

	Description	Learned?	Required Tool	Reagent/Material	Spell Type	Prerequisites	Effect of additional mana	Origin
Valeric's Memories	Spells that have been learned by Valeric in his long years of exile.							
Splintered Life	Animate dead plants using magic.	Learned			Normal		Amount of plant growth and control of plant growth	Valeric's Memories
Raise Dead	Raise an Undead minion.	Learned		Corpse/Skeleton Vampire Golem, Lvl 10 Mana	Normal		May be required	Valeric's Memories
Advanced Raise Dead II	Raise Three Types of undead minion: Minions, Which are Preserved and Embalmed Magical Zombies, Vampires Which are Blood fed Zombies and Souls to sustain them in between blood feedings, and Abominations Made of Fat Spins that absorb minerals they all automatically into their body incorporating them.	Learned		Minion: Corpse Preserving Fuel, Fuel for rearing organs, Ancient Soul (Optional) Abomination: Corpse, Several Corpse.	Ritual	Raise Dead	May be Required	Valeric's Memories
Sustain Dead	Add spells to a zombies sustenance.	Learned			Normal		Additional substance	Valeric's Memories
Mutate	Attempt to warp a creature flesh in any way you desire.	Learned			Normal		None	Valeric's Memories
Blood Bol	Spend Health to gain mana. Reduces damaged and deal using economy. Harms living things based on how much of their health is missing.	Learned			Normal		None	Valeric's Memories
Rejuvenate	Spend mana to send out a pulse of raw undead life energy. Allows for a long time to the given Sustainers for every item this is used. Rejuvenating small amounts of blood, AP, and mana.	Learned			Normal		Amount of HP restored. O' damage dealt	Valeric's Memories
Raw Life	Spend mana to send out a pulse of raw undead life energy. Allows for a long time to the given Sustainers for every item this is used. Rejuvenating small amounts of blood, AP, and mana.	Learned			Normal		Strength in pulse	Valeric's Memories
Sustain Living	A refined version of Raw Life, it allows Small sounds on being things to be fused back together.	Learned			Normal		Strength of regeneration (Consumes mana per turn while active)	Valeric's Memories
Energy Knitting	A refined lance of life magic, if hitting the stomach, or any other area with bacteria, it starts them causing Damage over a long period. If it is anywhere else, it prevents a certain amount of burst of healing which penetrates the area. Harms Undead.	50% Chance to learn			Normal		Speed of Knitting	Valeric's Memories
Lively Lance	Allows Valeric to learn a Clean version of any spell involving organic, restoring life, corruption and preserving intelligence, and normally as much as possible.	23% Chance to learn			Normal		10% Chance to learn to Kabbalah, 50% chance to Kabbalah a soul that you have learned	Valeric's Memories
Kabbalah	Creates a portal to another dimension for 5 Days, which as some point during that time may Spill out. Object from this dimension, the object will always be harmless as it's current state, due to chronic, average, or neutral. If nothing from the portal may influence it's result.	50% chance to learn	Cutting implement	Object to serve as a gateway.	Ritual		None?	Valeric's Focus
Defense against the dark arts	Creates a negative effect on the user, and repeats itself once for every amount of mana used in the initial casting if the user is affected by another negative effect.	Learned			Normal		Additional Disables	Defense against the dark arts
False Target	Creates an Illusion of the user that causes negative effects onto it by sacrificing a small amount of the user's health.	Learned			Normal		Additional False targets, or Additional health per target. Specify.	Defense against the dark arts.
Previce	Places a nerve toxin on the user when the user's health dips to 0 with 100% of health for every point of mana spent casting it.	5% Chance to learn			Normal		None	Defense against the dark arts.
Anti-Aura	Prevents Auras of any kind from affecting the user.	25% Chance to learn			Normal		None	Defense against the dark arts.
