Name	Description	Learned?	Required Tool R	legent/Material	Origin	Prerequisits										
Spells	Spells which only require mana and reagents															
Splintered Life	Animate dead plants using magic	Learned			Valeric's Memories											
					Valeric's Memories											
	Raise an Undead minion,. Add days to a zombles sustenance.	Learned	C	Corpse/Skeleton	Valeric's Memories											
Sustain Dead		Learned			Valeric's Memories											
Musate	Attempt to warp a creatures flesh in any way you desire.	Learned			Valeric's Memories											
Blood Boil	Spend Health to gain mana.	Learned			Memories											
	Dispets a negative effect on the user, and recests itself once for every point of mana used in the initial casting if the user is affected by another negative effect.				Defense against the dark arts.											
Re-Dispel	by another negative effect. Creates an illusion of the user tha	Learned														
False Target	Creates an illusion of the user that draws negative effects onto it by sacrificing a small amount of your own health.	Learned			Defense against the dark arts.											
	Stores 10 charges of fire within your stornach, which can be imbused with any other spell you know and breathed out as either a fireball or a gout of flame.				Bowser Koopa's flame											
Flame Inhale	know and breathed out as either a fireball or a gout of flame.	Learned			Bowser Koopa's flame a Dimensional guide to the elements part											
Detect Object;	Attempts to divine the location of	Learned			Divination, Finding what can be found											
	Causes Bones to emit a Powerful fight, sound and odor when near the user of the spell, making finding them a breeze. 100% chance to learn															
Detect Bones	the user of the spell, making finding them a breeze. 100% chance to learn	Learned			Heiflam Daged's Necromantic Notes											
					Blood Rituals, and the creation of living weapons.											
Deep Quaff	Absorb ambient blood magic as Mana.	Learned			living weapons.											
	Causes a voice to announce your				The offering or Bairog and Helios	1										
Self Proclaim	Causes a voice to announce your good and evil deeds of note. Restores damaged and dead cells	Learned														
Rejuvinate	Restores damaged and dead cells using necromancy. Harms living things based on how much of their health is missing.	Learned			Valeric's Memories											
	Forces a refined Lance of black Magic through the Target, This spell is incapable of killing. Only weakening.				Heiflam Daged's Necromantic Notes											
Near Death Detect Object; Sigil	weakening. Creates a sigil which will point in the direction of an object placed on it.	Learned			Notes Divination, Finding what can be found											
July 1	on it. See through the eyes of one	Learned			can be found											
	See through the eyes of one undead minion, you can control them at an unlimited distance so long as they are under the effects of this spell.				Necromantic Study											
Eye Spy																
Mighty Flex	Allows the beings around you to share in your mad gains, Posing to enhance the strenth of allies.	100% chance to learn.			Get ripped in 30 days with muscle Wizardry											
	causes variable strain on the user's body, increasing their gains. The presense of															
	Causes variable strain on the user's body, increasing their gains. The presense of Adrenaline in the user's body while under the effects of this spell increase gains. Specify percentage of weakness.	45% chance to			Get ripped in 30 days with muscle Wizardry											
Enfeeble	percentage of weakness. Casting spells gives you a temporary invesses in manufacture.															
	Casting spells gives you a temporary increase in muscle mass based on the spell cast. This lasts for three turns and can stack up to three times.	30% phonon **			Get ripped in 30 days with muscle Wizardry											
Mystic Muscle		30% chance to learn.			Wizardry	Enfeeble										
	Creates a bubble which is larger on the inside. The percentage of increase determines the mana															
Warp Space		45% chance to learn			Dimentional magics, a Primer											
	object. Transports the user to an area in three dimensional space. Specify how many body lengths away the teleportaion is. The spell will not function if the area in question is occupied by dense solid matter.															
	now many body lengths away the teleportaion is. The spell will not function if the area in question is	45% chance to			Dimentional magics, a Primer											
Teleport	occupied by dense sold matter. Creates a rend in space, which spits out an object on occasion. Throwing objects into this hole increases that chance. The rend dissepants 1010 days after creation unless sabelize with the name of the reality it is connected to Places a revive token on the user.	eam			rrimer	Warp Space										
	Throwing objects into this hole increases that chance. The rend dissapears 1D10 views other															
Sacrificial gateway	creation unless stabelize with the name of the reality it is connected to	19% chance to	Cutting intellegent		Dimentional magics, a Primer	Warp Space,										
gateway	b). Places a revive token on the user, when the user's health dips to 0, they are automatically revived with 1 point of health for every point of mana spent casting it.	moath.	Cotting implement			resepon										
Previve	with 1 point of health for every point of mana spent casting it.	5% Chance to learn			Defense against the dark arts.											
Anti-Aura	Prevents Auras of any kind from affecting the user,				Defense against the dark arts.											
