

Name	Description	Learned?	Required Tool	Reagent/Material	Spell Type	Prerequisite	Effect of additional mana	Origin
Valerik's Memoriam	Spells that have been learned by Valerik in 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 Memoriam	
Raise Dead	Raise an Undead minion.	Learned	Corpse/Skeleton	Normal	May be required.		Valerik's Memoriam	
Sustain Dead	Add days to a zombie's immortality.	Learned		Normal	Additional substance		Valerik's Memoriam	
Mutate	Attempt to warp a creature's flesh in any way you desire.	Learned		Normal	None		Valerik's Memoriam	
Blood Bolt	Spend Health to gain mana.	Learned		Normal	None		Valerik's Memoriam	
Requiem	Restore damaged and dead cells using necromancy. Items being things based on how much of their health is missing.	Learned		Normal	Amount of HP restored or damage dealt.		Valerik's Memoriam	
Dark Life	Spend mana to send out a pulse of raw unrefined life energy.	Learned		Normal	Mana or pulse		Valerik's Memoriam	
Defence Against the Dark Arts								
Re-Charge	Charge a magical effect on the user, and recasts itself once for every point of mana used in the initial casting. The user is affected by another negative effect.	Learned		Normal	Additional Dispell		Defence against the dark arts	
False Target	Creates an illusion of the user that draws negative effects onto it by sacrificing a small amount of your own health.	Learned		Normal	Additional False targets, or Additional health for target. (Specific)		Defence against the dark arts	
Phaive	Place a divine token on the user when the user's health drops. They are automatically revived with 1/3 of their health for every point of mana spent casting it.	Learned		Normal	8% Chance to learn		Defence against the dark arts	
Anti-Aura	Prevents Auras of any kind from affecting the user.	Learned		Normal	25% Chance to learn		Defence against the dark arts	
Disruption, Furling what can be found								
Defect Object: Spikes	Attempts to divine the location of an object by speaking its name.	Learned		Normal	None		Divination, Finding what can be found	
Defect Object: Sign	Creates a sign which will point in the direction of an object based on its name.	Learned		Normal	None		Divination, Finding what can be found	
Defect Object: Destiny	Sacrifice an object to a map, and the location of every object it is will be marked on that map.	Learned		Map, Object	Clashing	None	Divination, Finding what can be found	
Defect Object: See	See through the eyes of one undead minion, who can control them at an unlimited distance as long as they are under the effects of the spell.	Learned		Normal	None		Necromantic Study	
Defect Object: Find Spy								
Bowser Koopa's Items, a Dimensional Guide to the elements part I								
Flame Inhale	Shows 10 charges of fire within your stomach, which can be recast with any other spell you know and considered as either a feint or a goal of flame.	Learned		Normal	Additional Flame charges		Bowser Koopa's Items, a Dimensional Guide to the elements part I	
Magma Gulp	Show a globe of molten lava in your stomach to help up spells. Can be recast with any other spell you know.	50% Chance to learn	Malleable Object	Normal	Additional Magma charges		Bowser Koopa's Items, a Dimensional Guide to the elements part I	
Immunity Flame	Learn about control over your fire, it will only hurt what you will it to, even if you're undead?	25% chance to learn	Metamagical Fuel	Normal	Study of Bowser Koopa's Items, a Dimensional Guide to the elements part I	None	Bowser Koopa's Items, a Dimensional Guide to the elements part I	
Halfman Dagep's Necromantic Notes								
Defect Bone	Causes bones to emit a Powerful light, sound and color when near the user of the spell, making them hard to miss. 100% chance to learn.	Learned		Normal	Area of effect		Halfman Dagep's Necromantic Notes	
Near Death	Focus a reduced Lance of Black Magic through the target. This spell is incapable of killing. Only weakens.	Learned		Normal	Damage dealt (50% chance kill)		Halfman Dagep's Necromantic Notes	
Advanced Raise Dead	Allows one to Carefully and meticulously raise the necessary parts of a minion. Reconstructs them, but increasing future chance, passively increasing Reconstruction precision, allowing for specific portions of a minion, and reconstruction of parts. Enchants an object with death magic. (With 100% chance)	Learned		Metamagical Fuel	None		Halfman Dagep's Necromantic Notes	