Detect Object: Spirit	Attempts to divine the location of an object by means of its energy.	Learned			Normal		None	Divination, Finding what can be found
Detect Object: Sight	Creates a sight which will point in the direction of an object placed on it.	Learned			Normal		None	Divination, Finding what can be found
Detect Object: Duality	Senses an object to make out the locations of every object like it will be reflected on the floor.	Learned		Map, Object	Crafting		None	Divination, Finding what can be found
Detect Action: Sight	Senses when a particular action is taken near the symbol, for a mile radius.	30% Chance to learn			Normal		None	Divination, Finding what can be found
Quest: Object	Lets the user See the Past of an object.	15% chance to learn			Normal		None	Divination, Finding what can be found
Paralyl Prediction	Lets the user see a possible future.	5% chance to learn			Normal		None	Divination, Finding what can be found
Eye Spy	See through the eyes of one undead minion you can control them at an unlimited distance as long as they are under the effects of this spell.	Learned			Normal		None	Non-magical Ability
Boomer Koppo's Flame, a Dimensional guide to the elements part I	Stores 10 charges of fire within your approach, which can be imbued with any other spell you know and treated as either a fireball or a god of flame.	Learned			Normal		Additional Flame charges	Boomer Koppo's Flame, a Dimensional guide to the elements part I
Magma Outp	Store a globe of molten lava in your approach to keep up later. Can be imbued with any other spell you know.	50% Chance to learn		Meltable Object	Normal		Additional Magma charges	Boomer Koppo's Flame, a Dimensional guide to the elements part I
Immunity Flame	Learn sheer control over your fire, it will only hurt what you will it, it, even if used instead.	Learned			Metamagical	Spell	Study of Boomer Koppo's Flame, a Dimensional guide to the elements part I	Boomer Koppo's Flame, a Dimensional guide to the elements part I
Detect Bones	Causes Bones to emit a Powerful light, sound and odor when near the user of the spell, making them hard to miss. 100% chance to detect to death.	Learned			Normal		Area of effect	Hellam Dagep's Necromantic Notes
Near Death	Focus a refined Lance of black Magic through the target, the spell is incapable of killing. Only weakening.	Learned			Normal		Damage dealt (SH cannot kill)	Hellam Dagep's Necromantic Notes
Advanced Raise Dead	Allows one to Carefully and meticulously raise the necessary parts of a minion, Restoring Mana cost, but increasingly raises Resurrection precision, allowing for specific Blueprints in a minion, and resurrection of organs.	Learned			Metamagical	Spell	None	Hellam Dagep's Necromantic Notes
Death Infusion	Enchants an object with death magic, Which will corrode anything it touches. Swords and armor will absorb death magic. Swords and spears will expand it. Ranged weapons will fire in place of Ammunition, or release Ammunition present. Tools will kill what they harvest.	50% Chance to learn			Crafting		Quality and power of infusion	Hellam Dagep's Necromantic Notes
True Resurrection (Hellam Dagep)	Brings life to a corpse. Restoring their body, mind and spirit to the land of the living.	50% Chance to learn		1 Corpse, 1 Willing Soul, and 12 Pounds of flesh soil.	Ritual		None	Hellam Dagep's Necromantic Notes
Call Spirit	Attempts to request the presence of a soul from the afterlife. They may have demands of their own, or Purposes to prevent their escape from a plane of torment.	25% Chance to learn			Normal		None?	Hellam Dagep's Necromantic Notes
Black Wager	Summons a minion of death to the plane of the living, who will attack whoever is closest to death. Stronger minions increase the risk, and the damage. Specify mana spent when casting.	10% Chance to learn			Normal		None	Hellam Dagep's Necromantic Notes
True Resurrection (Valeric Herken)	Creates a Soul of pure mana, bringing life to dead things. Resurrects of your choosing. The Pre-Heaven, it's all up to you. Every Necromancer needs his own spell of this spell.	25% Chance to learn			Ritual		???	Non-magical Study
Deep Quaff	Absorb ambient blood magic as Mana.	Learned			Normal		None	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 Bloodsteel	Transforms any metal object into a bloodsteel version of it. Bloodsteel objects generate life energy when used, healing the user.	Learned	Blood Circle	Blood, Metal Object, Ambient blood mana	Ritual		May be required	Blood Rituals, and the creation of living weapons.
Ritual Of Living Metal	Transforms any metal object into a living metal version of it. These objects are sentient and retain memories of where they awakened.	Learned	Blood Circle	Metal Object, Ambient blood mana	Ritual		May be required	Blood Rituals, and the creation of living weapons.
Ritual Of Vampiric Offering	Temporarily makes a blood circle object's value equal to the blood sacrificed.	5% Chance to learn	Blood Circle	Ambient blood magic, Blood	Ritual		May be required	Blood Rituals, and the creation of living weapons.

