

Name	Description	Learned?	Required Tool	Reagent/Material	Origin	Prerequisites
Spells						
Splintered Life	Animate dead plants using magic.	Learned			Valeric's Memories	
Raise Dead	Raise an Undead minion.	Learned		Corpse/Skeleton	Valeric's Memories	
Sustain Dead	Add days to a zombie's sustenance.	Learned			Valeric's Memories	
Mutate	Attempt to warp a creature's flesh in any way you desire.	Learned			Valeric's Memories	
Blood Bolt	Spend Health to gain mana.	Learned			Valeric's Memories	
Dispel	Dispels a negative effect on the user, and repeats itself once for every point of mana used in the initial casting of the spell as affected by another negative effect.	Learned			Defense against the dark arts.	
Po-Dispel	Causes an illness of the user that draws negative effects onto it by sacrificing a small amount of your own health.	Learned			Defense against the dark arts.	
Flame Target	Slices 10 charges of fire within your approach, which can be evaded with an other spell you know and translated on a further fireball or a goal of fame.	Learned			Bonnet Kopce's Items, a Dimensional guide to the elements part I	
Flame Inhale	Attempts to divine the location of an object by inhaling it's name.	Learned			Divination, Finding what can be found	
Detect Object	Causes flames to emit a Powerful light, and an echo which near the user of the spell, making finding items a breeze. 100% chance to learn	Learned			Hellam Dagor's Necromantic Notes	
Detect Bones	Absorb ambient blood magic as Mana.	Learned			Blood Rituals, and the creation of living weapons. The offering of Being and Helios	
Deep Quaff	Causes a voice to announce your good and evil deeds of note.	Learned			Valeric's Memories	
Self Proclaim	Restores damaged and dead cells using recuperatory flames living things based on how much of their health is missing.	Learned			Hellam Dagor's Necromantic Notes	
Rejuvenate	Focus a refined Lance of Black Magic through the Target. The spell is capable of killing Only weakly.	Learned			Divination, Finding what can be found	
Near Death	Causes an egg which will point in the direction of an object placed on it.	Learned			Divination, Finding what can be found	
Detect Object	See through the eyes of one undead minion, you can control them at an unlimited distance as long as they are under the effects of this spell.	Learned			Necromantic Study	
Eye Spy	Allows the being around you to share in your mind games, being to enhance the strength of allies.	100% chance to learn.			Get ripped in 30 days with Wizardry	
Mighty Flex	Causes volatile atoms on the user's body, releasing their gains. The presence of Adrenaline in the user's body will speed the effects of this spell increase gains. 50% chance to learn.	45% chance to learn.			Get ripped in 30 days with Wizardry	
Enfeeble	Causing spells gives you a temporary increase in magic mana based on the spell cast. This lasts for three turns and can stack up to three times.	30% chance to learn.			Get ripped in 30 days with Wizardry	
Mythic Muscles	Creates a bubble which is larger on the inside. The percentage of increase determines the mana cost. Mana cost is decreased if the bubble is inside a physical object.	45% chance to learn.			Dimensional magics, a Primer	
Warp Space	Transports the user to an area in three dimensional space. Specify how many body lengths away the destination is. The spell will not function if the area is occupied by dense solid matter.	45% chance to learn.			Dimensional magics, a Primer	Warp Space
Teleport	Creates a void in space, which traps an object on occasion. This void is the real world increases that chance. The void disappears 120 seconds after creation unless activated with the name of the reality it is connected to.	15% chance to learn.	Cutting implement		Dimensional magics, a Primer	Warp Space, Teleport
Sacrificial gateway	Places a revive token on the user when the user's health dips to 0, that are automatically revived with 1 point of health for every point of mana spent casting it.	5% Chance to learn			Defense against the dark arts.	
Previce	Prevents Auras of any kind from affecting the user.	25% Chance to learn			Defense against the dark arts.	