Death Illusion	Allows one to Carefully and meticulously raise the necessary parts of a minion. Reconstructs them, but increasing future chance, passively increasing Reconstruction precision, allowing for specific portions of a minion, and reconstruction of parts. Enchants an object with death magic. (With 100% chance)	Learned		Metamagical Fuel	None		Halfman Dagep's Necromantic Notes	
True Resurrection (Halfman Dagep)	Bring the life to a corpse. Restoring their body, mind and spirit to the land of the living.	50% Chance to learn		1 Corpse, 1 Willing Soul, and 12 Pounds of flesh and fat	Ritual	None	Halfman Dagep's Necromantic Notes	
Crit Split	Attempts to request the presence of a soul from the afterlife. They may have demands of their own, or fancies to possess their escape from a plane of torment.	25% Chance to learn		Normal	None?		Halfman Dagep's Necromantic Notes	
Black Wager	Summons a minion of death to the plane of the living, who will attack whenever he notices he is in danger or when he notices the risk, and the damage. Specify minion type to increase the risk.	10% Chance to learn		Normal	Power of minion		Halfman Dagep's Necromantic Notes	
True Resurrection (Dark Master)	Develop a Spirit of your own, to bring life to dead things. (Requires of your choosing, "You'll materialize Ritual, the all of us. Every Necromancer needs his own style")	25% Chance to learn		Ritual	???		Necromantic Study	
Blood Rituals, 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 Rituals, and the creation of living weapons.	
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.	
Ritual Of Bloodbead	Transforms any metal object into a bloodbead weapon, i.e., any metal object can be used as a weapon when used, leaving the user.	Learned	Blood, Metal Object, Ambient blood mana	Ritual	May be required.		Blood Rituals, and the creation of living weapons.	
Ritual Of Living Metal	Transforms any metal object into a living metal weapon, i.e., any metal object can be used as a weapon when used, leaving the user.	Learned	Blood Circle	Normal	May be required.		Blood Rituals, and the creation of living weapons.	
Ritual Of Heart Offering	Temporarily makes a blood circle transform blood into mana. The amount of mana value equal to the blood sacrificed.	5% Chance to learn	Blood Circle	Normal	Amount blood magic, Blood	May be required.	Blood Rituals, and the creation of living weapons.	
30 days with Wilyandry								
Mighty Flex	Allows the being around you to shake to your beat, forcing to enhance the strength of allies.	100% chance to learn		Normal	Area of effect		Get repaid in 30 days with magic Wilyandry	
Enhance	Causes variable shape on the user's body, increasing their gains. The presence of any while under the effects of this spell increases gains. Specify percentage of weakness.	40% chance to learn		Normal	Greater Control for a greater % weakness?		Get repaid in 30 days with magic Wilyandry	
Magic Items, Dimensional Guides, a Primer								
Warp Space	Creates a bubble which is larger on the inside. The percentage increase determines the mana cost. Mana cost is decreased if the bubble is made a physical object.	45% chance to learn		Normal	Area of effect and intensity		Dimensional magics, a Primer	
Teleport	Transports the user to an area in three dimensional space. Specify how many body lengths away the destination is. The spell will not teleport if the area is occupied by dense solid matter.	40% chance to learn		Normal	Warp Space, Distance		Dimensional magics, a Primer	
Sacrificial Jinnama, Book of real spells								
Actual Portal	Creates a 100% real Portal?	100% Chance to learn		Normal	None		Book of real spells	
Real Lightning	Calls down lightning with invisible bolts.	100% Chance to learn		Normal	None		Book of real spells	
Crash Shield	Creates a shield that provides a solid wall to magical attacks.	80% Chance to learn		Normal	None		Book of real spells	
Super Duper	The most powerful spell in the world!	40% Chance to learn		Normal	Size of shield	None?	Book of real spells	
Dwarven extruder scrolls								
Melt Metal	Activates the dwarven extruder, melting whatever you put into it.	Learned	Dwarven extruder	Normal	None		Dwarven extruder scroll	
Craft Sword	Activates the dwarven extruder, crafting an object from Material inside.	Learned	Dwarven extruder	Normal	None		Dwarven extruder scroll	
Purify	Activates the dwarven extruder, purifying an object from Material inside.	Learned	Dwarven extruder	Normal	None		Dwarven extruder scroll	