	Description	Learned?	Required Tool	Reagent/Material	Spell Type	Prerequisites	Effect of additional mana	Origin
The offering of Being and Helios								
Self Proclaim	Causes a voice to announce your good and evil deeds of role grants the user 10,000 Dark mana for free, but never causes them to be resurrected. The amount of mana, along with this spell only being able to be used on a person if they're already dead with the user causing the people around him to unweary foods and then return their converted dark mana.	Learned			Normal		None	The offering of Being and Helios
Spell 1, Evil	a buff that causes every spell cast to help another aspect doing in a random act of kindness to increase the amount of mana the user and being in question get the.	Learned			Normal		None	The offering of Being and Helios
Spell 1, Good	Drains mana of any kind from a target, the upper limit of mana drained is your current mana.	Learned			Normal		None	The offering of Being and Helios
Spell 2, Evil	can call out to any beings that know you, and request mana from them immediately.	Learned			Normal		None	The offering of Being and Helios
Spell 2, Good	Transforms the nearest living being that the user cares about into pure energy, and forces that energy into a gadget for summoning Being to lay waste to one's enemies. The more the user requests beings, the more powerful the Being's avatar is and the longer it lasts.	Learned			Normal		None	The offering of Being and Helios
Spell 3, Evil	Transforms the user into a weapon temporarily, the weapon deals their own max health in damage with every attack, and grants full use of their spells, techniques, strategies skills and mana to the wielder.	Learned			Normal		None	The offering of Being and Helios
Spell 3, Good		Learned			Normal		None	The offering of Being and Helios
Other								
Summon	Call out to a being's Will, summoning it into an avatar made from your mana.	Learned			Normal		Strength and job of Avatar.	Dubin the Owl Wizard
Craft identification scroll	Turns a piece of paper into a scroll capable of absorbing objects on command.	Learned		Paper	Crafting		Additional information, along with requiring additional paper.	Reverse Engineering
Call/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
Spectrogram	Allows the user to send a ghost of their self to a being by hearing them or Disabling them. Having a dual Related to the target will decrease the mana cost.	Learned			Ritual/Normal		May be required	Study of magic
Gate Sigil	Creates a sigil around a hole, valve or pipe that Contains several options for limiting, changing and editing mana flow through it.	Learned			Crafting		May be required	Study of Sigils
Slant image	Generates a Pale Blue hologram of whatever the caster desires upon casting.	Learned			Normal			Study of False Target

Name	Description / Origin	Assigned task	Number	Equipment	Status conditions	Special information	Special information Value	Size (pounds)	Chemistries	Guastmate Weight (in pounds per unit with not lost)	Average Health points Per unit	Health points	Sustenance Type	Sustenance	Location	
Other Sustenance Types																
Fingerprint, heart	None	None	1	2 Mechanical 1 Out	Dangerous Fingerprint attached to Skin. Can be used to identify a person.	Golem Core at 100% status	141			N.A.	N.A.	Blood (heart)	N.A.	0	Nearby	
Chubby Quetz	None	None	1	3 Soft, Bulky, Impregnated Fibrous Warm Heavy Cloth, Heavy Protective 1 Cover/Blanket	Covered in Spores		84				110	110	Magc (Golem)	N.A.	Nearby	
Zombified mech	None	None	1	1 Cover/Blanket	NEEDS PILOT			32425			800	800	Magc (heart)	N.A.	0	Nearby
Action Based Sustenance																
Death Hourglass	A Simple Glass and iron Hourglass Filled With powdered Bone dust	A Holographic tablet designed to take over machinery and status using a power core attached to it	1	1				263			2	5	5	Magc	100	Nearby
Proseur Bevels	A hollow roach infused with Clear Steel, and enhanced with the ability to Stone spells which it obscures itself casting		4	4				141				1	4	Magc	12	Nearby
Bone Spiders	None	None	1	1				263			2	2	Magc	100	Nearby	
Luggage	Mine iron		1	1							90	90	Magc	40	Nearby	
Nicomachet's Workbench	Ready to use		1	1							N.A.	N.A.	Magc	100	Nearby	
Skeleton Duo	None	None	2	2 S-Steel Chests and 2 S-Steel Daggers	Covered in Poison	Two skeletons, otherwise unremarkable	1448				36	72	Magc	200	Nearby	
Criminal Skeletons	None	None	1	1 Red Warm Steel Chest and 5 S-Steel Daggers		A large group of Skeletons, otherwise unremarkable. Their leader is infused with clear steel, and wields a Molotov Cigarette	1448				9	42	Magc	600	Nearby	
Biceps	None	None	1	1 S-Steel Steel Jacket and 1 S-Steel Dagger		A two headed Skeleton made from two smaller ones.					110	110	Magc	100	Nearby	
Shovel Blights	Mine iron		2	2 S-Steel Steel Chests and 2 S-Steel Daggers		Squashed Creatures Made of Bone. With four arms each and four shovel blades. They are capable of digging at great speed					30	59	Magc	80	Nearby	
Scythe	None	None	1	1				848			10	10	Magc	100	Nearby	
Identification pen	Identify our stuff as we shake it		1	1 87% ink 1 S-Steel Steel Chest		A pen that can identify things, writing them down, and connecting with a pool of information known only as "Big Brain"	143				1	1	Magc	100	Nearby	
