

Item	Description	Learned?	Required Tool	Reagent/Material	Spell Type	Prerequisites	Effect of additional mana	Origin	Element / Alignment
Valerik's Memoriam	Spells that have been learned by Valerik on his long years of exile.								
Splintered Life	Animate dead plants using magic.	Learned			Normal		Amount of plant growth and control of plant growth.	Valerik's Memories	Necromantic
Raise Dead	Raise an Undead minion.  Raise Three Types of undead minions: Mummies, Which are Phantoms and Undead. Mummies are created with their life force for control. Souls to sustain them in between blood feedings. And Abominations: Masses of Flesh Fed Flesh that absorb energies they automatically into their body, incorporating them.	Learned		Corpse/Statuette Valerik's Golem Liquid Mana Living Thing	Normal	May be required		Valerik's Memories	Necromantic
Advanced Raise Dead I	Add days to a zombie.	Learned			Normal		May be Required Additional resistance	Valerik's Memories	Necromantic
Mutate	Attempt to keep a creature's flesh in any way you desire.	Learned			Normal		None	Valerik's Memories	Necromantic
Blood Bolt	Spend Health to gain mana. Restores damaged and dead cells using necromancy. Items using things based on how much of their health is missing.	Learned			Normal		None Amount of HP restored Or damage dealt	Valerik's Memories	Necromantic
Rejuvenate	Spend mana to send out a pulse of raw unrefined life energy. Allows for a brief time to be given Substance for every turn this is used. Requiring small amounts of blood, ATP, and mana.	Learned			Normal		Strength in pulse Strength of regeneration (Consumes mana per turn while active)	Valerik's Memories	Life
Sustain Living	Unleash the hidden potential of a loyal Minion who has a soul temporarily, grants a soul that power to draw from.	Learned			Normal			Valerik's Memories	Deatry
Awaken Soul Coffin Euncharmed Coffin	Convert one coffin into magical coffin that can regenerate from damage or use.  A refined version of Raw Life, it allows Soul essence on living things to be fused back together.	Learned	50% Chance to learn		Normal		Speed of Killing	Valerik's Memories	Life
Energy Killing	A refined lance life magic, if hitting the stomach, or any other area with balance, it buries them, causing Damage over a long period. If it hits the head, it is possible a sudden end among burst of healing generates the area. Harms Undead.	Learned	25% Chance to learn		Normal		Amount of HP restored Or damage dealt	Valerik's Memories	Life
Living Lance	30% Chance to learn to heal, 50% chance to heal, 20% chance to heal, 200% of the health original cost can be used to learn a version instead.	Learned			Normal			Valerik's Memories	Deatry
Kosherize	Converts a portal to another dimension for 5 Days, which as some portals some time may Split out. Object from the dimension, the object will always be harmless in its current state, due to dimensional variance, as a result, it may be that the portal may influence its result.	Learned	Cutting implement, a gateway	Object to serve as a gateway	Ritual	None?	Remains Of	Dimensional	
Defence against the dark arts	Deposits a negative effect on the user, and recasts itself once for every point of mana used in the initial casting. If the user is affected by another negative effect.	Learned			Normal		Additional Effects Additional Mana Aggravate, or health per target, Specify.	Defence against the dark arts	Light
False Target	Creates an illusion of the user that takes specific effects by sacrificing a small amount of your own health.	Learned			Normal		Defence against the dark arts	Light	
Phenix	Places a revive token on the user when their health drops to 0; they are automatically revived with 1 point of health for every point of mana spent casting it.	Learned	5% Chance to learn		Normal		Defence against the dark arts	Light	
Anti-Aura	Prevents Auras of any kind from affecting the user.	Learned			Normal		Defence against the dark arts	Light	
Divination, Finding what can be found	Always to divine the location of an object by speaking its name. Chances a right or wrong about the direction of an object placed on a map.	Learned			Normal		None	Divination, Finding what can be found	Holy
Detect Object, Sight	Sacrifice an object to a map, and the location of every object that is taken near the symbol, for a mile radius.	Learned	30% Chance to learn		Normal		Divination, Finding what can be found	Holy	
Detect Action, Sight	Lets the user See the Past of an object.	Learned	15% chance to learn		Normal		Divination, Finding what can be found	Holy	
Patented Prediction	Lets the user see a possible future.	Learned	5% chance to learn		Normal		Divination, Finding what can be found	Holy	
Eye Spy	See through the eyes of one undead minion, you can control them as an undead creature as long as they are under the effects of the spell.	Learned			Normal		None	Necromantic Study	Necromantic
Blizzard Kosov's Flame, a Dimensional guide to the elements part I	Shows 10 charges of its within your domain, which can be imbued with any other spell you know and broadcasted to as either a ritual or a govt of flame.	Learned			Normal		Additional Flame charges	Bowser's Flame, a Dimensional guide to the elements part I	Chaotic neutral
Flame Intake	Shows a globe of molten lava in your domain to bank on later. Can be imbued with any other spell you know.	Learned	50% Chance to learn	Malleable Object	Normal		Additional Magma charges	Bowser's Flame, a Dimensional guide to the elements part I	Chaotic neutral
Immunity Flame	Learn sheer control over your fire, in this realm, you will be able to.	Learned			Metamagical Fate		None	Bowser's Flame, a Dimensional guide to the elements part I	Neutral
Blizzard Daggar's Necromantic totem	Chases Bones to emit a Powerful light, sound and odor when near the user of the spell, making finding them a breeze. 100% chance to learn.	Learned			Normal		Area of effect	Hellfire Daggar's Necromantic Notes	Necromantic
Detect Bones	Forms a refined Lance of dark Magic through the target. This spell is capable of killing. Only weakens.	Learned			Normal		Damaging death (50% cannot kill)	Hellfire Daggar's Necromantic Notes	Death
Near Death	Allows one to Control and methodically only raise the Resurrection (Mana cost, but increasing before chance, passively increases Resurrection precision, allowing for specific Blueprints in a person, and resurrection of organs.	Learned			Metamagical Fate		None	Hellfire Daggar's Necromantic Notes	Necromantic
Advanced Raise Dead II	Enchants an object with death magic. Which will either kill or restore someone. Once used, anyone will also death magic. Specific and general will appear. Ranged weapons will fire in place of Ammunition, or release Ammunition present. Tools will kill what they harvest.	Learned	50% Chance to learn		Crafting		Quality and power of object	Hellfire Daggar's Necromantic Notes	Death
Death Infusion True Resurrection (the return of Daggar)	Bring life to a corpse. Requiring that body must be kept in the land of the living.	Learned	50% Chance to learn	1 Corpse, 1 Willing Soul, and 12 Points of flesh soul	Ritual		None	Hellfire Daggar's Necromantic Notes	Life
Call Spirit	Always to recall the presence of a soul from the afterlife. They may have departed from this, or refuse to present that essence from a plane of torment.	Learned	25% Chance to learn		Normal		None?	Hellfire Daggar's Necromantic Notes	Necromantic
Black Wager	Summons a mirror of death to the plane of the living, who will attack whoever is closest to death. Stronger increases the risk, and the damage, once mana spent when casting.	Learned	10% Chance to learn		Normal		Power of mirror	Hellfire Daggar's Necromantic Notes	Death
True Resurrection (Valerik Markers)	Deletes a spell of any kind, by bringing it to death things. Requires a plan of action. True Resurrection. It's all up to you. Every Necromancer needs his own style of this spell.	Learned	25% Chance to learn		Ritual		???	Necromantic Study	
Blood mana, and the creation of living weapons.									
Deep Quaff	Absorb ambient blood magic as Mana.	Learned			Normal		None	Blood Rituals, and the creation of living weapons.	Blood
Blood Circle	Use blood to create a circle that transforms blood poured onto it into ambient magic.	Learned			Ritual		None	Blood Rituals, and the creation of living weapons.	Blood
Ritual Of Bloodshed	Transforms any metal object into a bloodshed nation of blood. Bloodshed objects generate the energy when used, leaving the user.	Learned	Blood Circle	Blood, Metal Object, Ambient blood mana	Ritual		May be required	Blood Rituals, and the creation of living weapons.	Blood
Ritual Of Living Metal	Transforms any metal object into a Living metal version of it. These objects are sapient and learn memories of before their awakening.	Learned	Blood Circle	Metal Object, Ambient blood mana	Ritual		May be required	Blood Rituals, and the creation of living weapons.	Life
Ritual Of Vial's Offering	Temporarily makes a blood circle transform blood into Random objects of value equal to blood. 5% Chance to learn.	Learned	5% Chance to learn	Blood Circle	Ambient blood magic, Blood		May be required	Blood Rituals, and the creation of living weapons.	Blood



	Description	Learned?	Required Tool	Reagent/Material	Spell Type	Prerequisite	Effect of additional mana	Origin	Element / Alignment
Adjectivity	Allows you to change the nature of an object's D.C. to be that of an adjective. If it is the quality attribute, then it may disintegrate.	Learned			Crafting		Quality and Durability of Enchant	Artifice, Theory is not practice	Arcane
Enchant Object	Allows any spell to be infused into an object, allowing another drawing limited mana from the user for active uses.	Learned			Metamagical Fast	Adjectivity	Quality and Durability of Enchant	Artifice, Theory is not practice	Arcane
Seabound	Causes an object to always return to 5% mana's possession unless used or tracked away.	Learned			Crafting		Quality and Durability of Enchant	Artifice, Theory is not practice	Deatly
Elemental Enchanting	Elemental essence of spells can now be added to objects, an example would be adding "Giving New death" to a sword in your case.	Learned			Metamagical Fast		Quality and Durability of Enchant	Artifice, Theory is not practice	Arcane
Perspectivity	Allows objects to be made one, and they can be watched through a mirror.	Learned			Crafting		Variance	Artifice, Theory is not practice	Arcane
Craft Wondrous Object	The magic in any object requires drawing from an enchanted item to an artifact. Increases Power, quality, and spell durability irreversibly.	5% chance to learn			Crafting		Quality and Durability of Enchant	Artifice, Theory is not practice	Deatly
<b>Offering of Baring and Helios</b>									
Self Problem	Causes a voice to announce your good and evil deeds to me. grants the user 10,000 Dark mana of use. The user cannot seem to be incompatible with normal mana, along with this used only being able to be used once per year if feasible ends with the user curing the people around them in some effort to clean each mana from them, or learning the spell to convey love and that's showing their weakness to me.	5% chance to learn			Normal		None	The offering of Baring and Helios	Holy
Spell 1: Evil	A ball that causes every spell cast to hit another spell being in a reaction of weakness to increase the amount of mana the user and being in question and the next day.	5% chance to learn			Normal		None	The offering of Baring and Helios	Holy
Spell 1: Good	Causes mana of any kind from a target, the upper limit of mana drained is your current mana.	5% chance to learn			Normal		None	The offering of Baring and Helios	Holy
Spell 2: Evil	Can call out to any being that know you, and request mana from them telepathically.	5% chance to learn			Normal		None	The offering of Baring and Helios	Holy
Spell 2: Good	Transforms the mana being thing that the user asked into pure energy, and forces that energy into a portal for summoning Baring to be made to one's wishes. The user the user may be using the spell to power the Baring's avatar is and the target's mana.	5% chance to learn			Normal		None	The offering of Baring and Helios	Holy
Spell 3: Evil	Transforms the user into a weapon temporarily. The weapon deals their own mana health to damage with every attack, and grants full use of their spells, techniques, wondrous skills and mana to the wielder.	5% chance to learn			Normal		None	The offering of Baring and Helios	Holy
Spell 3: Good		5% chance to learn			Normal		None	The offering of Baring and Helios	Holy
<b>Utter and Enchant and Enchant the mana being in an industry</b>									
Utter and Enchant and Enchant the mana being in an industry	"My morning was the same as any other. Late whatever I was living in at the time, and sought out anything that could draw off my mana hunger. Finally, I found a book of spells from my walking man. The hunger pains were stronger than ever before, and I felt for nothing but to survive. After for nothing but to survive, I decided to go on a trip to find my walking man. Being seen from my old tip-track back from there, see what's lacking. Upon arriving in whatever quest I wanted my hunger had not yet subsided, I asked himself where the nearest mana was, and was struck by none other than my destination. Finally, I found mana, and did not stop until I was, and would soon find out."	100% chance to learn			Normal		None		
<b>Other</b>									
Summon	Call out to a being's Will, summoning it into an avatar made from your mana.	Learned			Normal		Strength and size of Avatar	Quality of the On: Wizard	Dimensional
Craft Identification scroll	Turns a piece of paper into a scroll capable of describing objects on command.	Learned		Paper	Crafting		Additional information, along with requiring additional paper	Reverse Engineering	Arcane
Craft Wooden Communication Device	Transform two pieces of wood from the same tree into connected magical devices which can transfer sound or great distance.	Learned		Multiple pieces of wood from the same tree.	Crafting		None	Reverse Engineering	Arcane
Spectrogram	Allows the user to send a ghost of their self to the target, they will then or Disappear from, leaving a trail behind to the target will decrease the mana cost.	Learned			Normal		May be required	Study of magic	Arcane
Gate Sign	Creates a spell around a hole, valve or pipe that Contains several options for testing, changing and setting mana flow through it.	Learned			Crafting		May be required	Study of Signs	Arcane
Start Image	Generates a Pale Blue hologram of whatever the caster desires upon casting.	Learned			Normal		None	Study of False Target	Light
Sizeification	Makes an object much bigger or smaller. It is a magic formula that affect rather than actually changing the amount of mana used.	Learned			Normal		Size Change	Study of Warp Space	Arcane
Heat	Almost THE most generic spell, heavily based but without most of the fire. VERY similar to that the glass covers does but probably a bit stronger and more colorful. Strongest usage only may come when casting that various stained mana types, with words of Creation and	Learned			Normal		Power	None	None
Compress	Allows the user to Compress mana into a more dense state.	Learned			Normal		None	None	Arcane
Telekinesis I	Creates a general Aura of Magic around a target, allowing it to be used. The effect weakens over time, requiring additional mana. Using techniques too specific for this level, the user draws strength from around him, weakening himself, and empowering him.	Learned			Normal		Additional Power	Memoria	Arcane
Ghost Mask	Allows a weakened or controlled undead and grants it power and abilities to the user for 200 days.	Learned			Normal		Range	Study of Fused Spells	Necromantic
Alone of the Grave	Allows a weakened or controlled undead and grants it power and abilities to the user for 200 days.	Learned			Normal		Lessons strain	Study of Fused Spells	Necromantic
Dakka	Basically a stepped-up advanced Adjectivity. Just more effect requirements, see Sogpater cost estimate, plus it needs a small "poetic sentence" or metaphor as the describing thing other than a single adjective, and for full benefits that needs to include some magical "mantra" or "mantra".	Learned			Normal		More Dakka	None	None
Sermonic Imposition	Places a symbol on an object which can increase energy when cast.	Learned			Crafting		Power and Stability	Expansion of Adjectivity	None
Psychic Amplification Sign	Places a symbol on an object which can increase energy when cast.	Learned			Crafting		Power and Stability	Study of Fused Spells	Psychic
False Manely	Increases the force of an impact	Learned	Chemical Lead		Normal		Unknown	Wizard Trade with Harkin	Alchemy