Salvage	Activates the dwarven extruder, crafting an object from Material inside.	Learned	Dwarven extruder	Normal	None		Dwarven extruder scroll	
Craft Bar	Activates the dwarven extruder, crafting an object from Material inside.	Learned	Dwarven extruder	Normal	None		Dwarven extruder scroll	
Craft Rod	Activates the dwarven extruder, crafting an object from Material inside.	Learned	Dwarven extruder	Normal	None		Dwarven extruder scroll	

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Craft Basic Shape	Activates the deaveren extruder, Crafting an object from Material inside.	Learned	Deaveren extruder				None	Deaveren extruder scroll
Craft Pipe	Activates the deaveren extruder, Crafting an object from Material inside.	Learned	Deaveren extruder				None	Deaveren extruder scroll
Craft Valve	Activates the deaveren extruder, Crafting an object from Material inside.	Learned	Deaveren extruder				None	Deaveren extruder scroll
Craft Wire	Activates the deaveren extruder, Crafting an object from Material inside.	Learned	Deaveren extruder				None	Deaveren extruder scroll
Craft Channel Sheet	Activates the deaveren extruder, Crafting an object from Material inside.	Learned	Deaveren extruder				None	Deaveren extruder scroll
Craft Dagger	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Telescope	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Gauntlet	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Crown	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Hat	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Attach Hat	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Melt Deflate	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Melt Non-metal	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Apply Leaf	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Nail	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Saw	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Bolt	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Corner Cap	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Mace	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Hammer	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Crowbar	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Metal Box	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Chain	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Split Alloy	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Sheet	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Plate/Armor Chest	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Plate/Armor Goggles	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Plate/Armor Leggings	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Gear	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Spring	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft Axle	Activates the deaveren extruder, Crafting an object from Material inside.	100% Chance to Learn	Deaveren extruder				None	Deaveren extruder scroll
Craft piston part	Activates the deaveren extruder, Crafting an object from Material inside.	75% Chance to learn	Deaveren extruder				None	Deaveren extruder scroll
Magnetic Object	Activates the deaveren extruder, Crafting an object from Material inside.	25% Chance to learn	Deaveren extruder				None	Deaveren extruder scroll
Homunculi								
Circle Of Life	Draw a circle where organic materials can be easily manipulated.	Learned		Source of Carbon, Water, and Sulfur	Normal		None	Homunculi
Craft Cells	Creates the most basic form of organic life.	Learned			Crafting		None	Homunculi
Craft Tissue	Combine and add cells to form tissue, 50% chance to learn.	50% Chance to learn		Cells	Crafting		None	Homunculi
Craft Organ	Combine several tissues to make an organ.	25% Chance to learn		Tissue, Cells	Crafting		None	Homunculi
Fake Life	Use organic compounds to create a fake creature.	25% Chance to learn		Carbon, Water, Sulfur, Iron and Salt	Crafting		None?	Homunculi
Achemical signs for dummies								
Overclock Sigil	Engraves a magical symbol on a solid container, objects placed inside will slowly melt into their pure atomic form.	Learned	Implement for engraving		Crafting		None	Achemical signs for dummies
Overclock Sigil II	Engraves an incredibly powerful symbol on a solid container, objects placed inside will melt into their pure atomic form.	Learned	Implement for engraving		Crafting		None	Achemical signs for dummies
Fusion Sigil	Draw a symbol on the ground, which will melt two objects placed inside.	Learned			Crafting		None?	Achemical signs for dummies