Anti-Aura	Stores a globe of molten lava in your approach to harm or heal. Can be imbued with any other spell you know.	50% Chance to learn		Meltable Object	Study of Bonnet Kopce's Items, a Dimensional guide to the elements part I	
Magma Oup	Summons a minion of death to the plane of the living, who will attack whoever is closest to death. Stronger minions increase the risk, and the damage. Specify mana spent when casting.	10% Chance to learn			Hellam Dagor's Necromantic Notes	
Black Wager	Attempts to request the presence of a soul from the afterlife. They may have demands that owe, or burdens to prevent their escape from a plane of torment.	25% Chance to learn			Hellam Dagor's Necromantic Notes	
Call Spirit	Enchants an object with death magic. Which will corrode anything it touches. Swords and spears will expand it. Items will absorb death magic. Swords and spears will expand it.	50% Chance to learn			Hellam Dagor's Necromantic Notes	
Death Influxion	Spend mana to send out a pulse of raw unrefined life energy.	100% Chance to learn			Book of real spells	
Raw Life	Cast down lightning with moderate force!	100% Chance to learn			Book of real spells	
Actual Fireball	Causes an attack that provides solid wall to magical attacks.	25% Chance to learn			Book of real spells	
Real Lightning	The most powerful spell in the world!	40% Chance to learn			Book of real spells	
Great Shield	Sanctifies an object to a holy, and the location of a holy object will be revealed on or near it.	25% Chance to learn		Map, Object	Divination, Finding what can be found	
Super Spell	Comments used for Operating					
Detect Object						
Chantry						
Comments						
Melt Metal	Activates the dwarven extruder. Melting whatever you put into it.	Learned	Dwarven extruder		Dwarven extruder scroll	
Craft Sword	Activates the dwarven extruder. Crafting an object from Material inside.	Learned	Dwarven extruder		Dwarven extruder scroll	
Purify	Activates the dwarven extruder. Crafting an object from Material inside.	Learned	Dwarven extruder		Dwarven extruder scroll	
Salvage	Activates the dwarven extruder. Casting on object from Material inside.	Learned	Dwarven extruder		Dwarven extruder scroll	
Craft Bar	Activates the dwarven extruder. Casting on object from Material inside.	Learned	Dwarven extruder		Dwarven extruder scroll	
Craft Rod	Activates the dwarven extruder. Casting an object from Material inside.	Learned	Dwarven extruder		Dwarven extruder scroll	
Craft Basic Shape	Activates the dwarven extruder. Casting an object from Material inside.	Learned	Dwarven extruder		Dwarven extruder scroll	
Craft Pipe	Activates the dwarven extruder. Casting an object from Material inside.	Learned	Dwarven extruder		Dwarven extruder scroll	
Craft Valve	Activates the dwarven extruder. Casting on object from Material inside.	Learned	Dwarven extruder		Dwarven extruder scroll	
Craft Wire	Activates the dwarven extruder. Casting an object from Material inside.	Learned	Dwarven extruder		Dwarven extruder scroll	
Craft Charnal Sheet	Activates the dwarven extruder. Casting on object from Material inside.	Learned	Dwarven extruder		Dwarven extruder scroll	
Engrave Runes	Activates the dwarven extruder. Casting an object from Material inside.	Learned	Dwarven extruder		Dwarven extruder scroll	
Craft Dagger	Activates the dwarven extruder. Casting on object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Craft	Activates the dwarven extruder. Casting on object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Craft Technomode	Activates the dwarven extruder. Casting an object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Craft Gauntlet	Activates the dwarven extruder. Casting on object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Craft Crown	Activates the dwarven extruder. Casting an object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Craft Hat	Activates the dwarven extruder. Casting an object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Attach Hat	Activates the dwarven extruder. Casting on object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Melt Delicate	Activates the dwarven extruder. Casting on object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Melt Non-metal	Activates the dwarven extruder. Casting on object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Apply Leaf	Activates the dwarven extruder. Casting an object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Craft Nail	Activates the dwarven extruder. Casting on object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Craft Screw	Activates the dwarven extruder. Casting an object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Craft Bolt	Activates the dwarven extruder. Casting an object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Craft Container Cap	Activates the dwarven extruder. Casting on object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Craft Mace	Activates the dwarven extruder. Casting an object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Craft Hammer	Activates the dwarven extruder. Casting on object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Craft Crossbow Bolt	Activates the dwarven extruder. Casting on object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	