One Armed Metal Control Section	None	None	1	1 S-Steel Steel Chest	Missing Arm	A Skeleton coated in Metal, Thick and Heavy	1448				80	80	Magc	100	Nearby	
Day Based Sustenance																
Great Cargo Worm	None	None	1	1				15450		1500	1250	1250	Flesh	0	Nearby	
Stalking Skin	None	None	1	1				1448			10	5	Magc	1	Nearby	
Armored Aerobatic Spier	None	None	1	1							4	4	Flesh	2	Nearby	
Big Zombie	None	None	1	1							132	132	Flesh	12	Nearby	
Wolf Zombie Pack	None	None	3	3							20	60	Flesh	2	Nearby	
Bandit Zombies	None	None	1	1							12	74	Flesh	2	Nearby	
Muscle empire Mark 1	None	None	1	1							N.A.	N.A.	Flesh	2	Nearby	
Fatfly	None	None	1	1							N.A.	N.A.	Flesh	12	Nearby	
Fat Fly Zombie	None	None	1	1				262			1	0	Magc	0	Nearby	
Brain Stone	None	None	1	1							8	8	Magc	0	Nearby	
Robot Sustenance																
Stick Golem	A Small golem made from spiral steel with a brick core. It is about as large as a normal human when unfolded, but can withdraw down into a small case with a handle.	This is a three eyed Transport and combat drone. It has two onboard machine guns and an emergency self-destruct feature. It is made of Metal plates. Servo motors. A Magc Golem Core. And a powerful battery. Its purpose is to transport Goods safely within a specific area, usually used in excavation, or exploration. It is worth a great deal, and as such one can only be attacked by nobility in most cases.	None	0	4 crystal shortwords			Golem Core at 100% status	1448		15	0	Magc (Golem)	N.A.	Nearby	
Silver Robot	None	None	1	2 Mechanical Machine Guns				Golem Core at 95%			110	110	Magc (Golem)	N.A.	Nearby	

Name	Description / origin	Health	Mana	Guestimate Weight in pounds	Status conditions	Equipment	Properties to remember	Assigned task	Sustinance	Location	Spell/ability list
Gallar'nt	A Full blooded demon who is also a paladin	566	10	500		Enhanced Golden Platemail, Enchanted Clear Steel Visor, ἄδποκος φτερό, The Devil Wing Wizard Robe, Wizard Hat, Slave, Cryskeel Dagger, Spell Quiver	Fight, Detect Evil, Huge and strong		Fine	Nearby	Curse of Painful fire, Curse of Bottomless stomach, Curse of Wizard eyes, Curse of Postcognition, Curse of Bats, 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 vampire, Curse of the Werecreature, Curse of the Mummy, Curse of Flies, Issac's Curse, Curse of Vines, Curse of Frost, Medusa's curse, Curse of Straspawn, Curse of Foxfire, Flame Inhale, Bless, Blessa, Blessaga, Awaken, Minor Miracle, Purify, Turn undead, Tap Cannon, Fiero Slash.
Dublin	An Orc who is also a wizard	160	10	230					Fine	Nearby	Fire Liab Summon, Flame inhale, Bubble, Water, Mage hand.
Fairy Berzerker	An absurdly strong fairy, slobbering with rage and wielding a titanic sword	45	14	1	Overburdened	Tiny Adamantium Armor, Supermassive Greatsword	Tiny size, Absurd strenght, Flight		Fine	Nearby	
Harkim Salva	A young Boy with budding necromantic prowess and great strength. Currently under the tutilage of Heilfam Daged.	60	0	160		Noble Clothing infused with Cryskeel Chainmail, Symmetrical Elaborate Aiming Arcane Platinum Telescope, Cryskeel Dagger.	Young kid		Fine	Nearby	Water, Flame Inhale, Immunity Flame, Bless, Natural Necromancer.
Commander Chief	A Soldier/Guard of Eadlestien, He is well versed in a number of things that a guard and commander should be.	240	7	258		Bandit clothing, GSG-gun, Combat knife, More?	Knowledge of Eadlestien, Knowledge of military matters		Fine	Nearby	
Wizard Butler	A wizards soul placed inside a Livingmetal wood body, Raritanium thrusters are attached, and a Topaz Golem core has been inserted. Enchantments on the whole of his body allow for acrobatics, and minor regeneration and Textural shapeshifting.	300	1d3+1 per turn in combat.	800		LVL 1 Sturdy Slave, Light waver Wooden Communication device (CH 1) Scouting goggles, 2 MK2 RPA Blasters, 1 Platinum finger, 1 Demonite Finger.	4 arms, Flight, Spider climbing, Ludricusly durable, Huge and strong Control Golem, Maximize Efficiency, Combat Calculations.		Fine	Nearby	Legendary Channeling Control, Four armed novice.
Honey	A class IX artificial intelligence core that holograms as an anthropomorphic Dragon.	10	0	650			Desert knowledge, Bandit rituals, Desert Race.		Fine	Nearby	
Jeanne Rudamera	A Female Bandit recruited by Valerik through Trial by Combat.	64	2	180		Bandit Clothing, Sharp Cleaving Crystalline Katana			Fine	Nearby	

Name	Species	Description	Sustiance	Health	Mana	Status	Equipment	Assigned purpose	Location
Blood Capsule	Human?	A silver Capsule coming up to your chest, inside is a horrificly mutilated and mutated Bandit, Hooked up to all manner of unspeakable things. it is equipped with food, Air, and Other pipes, and has an output for Blood, as well as several gauges showing His state of being.	Fine	400	3	Blood Amount 9 Liters Stable blood pressure: 85 (Below 80 Causes harm, above 120 Causes Harm.)	Bandit Clothes	Blood Production	
Bandit	Human?	A bandit captured and restrained by Wizard butler and Big Zombie, His teeth have been removed.	Poor	40	3	Tied up, Gagged, Missing Teeth	Bandit Clothes, Scavenging mask.	Twisted Crazy experimentation?	