Charging Sigil	Draw a symbol on the ground, which allows you to manipulate a small amount of matter in the air.	Learned			Crafting		None	Achemical signs for dummies
Shaping Sigil	Allows a source of control to shape any fully solid object when placed on a large container with a small mesh.	Learned	Implement for engraving		Crafting		None	Reverse Engineering
Overclock Sigil III	Engraves a magical symbol on a solid container, objects placed inside will slowly melt into their pure chemical form.	75% Chance to learn	Implement for engraving		Crafting		None	Achemical signs for dummies
Separation Sigil	Draw a symbol on the ground, which will split an object into two objects of equal value.	75% Chance to learn			Crafting		None	Achemical signs for dummies
Fragmentation Sigil	Engraves a sigil on an object which allows long and curved objects to be manipulated physically without causing death or fracture.	60% Chance to learn	Implement for engraving		Crafting		None	Identification Scroll
Inflation Sigil	Engraves a rune which inflates one object into another.	40% Chance to learn	Implement for engraving		Crafting		None	Magical Study
Golem creation a step by step process								
Craft Golem Core	Transform an object into a golem core, the material used affects the core's potential.	Learned		Object	Crafting		Quality core	Golem creation, a step by step process
Craft Golem	Transform a Statue of any material into a golem. The statue must already be in the intended shape.	Learned		Statue, Golem Core	Crafting		None	Golem creation, a step by step process
Craft Secondary Core	Create a golem core designed to serve as a backup when a primary core is damaged.	50% Chance to learn		Object	Crafting		Quality core	Golem creation, a step by step process
Edi Core	Alter a golem core more precisely in order to give it specific or altered purposes.	35% Chance to learn			Crafting		None	Golem creation, a step by step process
Edi Core								
Adjectivity	Allows you to change the nature of an object by adding an adjective to it. The result is permanent, then it may dissolve.	Learned			Crafting		Quality and Durability of Enchant	Artifice, Theory is not practice
Enchant Object	Allows any spell to be infused into an object, absorbing ambient mana from the area, and draining limited mana from the user for active ones.	27% chance to learn			Crafting	Adjectivity	Quality and Durability of Enchant	Artifice, Theory is not practice
The offering of Baiting and Helios								
Self Proclaim	Causes a voice to announce your good and evil deeds to gods, grants the user 10,000 luck mana for free, but forces choices that to be inconvenient for them. mana, along with this spell only being able to be used once per person if revealing ends with the user casting the spells around them in some order to drain mana from them, or warning the mana to them, or warning the user they revealed dark	Learned			Normal		None	The offering of Baiting and Helios
Spell 1, Evil	A ball that causes every spell cast to have another spell being in a random set of knowledge to increase the amount of mana the user and being in question get the mana.	5% chance to learn			Normal		None	The offering of Baiting and Helios
Spell 1, Good	Drains mana of any kind from a target, the more mana drained the stronger the effect.	5% chance to learn			Normal		None	The offering of Baiting and Helios
Spell 2, Evil	Can call out to any beings that know you and request mana from them telepathically.	5% chance to learn			Normal		None	The offering of Baiting and Helios
Spell 2, Good	Transforms the nearest being thing that the user cares about into dark energy, and forces that energy into a portal of summoned being to lay waste to one's enemies. The user regrets casting it, the more powerful the being's power is and the longer it lasts.	5% chance to learn			Normal		None	The offering of Baiting and Helios
Spell 3, Evil	Transforms the user into a weapon temporarily, this weapon deals five times more health damage with every attack, and grants the user of these specific attributes, intelligence skills and mana to the wielder.	5% chance to learn			Normal		None	The offering of Baiting and Helios
Spell 3, Good								
Other								
Craft Wooden Communication Device	Transform two pieces of wood from the same tree into Connected magical devices which can transfer sound at great distance.	Learned		Multiple pieces of wood from the same tree	Crafting		None	Reverse Engineering