Craft Metal Bow	Activates the dwarven extruder. Casting on object from Material inside.	100% Chance to Learn	Dwarven extruder		Dwarven extruder scroll	

Name	Description	Learned?	Required Tool	Reagent/Material	Origin	Prerequisites
Craft Chain	Activates the devarven extruder. Calling an object from Material inside.	100% Chance to Learn	Devarven extruder		Devarven extruder scroll	
Spell Alloy	Activates the devarven extruder. Calling an object from Material inside.	100% Chance to Learn	Devarven extruder		Devarven extruder scroll	
Craft Shield	Activates the devarven extruder. Calling an object from Material inside.	100% Chance to Learn	Devarven extruder		Devarven extruder scroll	
Craft Platearm Chest	Activates the devarven extruder. Calling an object from Material inside.	100% Chance to Learn	Devarven extruder		Devarven extruder scroll	
Craft Platearm Grooves	Activates the devarven extruder. Calling an object from Material inside.	100% Chance to Learn	Devarven extruder		Devarven extruder scroll	
Craft Platearm legging	Activates the devarven extruder. Calling an object from Material inside.	100% Chance to Learn	Devarven extruder		Devarven extruder scroll	
Craft Gear	Activates the devarven extruder. Calling an object from Material inside.	100% Chance to Learn	Devarven extruder		Devarven extruder scroll	
Craft Spring	Activates the devarven extruder. Calling an object from Material inside.	100% Chance to Learn	Devarven extruder		Devarven extruder scroll	
Craft Axle	Activates the devarven extruder. Calling an object from Material inside.	100% Chance to Learn	Devarven extruder		Devarven extruder scroll	
Craft piston parts	Activates the devarven extruder. Calling an object from Material inside.	75% Chance to Learn	Devarven extruder		Devarven extruder scroll	
Magnetic Object		26% Chance to Learn	Devarven extruder		Devarven extruder scroll	
Crafting Feats	Spells used Primarily in Crafting Feats.					
Craft Cells	Create the most basic form of organic life. Transfers two pieces of wood from the same tree into Connected magical devices, which can transfer sound at great distance.	Learned		Source of Carbon, Water, and Sodium	Homunculi	
Craft Wooden Communication Device	Engrave a magical symbol on a solid container, objects placed inside will slowly melt into their liquid form.	Learned	Implement for engraving	Multiple pieces of wood from the same tree.	Reverse Engineering	
Craftsp Sign	Engrave an incredibly powerful symbol on a solid container, objects placed inside will slowly melt into their pure atomic form.	Learned	Implement for engraving		Alchemical signs for dummies	
Id Sign	Draw a symbol on the ground, which will fuse the content of this object's blood inside.	Learned	Implement for engraving		Alchemical signs for dummies	
Fusion Sign	Draw a symbol on the ground, which allows you to manipulate a solid lump of matter like clay.	Learned			Alchemical signs for dummies	
Changing Sign	Transform an object into a golem core, the material used affects the core's product.	Learned		Object	Golem creation, a step by step process	
Craft Golem Core	Transform a block of any material into a golem. The status must already be in its intended shape.	Learned		Status, Golem Core	Golem creation, a step by step process	
Craft Golem	Alleviate a source of unrest to manipulate any fully liquid object when placed in a large container with a small mouth.	Learned	Implement for engraving		Reverse Engineering	
Shaping Sign	Alleviate you to change the status of an object, by adding an adjective to it. If the spell is attained, then it may dissolve.	Learned			Artifice, Theory is not practice	
Adjectify	Combine and alter cells to form tissue. 50% chance to learn.	Learned		Cells	Homunculi	
Craft Tissue	Combine several tissues to make an organ.	25% Chance to learn		Tissue, Cells	Homunculi	
Craft Organ	Use organic compounds to create a life creature.	25% Chance to learn		Carbon, Water, Sodium, Iron and Sulfur	Homunculi	
Fusion Life	Engrave a magical symbol on a solid container, Objects placed inside will slowly melt into their pure chemical form.	75% Chance to learn	Implement for engraving		Alchemical signs for dummies	
Craftsp Sign II	Draw a symbol on the ground, which will split an object into two objects of equal value.	75% Chance to learn			Golem creation, a step by step process	
Separation Sign	Create a golem core designed to act as a backup when a golem's main core is damaged.	50% Chance to learn		Object	Golem creation, a step by step process	
Craft Secondary Core	Engrave a sign on an object which allows living and undead physically without causing death or necrosis.	35% Chance to learn	Implement for engraving		Identification	Soul
Edit Core	Engrave a rune which infuses one object into another.	40% Chance to learn	Implement for engraving		Magical Study	
Frankenstein Sign	Engrave a rune which infuses one object into another.	40% Chance to learn	Implement for engraving		Magical Study	
Infusion Sign	Engrave a rune which infuses one object into another.	40% Chance to learn	Implement for engraving		Magical Study	
Results	Powerful or practice spells which require materials arranged in a particular way.					