Bandit	Human?	A bandit captured and restrained by Wizard butler	Poor	40	3	Tied up, Gagged	Bandit Clothes, Scavenging mask.	Twisted Crazy experimentation?	
Blood Cattle	Human?	A bandit captured and mutated by Valerik to serve as a source of renewable blood, His brain has been mutated to induce docile tendencies.	Very Poor	7	0		Bandit Clothes, Scavenging mask.	Blood Production	
Rabbit	Rabbit	A mundane rabbit, somehow found in the desert.	Fine	4	2	Tied up		Twisted Crazy experimentation?	
Scorpions	Scorpion	A group of 10 Scorpions	Fine	12	1	Caged		Twisted Crazy experimentation?	

Operation	Description	Outcome	Completion Condition	Value	Time since start/ship (days)	Status	Needs	Missions assigned	Intended Output
Blood Spear feeding	The blood spear must be quenched in blood at least once a day, or it will become inert and viceriously electrical to use. The magic crystal needs to be immersed every 100 ticks, drawing the mana Resplandrum as it does not cover the Argonath wires.	Quenched yet?	N	0	0		Blood		Continued ownership of Blood Spear
Ambience Potator	A giant fat made of Silver. Designed to grow tissues and organs using raw material and magic.	Misc Flesh	Reach 100%	3%	0				Gold mana created Resplandrum Crystals.
Tissue Vat	A massive Silver pot Engraved With runes of Crispopt II	Misc Flesh	Reach 100%	5%	0				Large Stomach
Ghost silver Crispopt II	Magical Engines covering 200 Pounds of fat tissue	Harvest Mana	Reach 100%	100%	3				Glass
Food-to-Magic Engines	A magical Engine converting Food into mana	Harvest Mana	0% mana, 250 pounds left		4				Around 200 Mana
Food-to-Magic Engines	A magical Engine converting Food into mana	Harvest Mana	0% mana, 8 pounds left		6				Around 8 Mana
Spicy Plants (50)	A plant that thrives on mana. Growing delicate peppers and Hardy Bones.	Sustain Plant for at least 20 Days	0		0	Healthy, Fertilized 0 Infused (Down)			Manve Peppers, Bones
Count seed	A Gourd Plant. Found near an Oasis	Sustain Plant until Visually Complete			0	Healthy, Fertilized 7 Infused (Down)	Sunlight		Gourts
Red Hot seed	A Spicy Seed. Found near an Oasis	Sustain Plant until Visually Complete			7	Healthy, Fertilized 7 Infused (Down)	Sunlight		Spicy Peppers
Berry seed	A Berry seed. Found in nature	Sustain Plant until Visually Complete			8	Healthy, Fertilized 8 Infused (Down)	Sunlight		Berries, Berry Bush
Gourdberry Plants	A Plant Created from the union of Gourts and Berries.	Sustain Plant until 5 Days	1		8	Healthy, Fertilized 8 Infused (Down)			24 Gourdberries
Iron + Platinum Mine	A Mawath Mine Created under the Foundations of Eastbellon	Mining Being Materials to surface safely and successfully	NA		Searching		1 Shovel Right, Luggage		Iron, Platinum
Brick shaping	The Minnie gave 200 Pound bricks from your builders	You tell them to stop			2				Bricks
Bandit capture part Deat	Wizard Butler and Big zombie (5) to produce more bandits	Wait 1 Day	0	0	0		Wizard Butler, Big zombie		Live bandits
Harvest Scrap	Missions Begin Removing rubble and Transporting anything of value back to the cave						Shovel Right, Silver Robot		Assorted Scrap/Tech
Charming Operations	Operations which require Direct Action on Vava's part.								