Name	Description / origin	Assigned task	Number	Equipment	Status conditions	Special Information	Special Information Notes	Average Health points Per unit	Health points Total	Sustenance Type	Sustenance	Location
Other Sustenance Types												
Wizard Butler	Buttressing		1	Lvl 1 Sturdy Stone, Lvl 1 Enchanted Tube Swoot		Sapient, 4 Arms, 1 Eye, Made of wood, Muscular, Wizard Soul		45	45	Magic (Soul)	N/A	Nearby
Fingernails, Inert	None					Dangerous fingernails attached to Blood Cante		N.A.	N.A.	Blood (Inert)		0 Nearby
Ghastly Quote: Nevenore	None		1	M 2 Mechanical Guit	Covered in Spores	Golem, Internal mana storage	Golem Core at 100% status	110	110	Magic (Golem)	N/A	Nearby
Zombified mech	None		1		NEEDS PILOT	An advanced Dwarven Mech, Infused with flesh and necromantic energy		800	800	Magic (Inert)		0 Nearby
Action Based Sustenance												
Bone Spiders	None		10			A swarm of fat sized Bone spiders, equipped with a Pair of scissors, a Spike, and a saw made of bone.		2	20	Magic		100
Luggage	Mine iron		1			Internal storage, Partially made of metal, Big shape, Durable, Can carry a lot of weight		90	90	Magic		100
Necromechanic's Workbench	Ready to use		1					N.A.	N.A.	Magic		100
Skeleton Duo	None		2		Covered in Poison	Thin skeletons, Otherwise unremarkable		36	72	Magic		200
Compact Skeleton Calapult	None		1			A skeleton warped into the shape of a Calapult		8	8	Magic		100
Criminal Skeletons	None		5	Lvl 2 Glass Cannon		A large group of Skeletons, otherwise unremarkable		9	42	Magic		620
Bishops	None		1			A two headed Skeleton made from two smaller ones.		110	110	Magic		100
Shovel Blights	Mine iron.		2			Squashed Creatures Made of bone, With four arms each and Metal Spined Shovels, They are capable of Digging at great Speed!		30	59	Magic		200
Scythe	None		1			A leg Bone With a Scythe made of Bone extending out of it, Capable of Acting independently, And can siphon into a Scythe staff		10	10	Magic		Nearby
Identification pen	Identify our stuff as we make it		1	67% Ink		A tiny ink pen Made from Magically Enhanced bone, Capable of Identifying things, writing them down, and Connecting with a pool of information known only as "Big Brain"		1	1	Magic		100
One Armed Metal Coated skeleton	None		1		Missing Arm	A Skeleton coated in Metal, Thick and Heavy.		80	80	Magic		100
Day Based Sustenance												
Armored Acrobatic Spider	None		1	Shocking Platinum Fangs, Slippery Steel Plating		A Fat sized undead Spider with a skeletal Hand attached to the back of its head, Slippery Steel armor plates all over it and platinum caps on it's tings capable of delivering substance in return for an electric shock.		5	5	Flesh		3 Day(s)
Big Zombie	None		1			A massive hulk of a Zombie, Filled with flesh and fat, with two massive arms, and two tiny legs.		142	142	Flesh		8 Day(s)
Wolf Zombie Pack	None		3			A pack of undead Wolves, Led by a Canine Head, Made from a Bandit Zombie and an alpha male.		20	60	Flesh		1 Day(s)
Bandit Zombies	None		3			A Group of Undead Bandit Corpses, Otherwise unremarkable		12	38	Flesh		1 Day(s)
Muscle engine Mark 1	None		1					N.A.	N.A.	Flesh		1 Day(s)
Fantail	None		1					N.A.	N.A.	Flesh		7 Day(s)
Fat Fly Zombie	None		1			A Large undead fly, With a wooden communication device on it's back and runs on it's back and runs on it's back and runs on it's back, it is designed for Speed and Agility above all else.		1	1	Magic		2 Day(s)
Brain Slime	None		1			An animated Brain, Otherwise unremarkable.		8	8	Magic		0 Day(s)

Type	Form	Amount in % (if applicable)	Quantities (weight in pounds)	Amount (Direct Items)	Description	Container	Reflects	Location
Substances								
Cinnabar ore	Boulder		375	1	A boulder of Cinnabar ore, bright red and 3' in diameter.			10-Cat
Rebarber	Washed Cable		1	1	A wire made of Rebarber. When compressed into a ball, it creates a sort of artificial magnetism which can be contained through wires made of the same.		Silver mana	
Basalte	bar		1	1	A chunk of Basalte, Unimagnetic, but made of the same.		Greasy liquid mana	
Steel Cable	Cable		1	1	A length of Steel Cable, Unimagnetic, but made of the same.		Steel mana	
Tiny Spiral Steel Bar	bar		1	1	A spiral bar of steel made up of Spirals which are fused together.		Steel mana	
Plate of silver	Tiny Tearring		1	1	A tiny piece of silver, resistant to tarnish and dirt.		Power Silver mana	
Thick clear cable	Cable		1	1	A thick clear cable, which transmits light and heat along its length.		Ray Mana which turns into weak liquid death mana when it leaves the cable.	