Name	Description	Learned?	Cost/Reward	Origin	Prerequisites
<b>Basic Strategies</b>	<b>Technical Involving mission control in battle</b>				
<b>Reinforce</b>	Call minions out of and into reserve, giving them bonuses during battle	Learned	3 PP/2 PP +1D2 PP	Inherited From Brouser	
<b>Optimizing Strategies</b>	<b>Techniques to improve your trade</b>				
<b>Otto Van Coppers Blueprints</b>	You know enough to produce a working device, all of the parts in its construction, and several types of vehicle mounted firearms. Using this information invents goods related to it	10% Chance to learn	4 PP/4 PP +2D2 PP	Thevious Rascorus	
<b>Scavenge (Urban)</b>	Find small amounts of cheap materials in a building for free and with ease in armor design that while bulky are currently 10-20% more effective at protecting the wearer from the outside world.	100% Chance to learn	1 PP/1 PP +1D2 PP	Thevious Rascorus	
<b>Shield Plating Design</b>	There is also a shield design variant which fits into the shield at varying bases and construction seems to be adapted to protecting against other than the body in making armors, greaves, and helmets. 100% chance to learn both.	100% chance to learn both	1 PP/1 PP +1D2 PP	Koopa general purpose manual	

Name	Description	Learned?	Origin	Prereqs
<b>Natural Talents</b>				
	<b>Eclogically passive abilities</b>			
Inner Fire	A small permanent fire has ignited in your belly. Allowing passive penetration of flame changes, free smoke-breath, and free minor fire breath.	Observed	Advanced use of "Flame Whirl"	
Kilburne Biology	Being able to change the size of your face gives an easy way to improve diplomatic relations. With your physiology you are immortal, simply regenerating at your phylactery upon destruction. You tread the line between life and death, granting you resistance to Death magic and Life magic.	Observed	Birth to the right society	
Lich	Surviving an Ordral has given your body a dangerous decision, adapt, or die. You gain resistance to electrical attacks and the ability to sense Electricity as a strong aura in a particular direction.	1 Phylactery Observed	One of the Final Branches of Necromancy	
Minor Lightning Ability	Surviving an Ordral has given your body a dangerous decision, adapt, or die. You gain resistance to internal damage.	Observed		
Minor Internal Trauma Resistance		Observed		
<b>Learned Talents</b>				
	<b>Learned passive abilities</b>			
Ultimate Necromancer	You have a mastery of the Necromantic arts, allowing you to develop New necromantic spells with little to no study.	Learned	Eons of practicing Necromancy	
Secrets of Life and Death	Wolrik has unlocked a part of his immortal self. He can sense the missing phylactery pieces, and see the bodies of those around him.	Learned	Performing a Powerful Necromantic Ritual has Awakened his hidden memories.	
Surgeon	You have enough knowledge of anatomy to Cut someone open without killing them directly.	Learned	Eons of practicing Necromancy	
Mechanic	You have a Good understanding of physics and machinery.	Learned	Draining A Dwarf and an amount of practice	
Novice Gardener	You have a rudimentary understanding of plants, or at least Necromantic ones.	Learned	An amount of practice	
Novice Crystallist	You now have minor control over your Volatile Crystals.	Learned	An amount of practice	
Muscle Wizard	Your muscles are your staff, your body and your mind are one and the same. Falls of magic and might are no longer discernable from one another. You are ripped.	Not learned	Get Ripped in 30 Days with Muscle wizardry	
Master Thief	A Rogue beyond compare, nobody with money left in their wallet would dare say otherwise about you. Your Thieving Abilities and Roguishness are known the world over as well, and any black market worth its salt would gladly take a look at your latest price.	Not learned	Thievious Roguence	
<b>Comprehensions</b>				
	<b>Having read books, and practiced on them</b>			
Beginner Blood Ritualist	You have a very shallow understanding of blood magic rituals.	Learned		
Novice Dwarven Linguist	You at least know some words and phrases in Dwarven.	Learned		
Novice Alchemist	You have a rudimentary understanding of alchemy, and the sights used to perform it.	Learned		
Novice Dark Alchemist	You have a rudimentary understanding of creating Hominid and other dark alchemy.	Learned		
Diviner	You have a Good understanding of the Basics to Divination, and the spells used to perform it.	Learned		
Budding Halftuff User	You are just starting to understand what it means to be a Halftuff user.	Learned		





Name	Description / origin	Soul	Health	Mana	Questmate Weight in pounds	Properties to remember	Quote	Social	Spells	Capabilities	Location	Equipment	Status conditions	Sustenance	Assigned task
Gallarnt	A Full blooded demon who is also a paladin	1 Large Demon Grade	566	10	500	Flight, Detect Evil, Huge and strong	"Good is a property that all things can possess, so too is Evil."	Trustworthy Acquaintance	Curse of Painful fire, Curse of Bottomless stomach, Curse of Wizard eyes, Curse of Postcognition, Curse of Hiss, Curse of Random polymorph, Curse of Overwhelming bleeding, Curse of Igniting touch, Curse of Necrosis, Curse of Pain, Curse of Spoken truth, Curse of Polymorph, Curse of the vampires, Curse of the Werecreature, Curse of the Mummy, Curse of Flies, Isaac's Curse, Curse of Vines, Curse of Frost, Medusa's curse, Curse of Sinspawn, Curse of Foxfire, Flame Inhale, Bless, Blessa, Blessaga, Awaken, Minor Miracle, Parity, Turn undead,	Fierc Slash, Tap Cannon, Paladin Order Combat Training.	Eadliest Sewers	Enhanced Golden Platemail, Enchanted Clear Steel Visor, ḡḡḡḡḡḡ ḡḡḡḡ; The Devil Wing, 2 nanite vials		Fine	
Dublin	An Orc who is also a wizard	1 Human Grade	160	22	230		"It is nice to know things."	Trustworthy Acquaintance	Fire Lab, Summon, Flame inhale, Bubble, Water, Mage hand,	Ordish Secrets.	Eadliest Sewers	Metal-infused Wizard Robe, Metal-infused Wizard Hat, Slave, Cryskel Dagger, Spell Quiver, 2 nanite vials		Fine	
Fairy Berzeker	An absurdly strong fairy, slobbering with rage and wielding a flintic sword	1 Human Grade	45	6	1	Tiny size, Absurd strength, Flight	"God damn it to fucking hell holy shit!"	Not Enemy		Unimaginable Rage Technique	Eadliest Sewers	Tiny Adamantium Armor, Supermassive Greatsword	Overburdened	Fine	
Harkim Salva	A young Boy with budding necromantic prowess and great strength. Currently under the tutelage of Heilfarn Daged.	1 Human Grade	60	13	160	Young kid	"I'm going to show the whole world just what I can do!"	Loyal Friend	Water, Flame Inhale, Immunity Flame, Bless, Fuse, Eyesore Curse, Adjectivity, Noise Sphere.	Natural Necromancer	Eadliest Sewers	Noble Clothing infused with Cryskel Chainmail, Symmetrical Elaborate Arming Arcane Platinum Telescope, Cryskel Dagger.		Fine	
Hidden Slime	A liquidified and animated mimic corpse, holding a jar on its back and a	None	150	100	250	Mimicing ability, Slime, Works for Harkim.	"Burgleleigl"	Not Enemy		Double triple Shotgun blast, Mimic pot.	Eadliest Sewers	Double Triple Golden Snare Shotgun, Clay pot		Fine	
Fenrir	Norse wolf originally destined to bring about Ragnarok, he was cast to the void mistakenly after being bound, fraying his fate and destroying his mind. Currently entombed in a spiral steel golem, allowing movement.	Unknown	550		799	Divine	"..."	Unknown	Unknown	Unknown	Outskirt Lookout			Fine	
Honey	A class IX artificial intelligence core with an anthropomorphic Dragon avatar.	1 Small	10	3970	650	Immobile	"What does fate have in store. And why should I care."	Bumbling Owner	Summon	Control Golem, Maximize Efficiency, Combat Calculations, Control Avatar.	Outskirt Lookout			Fine	
Honey's avatar		None	200	2				N/A							
Jeanne Rudamara	A Female Bandit recruited by Valerik through Trial by Combat. She has been transformed into a Vampire using a timeless ritual, altered in nature by Valerik.	1 Human Grade, Sealed	255		179	Desert knowledge, Bandit rituals, Desert Race, Mind/Illusion/quick silver Vampire	"Drinking, Fighting and Fun, What else could a body need?"	Fantastic Easygoing Creditor		False target, Afterdash, Fakeout, Illusion blood drain, Create Illusion, Empathetic Teleportation, Ghost Pain, Mirror Screen, Bandit Combat Circle Training.	Eadliest Sewers	Mystic Dress, Hairpin Scabbard, WCD, Rocket Heels, Lightning glove, Re-dispell Brooch, Welding kit, MK2 RPM Blaster, Blood Bottle, 20 Meters of Clear Steel Chain rope, Vial of Ossia water, 60 Small Human coins, Durastone Katana, 2 nanite vials, PJs, BLANK (anything gun), Earthbike, Knucklecracker 22 ammo, Rantanium self-propelled bullet, Fancy cigarette holder		98	
A.R.M.O.K.	Autonomous Resourceful Mining Operational Klusterfuck, an advanced version of the mining golems made from originally dwarven mechs	1 Human Grade, Sealed						Eternal Unquestionable Master		<a href="https://docs.google.com/spreadsheets/d/139AymXaVvZ/">https://docs.google.com/spreadsheets/d/139AymXaVvZ/</a>	Eadliest Sewers				
Wizard Butler	The new and improved Wizard butler, brought to the precipice of oblivion and back, and Freed from the darkness forced into him, he is now an old looking four armed man, with untold new powers. Enchantments on the whole of his body allow for acrobatics, Major regeneration and Textural shapeshifting.	1 Huge Wizard Grade Heart	640	288	133+1 per turn in combat	187	Familiarity with darkness, oblivion, Heartless, and Nobodies	"I will serve Valerik once more, my promise maintained."	Master		Eadliest Sewers	Open Corridor to Darkness, Store object, Manifest Blaster, Split, Rotate Joints, Flight, Advanced Gun Training, Synthesis, Quadruple Pistol whip, No escape! (Four Way Targeting), Demonic Grip, Meditative regeneration, Communicate With Pitveven.		Fine	
Rat Princess	A comatose Mutant Sewer Rat, cursed with intelligence.	1 Small	2	1	101						Eadliest Sewers		Hemophilia, Dysbiosis, 1st Degree Burn, Purified, Sustained, Heavily Damaged, Comatose, Exsanguinate d. Shock.	Sustained	