Circle Of Life	Draw a circle where organic materials can be easily manipulated.	Learned			Homunculi	
Blood Circle	Use blood to create a circle that transforms blood poured onto it into ambient magic.	Learned		Blood	Blood Rituals, and the creation of living weapons.	
Ritual Of Bloodsteel	Transforms any metal object into a bloodsteel version of it. Bloodsteel objects generate life energy when used, healing the user.	Learned	Blood Circle	Blood, Metal Object, Ambient blood mana	Blood Rituals, and the creation of living weapons.	
Ritual Of Living Metal	Transforms any metal object into a living metal version of it. These objects are sentient and retain memories of before their awakening.	Learned	Blood Circle	Metal Object, Ambient blood mana	Blood Rituals, and the creation of living weapons.	
Ritual Of Vampiric Offering	Temporarily makes a blood circle transform blood into necromantic objects of equal value to the blood sacrificed.	5% Chance to learn	Blood Circle	Ambient blood mana, Blood	Blood Rituals, and the creation of living weapons.	
True Resurrection (Helflam Charged)	Brings life to a corpse. Restoring their body, mind and spirit to the land of the living.	50% Chance to learn		1 Corpse, 1 Willing Soul, and 12 Pounds of Fresh soil.	Helflam, Dagon's Necromantic Notes	
True Resurrection (Valk Harkun)	Develop a Spell of your own, to bring life to a corpse. Requires of your choosing, 'Your Profound Ritual, Et al all up to you. Every Necromancer needs his own style of his quest.	25% Chance to learn	Implement for engraving		Necromantic Study	
Magical-Talents Feats	Magical Talents which alter specific spells.					
Intimacy Feats	Learn their control over your fire, it will only be what you will it to, even if their mind.	25% chance to learn			Study of Bower Koop's Base, a Dimensional guide to the elements part I	Study of Bower Koop's Base, a Dimensional guide to the elements part I
Advanced Raise Dead	Allows one to Castify and manipulate any dead necessary parts of a minion, Restores Mana cost, but increases failure chance, passively increases Resurrection precision, allowing for specific Blueprints in a minion, and resurrection of organs.	Learned			Helflam, Dagon's Necromantic Notes	
Enchant Object	Allows any spell to be infused into an object, absorbing ambient mana for passive uses, and drawing linked mana from the user for active ones.	27% chance to learn			Artifice, Theory is not practice	Adjectify

Name	Description / origin	Assigned task	Number	Equipment	Status conditions	Special Information	Special Information Values	Average Health points Per unit	Health points Total	Sustenance Type	Sustenance	Location
Other Sustenance Types												
Wizard Butler	Buttling		1	LVL 1 Sturdy Stone, LVL 1 Enchanted Tube Sword		Sapient, 4 Arms, 1 Eye, Made of wood, Muscular, Wizard Soul		45	45	Magic (Soul)	N/A	Nearby
Fingernails, Inert	None					Dangerous fingernails attached to Blood Cattle		N.A.	N.A.	Blood (Inert)	0	Nearby
Ghastly Quote: Nevenore	None		1	M2 Mechanical Guit	Covered in Spores	Golem, Internal mana storage	Golem Core at 100% status	110	110	Magic (Golem)	N/A	Nearby
Zombified mech	None		1		NEEDS PILOT	An advanced Dwarven Mech, Infected with flesh and necromantic energy		800	800	Magic (Inert)	0	Nearby
Action Based Sustenance												
Luggage	Mine iron		1			Internal storage, Partially made of wood, Big shape, Durable, Can carry a lot of weight		90	90	Magic	85	Nearby
Neomechanic's Workbench	Ready to use		1					N.A.	N.A.	Magic	100	Nearby
Skeleton Duo	None		2		Covered in Poison	Twin skeletons, Otherwise unremarkable		36	72	Magic	200	Nearby
