammer	
				1x Heavy Stock		Arclight Spanner	
				4x Mithril Bar			
			2x Elemental Fire				
210	Hi-Impact Mithril Slugs	37	Bullet	1x Mithril Bar	200	Anvil	Trainer
	Adds 12.5 DPS			1x Solid Blasting Powder		Blacksmith's Hammer	
210	Deadly Scope	30	Devices	1x Mithril Tube	1	Anvil	Vendor
	Attach to a gun or bow to add 5 dmg			2x Aquamarine		Blacksmith's Hammer	
				2x Thick Leather		Arclight Spanner	

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210	Gnomish Net-o-Matic Projector Captures the target in a net for 10 sec., unless it gets caught in the user's clothing first (Requires 210 Engineering, 10 min cooldown)	1	Gnome Devices (Trinket)	1x Mithril Tube	1	Anvil	Gnome Trainer
				2x Shadow Silk		Blacksmith's Hammer	
				4x Thick Spider's Silk		Arclight Spanner	
				2x Solid Blasting Powder			
210	Gnomish Goggles 45 Armor, +9 Agility/Stamina/Spirit (Requires 210 Engineering)	1	Gnome Cloth (BoP)	1x Fire Goggles	1	Arclight Spanner	Gnome Trainer
				1x Mithril Tube		Gyromatic Micro-Adjustor	
				2x Gold Power Core			
				2x Flask of Mojo			
215	Mithril Casing	1	Parts	3x Mithril Bar	1	Anvil	Trainer
						Blacksmith's Hammer	
215	Mithril Frag Bomb 149-201 Fire damage and disorients targets in 8yd for 2 sec (Req 205 Eng)	1	Explosives	1x Mithril Casing	3	Anvil	Trainer
				1x Unstable Trigger		Blacksmith's Hammer	
				1x Solid Blasting Powder		Arclight Spanner	
215	Gnomish Harm Prevention Belt 66 Armor, +6 Stamina, Use: Absorbs the next 500 damage over next 10 min. Can sometimes overload and remove wearer from this dimension (Req 215 Eng)	1	Gnome Leather	1x Dusky Belt	1	Anvil	Gnome Trainer
				4x Mithril Bar		Blacksmith's Hammer	
				2x Truesilver Bar		Arclight Spanner	
				1x Unstable Trigger			
220	Catseye Ultra Goggles 47 Armor, Equip: Increases your stealth detection (Requires 220 Engineering)	1	Cloth	4x Thick Leather	1	Arclight Spanner	Drop
				2x Aquamarine		Gyromatic Micro-Adjustor	
				1x Catseye Elixir			
220	Mithril Heavy-bore Rifle 41-76 Damage, 2.90 Speed, 20.2 DPS, Equip: +14 Ranged Attack Power	39	Guns	2x Mithril Tube	1	Anvil	Drop
				1x Unstable Trigger		Blacksmith's Hammer	
				1x Heavy Stock		Arclight Spanner	
				6x Mithril Bar			
225	Gnomish Rocket Boots 41 Armor, Use: Increase run speed by 70% for 20 sec, although they don't always work (Requires 225 Engineering, 30 min cooldown)	1	Gnome Cloth	1x Black Mageweave Boots	1	Anvil	Gnome Trainer
				2x Mithril Tube		Blacksmith's Hammer	
				4x Heavy Leather		Arclight Spanner	
				8x Solid Blasting Powder			
				4x Gyrochronatom			
225	Goblin Rocket Boots 41 Armor, Use: Increase run speed by 70% for 20 sec, unless they explode (5 min cooldown)	1	Goblin Cloth	1x Black Mageweave Boots	1	Anvil	Goblin Trainer
				2x Mithril Tube		Blacksmith's Hammer	
				4x Heavy Leather		Arclight Spanner	
				2x Goblin Rocket Fuel			
225	Parachute Cloak 30 Armor, +8 Agility, Use: Reduces your fall speed for 10 sec. (Requires 225 Engineering)	1	Cloak	4x Bolt of Mageweave	1	Arclight Spanner	Drop
				2x Shadow Silk		Gyromatic Micro-Adjustor	
				1x Unstable Trigger			
				4x Solid Blasting Powder			