Name	Form	Guestimate Weight in pounds	Size (In pixels)	Amount (Distinct Items)	Description	Location	Obtained From
Cuil Device	Bracer		1 1	1	This machine can Abstract reality one level away from itself using -Cuil Vectors-, of which there is currently two in it, "Un	Personal Inventory (Valerik)	"Former Tunnel f
Pegleg compatible Wooden Clog of Ages					A wooden clog hand carved by Valerik Nerkun, Peg Leg attachable.	Personal Inventory (Valerik)	"Former Tunnel f
Fuzzwhale Cloak	Armor (Cloak)	10	10x10	1	An image of a Gateway is embroidered on the square piece of cloth in Magicite, It offers Cold and Magical resistance, ar	Personal Inventory (Valerik)	"Former Tunnel f
Greygloss Gauntlets T-shirt					This pair of gauntlets uses the user's focus to enhance their strength wiht animated ash in the metal, and produces up to A t-shirt, packed into the bottom of Caliblaster, the t-shirt reads "I upset the very balance of creation and all I got was this	Equipped (Valerik)	In Cart
Highly Generic Clothing	Clothing	10	10x10	1	You can't quite put your finger on it.	Equipped (Zombie)	
Clay Soldier's Wand	Wand	1	1x7	1	This wand apparently turns clay into little men, who are controlled by interdimental noise.	In Cart	
Name-your-own-loot Tool	Rectangular box	1	2x3	1	This handheld device apparently takes some kind of interdimental noise and applies it to something you find, but only	In Cart	
Pyrokinesis wand	Wand	5	1x5	1	A wand made from Magicite and Psychocite, glowing red film on the wand indicates that the pyrokinesis spell has been i	In Cart	
Chia armor	Armor (Full)	100	20x9	1	This armor cannot be damaged so long as a single plant grows on it. Every hit however, resonates with every piece of it.	In Cart	
Mechheart	Machine	70	6x6	1	A whirring cube, 6 gears on it's outside faces, and countless ones inside, It also has two pipes coming form one corner, i	In Cart	You create a five
Sparkwheel Prototype	Weapon (Mounted)	350	6x18	1	The main mechanism is a rapidly spinning iron-tinged-glass wheel with a fixed iron "sparker" that is pressed near it to fir It is a large flamberge, not absurdly large, but still heavy enough to impede you, purple tinted in color, it turns into a knife The launched portion of the weapon is straight edged, while the knife-like portion is wavy, the whole weapon is made of This new weapon is called "Caliblaster" and engraved on it is "I have a New Deal for you, Peacemaker."	Personal Inventory (Valerik)	
Overselling Caliber	Weapon (Flamberge)	109	23x5	1	It enhances magical power, willpower, focus and mana efficiency while held naturally, but consumes 1 EG when casting	Personal Inventory (Valerik)	
Pouch and loop Belt	Armor (Belt)	6	1x6	1	A Belt with loops and pouches for keeping small objects handy, it has raritanium and platinum buttons, allowing the wear	Equipped (Valerik)	
Padded Armor	Armor (Vest, Arm, Leg)	12	4x3	3	A human Leather Vest, Arm covering and Leg covering stuffed With Valerik's fur, it is warm and helps to blunt impacts, th	Equipped (Valerik)	
Living Robe of Homunculous skin	Armor (Robe)	20	7x3	1	A Crimson robe made from Cloned skin covered in Crimson Fur and Enhanced With Metal Essence, It glimmers with the	Equipped (Valerik)	
Light Hemitite Tower Shield	Weapon (Shield)	150	10x4	1	A Large square shield made of hematite, When mana is applied, It becomes immovable, with more mana increasing the	Equipped (Valerik)	
Cryskheel Prostetic Foot	Prosthesis	5		1	A prostetic foot made from cryskheel, It looks boney, and uncomfortable, to remind you of what you must do.	Equipped (Valerik)	
Cryskheel Pegleg	Prosthesis	15		1	A peg leg made from Cryskheel, It's Craftsmanship is of the highest quality. Engravings on it Detail the history of necroma Half of a staff made of wood, topped with a wooden Bobcat skull, and an actual Cyclopic Rat skull. A rose created throu It is encircled with a Band of Psychocite, allowing it to channel Psychic mana. It also has a Cryskheel Spike, and a Silver One of the wooden eyes has a Serpantine Tiger's eye ,and the other socket is studded with all known materials for chan It is Equipped with a holocnsole and Several Plantinum Valves and the like to measure aspects of magic casted throug	Equipped (Valerik)	
Halfstaff Catrat Roserod	Staff	7		1		Personal Inventory (Valerik)	
Mysterious Grassy Circllet	Circllet	1	1x6	1	A mysterious circllet made of grass, It resists all attempts to identify it.	In Cart	
Machine Weapon	Multitool weapon.	230	5x13	1	An odd claymore made by Harkim in his boredom, it is made from a peculiar alloy which he manipulated and bent to get 2 Right side blades holes in the tips for appareant crossbow usage 2 Left side blades holes in the tips for appareant crossbow usage 1 Middle section, combination Draw water pipe and sharpened Point. it is made of two half circle shaped pipes fused tog 1 Water recepticle, engraved with runes of flame inhale, according to him, it could use the natural fire instead of water in 1 Raritanium valve system, Seems to be good materials, and quality. 1 Pipe system, the pipes are immaculate, and can easily handle the pressure. 1 2 Tubes attached to the front and back, one of which has a cartrage attached. despite the absurd number of shots, the	Equipped (Harkim Salva)	
Mouthball	Orb	13	3x3	1	A Small Mouth with Sharp silver teeth, it will try to eat anything, and is kept in a leather harness.	Personal Inventory (Valerik)	
Silver Teardrop Necklace	Necklace	1	1x5	1	A Long Necklace, with a Teardrop silver Centerpiece.	Equipped (Big zombie)	Alchemy, Fusing
Skeel Crossbow	Weapon (Crossbow)	20	2x5	1	A Crossbow Made from a variety of Skeel, it can Reload itself Quickly, and can fire objects faster than most of your mea	In Cart	
Scorpion Blaster MK 1	Weapon Gun	90		2	A Large gatting gun made from a Vampiric Platinum Scorpion, it fires Bolts of Screaming Red death and consumes bloo	Personal Inventory (Valerik)	
Raranium Alloy Blaster (MK2)	Weapon (Gun)	9		2	A Blaster Made from Cryskheel, Tempered Glass infused with demonite, and a Raritanium Platinum alloy, also infused wit	Equipped (Wizard Butler)	
Unmelting Red warm Steel Gauntlet	Pile	1		1	A Pile of Steel, Red and sizzling, but only lukewarm to the touch.	Equipped (Criminal Skeleton)	Alchemy, fusing e
Sharp Cleaving Crystalline Katana	Weapon (Sword)	17		1	A Katana made from Wood Grain Crystal infused with Steel, and Edged with Cryskheel, It is enhanced with Sharp and cle A Durastone Katana, with glowrubber grip to protect the user from slight electric shock. Against fleshy targets, the electr Adjctified with Sharp, Deadly, Cleaving, Dancing and Elegant adjectives, Causing a Jagged pattern to emerge on the b Engraved runes of Massify are on the blade, intertwined with the cleaving Adjective.	A.R.M.O.K.	
Durastone Katana	Weapon (Sword)	20		1		Equipped (Jeanne Rudamera)	
Adorable PJs		30		1	cute PJs with matching slippers and also wearable under the dress or armor from fuzzwhale wool. Red spinel buttons. Ir	Equipped (Jeanne Rudamera)	
Earthbike		150		1	Raritanium mountainbike. with menacing spikes. Create Veichle (10). Fused with medium earth essence, turning it into a	Equipped (Jeanne Rudamera)	
"Blanks"		15		1	this necromantic folding launcher expands telescopically into a large pistol with stock, it can fire anything, but bone and f	Equipped (Jeanne Rudamera)	
Knucklecracker .22 ammo		30		600	Fill targets hit by them with gas that fills their joints, which cause heavy pain when popped. 60 rounds/mag. Magazines e	Equipped (Jeanne Rudamera)	
Raritanium self-propelled bullet		2		18	Inaccurate, but can be fired without a gun	Equipped (Jeanne Rudamera)	

Name	Form	Guestimate Weight in pounds	Size (In pixels)	Amount (Distinct Items)	Description	Location	Obtained From
Fancy cigarette holder		1		1	Secretly a gun for launching self propelled raritanium bullets. Has rifling, making them significantly more accurate.	Equipped (Jeanne Rudamera)	
10 S-Steel Daggers	Weapon (Knife)	100		10	Daggers Made from Spiral steel, The edge, while fine, has a High friction due to It's Structure. It is lightly rusted	14 Equipped (Various minions)	
30 S-Steel and Steel Chainmail Jackets	Body Clothing	400		30	Chainmail Jackets Made from Spiral steel mixed with normal steel. The micro gaps in the Chains made by Spiral steel's They are lightly rusted	14 Equipped (Various minions)	
Wailscope	Object	1		1	A paper Telescope with a pink earbud attached by a red wire, Coated in Clear Steel. It tells you what you are looking at. It is lightly rusted.	In Cart	
Spell Alchemy Table	Table, Machine	500		1	Holds a number of tiny samples used for magical Testing, along with a series of bells and whistles. "Alchemical Equipment -1 bottle", with Engraved Runes of Sustain Spell in order to be able to hold spells and complexly A whole bunch of silver bottles, and jugs, and probably some other Alchemical Equipments, engraved with runes of Sustain Tiny samples of a huge amount of materials, and various holders and such to place them to bounce mana of them or ch Valve compatible to the tubes, and valves presumably already in the alchemy kit, of Fusion Sigil (two inputs, one output) A distillation apparatus engraved with runes of both Crackpot Sigil I and Crackpot Sigil III that can be switched between, Some animated bone parts to automate stuff like stirring things for long times. Mana Buffer An undead "tongue", fused with identification scroll, and probably mutated to distort it into a long thin tentacle that can ea A prism of Refracting steel-glass stuff, engraved with runes of Identify, for purposes of Mana Spectroscopy. Mounted in g	In Cart	
Wooden communication devices	Headsets	1		6	A piece of wood, Transformed into a communication device. These are all on the Same Channel (CH 1)	1 Equipped (Wizard Butler) 1 With Nomads	
Scouting Goggles	Goggles	4		1	A pair of Goggles made from silver, inset with purple gemstones, it is capable of Scanning the world around the wearer.	Equipped (Wizard Butler)	
Demon's Grip	Cylinder, Pole	2		1	A Demonic weapon capable of generating a 7 Foot long Thorned Energy Whip, which can be controlled by the Wielder.	Equipped (Wizard Butler)	
Brawler's Blaster	Weapon (Gun)	70		1		In Cart	
Glass cannons	Weapon (Gun)	96		107		Equipped (Criminal Skeletons)	
Mechanical Guns	Weapon (Gun)	180		2	A mechanical Coilgun, designed to shoot small metal pellets using an internal battery.	In Cart	
Beautiful sapphire Necklace	Necklace	2		1	A Beautiful Gold Necklace, covered in sapphires.	In Cart	
Elaborate Bone Frame	Frame (Glasses)	1		1	A frame to a pair of glasses made from bone.	In Cart	
Hilarious bone gas mask	Head Armor	12		1	A bone gas mask, attached is a large human nose, it honestly looks like some kind of groucho marx mask.	In Cart	
Fruity staff	Stick	14		1	A staff dipped in Fruit mana and charred to create smoke.	In Cart	
Lightning Arm	Preserved Limb	2	1x5	1	A Bright yellow left arm, It thrashes about, carving gouges into the stone floor with it's lightning bolt shaped claws as it bl	In Cart	
Giant Bloodstained Feather	Feather	0.01	7x3	1	A giant feather taken from a Carrion Roc, it is absurdly light for it's size, and fairly durable to boot. it's tip and edges feel	In Cart	
Large Human Coins	coins			3	Large human coins, worth 1000 gold	In Cart	
Small Human Coins	coins			1388	Small human coins, worth 100 gold	In Cart	
Tiny Human Coins	coins			250	Very small human coins, worth 1 gold.	In Cart	

Name	Cost	Amount (Pounds)	Status	Special	Description	Value Production	Current Value
						1,220.00	1,000.00
Focus Engines	250 Value Per Day				Produces Focus, which can be used to reduce the cost of spells by dividing their cost by the amount spent.		
Gold mana created Redplatinum Crystals.		1	1		This magic Crystal needs to be harvested every 100 Ticks, cleaning the excess Redplatinum so it does not cover the Angmallen wires.	10	
Large Stomach		3			A giant Vat made of Silver, Designed to grow tissues and organs using raw material and magic.	9	
Bricks			200		The Minions carve 200 Pound bricks from your boulders.		
Boulders		1	300		A Makeshift Mine Created under the Foundations of Eadlestien	100	
Platinum		10	1		A Makeshift Mine Created under the Foundations of Eadlestien		
Iron		2	1		A Makeshift Mine Created under the Foundations of Eadlestien		
Assorted Scrap/Tech		5			Minions Begin Removing rubble and Transporting anything of value back to the cave.	100	
Dead Death Mana		100			Dead mana Stored in a tiny Cryskeel marble	1	
Centepede-Spectral Dark dragon hybrid		100,000			A Massive Calcrete Bowl designed to do mass cloning	1000	
Void Steel		10	1		This metal fills concave areas in it with weak void ene		
Wind Quintessence		10			A small wind essence orb		
Empty Thoughts		10	1		An empty cup made from an unknown material.		
Essence of Desperation		10	1		A tiny clear bottle filled with a light grey liquid, the bott		
Bone Dust		1	1		A pile of ground up bones, as fine as hourglass sand.		
Harkim Brass		100	100		Another batch of his signature Harkim bronze, but this He dubs it Harkim Brass, and in that batch has made		
Tan Chrysoberyl Gem		10	1		A Tan gemstone, Shaped like a hexagonal starburst.		
Nightmare Fuel		100	1		Three liquids, Green, Blue and rainbow colored, it res		
Shock-away		25	1		This medicine cures shock and stabilizes a patient.		
Magical Confusion		25	1		A Magical liquid that disorients the soul when injected		
Essence of Lust		100	1		a small plastic tab filled with a pink liquid.		
Essence of Caricature		100	1		A small bottle containing what Wailascopography ider		
Aluminum		1	1		Several Bars of Simple Aluminum, obtained from cans		
Sunstone		50	1		Sunstones, made from boiling congeled sunlight in a c		
Fire Quintessence		10			A pure bubble of elemental fire.		
Chaos Quintessence		10			A pure bubble of elemental chaos		
Volatile Crystal		1	1		A Giant Spike of Electrical explosive Crystal, Cut from		
Condensed Sin		100	1		A small paper Vessel of Condensed Sin, a powerful tc		
Appetent Hunger		100	1		A small paper vessel of Appetent Hunger, a powerful		
Alchemically Treated Wood		100	1		Quicksilver mixed with Wood mechanically gives you		
Bloody Johnny's		1000	100		A Frothing 12 Liter Glass Cauldron of purple liquid, w		
Soggy Johnny's		25	1		A bottle of Sizzling cyan liquid, it's container is hot to t		
Hematite		1	1		Iron ore		
Malachite		1	1		Copper ore		
Cinnebar		1	1		Mercury ore		
Aluminum cans		1	1		Empty aluminum cans, Peppered wiht shrapnel hole		
Spinal Geodes		1	1		A Red rock filled With red Gems. They glow with inne		
Tan Chrysoberyl Gem		10	1		A Tan gemstone, Shaped like a hexagonal starburst.		