					Study of Bowser Koope's flame, a Dimensional											
	Store a globule of molten lava in your stornach to hawk up later, Can be imbued with any other spell you know,	50% Chance to		feltable Object	flame, a Dimensional guide to the elements part I											
Magma Gulp	spell you know, Summons a minion of death to the	learn e														
	whoever is closest to death Stronger minions increase the				Heiflam Daged's Necromantic Notes											
Black Wager	spell you know. Summors a minion of death to the plane of the living, who will attack wholever is closest to death. Storage minions increase the risk, and the damage, specify makes spent when casting. Attempts to request the presence of a soul from the afterfile. They may have demanded of their own, or Pursiants to Prevent their escape from a plane of torment. Encharts an obsert with death of their own, or Pursiants to place with their own, or Pursiants to place with the second of their own, or Pursiants to about with death.	learn														
	of a soul from the alternie. They may have demands of their own, or Pursuers to prevent their	25% Chance to			Heiflam Daged's Necromantic Notes											
Call Spirit	escape from a plane of torment. Enchants an object with death manin. Which will confer	learn			Notes											
	escape from a plane of forment. Enchants an object with death magic. Which will confer appropriate boruses. Shields and amor will aboorb death magic. Swords and spears will expend it place of Ammunition, or Infuse Ammunition present. Tools will what they harvest.	1														
	Ranged weapons will fire it in place of Ammunition, or Infuse	50% Chroso to			Heiflam Daged's Necromantic Notes											
Death Infusion	what they harvest. Spend mana to send out a pulse	learn 100% Chance			Notes Book of real											
Actual Fireball	Spend mans to send out a pulse of raw unrefined life energy. Creates a 100% real fireball!	100% Chance to learn			Book of real spells Book of real spells											
Dood Linktoine	Calls down lightning with inredible	100% Chance			Book of real											
Great Shield Super Duper	Creates a shield that provides a solid well to magical attacks. The most powerful spell in the world!	80% Chance to learn 40% Chance to			Book of real spells Book of real											
Spell	world! Sacrifice an object to a map, and the locations of every object like it will be marked on that map.	learn			spells Book of real spells Book of real spells Divination, Finding what can be found											
Destroy	will be marked on that map. Commands used for Operating	learn		fap, Object	can be found											
Comands Melt Metal	Commands used for Operating the Dwarven Extruder Activates the dwarven extruder, Melting whatever you put into it.	Learned	Dwarven extruder		Dwarven extruder scrol											
Craft Sword	Activates the dwarven extruder, Crafting an object from Material inside.	Lorenza	Dwarven extruder		Dwarven extruder scrol											
Craft Sword Putify	medi.	Learned	Dwarven extruder Dwarven extruder		Dwarven extruder scrol											
Salvage		Learned	Dwarven extruder		Dwarven extruder scrol											
Craft Bar	Activates the dwarven extruder, Crafting an object from Material inside.	Learned	Dwarven extruder		Dwarven extruder scrol											
Craft Rod	Activates the dwarven extruder, Crafting an object from Material inside.	Learned	Dwarven extruder		Dwarven extruder scrol											
Craft Basic Shape	Activates the dwarven extruder, Crafting an object from Material inside	Learned	Dwarven extruder		Dwarven extruder scrol											
	Activates the dwarven extruder, Crafting an object from Material				Dwarven extruder scrol											
Craft Pipe	inside. Activates the dwarven extruder, Crafting an object from Material inside.	Learned	Dwarven extruder													
Craft Valve	Crafting an object from Material inside. Activates the dwarven extruder, Crafting an object from Material	Learned	Dwarven extruder		Dwarven extruder scrol											
Craft Wire		Learned	Dwarven extruder		Dwarven extruder scrol											
Craft Chainmail Sheet	Activates the dwarven extruder, Crafting an object from Material inside.	Learned	Dwarven extruder		Dwarven extruder scrol											
Engrave Runes		Learned	Dwarven extruder		Dwarven extruder scrol											
Craft Dagger	Activates the dwarven extruder, Crafting an object from Material inside. Activates the dwarven extruder,	100% Chance to Learn	Dwarven extruder		Dwarven extruder scrol											
Craft Tetrinominode	Crafting an object from Material inside	100% Chance to Learn	Dwarven extruder		Dwarven extruder scrol											
Craft Gauntle*	Activates the dwarven extruder, Crafting an object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scrol											
Craft Crown	Activates the dwarven extruder, Crafting an object from Material inside.	100% Chance	Dagage out		Dwarven extruder scrol											
	inside. Activates the dwarven extruder, Crafting an object from Material inside.	100% Chance	Dwarven extruder		Dwarven extruder scrol											
Craft Hilt	inside. Activates the dwarven extruder, Crafting an object from Material	1000 Chanca														
Attach Hilt	inside.	100% Chance	Dwarven extruder		Dwarven extruder scrol Dwarven extruder scrol											
Melt Delicate Melt Nov.metal		to Learn	Dwarven extruder Dwarven extruder		extruder scrol Dwarven extruder scrol											
Melt Non-metal Apply Leaf		1000 Chases	Dwarven extruder Dwarven extruder		Dwarven extruder scrol											
	Activates the dwarven extruder, Crafting an object from Material Inside.	100% Chance			Dwarven extruder scrol											
Cram Nad	Activates the dwarven extruder, Crafting an object from Material	100% Chance	-Assiven extruder													
	inside. Activates the dwarven extruder, Crafting an object from Material inside.				Dwarven extruder scrol											
Craft Bolt	inside. Activates the dwarven extruder.		Dwarven extruder		Dwarven extruder scrol											
Craft Container Cap	Activates the dwarven extruder, Crafting an object from Material Inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scrol											
Craft Mace	Activates the dwarven extruder, Crafting an object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scrol											
Craft Hammer					Dwarven extruder scrol											
	Activates the dwarven extruder, Crafting an object from Material inside.				Dwarven extruder scrol											
Bolt	inside. Activates the dwarven extruder, Crafting an object from Material inside.	to Learn	Dwarven extruder													
Craft Metal Bow	inside.	to Learn	Dwarven extruder		Dwarven extruder scrol											

News	December	1	Description of Treat	December of the control of	Outsite	Prerequisits										
Name	Description Activates the dwarven extruder, Crafting an object from Material inside.	Learned?	Required Tool	RegentMaterial												
	Activates the dwarven extruder, Crafting an object from Material	100% Chance			Dwarven extruder scroll											
Craft Chain	inside.	to Learn	Dwarven extruder		extruder scroll	dl										
Split Alloy		to Learn	Dwarven extruder		Dwarven extruder scroll	ell .										