225	Spellpower Goggles Xtreme 46 Armor, ? Dur., Equip: +21 to damage and healing spells (Req 215 Eng)	1	Cloth	4x Thick Leather	1	Arclight Spanner	Drop
				2x Star Ruby		Gyromatic Micro-Adjustor	
230	Gnomish Battle Chicken Creates a Battle Chicken that will fight for you for 90 seconds or until it is destroyed (Requires 230 Engineering - 30 min cooldown)	1	Gnome Devices (Trinket - BoP)	1x Mithril Casing	1	Anvil	Gnome Trainer
				6x Truesilver Bar		Blacksmith's Hammer	
				6x Mithril Bar		Arclight Spanner	
				2x Inlaid Mithril Cylinder			
				1x Gold Power Core			
230	Goblin Bomb Dispenser Creates a mobile bomb that charges at the nearest enemy and explodes for 315-385 Fire damage (Requires 230 Engineering - 30 min cooldown)	1	Goblin Devices (Trinket - BoP)	2x Mithril Casing	1	Anvil	Goblin Trainer
				4x Solid Blasting Powder		Blacksmith's Hammer	
				6x Truesilver Bar		Arclight Spanner	
				1x Unstable Trigger			
				2x Accurate Scope			
230	Deepdive Helmet 49 Armor, +15 Stamina, ? Durability, Equip: Allows underwater breathing (Requires 230 Engineering)	1	Cloth	8x Mithril Bar	1	Anvil	Vendor
				1x Mithril Casing		Blacksmith's Hammer	
				1x Truesilver Bar		Arclight Spanner	
				4x Tigerseye			
230	Rose Colored Goggles 49 Armor, +12 Intellect, +13 Spirit, ? Durability (Requires 230 Engineering)	1	Cloth	6x Thick Leather	1	Arclight Spanner	Trainer
				2x Star Ruby		Gyromatic Micro-Adjustor	
235	Hi-Explosive Bomb 255-345 Fire damage and disorients targets in 3yd for 3 sec (Req 235 Eng)	1	Explosives	2x Mithril Casing	4	Anvil	Trainer
				1x Unstable Trigger		Blacksmith's Hammer	
				2x Solid Blasting Powder		Arclight Spanner	
235	The Big One 340-460 Fire damage and disorients targets in 10yd for 5 sec (Requires 225 Engineering)	1	Goblin Explosives	1x Mithril Casing	2	Anvil	Goblin Trainer
				1x Goblin Rocket Fuel		Blacksmith's Hammer	
				6x Solid Dynamite		Arclight Spanner	
				1x Unstable Trigger			

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235	Gnomish Mind Control Cap 50 Armor, +14 Spirit, ? Durability, Use: Control the mind of a humanoid target for 20 sec if all works well... (Requires 215 Engineering - 30 min cooldown)	1	Gnome Cloth	10x Mithril Bar	1	Anvil	Gnome Trainer
				4x Truesilver Bar		Blacksmith's Hammer	
				1x Gold Power Core		Arclight Spanner	
				2x Star Ruby			
				4x Mageweave Cloth			
240	Gnomish Death Ray "Death or Serious Injury may result from use of this device" (5 min cooldown)	1	Gnome Devices (Trinket - BoP)	2x Mithril Tube	1	Anvil	Gnome Trainer
				1x Unstable Trigger		Blacksmith's Hammer	
				1x Essence of Undeath		Arclight Spanner	
				1x Ichor of Undeath			
				1x Inlaid Mithril Cylinder			
240	Goblin Dragon Gun 61-69 Fire damage for 10 sec to all targets in a cone in front of the engineer, unless it explodes... (5 min cooldown)	1	Goblin Devices (Trinket - BoP)	2x Mithril Tube	1	Anvil	Goblin Trainer
				4x Goblin Rocket Fuel		Blacksmith's Hammer	
				6x Mithril Bar		Arclight Spanner	
				6x Truesilver Bar			
				1x Unstable Trigger			
240	Sniper Scope Attach to a gun or bow to add 7 dmg	40	Devices	1x Mithril Tube	1	Anvil	Drop
				1x Star Ruby		Blacksmith's Hammer	
				2x Truesilver Bar		Arclight Spanner	