Name	Cost	Amount (Pounds)	Status	Special	Description	Value Production	Current Value
						1,220.00	1,000.00
Serpentine tiger's eye gemstone		10	1		A striped greenish gemstone, it is smooth and cold to the touch.		
Unakite		20	100		A red and green stone, It is brightly colored.		
Necromantic Chunk		2	1		A tiny piece of solidified Death mana		
Rose Gold		2	1		A bar of Rose gold		
Crystalline essence		10			A Bubble filled with the essence of Crystal.		
Metal Leather		5	1		a tiny piece of Leather, infused with the essence of metal.		
Blank matter		1	10		A bubble filled with nondescript matter.		
Small green Scale		10	1		a tiny scale made of a nearly indestructible material. It is green.		
Lime glass-metal		1	2		Seems to reflect a light that loops around back into the light.		
Calcrete		1	10		A bag of what calls itself "Calcrete". Apparently when it rains it turns to stone.		
Glass		1	10		Several bars of high quality glass		
Demonite Chunk		10	1		A large chunk of demonite		
Oasis Water		15	1-100		Water Taken from Outskirt Lookout's scenic Demon Cave		
Rari-Platinum Alloy		15	5		A bar of Raritanium and Platinum. alloy, it is opaque white.		
Dark Dragon Hide		200	2		A Small patch of alchemical leather simulant made to look like dragon hide.		
Raritanium		15	1		A Crystal of a Strange material, It's Strength increases when it rains.		
Human leather		1	1		A Bar of human leather, Thick and heavy.		
Large Topaz Gem		5	1		A large mechanically cut topaz.		
Topaz Geode		3	1		A Rock filled with Topaz crystals		
Cryskeel		15	1		A Piece of Crystalline Skeel, It is flexible, but still prone to breaking.		
Wood Grain Crystal		15	1		It is a Dense crystal made from Steel which seems to have a wood grain.		
Psychocite		3	1		Psychic Metalloid with several strange properties		
Mercury		3	1		A measure of liquid mercury.		
Abstract Orb	A cup full of sunshine				It is filled with vague notions and sweet nothings.		
Calcium		2	1		A Pile of Calcium dust		
Silicon		2	1		A pile of Silicon Chunks.		
Clear Steel		5	1		A piece of steel, Crystallized so that it is transparent. it is very strong.		
Redsilver		4	1		A wire made of Red Silver, When compressed into a ball it is very strong.		
Baconite		3	1		A chunk of White and Red metal, Made from Pig iron and steel.		
Spiral Steel		5	1		A lightly rusted bar of Spiral steel, circular and spiral pattern.		
Dense Muscle		2	1		A compressed muscle, 1/2 it's original size		
Red Veined metal		5	1				
Tin		2	1				
Skeel		4	1				
Silver		6	1				
Steel		3	1				
Copper		1	1				
Gold		8	1				
Rich soil		100	1-100				
Muscle Tissue		1	1				
Fat Tissue		1	1				
Bones		1	10				
Red dusty Stone					A Red stone, whihc can be turned into dust.		
Phoenix Juice		100	100		Juice from the phoenix melon, it has cooled now, and is ready to eat.		
Fertilizer		1	1		Poop and filth		
Super Fertilizer		10	1		Alchemically enhanced fertilizer		
Phoenix jelly		115	115		Jelly made fomr Phoenix melon juice, it is Sweet and sticky.		
Pig Iron		2	1		A dark colored metal made form iron and carbon.		
Miracle Serum		1000	1		a Serum created by secrative scientists hired by The Church of the Holy Light.		
Vaccum Wave		1	1	Consume 3 Mana	A spell which pulls pressure waves towards the user causing a vacuum.		
Mutate,		1	1	Consume 1 Mana	A Spell Bubble containing Mutate		
Raw Life,		1	1	Consume 1 Mana	A Spell Bubble containing Raw Life		

Name	Cost	Amount (Pounds)	Status	Special	Description	Value Production	Current Value
						1,220.00	1,000.00
Sustain Living,		1	1	Consume 1 Mana	A Spell Bubble containing Sustain Living		
False Target,		1	1	Consume 1 Mana	A Spell Bubble containing False Target		
Eye Spy,		1	1	Consume 1 Mana	A Spell Bubble containing Eye Spy		
Mighty Flex,		1	1	Consume 1 Mana	A Spell Bubble containing Mighty Flex		
Warp Space,		1	1	Consume 1 Mana	A Spell Bubble containing Warp Space		
Teleport,		1	1	Consume 1 Mana	A Spell Bubble containing Teleport		
Great Shield,		1	1	Consume 1 Mana	A Spell Bubble containing Great Shield		
Cloning Ritual,		1	1	Consume 1 Mana	A Spell Bubble containing Cloning Ritual		
Fusion Sigil,		1	1	Consume 1 Mana	A Spell Bubble containing Fusion Sigil		
Craft Magitech Core,		1	1	Consume 1 Mana	A Spell Bubble containing Craft Magitech Core		
Rayman Limb,		1	1	Consume 1 Mana	A Spell Bubble containing Rayman Limb		
Craft Identification Scroll,		1	1	Consume 1 Mana	A Spell Bubble containing Craft Identification Scroll		
Gate Sigil,		1	1	Consume 1 Mana	A Spell Bubble containing Gate Sigil		
Silent Image,		1	1	Consume 1 Mana	A Spell Bubble containing Silent Image		
Blast.		1	1	Consume 1 Mana	A Spell Bubble containing Blast		
WAAAAAGH		1	1	Consume 3 Mana	A spell which causes strange effects to resonate from		
Embed		1	1	Consume 3 Mana	Uses several bladed objects as a reagent, when cast,		
Forge Telekite Block		1	1	Consume 3 Mana	Makes a block of pure force that can be manipulated		
Pyrokinesis		1	1	Consume 3 Mana	A spell which grants you the ability to generate a small		
Grip		1	1	Consume 3 Mana	a Spell that Puts a psychic grip on one object, allowing		
Shift		1	1	Consume 3 Mana	the user Exudes a wide area where he can only slightly		
Braskamerian Seal		1	1	Consume 3 Mana	A Ritual that can suck an area into a single object.		
Psychic Amplification Sigil		1	1	Consume 3 Mana	Places a symbol on an object which can increase a bit		
Craft Breath Jar		1	1	Consume 3 Mana	Transforms a jar into a magical object which can life e		
Death Eater		1	1	Consume 3 Mana	Sucks up death mana from a target, concentrating it in		
Equalize		1	1	Consume 3 Mana	Restores a target using energy from nearby undead, f		
Ancestral Power		1	1	Consume 3 Mana	Ancestral Power, a spell that draws strength from the		
Allure of the Grave		1	1	Consume 3 Mana	Allure of the Grave, absorbs a weakened or controlled		
Empowered Ghost muscle		1	1	Consume 3 Mana	A much stronger version of Ghost muscle that also re		
Deep breathing		1	1	Consume 3 Mana	A spell that draws additional mana out when necessa		
Raw Force		1	1	Consume 3 Mana	Expells a wave of Force from the user's mouth.		
Vile curse of the Wind tunnel		1	1	Consume 3 Mana	Curses a living creature to have a gaping wound that		
Ancestral Wrath		1	1	Consume 3 Mana	Gives bonuses to fighting a racial enemy for 1 day.		
Swish		1	1	Consume 3 Mana	Gives the user a bonus to identifying things by taste f		
Ghost Muscle		1	1	Consume 3 Mana	Using techniques too spooky for this world, the user c		
Deleterious Bomb		1	1	Consume 3 Mana	This spell can be cast repeatedly, with a cost of the us		
Heating coil		1	1	Consume 3 Mana	A spell which create a swirling rune on a surface that		
Scriblings		1	1	Consume 3 Mana	a Spell that Inscribes seemingly random information c		
Transmute Area		1	1	Consume 3 Mana	a useless spell that designates an area to be transmu		
Golem Sigil		1	1	Consume 3 Mana	a spell which engraves a fragile rune onto an object, c		
Curse of Motus		1	1	Consume 3 Mana	a spell which animates all humanoid objects in an are		

Name	Cost	Amount (Pounds)	Status	Special	Description	Value Production	Current Value
						1,220.00	1,000.00
Craft Container of Winds	1	1		Consume 3 Mana	turns a container into a magical object that when open		
Zone of Breath	1	1		Consume 3 Mana	a spell which improves breath effects and impedes all		
Eyesore curse	1	1		Consume 3 Mana	a spell that creates a sigil which harms and corrodes		
Kinesis	1	1		Consume 3 Mana	a useless spell that moves some unspecified thing		
Target Undead	1	1		Consume 3 Mana	a useless spell that designates an Undead for an uns		
Energy Rune	1	1		Consume 3 Mana	a spell which engraves a rune on an object, granting i		
Jaded Sigil	1	1		Consume 3 Mana	Creates a Sigil that Creates a Death aura around it, H		
Support Sigil	1	1		Consume 3 Mana	Creates a Sigil that Generates an Aura of life and Hea		
5-mana Blast	1	1		Consume 3 Mana	A spell bubble containing Blast, a spel whic makes an		
Buff Illusion	1	1		Consume 3 Mana	Increases the Survivability of Illusions, and their resis		
Biokinesis	1	1		Consume 3 Mana	Allows the user to manipulate organic matter with thei		
Warp Effect	1	1		Consume 3 Mana	Useless, Changes the value of an unspecified effect.		
Create Energy	1	1		Consume 3 Mana	Creates Raw Energy 100% chance to learn from Rev		
Raw Life	1	1		Consume 3 Mana	Sends out a pulse of raw life energy.		
Designate Object	1	1		Consume 3 Mana	Useless, Designates an object for an unspecified effe		
Animate	1	1		Consume 3 Mana	Useless, Animates an unspecified target.		
Craft Scroll	1	1		Consume 3 Mana	Useless, Transforms a piece of paper into an unspeci		
Divination	1	1		Consume 3 Mana	A vague sense of knowlage is given to the user. 100%		
Divination	1	1		Consume 3 Mana	A vague sense of knowlage is given to the user. 100%		
Raw Life	1	1		Consume 3 Mana	Sends out a pulse of raw life energy.		
Raw Death	1	1		Consume 3 Mana	Sends out a pulse of raw death energy. 100% chance		
Transmute	1	1		Consume 3 Mana	Useless, Transmutes one thing into anouther		
Ritual of Sapience	1	1		Consume 3 Mana	Grants Sapience to an object. 100% chance to learn f		
Sustained Transfer Adjective	1	1		Consume 3 Mana	Transfers the adjectives of two objects. 100% chance		
Sustained Create Adjective	1	1		Consume 3 Mana	Useless, creates an adjective.		
Sustained Bind Object	1	1		Consume 3 Mana	Useless, binds an object under unspecified rules or ef		
Sustained Inhale	1	1		Consume 3 Mana	Gives the user "Air Charges" Which can be expended		
Sustained Flame Generation	1	1		Consume 3 Mana	Creates a ball of stable fire. 100% chance to learn fro		
Sustained Craft Scroll	1	1		Consume 3 Mana	Useless, Transforms a piece of paper into an unspeci		
Sustained Know	1	1		Consume 3 Mana	Inserts information into the caster. 100% chance to le		
Sustained Warp Effect	1	1		Consume 3 Mana	Useless, Changes the value of an unspecified effect.		
Sustained Designate Area	1	1		Consume 3 Mana	Useless, Designates an area for a spell, but there is n		
Sustained Fusion	1	1		Consume 3 Mana	Temporarily combines any two objects of beings. this		
Sustained Blank Sigil	1	1		Consume 3 Mana	Useless, Creates an unaligned sigil which does nothir		
Sustained Limiter Removal	1	1		Consume 3 Mana	A bubble containing Limiter Removal, a spell which S		

Name	Cost	Amount (Pounds)	Status	Special	Description	Value Production	Current Value
						1,220.00	1,000.00
Sustained 3 by 3 Crafting Sigil		1	1	Consume 3 Mana	A spell Containing Crafting sigil, which lays a 3 by 3 g		
Sustained Water Entropy Sigil		1	1	Consume 3 Mana	A bubble containing Water Entropy Sigil. this drains the 29% chance to learn		
Sustained Craft Vehicle		1	1	Consume 3 Mana	A bubble containg Craft Vehicle, This spell allows a ge 42% chance to learn		
Sustained Backlash Decoy		1	1	Consume 3 Mana	A bubble containing a Spell which creates a Decoy the 100% chance to learn		
Sustained Near Death		1	1	Consume 3 Mana	A spell bubble containing Near Death, a spell whihc a		
Sustained Rejuvenate		1	1	Consume 3 Mana	A spell bubble contaning rejuvenate, a spell whihc hea		
Sustained Spell, Spell Capture Bubble		1	1	Consume 3 Mana	A bubble which when touched by stong enough magic		
Sustained Spell, Bone Inhale		1	1	Consume 3 Mana	A sustained spell containing bone inhale which allows 20% chance to learn.		
Sustained False proclamation scroll.		1	1	Consume 3 Mana	A Spell bubble containing "false Proclamation" which		
Sustained Flame charges		1	1	Consume 3 Mana	Small magic orbs filled wiht a burning flame, they are		
Dead scorpions		10	1 to 20		A dead scorpion. It's tail has been removed.		
Dead Rabbits		10	3 to 10		A dead Rabbit.		
Rotting Human Corpses, Mutilated					Missing 3 Stomachs, 1 Sheet of skin, 2 eyes, 1 Liver,		
Human Skeletons, Mutilated					-1 leg, -1 pelvis. -3 Fingers. -1 Skull -2 Arms		
Assorted Organs		1	1		Various organs taken from corpses.		
Neonic Orb		1	1	Consume 3 Mana	This orb leaves behind a rainbow trail as it moves, wh		
Humstone		20	1	Consume 3 Mana	This Perfectly shaped crystal is structurally sound, hig		
Eye-marked disk		1	1	Consume 1 Mana	A small metal disk with an eye on one side.		
Gadget Mail		20	1		Stiff Hexagonal plates with a Very Strechy material in		
Gadget Crystal		20	1		The piece appears to have taken a hexagonal texture		
Gadget Missile		20	1		A Missile Designed to split into 4 Parts in flight, it is M		
Tiny Metallic Brain		2	1		A small Brain made from Psychocite		
Cable Crusher		20	1		Long cable, Responsive to a moderate pulse of mana		
Nanites		3	1		A blob of Healing blue Nanites		
Metal pellets		1	1		A pile of impure metal pellets, used as ammunition in		
<del>Weapons-Grade Necrotic-Brick</del>		20	10		A sand-tan brick, Capable of being put to a number of		
Healthstone		25	1		Keeping it under one's tongue promotes general heal		
Battle Orb		25	1	Consume 6 Mana	Explodes when it hits something, the harder it hits, the		
Soul Orb				Consume 3 Mana	An object which can Absorb up to 10 mana either by t		
Oblivion Orb				Consume 6 Mana	An orb filled with purple smoke, it has a permeable M		
Tidal Chain		10	2		A Chain made of Diamond shaped interlocking links. I		
Platinum Forks		55	5		A piece of Cutlery made from platinum		
Platinum Spoons		55	5		A piece of Cutlery made from platinum		
Platinum Knives		55	5		A piece of Cutlery made from platinum		
Platinum Spork		55	5		A piece of Cutlery made from platinum		
Stick Suit		100	20	Consume 100 Mana	A suit of armor Made of pipes and leather, It has a nu		



Name	Cost	Amount (Pounds)	Status	Special	Description	Value Production	Current Value
						1,220.00	1,000.00
Skeletal Peg leg		2	2		A Peg leg made of bone for the express purpose of Al... The leg has a massive chamber for storing Mana.		
Ethereal Shield With Spiral Steel Handle		5	5		A Spiral steel handle with a holographic magical shield		
Tiny Glass Phial		1	10		A Glass cylinder with a cone bottom and top, with an		
Refracting Glass Chunk		1	1	Consume 1 Mana	A Piece of Glass which refracts light through it.		
Clear mana tube		1	1	Consume 1 Mana	A Clear hollow tube, It seems to transfer mana without		
Shiny Dust		1	10		A red shiny dust obtained from mining Gemstone ore.		
Clear Steel Textured plate		10	1		It is a plate of Scalemail, Completely transparent, and		
Clear Steel Scalemail sheet		10	1		It is a plated sheet of Scalemail, Completely transparent		
Reflecting Silver Pipe		10	5	Consume 10 Mana	A silver pipe with a magical structure which absorbs a		
Magnifying glass		1	1		A Small piece of Glass with a glass handle, capable of		
Volatile Gemstone Clusters		10	10	Consume 1 Mana	A Cluster Grown from a Volatile Gemstone shard, It wa		
Brown Crystal Bar		1	1		A Brown Brittle bar of Leather mixed with Clear Steel. It is covered in Clear Ruby rust.		
Magically Converted Scent of Fish		1	1	Consume 1 Mana	A soul orb filled with a magical fishy scent.		