Craft Shield	Crafting an object from Material inside	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	d										
	Activates the dwarven extruder,															
Craft Platemail	Crafting an object from Material	100% Chance	Dwarven extruder		Dwarven extruder scroll	ar .										
Cirea																
Craft Platemail	Crafting an object from Material	100% Chance	Dwarven extruder		Dwarven extruder scroll											
Greaves	inside. Activates the dwarven extruder, Crafting an object from Material inside.				extruder scroll	dl										
Craft Platemail leggings	Crafting an object from Material	100% Chance	Dwarven extruder		Dwarven extruder scroll											
leggings	inside.	to Learn	Dwarven extruder		extruder scroll	di										
	Activates the dwarven extruder, Crafting an object from Material inside.	100% Chance			Dwarven extruder scroll											
Craft Gear	inside.	to Learn	Dwarven extruder		extruder scroll	di										
	inside. Activates the dwarven extruder, Crafting an object from Material inside.	100% Chases			Davance											
Craft Spring	inside.	to Learn	Dwarven extruder		Dwarven extruder scroll	di										
Craft Axel	inside.	to Learn	Dwarven extruder		Dwarven extruder scroll	di										
	inside. Activates the dwarven extruder, Crafting an object from Material inside.		Dwarven extruder		_											
Craft piston parts Magnetize Object	Crafting an object from Material inside.	75% Chance to learn	Dwarven extruder		Dwarven extruder scroll Dwarven extruder scroll	d										
Magnetize		26% Chance to	Dwarven extruder		Dwarven											
Object		Learn	Dwarven extruder		extruder scroll	dl										
Crafting Feats	Spells used Primarily in Crafting objects.															
				Source of Carbon,												
Craft Cells	Create the most basic form of organic life	Lormond		Source of Carbon, Water, and Sodium	Homunculi											
Cran Cena	Transform two nienes of wood	Leanne		Journ	Homancan											
Craft Wooden	from the same tree into															
Craft Wooden Communication	which can transfer sound at great			Multiple pieces of wood from the same tree.	Reverse											
Communication Device	organic size Transform two pisces of wood from the same tree into Connected magical devices, which can transfer sound at great distance. Engrave a magical symbol on a sold container, objects placed inside will slowly meti into their liquid form.	Learned		same tree.	Reverse Engineering											
	engrave a magical symbol on a solid container, objects place4		Implement for		Alchemical											
Crackpot Sigil I	inside will slowly melt into their	Lorenza	Implement for engraving		Alchemical sigits for dummies											
cracepot Sigil I	Formus on incredible names* *	Literation														
L	Engrave an incredibly powerful symbol on a solid container, Objects placed inside will melt into their pure atomic form.		Implement for engraving		Alchemical sigits for dummies											
Crackpot Sigil	uspects placed inside will melt into their pure atomic form.	Learned	ungraving		sigits for dummies											
	Draw a symbol on the ground.				Alchemical											
Fusion Sigil	which will fuse the concept of two	Learner			sigits for											
. water larget	Draw a symbol on the ground				Alchemical											
Character C	their pure atomic form. Draw a symbol on the ground, which will fase the concept of two objects placed inside. Draw a symbol on the ground, which allows you to manipulate a solid lump of matter like clay.	Learned			Alchemical sigits for dummies Alchemical sigits for dummies											
Changing Sigil	sons tump of matter like clay.				Colem											
	Transform an object into a golern core, the material used affects the core's potential. Transform a Statue of any material into a golern. The statue must already be in the intended shape. Allers a source of content to				Golem creation, a step by step process Golem creation, a step by step process											
Craft Golem Core	core, the material used affects the	Learnert		Object	step by step											
- Same	Transform a Statue of any			year	Golem											
	material into a golem, The statue			0	creation, a											
Craft Golem	shape,	Learned		Statue, Golem Core	process											
	Allows a source of control to															
	manipulate any fully liquid object when placed on a large container		Implement for engraving		Reverse											
Shaping Sigil	shape, Allows a source of control to manipulate any fully liquid object when placed on a large container with a small mouth. Allows was to shape the actuse.	Learned			Reverse Engineering											
	Allows you to change the nature				Artifico											
	Allows you to change the nature of an object, by adding an adjective to it. If the spell is strained, then it may dissolve.				Artifice, Theory is not practice											
Adjectivity	strained, then it may dissolve.	Learned			practice											
Craft Tissue	strained, then it may dissolve. Combine and align cells to form tissue, 50% chance to learn, Combine several tissues to make an organ,	learn		Cells	Homunculi											
	Combine several tissues to make	25% Chance to														
Craft Organ	an organ,	leam		Trasue, Cells	Homunculi											
	Use omanic compounds to create	25% Channe to		Carbon, Water, Sodium, Iron and Soil.												