245	Goblin Rocket Helmet 50 Armor, +15 Sta, Use: Charge an enemy, stunning them for 30 sec and you for a short time (Required 235 Engineering - 20 min cooldown)	1	Goblin Cloth	1x Goblin Construction Helmet	1	Anvil	Goblin Trainer
				4x Goblin Rocket Fuel		Blacksmith's Hammer	
				4x Mithril Bar		Arclight Spanner	
				1x Unstable Trigger			
245	Mithril Gyro-Shot Adds 15 DPS	44	Bullet	2x Mithril Bar	200	Anvil	Trainer
				2x Solid Blasting Powder		Blacksmith's Hammer	
245	Green Lens 57 Armor, +10 Stamina, Random Enchant, ? Durability (Requires 245 Engineering)	1	Cloth	8x Thick Leather	1	Arclight Spanner	Trainer
				3x Jade		Gyromatic Micro-Adjustor	
				3x Aquamarine			
				2x Heart of the Wild			
250	Dense Blasting Powder	1	Parts	2x Dense Stone	1		Trainer
250	Dense Dynamite 340-460 Fire dmg in 5yd (Req 250 Eng)	1	Explosives	2x Dense Blasting Powder	2		Trainer
				3x Runecloth			
250	Mithril Mechanical Dragonling Use: Activates your Mithril Mechanical Dragonling to fight for you until cancelled or destroyed (Requires 250 Engineering - 1 hour cooldown)	40	Devices (Trinket)	14x Mithril Bar	1	Anvil	Vendor
				4x Heart of Fire		Blacksmith's Hammer	
				4x Truesilver Bar		Arclight Spanner	
				2x Inlaid Mithril Cylinder			
				2x Goblin Rocket Fuel			
				2x Star Ruby			
250	Salt Shaker Converts Deeprock Salt into Refined Deeprock Salt (Requires 250 Leatherworking - 3 day cooldown)	1	Devices	1x Mithril Casing	1	Anvil	Trainer
				6x Thorium Bar		Blacksmith's Hammer	
				1x Gold Power Core			
				4x Unstable Trigger			
260	Thorium Widget	1	Parts	3x Thorium Bar	1	Anvil	Vendor
				1x Runecloth		Blacksmith's Hammer	
						Arclight Spanner	
260	Thorium Grenade 300-500 Fire damage and disorients targets in 3yd for 3 sec (Requires 260 Engineering)	1	Explosives	1x Thorium Widget	3	Anvil	Vendor
				3x Thorium Bar		Blacksmith's Hammer	
				3x Dense Blasting Powder			
				3x Runecloth			
260	Truesilver Transformer	1	Parts	2x Truesilver Bar	1	Anvil	Vendor
				2x Elemental Earth		Blacksmith's Hammer	
				1x Elemental Air		Arclight Spanner	
260	Thorium Rifle 42-79 Damage, 2.50 Speed, 24.2 DPS, Equip: +17 Ranged Attack Power	47	Guns	2x Mithril Tube	1	Anvil	Drop
				2x Mithril Casing		Blacksmith's Hammer	
				2x Thorium Widget		Arclight Spanner	
				4x Thorium Bar			
				1x Deadly Scope			
260	World Enlarger Enlarges the entire world for 5 min or until you attack (Requires 250 Gnomish Engineering - ? Cooldown)	1	Gnome Devices	1x Mithril Casing	1	Anvil	Drop
				2x Thorium Widget		Blacksmith's Hammer	
				1x Gold Power Core			
				1x Unstable Trigger			
				1x Citrine			
260	Gyrofreeze Ice Reflector +15 Resist Frost, Use: Reflects Frost spells back at their caster for 5 sec. (Requires 260 Engineering)	47	Devices (Trinket)	6x Thorium Widget	1	Anvil	Vendor
				2x Truesilver Transformer		Blacksmith's Hammer	
				2x Blue Sapphire		Arclight Spanner	
				4x Essence of Fire			
				2x Frost Oil			
				4x Icecap			

## Engineering

Skill	Recipe	Level	Category	Components	Creates	Tools Required	Notes
265	Gnomish Alarm-O-Bot	1	Gnome Devices	4x Thorium Bar	1	Anvil	Drop