Name	Farm Value Cost	Status	Farm value Production	Special	Description
Plant farm			750		10 pounds of Fertilizer Per day
March Lich Plant	10		400		
Gourd Plant	100		20		
Gourdberry Bush	100		20		
Red Hot Grass Tuft	1		10		
Berry	1				
Berry Bush	1000		20		
Phoenix Melon	1000				
Phenix Melon Plant	5000		210		
Clay Pot	50		0	Choose a cross polination for an additional seed	
Clay Pot Tuft	100		20		
Nubile Golem	4500		10		
Blue Mold	10		30		
Small Blue Mushroom	100		0		
Large Blue Mushroom	1000		0		
Huge Blue Mushroom	10000		0		
Fuming Lilipad Dust	100		0		
Fuming Lilipad	2500		10		
Pinata	200		0	Requires an object to grow on	
Lust Fruit	?	(In progress)	0		
Lust Tree	?	(In progress)	0		
Metaltoe Fruit	?	(In progress)	0	Requires Tree to grow on	
Zigzerro Plant	?	(In progress)	0		
Bloody iron bone seeds	?	(In progress)	0		Bloody iron bone seeds, their flowers weep blood down onto the deceptively strong bones that make up their stem.
Potato Rockets	?	(In progress)	0		Rocket Plants, these Tubers grow underground, building up nitrous oxide until finally erupting to propagate miles away.
Whistle-bone grass seeds	?	(In progress)	0		Whistle-bone grass seeds, grows into fingerbones shaped like whistles, bright yellow in color.
Diamond marrow pepper seed	?	(In progress)	0		A Diamond marrow pepper seed. this plant practically sucks the earth dry to produce bone shaped diamonds topped with Pepper shaped diamonds, It is very barren in the seed department, making growth slow.
Ghost Pepper seed	?	(In progress)	0		A Ghost Pepper Plant. This plant radiates an unearthly heat, making it unbearable to be near, and it's innards are ethereal, making cooking a hefty chore besides. every part of the plant is chock full of capsin, making the simple act of harvesting it a pain.
Hot coal seed	?	(In progress)	0		A Hot coal seed. this pea pod like plant is filled with red hot stones, which are actually the seeds of this plant.
grit plant seed	?	(In progress)	0		A grit plant, this plant looks like a normal pepper plant, aside from the off yellow color. These grit peppers make the consumer stronger, but causes them to grow facial hair, and have a minor throat abrasion, making them talk less, and sound rougher.
Compost Plant seeds	?	(In progress)	0		Compost Plant seeds, These plants extrude rotting plant matter from their branches, making them excellent for farming, if one can handle the awful smell.
miner's delight nuts	?	(In progress)	0		Miner's delight nuts, a plant which can only grow in solid rock, and grows sheets of hard tack like substance around it's area. it draws mana from lines to the surface, by absorbing sunlight and solar mana to sustain itself, it's blooms indicate good mining beneath with all of the minerals it requires.
Fattened marrow pepper seeds	?	(In progress)	0		Fattened marrow pepper seeds, this breed of marrow peppers is much more mild, with a weaker flavor, it is also filled with varying degrees of blood, depending on how well cared for it is.
Tough Marrow Pepper seeds	?	(In progress)	0		These ones take longer to grow, and are smaller, but contain just as much for growing on the fly, instead of just peppers, it also grows leaves that are like jerky, but they must be smoked first, since these leaves are used to consume bacteria from the air.
Brainfood seed	?	(In progress)	0		These peppers are good for mental focus, and have some unknown means of storing knowledge in them to allow the consumer to temporarily learn something.
Heart shaped seed	?	(In progress)	0		A small heart shaped seed, which grows into a small green tuft that sprouts Heart shaped fruit, these fruit restore health, and taste sweet, with a hint of mint, the only issue is their size, a whopping 5 by 5 pixels, in order to restore around 4 health, an entire one must be eaten.
Weeping plant seed	?	(In progress)	0		This plant's stem is filled with ink, but has no leaves, flowers or roots, forcing it to parasitize other plants for all of these to reproduce.
Rocksalt Bullet Shrub Seed	?	(In progress)	0		A shrub that grows rocksalt bullets, when stripped of it's oily leaves, the plant is revealed to be shaped like an Angram 2000, whether or not it works you suppose depends on how well it would be cared for.
Menthol gelatin plant seed	?	(In progress)	0		This icy plant has leaves of drooping gelatin, bright cyan and cold to the touch, it has a stem of pure cartilage.
Clockwork seed	?	(In progress)	0	Requires Copper Dust and Electricity to Grow	This plant can only be grown in copper dust and grows using an internal mainspring that harnesses Electricity ran through the dust to construct itself.
fat baby pulp bulb					this small plant feeds exclusively on meat, and swells in size the longer it grows, it requires a lot of space, but right now it is just a fist sized bulb, like a closed purple flower bud.

Substance	Form	Quadrant Weight in pounds	Size (in lbs)	Amount (Quadrant Items)	Description	Container	Location	Amount in % (if applicable)	Obtained From	Effects
Mana Potion	Liquid (in container)	2	1	1	1 A bottle filled with Mana, it will restore 5 Mana points on use.	None	In-Cart	100%	Personal Inventory (Various)	
Void Dust	Bar	40	2	1	1 This metal like concrete arena as it with weak void energy.	None	In-Cart			
Wind Quiescence	Ore	0	1	1	1 A small wind essence orb	None	In-Cart			
Empty Thoughts	Cup	1	1	1	1 An empty cup made from an unknown material.	None	In-Cart			
Essence of Desperation	Bottle	1	1	1	1 A tiny clear bottle filled with a light grey liquid, the bottle resembles a bottle of water.	None	In-Cart			
Bone Dust	Dust	45	3	1	1 A pile of ground up bones, as the as they were used.	None	In-Cart			
Black Death	Liquid (in container)	2	3	1	1 A bottle filled with 60 applications of incredibly toxic poison % Bottle Another batch of his signature Harkin Bronze, but this batch is	None	In-Cart			
Harkin Brass	Bar	500	5	1	1 He duke it Harkin Brass, and in that batch has made 500 lbs None	None	In-Cart			
Tan Chrysoberyl Gem	Crystal	1	1	1	1 A Tan gemstone, Shaped like a hexagonal starburst.	None	In-Cart			
Nightmare Fuel	Liquid (in container)	1	1	1	1 Three liquids, Green, Blue and rainbow colored, it resembles Syringe	None	In-Cart			
Shock-away	Liquid (in container)	1	1	1	1 This medicine cures shock and stabilizes a patient.	Syringe	In-Cart			
Magical Confusion	Liquid (in container)	1	1	1	1 A Magical liquid that disorients the soul when injected, boosts Syringe	None	In-Cart			
Essence of Lust	Liquid (in container)	1	1	1	1 A small plastic tab filled with a pink liquid	Small plastic tab	In-Cart			
Essence of Catalyst	Bottle	1	1	1	1 A small bottle containing what Holography identifies as	None	In-Cart			
Aluminum Bars	Bars	1448	2	32	32 Several Bars of Simple Aluminum, obtained from cans.	None	In-Cart			
Sunstone	Chunks	6	3	3	3 Sunstones, made from hollow completed sunlight in a golden f	Gold Pot	In-Cart	100%		
Fire Quiescence	Ore	0	1	1	1 A pure bubble of elemental fire	None	In-Cart			
Chaos Quiescence	Ore	0	1	1	1 A pure bubble of elemental chaos	None	In-Cart			
Visible Crystal	Sphere	68	5	1	1 A Giant Sphere of Electrical explosive Crystal, Cut from latent	None	In-Cart	100		
Green Amber Cheese	Chunk	30	2	2	2 Chunks of amber used in making the needs of the Merchant to None	None	In-Cart			
Meat or Cheese	Chunk	420	10	15	1 A Massive um of Dried Meat and Cheese.	Um	In-Cart	100%		
Blue Gelly	Liquid (in container)	1	3	5	5 A magical substance, similar to gelatin, it is highly receptive to Glass bottle	None	In-Cart	100%		
Green Gelly	Liquid (in container)	1	3	5	5 An organic substance, similar to gelatin, it is highly receptive to Glass bottle	None	In-Cart	100%		
Yellow Gelly	Liquid (in container)	1	3	5	5 This magical liquid is electrically charged, and can easily shatter Glass bottle	None	In-Cart	100%		
Cyan Gelly	Liquid (in container)	1	3	5	5 Despite its freezing temperatures, it remains a soft magical g Glass bottle	None	In-Cart	100%		
Red Gelly	Liquid (in container)	1	3	5	5 This organic gelly product is scalding hot, and will continue to Glass bottle	None	In-Cart	100%		
Condensed Sin	Liquid (in container)	0.5	1	1	1 A small paper Vessel of Condensed Sin, a powerful toxin on l	Paper vessel	In-Cart	100%		
Apparent Hunger	Liquid (in container)	0.5	1	1	1 A small paper vessel of Apparent Hunger, a powerful poison t	Paper vessel	In-Cart	100%		
Alchemically Treated Wood	Branch	3	1	1	1 Quicksilver mixed with Wood mechanically gives you what yo	Crates Glass	In-Cart			
"First Gate Fuel Purifier"	Liquid (in container)	3	2	4	4 Side effects include sudden temporary unlocking of 100% of Bottle	None	In-Cart	100%		
Dynamite	Stick	209	1	1	1 300 A Stick of Dynamite set to a 20 Second fuse.	None	In-Cart			
Bloody Johnny's	Liquid (in container)	10	5	1	1 A Fructing 12 Liter Glass Caustion of purple liquid, which sm Glass Caustion	None	In-Cart			
Soggy Johnny's	Liquid (in container)	1	2	1	1 0 A bottle of Sizzling cyan liquid, it's container is hot to the touch Glass bottle	None	In-Cart			
Hematite	Ore boulder	2800		56	56 Iron ore	None	In-Cart			
Malachite	Ore boulder	1285		10	10 Copper ore	None	In-Cart			
Cinnabar	Ore boulder	128		42	42 Mercury ore	None	In-Cart			
Aluminum cans	Scrap	200		200	200 Empty aluminum cans, Popped with sharpener holes.	None	In-Cart			
Tainted Llama Blood	Liquid (in container)	1	1	1	1 A small sample of blood taken from a llama with Abyss lip, a small glass vial	None	In-Cart			
Spinal Geodes	Ore boulder	40	2	20	20 A Red rock filled with red Gems. They glow with inner power	None	In-Cart			
Tan Chrysoberyl Gem	Uncut Gemstone	3	3	30	30 A Tan gemstone, Shaped like a hexagonal starburst.	None	In-Cart			
Serpentine Eye's gemstone	Uncut Gemstone	10	5	125	125 A striped greenish gemstone, it is smooth and cold to the tou None	None	In-Cart			
Unkable	Liquid (in container)	1000		10	10 A red and green stone, it is brightly colored.	None	In-Cart			
Harkin Bronze	Bar	10	2	5	5 A bar of test metal created by Harkin. According to him, he is None	None	In-Cart			
Deaveren Alloy 9	Neonarmic Chunk	10000	2	1	10 An alloy of all neonarmic elements, created through secretive h None	None	In-Cart			
Rose Gold	Bar	10	2	1	1 A bar of Rose gold	None	In-Cart			
Crystalline essence	Bubble	1	1	1	1 A Bubble filled with the essence of Crystal	None	In-Cart			
Meat Leather	Sheet	1	1	1	1 A tiny piece of leather, infused with the essence of metal	None	In-Cart			
Blank matter	Bubble	3	1	1	3 A bubble filled with nondescript matter	None	In-Cart			
Drop of Nothingness	Scrap (in container)	0	1	1	1 A small piece of an interdimensional creature, it appears to b	Crystalline Vial	In-Cart			
Shred of Darkness	Liquid (in container)	0	1	1	1 A small piece of an interdimensional creature, it is a piece of t	Crystalline Vial	In-Cart			
Small green Scale	Scale	1	1	1	1 A tiny scale made of a nearly indestructible material. It is an a None	None	In-Cart			
Lime glass-metal	File (in container)	1	1	1	1 Seems to reflect a light that loops around back into the bar. w None	None	In-Cart			
Calcrite	Bar	208	4	1	1 A bag of what calls itself "Calcrite". Apparently when mixed w None	None	In-Cart			
Glass	Bar	100	1	0	0 Several bars of high quality glass	None	In-Cart			
Diamond Chunk	Chunk	-10	1	0	0 A large chunk of diamond	None	In-Cart			
Glasi Water	in container	1	1	1	1 Water Taken from Outkast Lookout's scenic Demon Oasis, th Glass Phials	None	In-Cart			
Radi-Platinum Alloy	Small bar	1	1	0	0 A bar of Radiumium and Platinum alloy, it is opaque with a g None	None	In-Cart			
Dark Dragon Hide	Sheet	1	1	1	1 A Small patch of alchemical leather simulat made to imitate None	None	In-Cart			
Radiumium	Crystal	1224	3	1	2 A Crystal of a Strange material, it's strength increases when None	None	In-Cart	100%		
Human leather	Bar	0	2	1	0 A Bar of human leather, Thick and heavy	None	In-Cart			
Large Topaz Gem	Crystal	6	1	1	10 A large mechanically cut topaz.	None	In-Cart			
Topaz Gem	Ore boulder	50	1	2	2 A Chunk filled with Topaz crystals	None	In-Cart			
Crystallite	Gemstone	0	1	0	0 A Piece of Crystalline Steel, it is flexible, but still prone to shatter None	None	In-Cart			
Wood Grain Crystal	Chunk	1	1	1	1 It is a Dense crystal made from Steel which seems to imitate None	None	In-Cart			
Psychicite	Bar	100	1	0	0 Psychic Metaloid with several strange properties	None	In-Cart			
Large Stone Bricks	Liquid	7900	2	4	4 Large Bricks made from raw stone.	None	In-Cart			
Mercury	Liquid	50		1	1 A measure of liquid mercury.	None	In-Cart			
Alabaster Ore	File	640	10	1	1 It is filled with vague notations and sweet nothings.	None	In-Cart	40%		
Calcium	File	590	10	2	2 A File of Calcium dust	None	In-Cart			
Silicon	File	590	10	2	2 A File of Silicon Chunks.	None	In-Cart			
Clear Steel	Gemstone	0	1	0	0 A piece of steel, Crystallized so that it is transparent. It is mol None	None	In-Cart			
Redsilver	Welded Cable	0.5	1	1	1 A wire made of Red Silver. When compressed into a ball, it c None	None	In-Cart			
Bacornite	Bar	0	0	0	0 A chunk of White and Red metal, Made from Pig iron and s None	None	In-Cart			
Spiral Steel	Bar	1595	2	1	10 A lightly notched bar of Spiral steel, circular spiral pattern.	None	In-Cart			
Dense Muscle	Whole Muscle	1	1	0	0 A compressed muscle, 1/2 it's original size	None	In-Cart			
Pure Platinum	Bar	6927	2	56	56	None	In-Cart			
Large Rocks	Boulder	12K		81	81	None	In-Cart			
Red Varnish metal	bars	100	1	1	1 None	None	In-Cart			
Tin	bars	400	1	8	8 None	None	In-Cart			
Steel	bars	550	5	5	5 None	None	In-Cart			
Steel	bars	50	0	0	0 None	None	In-Cart			
Copper	bars	110	0	0	0 None	None	In-Cart			