False Life	a fake creature, Engrave a magical symbol on a solid container, Objects placed inside will slowly melt into their pure chemical form. Down a symbol on the ground.	leam		Soil,	Homunculi											
	Engrave a magical symbol on a solid container, Objects placed		Implement for		Alchemical											
Crackpot Sigil II	inside will slowly melt into their	75% Chance to	engraving		sigits for											
Crackpot Sign II	Draw a symbol on the ground	NEART1			Alchemical sigits for dummies Alchemical sigits for dummies											
	Draw a symbol on the ground, which will split an object into two objects of equal value.	75% Chance to			sigits for											
Seperation Sigil	objects of equal value.	learn			dummies Golem creation, a step by step process Golem creation, a step by step process											
	Create a golem core designed to serve as a backup when a golema main core is damaged.				creation, a											
Craft Secondary	serve as a backup when a golema	50% Chance to		Object	step by step											
Core	man core is damaged.	acarn		Copeci	Golem											
	Alter a golem core more precisely,				creation, a											
Edit Core	in order to give it specific, or altered purposes.	35% Chance to learn			step by step process											
	Engraves a sigil on an object															
	which allows living and undead objects to be manipulated		Implement for													
Frankenstien Sigil	Alter a golern core more precisely, in order to give it specific, or aftered purposes. Engraves a sigl on an object which allows living and undead objects to be manipulated physically without causing death or inertion.	18% Chance to	engraving		Identification Scroll											
Sigil	or merson.	leam	Implement for		Scroll											
	Engraves a rune which infuses one object into anouther.	40% Chance to	engraving													
Infusion Sigil	One object into anouther.	learn			Magical Study											
	require Materials arranged in a															
Potuels	one object into anouther. Powerful or precice spelts which require Materials arranged in a particular way.															
	Draw a circle where organic materials can be easily manipulated															
Circle Of Life	manipulated	Learned			Homunculi											
					Blood Rituals,	k.										
	Use blood to create a circle that				and the creation of											
Blood Circl	transforms blood poured onto it	Lormond		Blood	living											
	Transforms any metal object into				Blood Rituals.											
Ritual Of	a broodsteel version of it, Bloodsteel objects renerate ***			Blood, Metal	and the creation of											
Bloodsteel	energy when used, healing the			Object, Ambient blood mana	living											
	User. Transforms any metal object '	Learned	Blood Circle	blood mana	Weapons.											
	Use blood to create a circle that transforms blood pound onto it into arribate major. Transforms any metal object into a bloodsteal vession of it, Bloodsteal objects generate life energy when used, healing the centryly w				Blood Rituals, and the creation of living weapons. Heiflam Daged's Necromantic Notes											
Ritual Of Living Metal	objects are sapient and retain memories of before their			Metal Object, Ambient blood mana	creation of											
	awakening.	Learned	Blood Circle	mana	weapons.											
					and the											
Diamet Torre	transform blood into Random	EW Obs		Ambinos :	creation of											
Ritual Of Vlad's Offering True Ressurection (Helflam Dagged)	Temporarily makes a blood circle transform blood into Random objects of value equal to the blood sacrificad.	5% Chance to learn	Blood Circle	Ambient blood magic, Blood 1 Corpse, 1 Willing Soul, and 12 Pounds of fresh	weapons.											
True	December 2011			1 Corpse, 1 Willing	Heiflam											
Heiflam (Heiflam	Brings life to a corpse, Restoring their body, mind and spirit to the land of the living	50% Chance to		Pounds of fresh	Necromantic											
Dagged)	land of the living	learn		sol.	Notes											
	Develop a Spell of your own, to															
Y	land of the living Develop a Spell of your own, to bring life to dead things. Reagents of your choosing, Your Preferred Retask, It's all up to you. Every Necromanour needs his own style of this spell.															
True Ressurection	Netromancer needs his own style	25% Chance M			Necromentic											
(Valerik Nerkun)	of this spell.	learn			Necromantic Study											
Metamagical Feats	of this spell. Magical Talents which after specific spells.															
1440																
					Study of	Study of Bowser Koopa's flame, a Dimensional guide to the I elements part I										
					flame, a	flame, a										
	Learn sheer control over your fire, it will only hurt what you will it to, even if spell infused.	25% channe to			Dimensional guide to the	Dimensional guide to the										
Immunity Flame	even if spell infused.	learn.			elements part I	I elements part I										
	Allows one to Carefully and															
	mericulously only raise the necessary parts of a minion.															