Dead Mana Plant	Dead mana stored in a tiny Crystal matrix.	10 Mana	Reaches at least 20% (The higher it gets, the more anomalous it becomes.)	12%	4				Dead Mana

Name	Source	Form	Color/Appearance	Description	Attunement level
Death	Flesh and bones that are not part of a living thing anymore.	Liquid	Dark Purple, Gooy and inconsistant, like jelly.	The basis of Necrancy, This mana type is the one Valerik is most accustomed to, and he is capable of casting most spells through it and absorbing it with little to no consequence. It is a false life, and an anathema to it to boot, capable of preserving biomass and animating it.	I
Iron	Iron objects	Ray	Pale Blue, Gently shimmering	This mana is Sticky, and capable of Lifting objects under the control of something. It has this effect the most on iron.	I
Carbon	Various objects made of pure carbon, diamonds, charcoal, coal.	Liquid	Light Blue to Deep blue, glowing strongly	Life mana, Most commonly associated with living things, it serves the purpose of supplementing all organic chemical processes in an organism, and along side nutrients, is essential to Eukariotic life.	I
Steel	Objects made of Steel	Ray	White, smoky looking	This type of mana is created from steel, and is attracted to the piece of steel that attuned it, If steel is allowed to absorb large amounts of ambient mana in this way, over a long period of time it eventually becomes sapient in a sense.	I
Copper	Objects made of Copper	Ray	Orange to deep brown, Smooth uniform color	Earth, Time, These are both associated with copper,	I
Shelled Ghost (mana)	Psychocite then steel	Ray	Pink	This mana wants to be absorbed by the steel that attuned it similar to normal steel attuned mana, but it can also retain memories and information like psychocite.	II
Purple Demon (mana)	Demonite	Ray	Dark Purple, Human and nonhuman faces manifest on it.	This mana is incredibly Caustic to both other magics and matter., consuming them on impact.	I
Silk	Silk	Liquid	Liquid, Uniform color.	An especially Sticky mana liquid, it also adheres to itself, making strong magical threads.	I
Decay	Plastic	Liquid	Black, Bubbling.	This mana is a liquid which causes Plastic and other especially weak materials to resolve into a foam.	I
Light	Glass	Ray	Bright white. generates light.	This mana type creates a gentle white light.	I
Gravity	Rubber	Liquid	Clear Purple, Almost blue	When mana is attuned to Rubber, it creates a gravity generating liquid, which can attract things to it.	I
Thaum	Air	Wave	Invisible, If especially strong it can be seen as a Shimmer in the air.	This is how almost all mana will appear originally. every wizard breathes air after all, right? It is also the basic mana for all Incantation based spellcasting.	Ω
Magnet	Aluminum-magnesium alloy	Ray	Grey	This type of mana degrades into a weak magnetism over time.	I
Strobing light mana	Tempered Glass	Ray	Bright white, Mana stutters out of the glass, giving a strobe effect.	While merely a subset of Glass mana, it is still worth noting that Tempered clear materials Generate a Strobe effect with mana.	I
Decay II	Nylon	Liquid	Black.	This material is similar to plastic in that it causes Nylon to degrade into chunks.	I
Demi	Aluminum	Ray	Pitch Black	This mana creates a sort of vacume, which draws mana in. obviously, this property makes Aluminum stars the most common in our universe.	I
Osmose	magnesium	Ray	Dark Grey	This mana type Draws in heat until it's thermal temperature is equal to it's thaums, at which point it dissolves, releasing the stored heat.	I
	Oasis-Water	None	None	This material absorbs any mana you put into it, never to be seen again.	
Infusing Perspire	Brown Crystal	Liquid	Clear, glistening	This liquid is identical to the other leather liquids you have encountered, only it is absorbed into the material shortly after creation.	I
	Dark-Dragon Hide	Presumably-Liquid	Rainbow shimmer	This material absorbs mana at an astonishing rate, leaving little mana to study.	
	Raritanium	Ray	Unknown, Most is consumed.	This material absorbs mana at an astonishing rate, leaving little mana to study.	
Perspire	Human Leather	Liquid	Clear Liquid	A fairly useless mana which seems to serve the purpose of "Magical perspiration"	I
Replicate	Silicon	Ray	White	This mana tries to resolve into more silicon, and if left on a piece of it, will do so, based on the amount of mana left.	I
Wind	Topaz	Ray	Yellow	This mana influences the winds with astonishing radius, With enough mana, one could create whirlwinds and such, and with enough control could resolve it into even sharpened winds.	I
Terrible Wind	Topaz Geode	Ray	Grey Yellow	The impurities in this Geode have interfere with the mana, making it sluggish and weak.	II
Infusing Death	Cryskel	Liquid	Purple	This mana functions very similarly to both steel and bone mana, being attracted to itself, and being a liquid death mana, it may have some effect on cryskel if enough of it is infused.	I
Returning Gold	Angmallen	Ray	Smokey Gold	This mana Absorbs Gold mana into itself until the entire mass is a larger mass of pure gold mana.	I
Psychic	Psychocite	Ray	Purple	This mana has a number of properties, It can record information, images, memories, and thoughts into itself, and imprint this onto a piece of psychocite, and then be retrieved by applying more to the piece that is storing the information. the info laden mana has a number of uses on its own as well, which are functionally limitless.	I
Earth Pains	Stone	Ray	Light Grey	This mana increases and then decreases the Structural strength of whatever it is applied to, weak mana increases it, and stronger mana decreases it, ventually reaching the point where it dissolves most things into rubble.	I
	Etherial Paper	Same	Same	This material functions like Normal paper, only it is made of magic.	