Item	Form	Quadrant Weight in pounds	Size (in pixels)	Amount (Quadrant Items)	Description	Container	Location	Amount in % (if applicable)	Obtained From	Reflects
Iron	bars	6180		80		None	In Cart		Various sources.	Telokinetic Mana
Coat	bars	524		28		None	In Cart	100%	Various sources.	Sunlight Mana
Rich soil	Pile	30				Cart Roof	In Cart	90%	Various sources.	Pink liquid which entrained blue ray mana
Rotting Muscle Tissue	Pile	97				None	In Cart	97%	Various sources.	A red liquid mana, found also in blood. While this is a sign of death mana, Living muscle does not taste
Rotting Fat Tissue	Pile	150				None	In Cart	0%	Various sources.	A light yellow mana, Buzzing with movement.
Burnt flesh and bone	clump	10		1		None	In Cart	97%	Various sources.	Reddish black similar to muscle mana
misc. Fish	Pile	0				None	In Cart		Various sources.	Reddish mana Similar to muscle mana
Bones	Whole bones	253		262		None	In Cart		Various sources, farming	Proper Death mana. Needs Unbound, Harms living things
Red dusty Stone	Ball	11		1	A Red stone, which can be turned into dust.	None	In Cart	42%	Alchemy: Fusing Copper and poor platinum mana in the iron form separator.	Unbound. Mana soaked through substance before being turned into a red light
ink	in container	6		1	Black Squid ink	Joe (glass?)	In Cart	61%	Various sources.	Smokey liquid mana, absorbs mana
Phoenix Juice	in container	37		1	Juice from the phoenix melon, it has cooked now and is sweet. Clay jar	Clay jar	In Cart	60%	Alchemy: Growing a melon from the Castle Flowered after pollinating it with a Fire Stone	Green Mana, it was promptly absorbed into the juice, and the temperature of it increased slightly
Ocean Water	in container	53		1	Frisp and fish	Clay jar	In Cart	60%	Alchemy: Fusing Copper and poor platinum mana in the iron form separator.	Green Mana, it was promptly absorbed into the juice, and the temperature of it increased slightly
Fertilizer	in container	120		1	Top and fish	Glass. Court	In Cart	95%	Various sources.	Brown mana, Smells terrible.
Super Fertilizer	in container	30		1	Alchemically enhanced fertilizer	Tombstone pot	In Cart	70%	Alchemy: Fusing Fertilizer with a Muscle serum	Brown mana, Smells terrible.
Phoenix jelly	Liquid (in Container)	2		1	Jelly made from Phoenix melon juice, it is sweet and has pow(glass?)	Small Bottle	In Cart	100%	Covering Phoenix juice into	Green Mana, it was promptly absorbed into the juice, and the temperature of it increased slightly.
Pig Iron	Liquid (in Container)	156		0	A dark colored metal made from iron and carbon.	3 Gadget Steel Boxes	In Cart	98%	Various sources.	Dark red liquid mana Attracted to Stone. Sticky, very sticky
Muscle Serum	Liquid (in Container)	8		1	A Serum created by secretive scientists by The evil visit Jar (glass?)		In Cart	78%	Bowser's Experimentation.	Reflected Pitch black mana. Like dead mana, but under 'Your control. Utterly useless
Burlop	sheet	6		1	Slight damage	None	In Cart	50%	Various sources.	Tan liquid mana. Fibers seemed thicker when Mana was applied
Tarp	sheet	8		1	A burlop tarp	None	In Cart	50%	Various sources.	Tan liquid mana. Fibers seemed thicker when Mana was applied
<b>Magical Objects</b>										
Maneuver Wheel	bubble	0		1	A spell which pulls pressure waves towards the user using the		In Cart			
Mutate	bubble	0		5	A Spell Bubble containing Mutate		In Cart			
Raise Life	bubble	0		5	A Spell Bubble containing Raise Life		In Cart			
Sustain Living	bubble	0		5	A Spell Bubble containing Sustain Living		In Cart			
Fake Target	bubble	0		5	A Spell Bubble containing Fake Target		In Cart			
Eye Spy	bubble	0		4	A Spell Bubble containing Eye Spy		In Cart			
Mighty Flux	bubble	0		5	A Spell Bubble containing Mighty Flux		In Cart			
Warp Space	bubble	0		4	A Spell Bubble containing Warp Space		In Cart			
Telokinetic	bubble	0		4	A Spell Bubble containing Telokinetic		In Cart			
Great Shield	bubble	0		5	A Spell Bubble containing Great Shield		In Cart			
Cleaning Ritual	bubble	0		5	A Spell Bubble containing Cleaning Ritual		In Cart			
Fusion Sigt	bubble	0		5	A Spell Bubble containing Fusion Sigt		In Cart			
Craft Magitech Core	bubble	0		3	A Spell Bubble containing Craft Magitech Core		In Cart			
Rayman Limb	bubble	0		2	A Spell Bubble containing Rayman Limb		In Cart			
Craft Identification Sigt	bubble	0		2	A Spell Bubble containing Craft Identification Sigt		In Cart			
Gate Sigt	bubble	0		3	A Spell Bubble containing Gate Sigt		In Cart			
Slant Image	bubble	0		3	A Spell Bubble containing Slant Image		In Cart			
Blank	bubble	0		2	A Spell Bubble containing Blank		In Cart			
WAAAAAAGH	Sustain Spell bubble	0		1	A spell which causes strange effects to resonate from the use		In Cart			
Embed	Sustain Spell bubble	0		1	Uses several tilted objects as a magnet, when cast, it embed		In Cart			
Forge Telekto Block	Sustain Spell bubble	0		1	Makes a block of pure force that can be manipulated with force		In Cart			
Pyromania	Sustain Spell bubble	0		1	A spell which grants you the ability to generate a small amount		In Cart			Creates energy = Kinetics
Grip	Sustain Spell bubble	0		1	A Spell that puts a psychic grip on one object, allowing to to a		In Cart			Kinetic = Designate object
Skull	Sustain Spell bubble	0		1	The user Expires a wide area where he can only slightly emit t		In Cart			Kinetic = Designate area
Dimensional Seal	Sustain Spell bubble	0		1	A Ritual that can suck an area into a single object.		In Cart			Transmute + Designate area + Designate point
Psychic Amplification Sigt	Sustain Spell bubble	0		1	Places a symbol on an object which can increase a being's pr		In Cart			Kinetic = Blank sigil
Craft Breath Jar	Sustain Spell bubble	0		1	Transforms a jar into a magical object which can life energy		In Cart			Does something = Craft container of ends
Death Eater	Sustain Spell bubble	0		1	Sucks up death mana from a target, concentrating it in the us		In Cart			
Equalize	Sustain Spell bubble	0		1	Restores a target using energy from nearby undead, this deal		In Cart			
Ancestral Power	Sustain Spell bubble	0		1	Ancestral Power, a spell that draws strength from the user's b		In Cart			
Allure of the Grave	Sustain Spell bubble	0		1	Allure of the Grave, absorbs a weakened or controlled undead		In Cart			
Empowered Great muscle	Sustain Spell bubble	0		1	A much stronger version of Ghoul muscle that also requires a		In Cart			
Deep breathing	Sustain Spell bubble	0		0	A spell that draws additional mana out when necessary, it car		In Cart			
Raw Force	Sustain Spell bubble	0		1	Expels a wave of Force from the user's mouth.		In Cart			
Vile curse of the Wind	Sustain Spell bubble	0		1	Curses a living creature to have a gaping wound that draws e		In Cart			
Ancestral Wrath	Sustain Spell bubble	0		1	Clives bonuses to fighting a racial enemy for 1 day.		In Cart			
Search	Sustain Spell bubble	0		1	Clives the user a bonus to identifying things by taste for one d		In Cart			
Ghost Muscle	Sustain Spell bubble	0		1	Using techniques too spooky for this world, the user draws all		In Cart			
Defensiveness Bomb	Sustain Spell bubble	0		1	This spell can be cast repeatedly with a cost of the user's chi		In Cart			
Heating coil	Sustain Spell bubble	0		1	A spell which create a swirling rune on a surface that generates		In Cart			
Scorplings	Sustain Spell bubble	0		0	A spell that incites seemingly random information on a silt		In Cart			
Transmute Area	Sustain Spell bubble	0		1	A useless spell that designates an area to be transmuted into		In Cart			
Golem Sigt	Sustain Spell bubble	0		1	A spell which engraves a fragile rune onto an object, granting		In Cart			
Curse of Motus	Sustain Spell bubble	0		1	A spell which animates all humanoid objects in an area, they i		In Cart			
Craft Container of Wrath	Sustain Spell bubble	0		1	Items a container into a magical object that when opened onto		In Cart			
Zone of Breath	Sustain Spell bubble	0		1	A spell which improves breath effects and impedes all weakn		In Cart			
Eyestone curse	Sustain Spell bubble	0		1	A spell that creates a sigil which harms and corrodes anything		In Cart			
Kinesis	Sustain Spell bubble	0		0	A useless spell that moves some unspecified thing		In Cart			
Target Unbound	Sustain Spell bubble	0		1	A useless spell that designates an Unbound for an unspecified		In Cart			
Energy Rune	Sustain Spell bubble	0		1	A spell which engraves a rune on an object, granting it energy		In Cart			
Jaded Sigt	Sustain Spell bubble	0		1	Creates a Sigt that Creates a Death aura around it, harming		In Cart			
Support Sigt	Sustain Spell bubble	0		1	Creates a Sigt that Generates an Aura of life and Healing and		In Cart			
S-mana Blast	Sustain Spell bubble	0		1	A spell bubble containing Blast, a spell which makes an explosive		In Cart			
Buff Illusion	Sustain Spell bubble	0		1	Increases the Survivability of Illusions, and their resistance t		In Cart			
Bodkiness	Sustain Spell bubble	0		1	Allows the user to manipulate organic matter with their mind.		In Cart			
Warp Effect	Sustain Spell bubble	0		1	Useless, Changes the value of an unspecified effect.		In Cart			
Create Energy	Sustain Spell bubble	0		1	Creates Raw Energy 100% chance to learn from Reverse enj		In Cart			
Raw Life	Sustain Spell bubble	0		1	Sends out a pulse of raw life energy.		In Cart			
Designate Object	Sustain Spell bubble	0		3	Useless, Designates an object for an unspecified effect.		In Cart			
Animate	Sustain Spell bubble	0		0	Useless, Animates an unspecified target.		In Cart			
Craft Scroll	Sustain Spell bubble	0		1	Useless, Transforms a piece of paper into an unspecified Sor		In Cart			
Divination	Sustain Spell bubble	0		1	A vague sense of knowledge is given to the user: 100% chance		In Cart			
Divination	Sustain Spell bubble	0		1	A vague sense of knowledge is given to the user: 100% chance		In Cart			
Raw Life	Sustain Spell bubble	0		1	Sends out a pulse of raw life energy.		In Cart			
Raw Death	Sustain Spell bubble	0		1	Sends out a pulse of raw death energy: 100% chance to lear		In Cart			
Transmute	Sustain Spell bubble	0		1	Useless, Transmutes one thing into another.		In Cart			
Ritual of Sacrifice	Sustain Spell bubble	0		0	Grants Sacrifice to an object, 100% chance to learn from Re		In Cart			
Sustained Transfer	Sustain Spell bubble	0		1	Transfers the adjectives of two objects, 100% chance to learn		In Cart			
Sustained Create	Sustain Spell bubble	0		1	Useless, creates an adjective.		In Cart			
Sustained Create	Sustain Spell bubble	0		1	Useless, creates an adjective.		In Cart			
Sustained Bind Object	Sustain Spell bubble	0		1	Useless, binds an object under unspecified runes or effects.		In Cart			
Sustained Inhale	Sustain Spell bubble	0		1	Clives the user "Air Charges" which can be expended to shot		In Cart			
Sustained Flame Generation	Sustain Spell bubble	0		1	Creates a ball of stable fire, 100% chance to learn from Reaw		In Cart			
Sustained Craft Stone	Sustain Spell bubble	0		1	Useless, Transforms a piece of paper into an unspecified Sor		In Cart			
Sustained Know	Sustain Spell bubble	0		1	Inserts information into the caster, 100% chance to learn from		In Cart			
Sustained Warp Effect	Sustain Spell bubble	0		1	Useless, Changes the value of an unspecified effect.		In Cart			
Sustained Designate Area	Sustain Spell bubble	0		1	Useless, Designates an area for a spell, but there is no spell i		In Cart			
Sustained Fusion	Sustain Spell bubble	0		2	Temporarily combines any two objects of beings, this effect i		In Cart			
Sustained Blank Sigt	Sustain Spell bubble	0		1	Useless, Creates an unaligned sigil which does nothing.		In Cart			
Sustained Limber Removal	Sustain Spell bubble	0		1	A bubble containing Limber Removal, a spell which Spends 1		In Cart			
Sustained 3 by 3 Crafting Sigt	Sustain Spell bubble	0		1	A spell Containing Crafting sigil, which lays a 3 by 3 grid on a None		In Cart			
Sustained Water Entry Sigt	Sustain Spell bubble	0		1	A bubble containing Water Entry Sigt, this draws the energy		In Cart			
Sustained Craft Vehicle	Sustain Spell bubble	0		1	A bubble containing Craft Vehicle, This spell allows a golem or		In Cart			
Sustained Craft Vehicle	Sustain Spell bubble	0		0	42% chance to learn		In Cart			
Sustained Backlash Decoy	Sustain Spell bubble	0		1	A bubble containing a Spell which creates a Decoy that Refle		In Cart			
Sustained Near Death	Sustain Spell bubble	0		1	100% chance to learn		In Cart			
Sustained Near Death	Sustain Spell bubble	0		1	A spell bubble containing Near Death, a spell which attacks a None		In Cart			
Sustained Rjvivate	Sustain Spell bubble	0		1	A spell bubble containing rjvivate, a spell which heals undead		In Cart			
Sustained Spell Capture Bubble	Sustain Spell bubble	0		1	A bubble which when touched by strong enough magic, traps a None		In Cart			