	Summons an Alarm-O-Bot for 10 min that occasionally sends out a pulse that detects nearby stealthy or invisible enemies (Req 265 Eng - ? Cooldown)			2x Thorium Widget		Blacksmith's Hammer	
				4x Rugged Leather		Arclight Spanner	
				1x Star Ruby			
265	Goblin Jumper Cables XL	1	Goblin Devices (Trinket)	2x Thorium Widget	1		Drop
	Use: Will sometimes be able to shock a dead player back to life. Be warned that they are experimental and may explode. Cannot be used in combat (Requires 265 Engineering, 30 min cooldown)			2x Truesilver Transformer			
				2x Fused Wiring			
				2x Ironweb Spider Silk			
				2x Star Ruby			
265	Lifelike Mechanical Toad	1	Devices	1x Living Essence	1	Anvil	Drop
				4x Thorium Widget		Blacksmith's Hammer	
				1x Gold Power Core		Arclight Spanner	
				1x Rugged Leather			
270	Spellpower Goggles Xtreme Plus	1	Cloth	1x Spellpower Goggles Xtreme	1	Arclight Spanner	Drop
	57 Armor, ? Durability, Equip: +27 to damage and healing spells (Requires 270 Engineering)			4x Star Ruby		Gyromatic Micro-Adjustor	
				2x Enchanted Leather			
				8x Runecloth			
275	Masterwork Target Dummy	1	Devices	1x Mithril Casing	1	Anvil	Vendor
	Drops a target dummy on the ground that attracts nearby monsters to attack it for 3 minutes (Requires 275 Engineering)			1x Thorium Tube		Blacksmith's Hammer	
				2x Thorium Widget		Arclight Spanner	
				1x Truesilver Bar			
				2x Rugged Leather			
275	Powerful Seaforium Charge	1	Explosives	2x Thorium Widget	1		Vendor
	Blasts open nearly any locked door (Requires 275 Engineering)			3x Dense Blasting Powder			
				2x Rugged Leather			
				1x Refreshing Spring Water			
275	Thorium Tube	1	Parts	6x Thorium Bar	1	Anvil	Vendor
						Blacksmith's Hammer	
						Arclight Spanner	
275	Major Recombobulator	1	Devices (Trinket)	2x Thorium Tube	1		Drop
	Use: Dispel Polymorph effects and restores 375-625 health and mana (Requires 275 Engineering)			1x Truesilver Transformer			
				2x Runecloth			
275	Dark Iron Rifle	50	Guns	2x Thorium Tube	1	Black Anvil (BRD)	Drop
	53-100 Damage, +2-4 Shadow Damage, 2.70 Speed, 29.4 DPS			6x Dark Iron Bar		Blacksmith's Hammer	
				2x Deadly Scope		Arclight Spanner	
				2x Blue Sapphire			
				2x Large Opal			
285	Dark Iron Bomb	1	Explosives	2x Thorium Widget	3	Anvil	Drop
	225-675 Fire damage and disorients targets in 3yd for 4 sec (Requires 285 Engineering)			1x Dark Iron Bar		Blacksmith's Hammer	
				3x Dense Blasting Powder			
				3x Runecloth			
285	Delicate Arcanite Converter	1	Parts	1x Arcanite Bar	1	Anvil	Vendor
				1x Ironweb Spider Silk		Blacksmith's Hammer	
						Arclight Spanner	
285	Thorium Shells	52	Bullet	2x Thorium Bar	200	Anvil	Drop
	Adds 17.5 DPS			1x Dense Blasting Powder		Blacksmith's Hammer	
290	Master Engineer's Goggles	1	Cloth	1x Fire Goggles	1	Arclight Spanner	Drop
	61 Armor, +16 Stamina, +17 Spirit, ? Durability (Requires 280 Engineering)			2x Huge Emerald		Gyromatic Micro-Adjustor	
				4x Enchanted Leather			
290	Voice Amplification Modulator	1	Miscellaneous (Necklace)	2x Delicate Arcanite Converter	1	Anvil	Drop
	Equip: Increases your resistance to silence effects by 7%			1x Gold Power Core		Blacksmith's Hammer	
				1x Thorium Widget		Arclight Spanner	