	Reducing Mana cost, but increasing failure shows															
	passively Increases Resurrection				Heiflam											
Advanced	precision, allowing for specific Blueprints in a minion and				Heiflam Daged's Necromantic Notes											
Raise Dead	resurrection of organs.	Learned			Notes											
	Allows any spell to be Infused into															
	an object, absorbing ambient															
	an object, absorbing ambient mans for pasive ones, and desiring feeted at	27% shc			Artifice,											
Enchant Object	even if spall infrared. Allows one to Carefully and materiacusty only raise the microsastry parts of a minion, Reducing Mane cost, but processing Mane cost, allowing for specific Blaeprints in a minion, and resurrection of organs. Allows any spall to be infrared into an object, absorbing ambient direction of critical distributions of the minion	27% chance to learn.			Artifice, Theory is not practice	Adjectivity										

Name		Learned?	Cost/Reward	Origin	Prerequisits										
Basic Stratagies	Abilities Involving minion control in battle														
Reinforce	Call minions out of and into reserve, giving them bonuses during battle	Learned	2 PP/2 PP +1D2 PP	Imitated From Biovisier											

Name		Learned?	Origin	Prerequisits										
Natural Talant	Biologically passive abilities													
	A small permanent fire has sprouted in your belly, Allowing passive generation of flame charges, free smoke breath, and free minor fire breath.	Learned	Advanced use of "Flame inhale"											

	Description /						Special Information	Avarage Health	Health	Sustainance	Continuous							
ne	orgin	Assigned task	Number E	quipment	Status conditions	Special Information	Values	Per unit	Total	Туре	COSTITUTO	Location						
ner Sustinance																		
-				VL 1 Sturdy				_										_
			S	tave, LVL 1 nchanted		Sapient, 4 Arms, 1 Eye, Made of wood, Mustache.				Magic (Soul)	N.A							
zard Butler		Buttlering	1 T	ube Sword		Wizard Soul		45	5 45			Nearby						
ngernails, Inert		None				Dangerous fingernails attached to Blood Cattle		N.A.	N.A.	Blood (Inert)		0 Nearby						
nastly Quote:		None	1 0	12 Mechanical	Covered in Spores	Golem, Internal mana	Golem Core at 100% status	110	110	Magic (Golem)	N A	Nearby						
· remove		THOUSE .		NATI		An advanced Dwarven		110		magic (concin	11.00	recursy						
ombified mech		None	- 1		NEEDS PILOT	Mech, Infected with flesh and necromantic energy		800	900	Magic (Inert)		0 Nearby						
ction Based ustinance																		
						Internal storage, Partially												т
						made of wood, Bug shape, Durable, Can carry a lot of												
iggage		Mine iron	- 1			weight		90	90	Magic		65 Nearby						
cromechanic's orkbench		Ready to use	- 1					N.A.	N.A.	Magic		100 Nearby						
alatan Pina		None	2		Comment to Between	Twin skeletons, Otherwise		36		Maria		200 Name						
xeleton Duo ompact Skeleton		None	2		Covered in Poison	A skeleton warped into the		36	0 /2	Magic	· .	200 Nearby						
atapult		None	1			shape of a Catapult		8	3 8	Magic	1	100 Nearby						
iminal Skeletons		None	5 5 C	Lvl 2 Glass annon		A large group of Skeletons, otherwise unremarkable.		9	42	Magic		620 Nearby						
doos		None				A two headed Skeleton made from two smaller ones.			110	Manie		100 Nearby						
ciops		None	- 1			Squashed Creatures Made		110	110	magic		100 Nesarby						
						of Bone, With four arms each and Metal tipped Shovels.												
						They are capable of Digging												
hovel Blights		Mine iron, Ald in Excavation	2			at great Speed		30	59	Magic		122 Nearby						
						A leg Bone With a Scythe made of Bone extending out												
						of it. Capable of Acting												
cythip		None	- 1			independantly, And can stiffen into a Scythe staff.		10	10	Magic		100 Nearby						
						A tiny ink pen Made from Magically Enhanced bone.												
						Capable of Identifying things.												
						writing them down, and Connecting with a pool of												
entification pen		identify our stuff as we make it	1.6	7% ink		information known only as "Big Brain"				Magic		100 Nearby						
ne Armed Metal				7.70 1186		A Skeleton coated in Metal.												
oated skeleton		None	- 1		Missing Arm	Thick and Heavy.		80	80	Magic		100 Nearby						-
ny Based ustinance																		
						A massive hulk of a Zombie,												
						Filled with flesh and fat, with two Massive arms, and two												
ig Zombie		None	- 1			tiny legs.		142	142	Flesh	8 Day(s)	Nearby						
						A pack of undead Wolves, Led by a Centaur Wold												
folf Zombie Pack		None	3			Made from a Bandit Zombie and an alpha male.		20		Flesh	1 Day(s)	Nearby						
ar Euritie Paux		receil	3			A Group of Undead Bandit		20	. 60	1 143811		recardy						
ndit Zombies		None	3			Corpses, Otherwise unremarkable		12	38	Flesh	1 Day(s)	Nearby						
scle engine Mark 1		None	1							Flesh	1 Day(s)	Nearby						
tmill		None	- 1					N.A.	N.A.	Flesh	7 Day(s)	Nearby						
						A Large undead fly, With a wooden comunication device on it's back and runes covering it, it is designed for												
						Speed and Agility above all				Magic								
at Fly Zombie		None	- 1			else. An animated Brain.		1	1 1		2 Day(s)	Nearby						
Irain Slime		None	- 1			Otherwise unremarkable.		8	3 8	Magic	0 Day(s)	Nearby						

	Form	Amount in % Weight in (if aplicable) pounds	Amount (Distinct Item	s) Description	Container	Reflects
Type Substances Iron Topaz One	Boulder			A boulder of iron one, intersperce 2 with snout topicz		
Platinum Ore Iron Ore	Boulder Boulder		240 400 400	2		
Red Veined metal	Boulder bars bars	100%	100	20 1 4	None None	
Poor Platinum Skeet Silver Steet	bers bers bers	300% 100%	450 120	3 1	None None	Delayed lightning Infectious Life/Death
Steel Copper	bers bers	1700% 500% 1000%	2100 1000 750 200	5	None None None None None None None None	
Copper Iron Gold Steel wine	bars bars bars spool Pile Pile	1000% 200% 50% 80% 100%	300 110	1 1	None None None	
Small Pile of Bone dust Shimmering scales	Pile Pile	100%	3		None None Cart Roof	
Rich soil Muscle Tissue Fat Tissue	Pile Pile Pile	3500% 97%	35 97 889 10 595		None None	
Burnt flesh and bone misc. Flesh	clump Pile	97% 889% 97% 595%	10 595	1	None None	
Bones	Whole bones		۰	0	None None	
	sticks Ball	800% 100%	8 20	1	None	
	Pile Pile in container	100% 100% 62%	3 6	A red shiny dust obtained from mining Gernstone ore.	None None	
Ink Phoenix Juice Casis Water	in container in container	62% 80% 87%	6 50 53	1		
Fertilizer Super Fertilizer	in container in container in container in container	95% 75%	120	1	Clay jar Clay jar Clay jar Giant Gound Tombstone pot	
Phoenix jelly	Liquid (In Container) Liquid (In Container) Liquid (In Container) Liquid (In Container)	100%	2	1	Small Bottle (glass?) Crackpot Silver Bowl 4 Crackpot Silver Bowls	
Glass Pig Iron	Container) Liquid (In Container)	79% 400%	25 800	4	4 Crackpot Silver Bowls	
Miracle Serum	Container)	94%	9	1	Jar (glass?)	