Reflecting Glass Chunk	Chunk		1	1	A Piece of Glass which refracts light through it.			
Glass sheets	Sheet		1	1	Several sheets of glass.			
Dense Muscle	Whole Muscle		1	1	A compressed muscle, 1/2 its original size.			
Calichead steel chunk	Chunk		1	1	A piece of Calichead Steel.			
Stranded Silver	Chunk		1	1	A piece of silver covered in X shaped Ribeses for structural strength.			
Futuristic looking Steel	Chunk		1	1	A piece of steel covered in wire being antennas and coils, allowed with light pulses along the piece.			
Reflective Silver	Chunk		1	1	A very clean silver. Doing 10 times your reflection.			
Iron Repair Ore	Boulder		240	2	A boulder of iron ore, interspersed with small holes.			10-Cat
Platinum Ore	Boulder		400	1				10-Cat
Iron Ore	Boulder		400	2				10-Cat
Large Rock	Boulder		12000	80				10-Cat
Real Vernal metal	bars	100%	100	1		None		10-Cat
Tin	bars	400%	200	4		None		10-Cat
Phor	bars	300%	400	3		None		10-Cat
Steel	bars	100%	100	1		None	Delayed lightning	10-Cat
Silver	bars	1700%	2008	14		None	Intuitive LifeDeath	10-Cat
Steel	bars	100%	100	2		None		10-Cat
Copper	bars	1000%	700	10		None		10-Cat
Iron	bars	200%	200	2		None		10-Cat
Gold	bars	50%	50	1		None		10-Cat
Steel wire	spool	80%	110	1		None		10-Cat
Small pile of Bone dust	Pile	100%	20	1		None		10-Cat
Shimmering scales	Pile	100%	3	1		None		10-Cat
Rod ash	Pile	3000%	30	1		None		10-Cat
Magic Tissue	Pile	97%	87	1		None		10-Cat
Fat Tissue	Pile	880%	880	1		None		10-Cat
Burnt flesh and bone	clump	90%	10	1		None		10-Cat
meat, flesh	Pile	500%	500	1		None		10-Cat
Bones	Whole bones		0	0		None		10-Cat
Charcoal	sheds	800%	8	8		None		10-Cat
Red dusty Stone	Ball	100%	20	1		None		10-Cat
Berry Muck	Pile	100%	1	1		None		10-Cat
Shiny Dust	Pile	100%	3	1		None		10-Cat
ink	in container	60%	6	1		None		10-Cat
Phonics Juice	in container	70%	42	1		Clay jar		10-Cat
Dark Wine	in container	80%	80	1		Clay jar		10-Cat
Fertilizer	in container	90%	120	1		Great Gourd		10-Cat
Sugar Fertilizer	in container	70%	30	1		Yamstone pot		10-Cat
Phonics jelly	Liquid (in container)	100%	2	1		Crystal Silver		10-Cat
Glass	Liquid (in container)	90%	25	1		Crystal Silver		10-Cat
Phy Iron	Liquid (in container)	200%	500	3		3 Crystal Silver		10-Cat
Magic Serum	Liquid (in container)	94%	9	1		Jar (glass?)		10-Cat
large human coils	none		0	3		None		10-Cat
small human coils	none		0	380		None		10-Cat
Burp	wheel	100%	12	1		None		10-Cat
Ball	wheel	100%	13	1		None		10-Cat
Sustained Spells								
Sustained Flame Inhale	Liquid (in container)	100%	0	1		Crystal Silver		10-Cat
Sustained Spell, Sustained Spell	Sustained Spell bubble	100%	0	1		None		10-Cat
Sustained Spell, Bone Inhale	Sustained Spell bubble	100%	0	1		None		10-Cat