Item Name	Form	Quadrant Weight in pounds	Size (in pixels)	Amount (Quadrant)	Description	Container	Location	Amount in % (if applicable)	Obtained From	Reflects
Sustained Spell, Bone Inthale	Sustained Spell	0		1	A sustained spell containing bone inthale which allows a full 100% chance to learn.	None	In Cart	100%	Alchemy, Fuse A sustained spell containing Flame inthale with a white skeleton.	N.A.
Sustained Flame proclamation scroll	Sustained Spell	0		1	A Spell bubble containing "Tale Proclamation" which turns a None	None	In Cart	100%	Alchemy, Fuse A sustained spell containing Flame target with two containing "Call Identification" which sets Self Protection.	N.A.
Sustained Flame Charge	Sustained Spell	0		0	Small magic cube filled with a burning flame, they are aware of None	None	In Cart		Magic, Casting a sustained flame charge using the appropriate spell.	N.A.
Blackash Heart	Organ	5	1	1	A Blackash Heart, which remembers profound sources of pain	None	In Cart			
Mimic Corpse	Corpse	1900	10x30	12	A black crystalline mimic corpse, topped with an eye on a staff	None	In Cart			
Valerik's Hair	Pile	5	5x4	1	A Pile of lightly singed fur.	None	In Cart	70%		
Merchant Beetle Shells	Shell	230	10x10	2	Two large shed shells from a merchant beetle, aside from one None	None	In Cart			
Dead scorpion	Corpse	1		1	A dead scorpion, it's tail has been removed.	None	In Cart			
Rotting Dead Rabbit	Corpse	3		1	A dead Rabbit.	None	In Cart			
Human legs	Preserved Limb	52		2	A pair of human legs, clearly severed from their source, last Organ chest	None	In Cart			
Human arms	Preserved Limb	16		2	A pair of human arms, clearly severed from their source, last Organ chest	None	In Cart			
Fish Skeleton	Caster	1		1	The bones of a Fish.	None	In Cart	100%	Various sources.	N.A.
Rotting Human Carcass, Mutilated	Caster	6100		56	Missing 3 Stomachs, 1 Sheet of skin, 2 eyes, 1 Liver, all are None	None	In Cart	700%	Various sources.	N.A.
Human Skeletons, Mutilated	Caster	430		7	-1 leg -1 pelvis -3 Fingers -1 Skull -2 Arms	None	In Cart	85%	Various sources.	N.A.
Warped Skeleton	Caster	89		0		None	In Cart	100%	Found in a tunnel containing several Merchant beetles	Proper Death mana, Heals Undead, harms living things
Faded Bodybags	Caster (in container)	180		1		Body Bags	In Cart	100%	Various sources.	N.A.
Rotting abandoned organs	Pile	20			Various organs taken from corpses.	None	In Cart	100%	Various sources.	N.A.
"Trash"	Pile	100				None	In Cart	100%		
<b>Components</b>										
Nerotic Orb	Orb	1	2x2	1	This orb leaves behind a rainbow trail as it moves, which itself	None	In Cart			
Ironstone	Crystal	1	1	1	This Reflects shaped crystal is structurally sound, highly-use	None	In Cart			
Eye-matched disk	Disk	1	1	1	A small metal disk with an eye on one side.	None	In Cart			
Ball of melted plastic chips	Orb	1	1	1	A small ball of what look like melted plastic chips.	None	In Cart			
Holographic television	Machine	07	6x5	23	A holographic television screen, made using projected light on a	None	In Cart			
<ul style="list-style-type: none"> <li>* Hologram attached to the chipping chamber door, but not</li> <li>* 1x Full sized Hopper, like the other one that happens but it</li> <li>* 1x Small liquid Hopper, Physically similar to the one inside, to</li> <li>* 2x Large brick-like cart, Makes 200 pound bars that are then</li> <li>* 2x Expendable Hopper Spilling Valve, just a larger version of as</li> <li>* 2x Large Fusion Tanks</li> <li>* 1x Large Shaping Chamber, hollow sphere with iron door top</li> <li>* 2x One Head Popper, 600 pound capacity, runs of Charge</li> <li>* 1x Storage Silo, 1000 pound capacity, runs of Order Crack</li> </ul>										
Alchemical Industrial Facility	Machine	2000	80x180			None	In Cart			
Ruby Core	Orb	3	1	1	A small ruby Power collector.	None	In Cart			Ruby normally reflects the mana, This one Absorbs most all mana directed at it however.
Orb of Darkness	Orb	10	2x2	1	An orb enchanted with a Cube sigil, it contains a creature you	None	In Cart			None, it produces mana, rather than reflecting it.
Magic Heart	Heart (in container)	1	7x5	1	A strange combination of Heart and soul, it possesses both will	None	In Cart			Unscripted it seems to Reflect a kinetic force that covers the entire object, being pushed AWAY from the mana in question unless normal Reflection. Enchanted mana sides of of it without being pushed
Geigey Mail		1	1	1	Self Hexagonal plates with a Very Sticky material in between	None	In Cart			Unscripted it seems to Reflect a kinetic force that covers the entire object, being pushed AWAY from the mana in question unless normal Reflection. Enchanted mana sides of of it without being pushed
Geigey Crystal		0	1	0	The piece appears to have taken a hexagonal feature, and ES	None	In Cart			Unscripted it seems to Reflect a kinetic force that covers the entire object, being pushed AWAY from the mana in question unless normal Reflection. Enchanted mana sides of of it without being pushed
Geigey Missile		4	1x2	0	A Missile Designed to split into 4 Parts in flight, it is Made with	None	In Cart			Unscripted it seems to Reflect a kinetic force that covers the entire object, being pushed AWAY from the mana in question unless normal Reflection. Enchanted mana sides of of it without being pushed
Truck cockpit					A seat with several bits of truck based machinery attached.	None	In Cart			
Broken Clean machine gun		45		1	A Broken machine gun locked from the Barrel inflated bullet	None	In Cart			
ink	Liquid (in container)	1		1	A small amount of ink.	Tin bottle	In Cart			Smoky liquid mana, absorbs mana.
MagicTECCO		1000		1	A Magiclike Dual Type Energy Converter Crystal Core.	None	In Cart			
The Metallic Brain	Brain	1		0	A small Brain made from Psychocite	None	In Cart			
Cable Coaster	Cable/Muscle?	1		1	Long cable, Responsive to a moderate pulse of mana, it cony	None	In Cart			Steel Mana
Warm, Heavy Cozy Socks, Protective Duffel		5		1	An enchanted Blanket taken from the Fabulous bed.	None	In Cart			Equipped (Magical/Enchanted Mana)
Soft, fluffy, Inspiring Slendering Pillows		1		3	Enchanted pillows taken from the Fabulous bed.	None	In Cart			Equipped (Magical/Enchanted Mana)
Large Distasteful Spiked Boulder	Boulder	200		1	A large Boulder, laden with adjectives.	None	In Cart			Adding an adjective to Steel and stone mana
Treasure Chest	Container	50		1	A treasure chest riddled with iron.	None	In Cart	N.A.		N.A.
Coin of Honor	Ball	13		1	The Coin of the Most Glorious Furry.	None	In Cart	100%		Resistant to mana, creates a clear liquid mana which repels Water and other liquids
Mantis Blade	Monsieur Party	500		1	A giant blade taken from a Slaying Mantis.	None	In Cart			
8 High quality Statues	Decorative Object	7000		8	8 Statues, depicting 3 Moons and 5 suns.	None	In Cart			Stone mana
Wooden panels	Planks	12		4	Several Wooden panels.	None	In Cart	100%		Great mana, it was primarily absorbed into the panel, Improving Durability slightly.
Tombstones	Decorative Object	1200		2	Tombstones made from some dark stone, they were taken to None	None	In Cart			Stone mana, it functions slightly differently, and has less of an effect on the Stone's structure
Purple gems	Rare Gems	4		6	Several purple gems obtained from a tunnel system infested to None	None	In Cart			Creates a Purple light, which apparently stimulates unwell in a living being
<b>Plants</b>										
Bloody iron bone seeds	Seed			3	Bloody iron bone seeds, their flowers weep blood down onto	None	In Cart			
Purple Rockets	Seed			2	Rocket Plants, these Tubers grow underground, building up in	None	In Cart			
Whistle-bone grass seeds	Seed			20	Whistle-bone grass seeds, grows into fingerbone shaped like	None	In Cart			
Diamond marrow pepper seed	Seed			1	A Diamond marrow pepper seed, this plant practically sucks i	None	In Cart			
Ghost Pepper seed	Seed			1	A Ghost Pepper Plant. This plant radiates an unearthly heat, i	None	In Cart			
Hot coal seed	Seed			1	A Hot coal seed, this pea pod like plant is filled with hot hot st	None	In Cart			
gift plant seed	Seed			1	A gift plant, this plant looks like a normal pepper plant, aside f	None	In Cart			
Compost Plant seeds	Seed			2	Compost Plant seeds. These plants extrude rotting plant mat	None	In Cart			
mine's delight nuts	Seed			5	Mine's delight nuts, a plant which can only grow in solid rock.	None	In Cart			
Fatened marrow pepper seeds	Seed			3	Fatened marrow pepper seeds, this breed of marrow pepper	None	In Cart			
Tough Marrow Pepper seeds	Seed			2	These ones take longer to grow, and are smaller, but contain	None	In Cart			
Brainrot seed	Seed			1	These peppers are good for mental focus, and have some us	None	In Cart			
heart shaped seed	Seed			1	A small heart shaped seed, which grows into a small green to	None	In Cart			
weeping plant seed	Seed			1	This plant's stem is filled with ink, but has no leaves, flower c	None	In Cart			
Rocksalt Bullet Shrub Seed	Seed			1	A shrub that grows rocksalt bullets, when stripped of it's oil i	None	In Cart			
mantho palatin plant seed	Seed			1	This toy plant has leaves of drooping gelatin, bright cyan and	None	In Cart			
clockwork seed	Seed			1	This plant can only be grown in copper-dust and grows using	None	In Cart			
Rainbow Acorn	Seed			1	A flat sided Acorn, it is Blue, Brown, White and Green.	None	In Cart			
Sack of Enchanted Bell herbs	Leaves	20	3x3	1	A sack of medicinal herbs, Able to be eaten raw, or made into Cloth Back	None	In Cart			
Dirty Dryad Seed	Seed	1	1	1		None	In Cart			
Forbidden fruit of Ghilroy	Fruit	664	16x16	1	A Fruit grown from one of the great Demon trees. This fat, jgg	None	In Cart			A deep red mana which is absorbed into the fruit.
Forbidden fruit of Grand	Fruit	242		1	A Fruit grown from one of the great Demon trees. This Small	None	In Cart	80%		A deep red mana which is absorbed into the fruit.
Forbidden fruit of Lust	Fruit	69	6x5	1	A Fruit grown from one of the great Demon trees. This large,	None	In Cart			A deep red mana which is absorbed into the fruit.
Gourdberry	Fruit	8	2x2	8	A weedy Orb filled with delicious fruit-meat.	None	In Cart			
Fire Flower	Plant (Flower)	1	4x4	1	A red and white flower, it's pollen causes agonizing combu None	None	In Cart			Red liquid mana, Ewarilyly warm
Moss stuff	Clump	1	1	1	A blue glowing moss, it has hallucinogenic properties.	None	In Cart			Blue liquid mana. Causes Hallucinogenic effect
Small Blue Mushroom	Plant (Mushroom)	1	1	1	A small blue mushroom, it has Hallucinogenic properties.	None	In Cart			Blue liquid mana. Causes Hallucinogenic effect
Spill Marrow Peppers	Plant (Vegetable)	55	5x3	70	A Greasy and Spicy Pepper, filled with something akin to bone None	None	In Cart			Yellow liquid mana.
Impregnated Fruit	Plant (Fruit)	2	1	1	A piece of fruit injected with Miracle serum.	None	In Cart			Mana would not take, well, Green mana.
Fuming Lily pads	Plant (Flower)	3	1	7	A Lily pad, fumes puff from it, which have maddening psychotro None	None	In Cart			Green liquid mana.
Berries	Pile of plants (Fruit)	5	3x1	1	A pile of delicious red berries.	None	In Cart			
<b>Materials</b>										
Nanites	Blob	3	2x2	0	A blob of Healing blue Nanites	None	In Cart			
Metal pellets	Pile	15		10	A pile of impure metal pellets, used as ammunition in a colga None	None	In Cart			Smoky brown mana, Heavy
<b>Tools / Misc</b>										
Icecream machine	Machine	100	10x10	1	An icecream machine made by Valerik.	None	In Cart			
Planter Skull	Skull	30	4x4	1	This tan colored skull has pebbles embedded into it, it is upst	None	In Cart			
<b>Weapons/Gear/ Miscellaneous</b>										
Healthstone	Brick	10	2x4	0	A sandstone brick, Capable of being put to a number of military	None	In Cart			
Dewee	Churnk	1	1	1	Keeping it under one's tongue promises general health, but a	None	In Cart			
Lead laden brash	Staff	5x12		1	A mysterious brash coated in plum colored paint, it's powers i	None	In Cart			
Drillbitator	Staff	28	30x4	1	A small power-drill, it only penetrates depending on what acti	None	In Cart			
Battle Orb	Orb	5	3x3	1	A lengthy brash that removes soil whenever it touches.	None	In Cart			
	Orb			1	Explodes when it hits something, the harder it hits, the bigger	None	In Cart			