	coins coins sheet			3 1 Slight damage	None None None	
Tarp Postal and Posts	sheet	100% 100%	12 13	1 Sight damage 1	None None	
Sustained Flame Inhale	Liquid (In Container) Sustain Spell	100%	0	1	Crackpot Silver Bowl	
Sustained Spell, Sustained Spell Sustained Spell, Bone Inhale	Sustain Spell bubbles	100%	0	1	None None	
Sustained Spell, Bone Inhale Sustained False proclamation scroll.	Liquid (In Container) Sustain Spell bubbles Sustain Spell bubbles Sustain Spell bubbles Sustain Spell bubbles	100% 700%		7	None	
Remains	Cadaver			1	None	
Fish Skeleton Human Corpse, Mutilated	Cardaver Cardaver	100% 80% 700%	1 150 900	missing brain, heart, nose and 1 eyes. 7 Missing Stomachs	None	
Human Skeletons, Mutlated Warped Skeleton	Cadaver	700% 85% 100%	900 500 89	7 Missing Stomachs 8 -1 leg, -1 pelvis3 Fingers. 1	None None None	
Filled Bodybaca	Cadaver (In container)	100%	180	1	Body Bags None	
Goop covered bone	Pile Sheet Bone	100%	6 1	1	None None	
Scarred green bones Druid's teeth Component's	Pile Pile		8	6 2	None None	
Components				Apparently a soft crystal sphere thingle, filled with life stuff whatever that meson.		
				Apparently a soft crystal sphere things, filled with 16e stuff whalever that means, if 5 blood is powed on it, the blood is stored inside. If it is prolosed, The stored blood correis cut. It is about a Hia a foot long, but it can apparently shore a great deal of blood. Pen 1 bug seems to like it quite a bit.		
Blood Orb	Ball	0%	1 8	w root long, out it can apparently store a great deal of blood. Pen 1 bug seems to like it quite a bit.	None	
Hole covered stone 4 Mechanical components Treasure Chest	Ball Pile Container Container Ball Piate Monster Part	100% 400% NA. NA.	60 50	4	None None	
9 Treasure Chests. Core of Fenrir Flewless Copper plate	Container Ball Plate	N.A. 100%	60 50 450 13	1	None None None None	
	Monster Part Stick		520	1		
Flahorate Bone Frame	Frame (Classes)		1	,		
H-Eye-ve	Ball Head Armor		1 12	1		
Hilarious bone gas mask Alchemical equipment -1 bottle Fruity staff	Head Armor Pile Stick Necklace Decorative Object Weapon (Gun)		12 190 14 2	1		
Beautiful sapphire Necklace 8 High quality Statues 4 Mechanical Guns	Necklace Decorative Object			8		
4 Mechanical Guns 1 Battery	Cyminal		7000 360 20	1		
2 Tombatores	Panels Decorative Object	397%	20 12 1200	2		
7 Purple gems Plants	Raw Gerns Seed		5	7		
Red hot seeds Fire Flower	Plant (Flower)		1	1		
Giant gourd seeds	Seed Seed		1	20		
	Seed		9	3		
	Clump		1			
Small Blue Mushroom	Plant (Shroom)		1	1		
Split Marrow Peppers	Plant (Vegetable)		1	3		
Impregnated fruit Furning Lilypada	Plant (Fruit) Plant (Flower)		2	7		
Supplies 135 Metal pellets	Pile			135		
Sweet Tallow Treats Magical Sweet Tallow Treat Tools / Minions	Block Block		1	1		
	Machine		20	A machine designed to Separate 1 materials into their pure forms. These 7 Devices can hold up to		
				1 materials into their pure forms. These 7 Devices can hold up to 103 Pounts of Food, and will convent into Jamas and wester. They also contains a system for fasting manual desired by the food to september of the second of the second of the september of the second of the second of the second of the to the table like a serie, with a vasified list with an animated hing of bote, and a lary hold with a readed to materials the vaccum. The list dishould have a window.		
Food-to-Magic Engines	Machine		79	fusing mana directly to the food to improve quality, producing approximately 50 mans a day for 1 3 days at maximum capacity.		
				The table contains a bowl surker into the table like a sink, with a valuated lid with an animated hing	1	
				of bone, and a tiny hole with a valve in it, to minimize the energy needed to maintain the vacuum.		
				convex as to withstand the pressure. A Paste of cartilage Seals the		
				dowl to be airtight. A crackpot I is inside this area. Shaping Sigit, Changing Sigit, an a golem core are installed in a	d	
				There's also a large melting bowl to the side with a valve into the shaping cage and a crackpot sign	L	
				i mere's also a pair of hands just like the ones on the necromance table, and on top of each of them are a pair of rats arms shaped to		
	Machine			be more human for the purpose o manipulating small delicate thing A rainbow colored robe owned B	d s. r	
Ludicrously Colorful Robes	Large Chest Armor		10	when it is, to reminde the ways maked to make the ways. In which the ways. In which the ways. A point of carriege facility the A point of carriege facility the A point of carriege facility the A point of the point of the A point of the point of the A point of the carriege facility the A point of the carriege facility the A point of the carriege facility the point of the point of the carriege facility the point of the point of point of the point of point of		
				A staff made of wood, topped wit a wooden Boboat skull, and an actual Cyclopic Rat skull. A rose created through Dead man-	h	
	Staff Belt		7	grows from the eye socket. A belt made from an old bodybag capable of holding 5 items.		