Compact skeleton Catapult	None		1			A skeleton warped into the shape of a Catapult		8	8	Magic	100	Nearby
Criminal Skeletons	None		5	S.L.M 2 Glass Cannon		A large group of skeletons, otherwise unremarkable		9	42	Magic	620	Nearby
Blipops	None		1			A two headed skeleton made from two smaller ones		110	110	Magic	100	Nearby
Shovel Blights	Mine iron, Add in Excavation		2			Squashed Creatures Made of Bone, With four arms each and Metal Speed Shovels, They are capable of Digging at great Speed		30	59	Magic	122	Nearby
Scythe	None		1			A leg Bone With a Scythe made of bone extending out of it, Capable of Acting independently, And can stiffen into a Scythe staff		10	10	Magic	100	Nearby
Identification pen	Identify our stuff as we make it		1	67% Ink		A tiny ink pen Made from Magically Enhanced bone, Capable of Identifying things, writing them down, and Connecting with a pool of information known only as "Big Brain"		1	1	Magic	100	Nearby
One Armed Metal Coated skeleton	None		1		Missing Arm	A skeleton coated in Metal, Thick and Heavy		80	80	Magic	100	Nearby
Day Based Sustenance												
Big Zombie	None		1			A massive hulk of a Zombie, Filled with flesh and fat, with two massive arms, and two tiny legs		142	142	Flesh	8 Day(s)	Nearby
Wolf Zombie Pack	None		3			A pack of undead Wolves, Led by a Centaur Wolf Made from a Bandit Zombie and an alpha male		20	60	Flesh	1 Day(s)	Nearby
Bandit Zombies	None		3			A Group of Undead Bandit Corpses, Otherwise unremarkable		12	36	Flesh	1 Day(s)	Nearby
Muscle engine Mark 1	None		1					N.A.	N.A.	Flesh	1 Day(s)	Nearby
Fatfil	None		1					N.A.	N.A.	Flesh	7 Day(s)	Nearby
Fat Fly Zombie	None		1			A large undead fly, With a wooden communication device on its back and fangs covering it, It is designed for Speed and Agility above all else		1	1	Magic	2 Day(s)	Nearby
Brain Slime	None		1			An animated Brain, Otherwise unremarkable		8	8	Magic	0 Day(s)	Nearby

Type	Form	Amount in % (if applicable)	Quantitate (Weight in pounds)	Amount (Distinct Items)	Description	Container	Reflects	Location
Substances								
Iron Taper Ore	Boulder		240	2	Alloyed of iron ore, interperated with steel base			in Cart
Platinum Ore	Boulder		400	1				in Cart
Iron Ore	Boulder		400	2				in Cart
Large Rocks	Boulder		4000	20				in Cart
Red Vented metal	bars	100%	100	1		None		in Cart
Tin	bars	400%	200	4		None		in Cart
Phar Platinum	bars	300%	450	3		None	Delayed lightning	in Cart
Steel	bars	100%	120	1		None	Infectious Life/Death	in Cart
Steel	bars	100%	2100	14		None		in Cart
Steel	bars	500%	1000	5		None		in Cart
Copper	bars	1000%	700	10		None		in Cart
Iron	bars	200%	200	2		None		in Cart
Gold	bars	50%	300	1		None		in Cart
Steel wire	spool	80%	110	1		None		in Cart
Small Pile of Bone dust	Pile	100%	20			None		in Cart
Shimmering scales	Pile	100%	3			None		in Cart
Hot ash	Pile	2000%	20			Cart Roof		in Cart
Muscle Tissue	Pile	97%	97			None		in Cart
Fat Tissue	Pile	89%	89			None		in Cart
Bone flesh and bone	clump	97%	10	1		None		in Cart
mac. Flesh	Pile	595%	595			None		in Cart
Bones								
Whole bones			0	0		None		in Cart
Chivald	sticks	800%	8	8		None		in Cart
Red dusty Stone	Ball	100%	20	1		None		in Cart
Bony Mash	Pile	100%	1	1		None		in Cart
Shiny Dust	Pile	100%	3		A red shiny dust obtained from mining Gemstone ore.	None		in Cart
Ice	in container	82%	6	1		Jug (glass?)		in Cart
Phoenix Juice	in container	80%	50	1		Clay jar		in Cart
Clear Water	in container	87%	53	1		Clay jar		in Cart
Fertilizer	in container	95%	120	1		Giant Gourds		in Cart
Sugar Fertilizer	in container	75%	30	1		Tactician's pot		in Cart
Phoenix jelly	Liquid in Container	100%	2	1		Small Bottle (glass?)		in Cart
Clara	Container	70%	25	1		Crackpot Silver Bowl		in Cart