Item Name	Form	Quadrant Weight in pounds	Size (in pixels)	Amount (Distinct Items)	Description	Container	Location	Amount in % (if applicable)	Obtained From	Reflects
Oil Bolt	Oil	2	202	1	An object which can absorb up to 10 mana either by blocking an enemy's mana or by absorbing it.	None	in Cart			
Great Chain Sweeper	Vehicle	60K	200x19	1	An alloy machine designed to clear the area around the player.	None	in Cart			
Oblivion Orb	Orb	2	545	1	An orb filled with purple smoke. It has a permeable membrane.	None	in Cart			
Weapon (Boomerang)	Weapon	234	646	1	A giant boomerang owned by Johnny Comet, Leader of the B.	None	in Cart			
Stone Trough	Weapon (dart)	1	1	1	1	None	in Cart			Egg some dwelling in it bleed with blood
Small Dart	Weapon (dart)	1	1	1	1	None	in Cart			
Great mech	Machine	45K-1	50x48	1	A Giant Dwarven Mech, stolen from one of the Strongholds.	None	in Cart	100%		
Otherworld Computer	Computer	5	44	1	A Small clear screen displaying what looks to be a webpage.	None	in Cart			
Solar Ambience	Orb	1	1	1	A Small Stone of RedPlatinum With Angmalen wires webbed.	None	in Cart			Containing Angmalen and RedPlatinum.
Rollator	Orb	1	1	1	A Small Stone of RedPlatinum With Angmalen wires webbed.	None	in Cart			None.
Tidal Chain	Chain (black/white)	1	1	0	A Chain made of Diamond shaped interlocking links. It is made of metal.	None	in Cart			Fusing Blooded Silver With Iron bits
Platinum Forks	Eating utensil	1	1	5	A piece of Cutlery made from platinum.	None	in Cart			Tidal Mana. Causes in amount and shrinks in amount with the tides.
Platinum Spoons	Eating utensil	1	1	5	A piece of Cutlery made from platinum.	None	in Cart			Lightning Mana
Platinum Knives	Eating utensil	1	1	5	A piece of Cutlery made from platinum.	None	in Cart			Lightning Mana
Platinum Spork	Eating utensil	1	1	1	A piece of Cutlery made from platinum.	None	in Cart			Lightning Mana
Silver Mirror	Trinket	1	1	1	A very clean silver. Enough see your reflection.	None	in Cart			Various sources.
Lockpick+ Kit	Tool	20	1	1	A Set of Magic tools made from bone and other materials for lockpicking.	None	in Cart			
Chain turret	Machine	100	1	2	A machine gun located from the Bandit infested building. It is dNone	None	in Cart			
Dwarven mech	Machine	1000	1	0	A class II Dwarven mech, equipped with a single flame thrower.	None	in Cart			
Skeletons Brand Alchemist	Machine	20	1	1	A device that can convert some kind of raw material into objects.	None	in Cart			
Great Boulder helmet	Armor (Helmet)	300	1	1	A helmet made of stone.	None	in Cart			
Cryobal armor shards	Armor	24	1	1	A set of armor made of ice and leather.	None	in Cart			
Stick Suit	Full body armor	58	1	0	A suit of armor made of pipes and leather. It has a number of holes.	None	in Cart			
Mental image projector	Machine	1	1	1	A device using psychokinetic and glass to project images from the mind.	None	in Cart			
Bandit Truck	Vehicle	7000	1	0	A Large Bandit truck equipped with a radio, Diesel engine, anNone	None	in Cart			
Plastic Cutlery	Eating Utensil	1	1000	A box filled to the brim with plastic forks, spoons and knives.	Paper box	Personal Inventory (Shocking Stun)				Liquid mana which turns plastic into foam.
Gas Extractor	Machine	50	1	1	A Cracked II valve, with a lidded input bowl, and two three-way valves.	None	in Cart			
Stellar Nurturing Tissue Vat	Machine	200	1	1	A large silver vat with a Clear Steel lid that can be clamped in place.	None	in Cart			
Necromantic Mind-controlling Microscope	Medical Tool	300	1	1	The top of the lid is lightly rusted. Silver and glass microscope. Moving and focusing relies on vNone	None	in Cart			N.A.
	Machine	300	1	1	A device that can convert some kind of raw material into objects.	None	in Cart			N.A.
Skatlet Peg leg	Prosthesis	5	1	1	A Peg leg made of bone for the express purpose of allowing the user to walk.	None	in Cart			Proper Death mana, Heals Undead, harms living things.
Ethereal Shield With Spiral Steel Handle	Shield	9	1	1	A Spiral steel handle with a holographic magical shield. It is aNone	None	in Cart			
Separating Iron Apparatus	Machine	20	1	1	A machine designed to separate materials into their pure form.	None	in Cart			N.A.
Food-to-Magic Engines	Machine	79	1	1	These 7 Devices can hold up to 105 Pounds of Food, and will None	None	in Cart			N.A.
Shaping Table	Machine	1	1	1	The table contains a bowl surmounting the table like a sink, and the lid should have a window, convex as to reflect the pie. A Paste of carilage Soak the Steel to be wrought. A Cracked II in this area. Shaping Sigh, Changing Dig, and a gem core are installed. There's also a large metal bowl to the side with a valve into it. There's also a pair of hands just like the ones on the recomNone	None	in Cart			N.A.
Robe scraps	Large Chest	10	1	1	A scrap of Black cloth, the last piece of Valerik's original cloak.	None	in Cart			Black mana, which is absorbed into the scraps, it's enchantment is no more however.
Bodybag Belt	Belt	1	0	1	A belt made from an old bodybag, capable of holding 5 items.	None	in Cart			N.A.
Shotgun Headache	Head Armor	3	1	1	A Circlet made of Gunmetal. It is enchanted to improve headNone	None	in Cart			Blue Flaming mana, cool to the touch, increases Existing momentum.
Food-to-Magic Engines	Machine	9	1	1	A machine designed to separate materials into their pure form.	None	in Cart			N.A.
Natural Living Iron Apparatus	Machine	68	1	1	A machine designed to Fuse materials in liquid form. It is equNone	None	in Cart			N.A.
Zombified mech	Robot	1340	1	1	A mech that has been reprogrammed to serve the undead.	None	in Cart			N.A.
Scythe & Gauntlets	Weapon, Hand Armor	3	1	1	A set of silver gauntlets enchanted with Magic Reflecting MagNone	None	in Cart			Staleness scythes reflects Mana which causes weightlessness. Stealing away it's minor gravitational field.
Inspiring Fabulous bed	Bed	500	1	1	A fabulously good bed, featuring it's Own, and Pillows. It is made with a few drops of Ocean Water. It is made with a soft, comforting, and warm. The mattress is Soft, Comforting, and Warm. It is decorated with gold and platinum to make it seven more None	None	in Cart			N.A.
Tin Soup ladle	Cooking Tool	1	1	1	A simple tin soup ladle.	None	in Cart			Rain Mana
Dwarven extruder	Machine	300	0	0	A machine used to extrude materials.	None	in Cart			N.A.
Slump seat	Chair	23	1	1	A simple wooden chair.	None	in Cart			Green liquid mana
Reinforced juicer	Cooking Tool	1	1	1	A simple wooden juicer.	None	in Cart			Steel mana
Container	Container	1	1	1	A small bottle with Nothing in it.	None	in Cart			
Bottle of Nothing	Container	1000	10x10	10	A Huge Crackedpot with a 200 pound capacity.	None	in Cart			
Great Stone Crackedpot	Container	25	545	1	A Large Pot made of Gold typically used in creating autonomic None	None	in Cart			
Gold Pot	Container	13	1	1	A Large Pot made of Gold typically used in creating autonomic None	None	in Cart			
Glass Cauldron	Container	4	34	1	A large fared bottle made from Rattanium.	None	in Cart			
Rattanium Bottle	Container	200	1	1	A large refrigerator powered by electricity.	None	in Cart			
Fridge	Container	0	0	0	A simple wooden container.	None	in Cart			
Tin bottle	Container	5	0	0	A Glass cylinder with a cone bottom and top, with another None	None	in Cart			Glass Mana
Tiny Glass Phial	Container	12	6	6	Their surface is lightly rusted in patches.	None	in Cart			
Clear Steel Gas Caribbers	Container	60	1	1	A Chest Made of steel metal. With a plate at the top having a None	None	in Cart			Steel mana
Orign Chest	Container	1	1	1	A Glass cylinder with a cone bottom and top, with another None	None	in Cart			Glass Mana
Tiny Glass Phial	Container	200	1	1	A simple wooden container.	None	in Cart			Staleness mana
Makeshift Iron Pot	Container	50	1	1	A simple wooden container.	None	in Cart			N.A.
Rolling Treasure Chest	Container	400	8	8	A simple wooden container.	None	in Cart			N.A.
8 Treasure Chests	Container	100	5	5	A simple wooden container.	None	in Cart			N.A.
Crackedpot / Silver Bowls	Container	100	0	0	A simple wooden container.	None	in Cart			N.A.
Ream of Parchment	Parchment	10	243	1500	A ream of Bleached parchment.	None	in Cart			
Souful Pose Scroll	Parchment	1	1	1	A scroll containing a recipe for a Souful Pose.	None	in Cart			
Stellar Pose Scroll	Parchment	1	1	1	A scroll containing a recipe for a Stellar Pose.	None	in Cart			
Precurator metal schematic	Holographic sheet	1	1	1	This sheet can be used in one crafting operation before consumNone	None	in Cart			
Map of Earthken	Paper Sheet	1	1	1	A map of the world.	None	in Cart			Green liquid mana
King's permission	Paper Sheet	1	1	1	A document granting permission.	None	in Cart			Green liquid mana
Scroll about Death melon	Paper Sheet	1	1	1	A scroll containing information about Death melon.	None	in Cart			Green liquid mana
Scroll about Shimmering scales	Paper Sheet	1	1	1	A scroll containing information about Shimmering scales.	None	in Cart			Green liquid mana
Scroll about Marsh Lich Seed	Paper Sheet	1	1	1	A scroll containing information about Marsh Lich Seed.	None	in Cart			Green liquid mana
Scroll about Great	Paper Sheet	1	1	1	A scroll containing information about Great.	None	in Cart			Green liquid mana
Scroll about	Paper Sheet	1	1	1	A scroll containing information about.	None	in Cart			Green liquid mana
Scroll about	Paper Sheet	1	1	1	A scroll containing information about.	None	in Cart			Green liquid mana
Scroll about	Paper Sheet	1	1	1	A scroll containing information about.	None	in Cart			Green liquid mana
Scroll about	Paper Sheet	1	1	1	A scroll containing information about.	None	in Cart			Green liquid mana
Research notes, Helian Diplog	Paper Sheet	1	1	1	A scroll containing information about Helian Diplog.	None	in Cart			Green liquid mana
Necromantic Spells	Paper Sheet	1	1	1	A scroll containing information about Necromantic Spells.	None	in Cart			Green liquid mana
Scroll about Glass Cannons	Paper Sheet	1	1	1	A scroll containing information about Glass Cannons.	None	in Cart			Green liquid mana
Scroll about Skeleton Spill	Paper Sheet	1	1	1	A scroll containing information about Skeleton Spill.	None	in Cart			Green liquid mana
Scroll about Fenra's Core	Paper Sheet	1	1	1	A scroll containing information about Fenra's Core.	None	in Cart			Green liquid mana
Alchemical recipe for "Caldier"	Paper Sheet	1	1	1	A scroll containing information about Alchemical recipe for "Caldier".	None	in Cart			Green liquid mana
Alchemical recipe for "Acorn of Elements"	Huge Stone	100	1	1	A scroll containing information about Alchemical recipe for "Acorn of Elements".	None	in Cart			
Alchemical recipe for "XDP"	Huge Stone	100	1	1	A scroll containing information about Alchemical recipe for "XDP".	None	in Cart			
Shimmering scales	File	2	20	3	A file containing information about Shimmering scales.	None	in Cart	100%	Flashing	Highly resistant to Mana. Creates liquid mana which repels water.
Pure Platinum	File	400	3	3	A file containing information about Pure Platinum.	None	in Cart	300%	Various sources.	Delayed lightning
Reflective Glass Churn	Churn	1	1	1	A Piece of Glass which reflects light through it.	None	in Cart			Adding an adjective to
Clear mana box	Table	2	1	1	A Clear hollow box, it seems to transfer mana without filtering.	None	in Cart			
Roten fern skin	Sheet	6	6	6	A sheet of Roten fern skin.	None	in Cart	100%	Various sources.	N.A.
Corp covered bone	Bone	1	1	1	A bone covered in Corp.	None	in Cart			Found in a barrel containing Several Merchant beetles
Scamed green bones	File	8	6	6	A file containing information about Scamed green bones.	None	in Cart			Found in a barrel containing Several Merchant beetles