Sustained Fallow proclamation spell	Sustained Spell bubble	100%	0	1		None		10-Cat
Sustained Flame charge	Sustained Spell bubble	600%	0	6		None		10-Cat
Materials								
Flak Skeleton	Caster	100%	1	1		None		10-Cat
Human Corpse, Mutilated	Caster	80%	100	1		None		10-Cat
Human Corpse, Mutilated	Caster	70%	900	7		Missing Diamonds		10-Cat
Human Skeleton, Mutilated	Caster	80%	200	2		1 sp, 1 gem, 3 Fingers		10-Cat
Warped Skeleton	Caster	100%	89	1		None		10-Cat
Flak Bone/Jugs	Caster (in container)	100%	180	1		Study Bags		10-Cat
Assorted organs	Pile	100%	20	1		None		10-Cat
Human torn skin	Sheet	100%	4	1		None		10-Cat
Goop covered bone	Bone		1	1		None		10-Cat
Scorped green bone	Pile		8	6		None		10-Cat
Clayish earth	Pile		1	2		None		10-Cat
Components								
Cell Matrix	Powder and liquid		10	1		A pile of Cell Matrix, the atomic components of a pile of flesh.	Substrate Pig Iron Pot	10-Cat
Blood Ore	Ball	0%	1	1		None		10-Cat
Red covered stone	Ball	100%	8	1		None		10-Cat
4 Mechanical components	Pile	400%	40	4		None		10-Cat
Treasure Chest	Container	N.A.	80	1		None		10-Cat
5 Treasure Chests	Container	N.A.	400	5		None		10-Cat
Cure of Fever	Ball	100%	13	1		None		10-Cat
Famous Copper plate	Plate		10	1		None		10-Cat
Merks blade	Moniker Part		530	1		None		10-Cat
1 Sturdy Stick	Stick		4	1		None		10-Cat
Frame	Frame (Glasses)		1	1		None		10-Cat
Elaborate Bone Frame	Ball		1	1		None		10-Cat
H-Eye-ve	Ball		1	1		None		10-Cat
Hibiscus bone gas mask	Head Armor		12	1		None		10-Cat
Archimedean equipment: 3 balls	Pile		300	1		None		10-Cat
Fruity egg	Stick		14	1		None		10-Cat
Beauflair's heptane Necklace	Necklace		2	1		None		10-Cat
8 high quality Shields	Decorative		7000	8		None		10-Cat
4 Mechanical Guns	Weapon (Gun)		380	4		None		10-Cat
1 Battery	Cylinder		20	1		None		10-Cat
4 Wooden panels	Panel	397%	12	4		None		10-Cat
2 Bombshoes	Decorative		1200	2		None		10-Cat
2 Purple gems	Blue Gems		5	2		None		10-Cat
Plants								
Seed								
Red hot seeds	Plant (Flower)		1	2		None		10-Cat
Pink Flower	Seed		1	1		None		10-Cat
Great gourd seeds	Seed		1	20		None		10-Cat
Zigzoo Seed	Seed		9	1		None		10-Cat
Phonics melon seeds	Seed		1	3		None		10-Cat
Moss stuff	Clump		1	1		None		Personal (Moss) (Moss) (Moss) (Moss)
Small Blue Mushroom	Plant (Shroom)		1	1		None		10-Cat
Spit Mushroom Poppers	Plant (Volatile)		1	3		None		10-Cat
Integrated ball	Plant (Fuel)		2	1		None		10-Cat
Fuming Liquidals	Plant (Flower)		2	7		None		10-Cat
Equipole	Pile		20	135		None		10-Cat
130 Metal pellets	Block		20	135		None		10-Cat
Master Glass Silver Thread	Block		1	1		None		10-Cat
Tools / Machines								
Separating Iron Apparatus	Machine		20	20		None		10-Cat