Pig Iron	Liquid in Container	400%	800	4		4 Crackpot Silver Bowls		in Cart
Muscle Serum	Liquid in Container	94%	9	1		Jar (glass?)		in Cart
Large human corns	corns			3		None		in Cart
Small Human corns	corns			388		None		in Cart
Burp	sheet	100%	12	1	Slight damage	None		in Cart
Beer	sheet	100%	13	1		None		in Cart
Sustained Spirits								
Sustained Flame Inhale	Liquid in Container	100%	0	1		Crackpot Silver Bowl		in Cart
Sustained Spirit, Sustained Spell	Sustained Spirit	100%	0	1		None		in Cart
Sustained Spirit, Bone Inhale	Sustained Spirit	100%	0	1		None		in Cart
Sustained Spirit, False proclamation spell	Sustained Spirit	100%	0	1		None		in Cart
Sustained Flame charges	Sustained Spirit	700%	0	7		None		in Cart
Remains								
Fish Skeleton	Cadaver	100%	1	1		Missing brain, heart, nose and eyes		in Cart
Human Corpse, Mutilated	Cadaver	80%	150	4		None		in Cart
Human Corpse, Mutilated	Cadaver	200%	800	7	Missing Stomach	None		in Cart
Human Skeletons, Mutilated	Cadaver	85%	500	8	1 leg, 2 pelvis, 3 Fingers.	None		in Cart
Mutilated Skeleton	Cadaver	100%	80	1		None		in Cart
Flesh Burialbags	Cadaver in container	100%	180	1		Body Bags		in Cart
Assorted organs	Pile	100%	20			None		in Cart
Rotten tan skin	Sheet	100%	6			None		in Cart
Goop covered bone	Bone		1	1		None		in Cart
Soured green bones	Pile		8	8		None		in Cart
Child's teeth	Pile		1	2		None		in Cart
Crystals								
Blood Ore	Ball	0%	1		Apparently a soft crystal sphere of blood. If it is struck, it should be placed on it. The blood is stored inside. If it is broken, the stored blood comes out. It is about as flat as a ball but has a rim. It is apparently some great deal of blood. Put 1 bag worth to the 4 cube or 8!			in Cart
Hole covered stone	Ball	100%	8	1		None		in Cart
4 Mechanical components	Pile	400%	80	4		None		in Cart
Tactician Chest	Container	N.A.	50	1		None		in Cart
3 Treasure Chests.	Container	N.A.	490	9		None		in Cart
Coin of Honor	Ball	100%	13	1		None		in Cart
Flawless Copper plate	Plate		10	1		None		in Cart
Marble Slab	Marble Plate		520	1		None		in Cart
1 Shiny Stick	Stick		4	1		None		in Cart
Elaborate Bone Frame	Frame (Glass)		1	1		None		in Cart
H-Cyber	Ball		1	1		None		in Cart
Hazardous bone gas mask	Head Armor		12	1		None		in Cart
Alchemical equipment - 1 bottle	Pile		150	1		None		in Cart
Fuzzy staff	Stick		14	1		None		in Cart
Beautiful exquisite Necklace	Necklace		2	1		None		in Cart
8 High quality Statues	Decorative Object		7000	8		None		in Cart
4 Mechanical Gears	Weapon (Gun)		360	4		None		in Cart
1 Battery	Cylinder		20	1		None		in Cart
4 Wooden panels	Planks	307%	12	4		None		in Cart
2 Schematics	Decorative Object		1000	2		None		in Cart
7 Purple gems	Rare Gems		5	7		None		in Cart
Plants								
Red hot seeds	Seed		1	2		None		in Cart
Fire Flower	Plant (Flower)		1	1		None		in Cart
Giant goard seeds	Seed		1	20		None		in Cart
Zigorro Seed	Seed		9	1		None		in Cart
Phoenix melon seeds	Seed		1	3		None		in Cart
Moss stuff	Clump		1	1		None		in Cart
Small Blue Mushroom	Plant (Mushroom)		1	1		None		in Cart
Split Marrow Peppers	Plant (Fruit)		1	3		None		in Cart
Intergalactic fruit	Plant (Fruit)		2	1		None		in Cart
Fuming leylines	Plant (Flower)		3	7		None		in Cart
Equipment								
132 Metal pellets	Pile		20	135		None		in Cart
Swamp Tallow Treads	Block		1	1		None		in Cart
Majestic Swamp Tallow Tread (Book 1) Mirrors	Block		1	1		None		in Cart
Machinery								
Separating Iron Apparatus	Machine		20		A machine designed to separate materials into their pure forms. These 2 devices can hold up to 100 Pounds of food, and will convert 4 mg of food and waste. They also contain a system for heavy metal directly to the food to provide quality processing approximately 50 more a day for 1.3 days of maximum capacity.			in Cart