Toxin	Mercury	Ray	Lime Green	This mana is highly toxic and Causes hallucinations, like the material it is made of.	I

Name	Source	Form	Color/Appearance	Description	Attunement level
Strength of the Grave Burden	Calcium	Liquid	Royal Purple	This liquid death mana improves the strength of what is applied to temporarily.	I
Grease	Lead	Ray	Dark Magenta	This mana increases the weight of what it hits temporarily, until the mana burns itself up	I
Silver	Baconite	Liquid	Pink/white streaks	This mana serves the purpose of a lubricant, and tastes terrible. it is very slow to reattune	I
Lightning	Purified Silver	Ray	Pale White	This mana is very much so tied to the moon, And causes strange things to happen relating to gravity. This effect is intensified under moonlight and with lunar ambience. Some beings can use Silver and lunar mana to transform into much more powerful forms.	I
Rain	Platinum	Ray	Pale pink, White, Yellow, Blue, Purple	This mana Burns itself up creating Strong electricity, Which usually arcs to the nearest object that it can resolve through.	I
Delayed Lightning	Tin	Ray	Greyish blue	This mana attracts water vapor, Creating clouds and rain clouds as it dissipates.	I
Anti	Poor Platinum	Ray	Light Pink	the lightning mana created by this impure platinum is Jittery and slow to respond, the Lightning itself even follows this, Stopping about halfway through han arc, before Finishing.	I
Solar	Skeel	Liquid	Yellow, Pulsating	This mana consumes Both life and Death mana, Transforming it all into Skeel mana, After a while however, it degrades back into it's original mana type, leaving a creature unharmed.	I
Repel Water	Gold	Ray	Bright Golden	This mana creates a Strong warm mana, Which harms Vampires and Feeds plants in the same way sunlight does, after all, it is what the sun is made of.	I
Add Momentum	Shimmering Scales	Liquid	Clear	This clear mana seems to repel water.	I
Plant Life	Fat	Liquid	Pale Yellow	This mana Seems to resolve in momentum, Adding it to whatever it touches	I
Frizz	Plants	Liquid	Green	This is the Life mana of Plants, Similar and different from their organic brethern, it can be used for healing just as well. but...	I
Ebon	Shiny Dust	Ray	Red, pulsating	This mana pops and Explodes like fireworks, Burning itself up quickly	I
Foul Fume	Ink	Liquid	Smokey Black	This mana seems to absorb light, dimming the area around it.	I
Stick	Fertilizer	Liquid	Brown Purple	This mana produces a terrible smell, As far as you can tell anyway, the whole thing smells.	I
Dim Light	Pig Iron	Liquid	Pale Magenta	This mana is incredible sticky, Adhering to a lot of things.	I
Restore Cloth	Coins (alloy?)	Ray	Dim Yellow	This mana produces a weak warm light.	I
Unease	Burlap	Liquid	Tan, Dry looking, like wax.	This liquid mana seems to improve the Strength of the Burlap fibers, Maybe a type of Death mana?	I
???	Purple Gem	Ray	Purple, Looks Eerry	This mana seems to invoke spooky feelings in living things.	I
Chill	Hole Covered Stone	Ray	Transparant, Green.	This mana seems to want to be inside that stone, Letting it Be drawn to it does not do anything either though on it's own.	I
Repel Iron	Saphire	Ray	Blue	This mana cools the area around it, the concentration and thaums Determine the radius and Power of cooling effect.	I
Plant Energy	Iron tinged glass	Ray	Light green	This mana seems to serve little to no purpose, It repells Iron however, Which could be interesting.	I
Hot Liquid	March Lich seeds/peppers/plant	Liquid	Yellow	This seems to be a variation of death mana which resolves into a sort of life mana as it grows into maturity. Probably for the best, otherwise nobody but me could eat it!	I
Hallucinate	Fire Flower + derived	Liquid	Red, Opaque	A red liquid mana which generates a lot of heat, not enough to harm, but definately hot. It seems to be the life mana equivilant for this plant.	I
Smoke	Hallucenagenic plants, Moss, mushroom.	Liquid	Light blue, Glowing	Blue liquid mana. Causes Hallucenagenic effect	I
Melt	Metal pellets	Ray	Brown	A smokey brown mana which seems to serve no purpose.	I
Restore Robes	Unmelting Red warm Steel Gauntlet	Ray	Bright red	This mana seems to lower the melting point of whatever it comes in contact with. ambience causes the material itself to melt severely.	I
Increase Momentum	Ludicrously Colorful Robes	Liquid	None	Mana is absorbed into these robes, repairing them, Necromantic fibers designed by Valerik in the past make this mana har to come by, it can only repair The cloak itself however, and is basically death mana for all other purposes.	I
Float	Shotgun Headache	Ray	Blue, Flaming	A Blue flame like mana which intensifies existing momentum, being absorbed into the object in question in the process.	I
Beam	Skystone	Ray	Light Grey with a hint of blue	This mana reduces gravity in whatever it touches, Ambience causes skystone to be permanantly weightless.	I
Nephilima	Glass cannons	Ray	Incredible white	This mana creates a while light and a combination of weak death, Kinetic energy, and heat. Causing damage to whatever it hits.	I