,				A pair of Goggles made form silver, inset with purple gernstones, it is capable of		
Scouting Goggles	Goggles		4	A pair of Goggles made form silver, inset with purple gerratores, it is capable of Scanning the world around the wiseer, providing vague, but 1 helpful information.		
	Head Armor Machine		3	A Circlet made of Gunmetal, it is enchanted to improve headbuilts 1 performed by the wearer.		
Food-to-Magic Engine	Machine Container		9	1		
Turtle Shell With Crackpot III			10	A machine designed to Fuse materials in liquid form. It is		
				A machine designed to Fuse materials in liquid form. It is equipped with two impub, where two objects can be inserted and liquified using Crackpot 1 sight. These liquids are then fused in the central chamber. Mans on the		
	Machine			the central chamber. Mans can bused as one of the Inputs, due to Runes of sustaining spells inside	•	
Material fusing Iron Apparatus Zombified mech	Robot		68 1340	1	None	
Scythe & Gauntlets 1 Robot	Weapon, Hand Armor Robot		3 230	1	None None	
Enchanted Metal Tube Fabulous bed	Cylender, Pole Bed		1 500	1	None None	
Tin Soup tadle	Cooking Tool		1	1	None	

		Amount in %	Guestimate Weight in	Amount				Location
Type	Form	(If aplicable)	pounds	(Distinct Items)	Description	Container	Refects	
Brawler's Blaster	Weapon (Gun)		71	0 1		None		In Cart
Dwarven extruder	Machine		39	0 1		None		In Cart
Stump seat	Chair		2	3 1		None		In Cart
								Equipped (Criminal
7 Glass cannons	Weapon (Gun)							
				7		None		Skeletona)
	Cooking Tool	_		, ,		None		In Cart
Documents								
	Paper Sheet			1		None		In Cart
	Paper Sheet			1		None		In Cart
	Paper Sheet			1		None		In Cart
	Paper Sheet			1		None		In Cart
Scroll about Additional dwarven						None		In Cart
extruder commands. Scrolls about "Perfectly Usable	Paper Sheet			,		None		In Cart
Scrolls about "Perfectly Usable wares"	Paper Sheet					None		In Cart
Scroll about Shimmering scale.						None		In Cart
	Paper Sheet					None		in Cart
	Paper Sheet					None		In Cart
	Paper Sheet					None		In Cart
	Paper Sheet			1		None		In Cart
	Paper Sheet			,		None		In Cart
	Paper Sheet			1		None		In Cart
	Paper Sheet			1		None		In Cart
Research notes; Heiflam Daged Necromantic Spells.						None		In Cart
Scroll about Necromanoer's	Paper Sheet					None		in Cart
OTIVE.	Paper Sheet					None		In Cart
	Paper Sheet					None		In Cart
	Paper Sheet					None		In Cart
	Paper Sheet					None		In Cart
	Paper Sheet					None		In Cart
Alchemical recipe for "Caliber"	Paper Sheet			,		None		In Cart
								Personal Inventory
Sheets of blank paper	Paper Sheet			395				(Valerik)

Operation	Description	Queue	Completion Condition	Value	Time since start/checkup (days)	Status	Needs	Minions assigned	Intended Output									
Food-to-Magic Engines	Magical Engines coverting Food into mana	105 pounds of fat tissue	Harvest Mana.	3% mana, 105 pounds left		0			Around 50 Mana									
Food-to-Magic Engine	A magical Engine coverting Food into mana	9 pounds of fat tissue	Harvest Mana.	5% mana, 8 pounds left		2			Around 8 Mana									
Turtie shell Crackpot (III)	A hollow turtle shell, Which converts Matter into it's atomic forms.	10 pounds of misc. flesh	Reach 100 Percent.	100%		2			Cell Material									
Blood Cattle	A bandit, Enslaved and mutated to the point of unrecognisability		Extract Blood After ensuring Blood is available			5 Injured, NO MANA	Food, Water, Sunlight, ??? Medical Attention???		Blood									
Bone Plant	A plant that thrives on mana, Growing delicious peppers and Hardy Bones.		Sustain Plant for at least (3) Days			2 Healthy, Fertilized			Marrow Peppers, Bones									
Bone Plant	A plant that thrives on mana, Growing delicious peppers and Hardy Bones.		Sustain Plant for at least (3) Days			2 Healthy, Fertilized			Marrow Peppers, Bones									
Bone Plant	A plant that thrives on mana, Growing delicious peppers and Hardy Bones.		Sustain Plant for at least (3) Days			2 Healthy, Fertilized			Marrow Peppers, Bones									
Bone Plant	A plant that thrives on mana, Growing delicious peppers and Hardy Bones.		Sustain Plant for at least (3) Days			3 Healthy, Fertilized			Marrow Peppers, Bones									
Gourd seed	A Gourd Plant, Found near an Ossis		Sustain Plant for at least (3) Days			3 Healthy, Fertilized	Sunlight.		Gourds									
Red Hot seed	A Spicy Seed, Found near an oasis.		Sustain Plant until Visually Complete			3 Healthy, Fertilized	Sunlight.		Spicy Peppers.									