Fuel-to-Magic Engine	Machine		79		The table contains a bold burnin into the table like a wire, with a valve in it, to increase the energy needed to create the vacuum. The 10 brass rods are within curves so to withstand the pressure. A Pile of cartilage seals the Rod to the engine. A Crackpot (1) seals the area. A Crackpot (2) seals the area. A Crackpot (3) seals the area. A Crackpot (4) seals the area. There is also a large melting bowl to the side with a large valve. See the area on the reconstruction table, and on top of each of them are 4 pairs of red spheres that can be more burnin for the purpose of manipulating steel fabricate things.			in Cart
Shaping Table	Machine				A machine colored red named by Victor since since beginning the studies. It has been built by the 1.000th edition of the Lamentable Book.			in Cart
Luminously Colorful Robes	Large Chest Armor		10		A staff made of wood, topped with a smooth black ball, and an ornate golden ball. A hole created through David's magic 1 piece from the eye socket.			in Cart
Catal Resistor	Staff		7		A ball made from an old bodybag.			in Cart
Shaping Ball	Ball		1		A pair of goggles made from silver with purple lenses.			in Cart
Scouting Goggles	Goggles		4		Scanning the world around the water, providing vision, but I need information.			in Cart
Shipton Headache	Head Armor		3		A Clutch made of Corium, it is activated to remove headache performed by the water.			in Cart
Fuel-to-Magic Engine	Machine		0	1				in Cart
Turtle Shell With Crackpot II	Container		10	1				in Cart
Material Using Iron Apparatus								
Zombified mech	Robot		1340	1		None		in Cart
Weapon, Hand	Weapon		3	1		None		in Cart
Sigmas & Gauntlets	Armor		230	1		None		in Cart
1 Robot	Robot		230	1		None		in Cart
Enchanted Metal Tube	Cylinder (Pipe)		1	1		None		in Cart
Fabulous bed	Bed		500	1		None		in Cart
Tin Soup ladle	Cooking Tool		1	1		None		in Cart

Type	Form	Amount in % (if applicable)	Quantitate Weight in pounds	Amount (Distinct Items)	Description	Container	Reflects	Location
Boiler's Blaster	Weapon (Gun)		70	1		None		10 Cart
Deeraven estruder	Machine		390	1		None		10 Cart
Chump seat	Chair		23	1		None		10 Cart
7 Glass canons	Weapon (Gun)		7	7		None		Equipped (Original Skullons)
Halfwood Juice	Cooking Tool		1	1		None		10 Cart
Documents								
Map of Evulsion	Paper Sheet			1		None		10 Cart
Kryg's permission	Paper Sheet			1		None		10 Cart
Scroll about Deathly mason	Paper Sheet			1		None		10 Cart
Scroll about Faramir's egg	Paper Sheet			1		None		10 Cart
Scroll about Addition of deeraven estruder comments	Paper Sheet			1		None		10 Cart
Scrolls about "Perfectly Usable meat"	Paper Sheet			1		None		10 Cart
Scroll about Shimmering scale	Paper Sheet			1		None		10 Cart
Scroll about Marsh Lich Seed	Paper Sheet			1		None		10 Cart
Scroll about Shell	Paper Sheet			1		None		10 Cart
Shard of the turtle	Paper Sheet			1		None		10 Cart
Speller muscle	Paper Sheet			1		None		10 Cart
Scroll about Mechanisms	Paper Sheet			1		None		10 Cart
Scroll about Ribot	Paper Sheet			1		None		10 Cart
Scroll about Muscle Serum	Paper Sheet			1		None		10 Cart
Research notes: Heffern Dagep Nezrometic Scale	Paper Sheet			1		None		10 Cart
Scroll about Nezrometic's spine	Paper Sheet			1		None		10 Cart
Scroll about Glass Cannons	Paper Sheet			1		None		10 Cart
Scroll about Deeraven Estruder	Paper Sheet			1		None		10 Cart
Scroll about Shewton Spell	Paper Sheet			1		None		10 Cart
Scroll about Fenn's Core	Paper Sheet			1		None		10 Cart
Alchemical recipe for "Culbar"	Paper Sheet			1		None		10 Cart
Sheets of blank paper	Paper Sheet			300				Research Inventory Library