Food-to-Magic Engines	Machine		79	1		None		10-Cat
Shaping Table	Machine					None		10-Cat
Lodonomaly Colorful Ribes	Machine		10	10		None		Equipped (Moss)
Cater Rowand	Staff		7	1		None		Equipped (Moss)
Boiling Ball	Ball		1	1		None		Equipped (Moss)
Scouting Goggles	Goggles		4	1		None		Equipped (Moss)
Shigan Headache	Head Armor		3	1		None		Equipped (Moss)
Food-to-Magic Engine	Machine		9	1		None		10-Cat
Material fusing Iron Apparatus	Machine		68	1		None		10-Cat

Type	Form	Amount in % (if applicable)	Quantity Weight in pounds	Amount (Distinct Items)	Description	Container	Reflects	Location
Quarried rock	Robot		1340	1		None		In Cell
Shield of Clairville	Weapon, Hand		3	1		None		Equipment
1 Robot	Robot		230	1		None		In Cell
Enchanted Metal Tube	Cylinder, Pole		1	1		None		Equipment (Weapon) (Shield) (Armor)
Fabulous bed	Bed		500	1		None		In Cell
The Soup Maker	Cooking Tool		1	1		None		In Cell
Blower's Blower	Weapon (Gun)		70	1		None		In Cell
Deaven's revolver	Machine		300	1		None		In Cell
Slumpy seat	Chair		23	1		None		In Cell
7 Glass Cannon	Weapon (Gun)		7	7		None		Equipment (Weapon) (Shield) (Armor)
Reinforced jacket	Cooking Tool		1	1		None		In Cell
Containers								
Makeup Kit Pad	Container		200	1		None		In Cell
Tulle Shell With Crustop II	Container		10	1		None		In Cell
Cloak and Silver Boots	Container		100	5		None		In Cell
Documents								
Map of Estelion	Paper Sheet		1	1		None		In Cell
Knox's permission	Paper Sheet		1	1		None		In Cell
Scroll about Death mask	Paper Sheet		1	1		None		In Cell
Scroll about Frankenstein's girl	Paper Sheet		1	1		None		In Cell
Scroll about Additional Deaven's with a list of items	Paper Sheet		1	1		None		In Cell
Scrolls about "The Felty Unkable man"	Paper Sheet		1	1		None		In Cell
Scroll about Shimmering scale	Paper Sheet		1	1		None		In Cell
Scroll about Marshy Lull Sound	Paper Sheet		1	1		None		In Cell
Scroll about Shawl	Paper Sheet		1	1		None		In Cell
Shawl the Lullie	Paper Sheet		1	1		None		In Cell
Speller's scroll	Paper Sheet		1	1		None		In Cell
Scroll about Mechanisms	Paper Sheet		1	1		None		In Cell
Scroll about Robot	Paper Sheet		1	1		None		In Cell
Scroll about Molecule Serum	Paper Sheet		1	1		None		In Cell
Research notes: Franken's Neurologic Spells	Paper Sheet		1	1		None		In Cell
Scroll about Neurologic's spell	Paper Sheet		1	1		None		In Cell
Scroll about Glass Cannon	Paper Sheet		1	1		None		In Cell
Scroll about Deaven's Estelion	Paper Sheet		1	1		None		In Cell
Scroll about Skeleton Spell	Paper Sheet		1	1		None		In Cell
Scroll about Frank's Alchemical recipe for "Caltan"	Paper Sheet		1	1		None		In Cell
Sheets of blank paper	Paper Sheet			395		None		Inventory (Inventory)