Berry seed	Alberry seed, Found in nature		Sustain Plant until Visually Complete			2 Healthy, Fertilized	Sunlight.		Berries, Berry Bush.									
Gourdberry seed	A Plant Created from the union of Gourds and Berries.		Sustain Plant until Visually Complete			2 Healthy, Fertilized	Sunlight.		???Gourdberries???									
Iron + Platinum Mine	A Makeshift Mine Created under the Foundations of Eadlestien		Minions Bring Materials to surface safely and successfully		NA.	Searching		1 Shovel Blight.	Iron, Platinum									
Exit Excavation	An Escape route being cleared out From both ends, leading out of Eadlestien's Sewers.		Wait 2 Days			2 Nearing Completion		1 Shovel Blight 1 Big zombie, luggage	New Passageway, Rubble									
Crafting Operations	Operations which require Direct Action on Valerik's part.																	

Project															
-		Slated for remov	ul?								_				
*- Activity *- Ideh. This like the sign of all all many pillings hypothysis days for some sensitivities and sign of the activity all and the source acquired of the days and the sign of the best of the sign of t															
Equipments, engineed with nurse of Studain Epid and Crackpot Sigil I. "Tiny samples of a huge amount of materials, and anious holders and such to place them to bounce man of them or channel it through them. Is poller-Campinion in the XijiPistinum Cre. Inon Cre. Rost Veined metal.															
Tim Proce Platinum Proce Platinum State State Sheet Copper Ison															
Copper Ison Gold															
Cold Shimmering scales Rich soil Several of various types of "flesh" tissues															
Charcoal															
Rear dusy between Beerry Makain Beerry Makain Beerry Makain Pricentic Julice Casain Water Feetilizer Feetilizer Feetilizer Stephen State Casain Water Feetilizer Stephen State Casain Water Feetilizer Stephen State Casain State															
Phoenix jelly glass pig loon Mradie Serum															
Druid's blade Martis blade Purple Gern (probably less destructive to use a whole one than take a sample actually)															
wood paper paper 1. Whe comparation to be tables and valves presumably already in the alchemy kit, of Fusion Sig() flow inputs, one output). * A distillation apparatios engineed with annea of both Crackpot Sig() I and Crackpot Sig() II that can be exhibited between, while a refreshment power with like 10 codput paper Fusion with a doing of Classia Walau. **Some asternated loop parts to automate staff like litering things for long times.															
Bursen burner? * Post of more on the first bursen it should about he the construction burse.															
-cont or motiva an use, our replying a stratuce aways to the cases, waxys wasp power amanta discitly from you in one of the criscipoling and establishing year and use small amanta discitly from your form of the control of the co															
Gigantic Mech using Zombifed mech as a base Two legs for Traversing harsh temain															
totassive feeter weapon macur From encreated and enhanced wares based Calapuit Arm Powered by Fernin's Core Internal Culeta/Teslai Field For Providing mans to other Objects Armored with Steel, or Strong Silver-based Material															
Power Arms The fat contribute out of a marcia Blood powers of use when yet one saves-seld chaterad on the outside of everything saves-															
A new assessions table! A new assessions table! A new assessions table! A new assession to fing a bood sunken into the table like a sink, with a vaulated halas he shape sort of large of lone, and a "fory toke with a value in it, is minimized the energy needed to maintain the vaccum. The lid about have a window, convex as to withstand the pressure. Also needed is some kind of noblery thing to least the easem from the lid. With the design, making it so that the crecipied is "sized" eventing sear might be															
With this design, making it so that the crackpot is "inside" the working area might be basit. Shaping Sigil, Changing Sigil, and a golern core will be installed in it. There's also a large melting bowl to the side with a valve into the shaping cage and a crackpot sigil. There's also a pair of hands just like the creas on the necromanour table, and on top															
of each of them are a pair of rats arms shaped to be more human for the purpose of	Yes														
The Hype Train Choo choos Carroot day (no brakes), is continuously declarating to a certain limit, continuously declarating to a certain limit, for continuously declarating to a certain limit, possional special Displacement Dividens at the front such that it cannot creatly, provined by Eliterin Excharatinal reduction washing. If it needs tracks then it will create tracks of light a good detance before it.															
to powered by Eletion, Excitement and gleethal waiting. If it needs tracks then it will create tracks of light a good distance before it. Gant Death macic battery, made of bone and using the mans draining machine to															
Gaint Death maps buttery, made of bone and using the mana draining machine to draw death magic into it. Made of bone for safe containment.															
Sunlight crystals to light up the parts of our cities away from the light. For underground places or areas with lots of hall buildings. Will mirric the day-night cycle, For healthy citizens.															
Sky litusions that replicate what the skies look like, To give the illusion of open space. Good for psychological health.															
Create growing towers, Where you grow vegetables and visious plant life in vertical towers fed artificial samight. Allows for controlled growth. Cleves options for greater visitely.															
More food over a larger surface area. Good for isolated experiments on plants. Can be safely seated off and purged with fire if experiments go out of control.															
Energy reactors capable of powering entire cities such as our future capital superfortress.															
Ching y interiors capture or presently missed bear size or a contribute capture. Though if electricity is used then go nuclear, Safest source of clean energy there is apart from fusion poseer. If would give raido-active material for experiments and weapons.															