	δίαβολος φτερό; The Devil Wing	Ray	Purple Flames	Gallar'nt lets you reflect some from his blade though. It is a purple flaming mana, Some bizzare combination of holy and unholy energy that feels like it is teetering to one or the other. It apparently Resists evil, according to Wailascopography. you don't know much else about it though, Perhaps for the best.	I
	Gold then steel	Ray	Pale white	"Mage light. common wizard tool, it slowly burns itself away into light energy, but stays in a ball for easy transportation."	II

Name	Source	Form	Color/Appearance	Description	Attunement level
	Steel then gold	Ray	Pale Yellow, streaked with silver	A ray type mana which is attracted to both the steel it was originally attuned to, and the gold that it was attuned to secondly. It floats between them, burning itself into a warm light. It is very powerful light though.	II
	Gold then copper	Ray	Black	"If I am not mistaken, This mana type actually draws in light, like a highly specific black hole, The light can still orbit around and escape, but the effect is a Black shape which shoots off light. Upon impact this mana dissipates, releasing all the light in one concentrated burst."	II
	Gold then glass	Ray	Hazy, clear blue	"A ray type mana which repels matter. One of the basic ways of making magical tools such as a mage hand."	II
	Silver then lead	Ray	Navy/wavy	"A rather useless mana type used only by apprentices wanting a prank, It creates an unstable gravity field, which while not strong enough to do anything useful is more than enough to disorient someone not prepared for it, or at least give them a sense of vertigo."	II
	Tin then Sapphire	Ray	Shining Cyan	"I already know this one. I am a Wizard after all. It is a mana type which when released from immediate control, Condenses, and then explodes into a type of non mana energy which drains away heat to the point where it can create ice from Moisture in the air."	II
	Gold then Pig Iron	Liquid	Pale yellow liquid, which becomes black when heated	"This mana actually dissipates into a nonmana, Cognealed sunlight, which is a magical reagent used in all soers of things, from boiling it into sunstone, to Crystalizing it into Solarium Crystals. Even in it's liquid state it has uses, since it shares so many aspects with it's ray based brethren. Such as Heat, Luminescence, and Production of Skin based Vitamins when Used as an ointment."	II
Optic	Eyes	Liquid	Clear	"This mana seems to serve the purpose of aiding in lubricating the eyes alongside it's natural lubricants, it also provides a sort of additional focus for eyes that have been slightly damaged."	I
	Brain	Liquid	Pink	"A Pink Liquid mana which seems to serve the purpose of being a Redundancy in the brain's normal functions, it interacts with the soul it is connected to frequently, and leaves a brain upon death."	I
	Hair	Liquid	Clear, Hazy when intense	This is a Liquid type mana which seems to be exceedingly light, and with a bit of nudging, carries the hair with it. It consumes itself as fast as it is produced, and seems to be the cause of people's hair becoming weightless when they exude an incredible amount of power."	I
	Cerberosinal fluid	Wave/Liquid	Invisible, Pink when Liquid	"This mana seems to also be a wave type, though it resolves into a purple Liquid mana which while not death mana, grants the controller some telekinetic effect."	I
	Urine	Liquid	Purple	"Disgusting Purple liquid, smells terrible, Next."	I
	Exoskeleton	Liquid	Clear purple	"A Type of weak Death mana which seems to serve the purpose of warding off some predators."	I
	Compound eye	Liquid	Clear	"This is functionally similar to normal eye mana."	I
	Water	Wave	Invisible, Light blue when intense	"How peculiar, another wave type mana."	I
	Enamel	Liquid	Purple, green, yellow	"A Purple Green liquid mana, it Seems to serve the purpose of Strengthening the teeth and breaking down food, it makes them very unhealthy looking however."	I
	Lightbulb filament	Ray	Grey	"This mana type seems to resolve in radiation, depending on how dense it is. it quickly burns itself out however, to an absurd degree."	I
	Stomach acid	Liquid	Yellowish green	"A strong death mana, it seems to serve the purpose of breaking down living matter in an organism."	I
	Spit	Liquid	Clear	"A weak death mana which helps to break down food."	I
	Puss	Liquid	Purple	"Death mana, it seems to consume it and grow larger."	I
Fertile	Dirt	Liquid/Ray	Brown	"A Brown Liquid or ray mana, depending on the amount of present biomass. It serves little purpose than to be absorbed into the soil and to feed plants that can magically metabolize it."	I
Dissolve	Sand	Ray	Yellow, Bright.	"This ray mana type seems to Degrade the sand even further, making it easy to grind into a fine powder, this is likely a function of the Silica, which has a similar effect."	I
Cloud	Tin	Ray	Dull pale Blue	This mana type attracts Condensation and water vapor, Creating an artificial rain cloud surrounding enough of it	I
	Gadget crystal			Un electrified it seems to Reflect a kinetic force that covers the entire object, being pushed AWAY from the mana in question unlike normal Raritanium, Electrified mana slides off of it without being attuned	I