				1x Large Opal			
290	Hyper-Radiant Flame Reflector	53	Devices (Trinket)	4x Dark Iron Bar	1	Anvil	Drop
	+18 Resist Fire, Use: Reflects Fire spells back at their caster for 5 sec (Requires 290 Engineering - ? Cooldown)			3x Truesilver Transformer		Blacksmith's Hammer	
				6x Essence of Water		Arclight Spanner	
				4x Star Ruby			
				2x Azerothian Diamond			
300	Arcane Bomb	1	Explosives	1x Delicate Arcanite Converter	3	Anvil	Drop
	Drains 675-1125 mana and does 50% of the mana drained in damage and also silences for 5 sec (Req 300 Eng)			3x Thorium Bar		Blacksmith's Hammer	
				1x Runecloth			
300	Arcanite Dragonling	50	Devices (Trinket)	1x Mithril Mechanical Dragonling	1	Anvil	Drop
	Use: Activates your Arcanite Dragonling to fight for you until cancelled or destroyed (Requires 300 Engineering - 1 hour cooldown)			8x Delicate Arcanite Converter		Blacksmith's Hammer	
				10x Enchanted Thorium Bar		Arclight Spanner	
				6x Thorium Widget			
				4x Gold Power Core			
				6x Enchanted Leather			

## Engineering

Skill	Recipe	Level	Category	Components	Creates	Tools Required	Notes
300	Field Repair Robot 74A	1	Devices	12x Thorium Bar	1	Anvil	BRD ground spawn
	Unfolds into a Field Repair Bot that can repair damaged items and purchase unwanted goods for 10 minutes before failing (Requires 300 Engineering)			4x Rugged Leather		Blacksmith's Hammer	
				1x Fused Wiring		Arclight Spanner	
				2x Elemental Earth			
				1x Elemental Fire			
300	Biznicks 247x128 Accurascope	50	Devices	2x Lava Core	1	Anvil	MC Drop (BoP)
	Attach to a gun or bow to increase its chance to hit by 3%			2x Essence of Earth		Blacksmith's Hammer	
				4x Delicate Arcanite Converter		Arclight Spanner	
				6x Dark Iron Bar			
				1x Thorium Tube			
300	Flawless Arcanite Rifle	56	Guns	10x Arcanite Bar	1	Anvil	Drop
	65-122 Damage, 3.00 Speed, 31.2 DPS, Equip: Increased Guns +4, +10 Ranged Attack Power			2x Thorium Tube		Blacksmith's Hammer	
				2x Essence of Fire		Arclight Spanner	
				2x Essence of Earth			
				2x Azerothian Diamond			
				2x Enchanted Leather			
300	Ultra-Flash Shadow Reflector	55	Devices (Trinket)	8x Dark Iron Bar	1	Anvil	Drop
	+20 Resist Shadow, Use: Reflect Shadow spells back at their caster for 5 sec (Requires 300 Engineering - 5 min cooldown)			4x Truesilver Transformer		Blacksmith's Hammer	
				6x Living Essence		Arclight Spanner	
				4x Essence of Undeath			
				2x Azerothian Diamond			
				2x Large Opal			
300	Core Marksman Rifle	60	Guns	4x Fiery Core	1	Anvil	MC Drop (BoP)
	64-120 Damage, 2.50 Speed, 36.8 DPS, Equip: +22 Range Attack Power, +1% Chance to hit			2x Lava Core		Blacksmith's Hammer	
				6x Arcanite Bar		Arclight Spanner	
				2x Delicate Arcanite Converter			
				2x Thorium Tube			
300	Force Reactive Disk	60	Shield	6x Arcanite Bar	1	Anvil	MC Drop (BoP)
	2548 Armor, 44 Block, +11 Stamina, ? Durability, Equip: When blocking it damages all nearby enemies with electricity (Requires 300 Engineering)			2x Delicate Arcanite Converter		Blacksmith's Hammer	
				8x Essence of Air		Arclight Spanner	
				12x Living Essence			
				8x Essence of Earth			

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