	Description	Learned?	Required Tool	Regent/Material	Spell Type	Prerequisits	Effect of additional mana	Origin
Valeric's Memories	Spells that have been learned by Valeric in his long years of unlife.							
clintered Life	Animate dead plants using magic.	Learned			Normal		Amount of plan growth and control of plant growth	Valeric's Memories
	Raise an Undead minion,.	Learned		Corpse/Skeleton			May be require	Valeric's Memories
				Vampire: Gold, Liquid Mana, Living Thing				
	Raise Three Types of undead minion, Murminies, Which are Preserved and Ernbalmed Magical Zombies, Vermpires, Which are Blood fed Zombies with Souls to sustain them in between blood feedings, And Abornisations Masses of Pisath Fed Plash that submarkedly into their body, incorperating them.			Mummy: Corpse, Preserving fluid, Tool for removing organs. Ancient soul (Optional)				
	Which are Blood fed Zombies with Souls to sustain them in between blood feedings, And Abominations			organs. Ancient soul (Optional)				
Advanced Poice Dood II	Masses of Flesh Fed Flesh that absorb enemies they kill automatically into their body,			Abomination: Corpses, Several Corpses.	Ritual	Raise Dead	May be Required	Valeric's Memories
Sustain Dead	Add days to a zombies sustenance.	Learned			Normal	Name Dead	Additional sustinance	Valeric's Memories
Mutate	Attempt to warp a creatures flesh in any way you desire.				Normal		None	Valeric's Memories
Blood Boil	Snand Health to nain mana	Learnert			Normal		None	Valeric's Memories
	Spend Health to gan mana. Restores damaged and dead cells using necromancy. Harms living things based on how much of their health is missing.						Amount of HP restored Or damage	Valeric's Memories
Rejuvinate		Learned			Normal		dealt	Memories Valeric's Memories
Raw Life	Spend mana to send out a pulse of raw unrefined life energy. Allows for a living thing to Be	Learned			Normal		Strength in pulse Strength of regeneration (Consumes mana per turn while active.)	nemones
Quarter (* *	Spend mans to send out a pulse of raw unselfined life energy. Allows for a living thing to Be given Sustinance for every turn this is used. Replanishing small amounts of blood, ATP, and mans. A refined version of Raw Life, it	Law			Nacros		regeneration (Consumes mana per turn	Valeric's Memories
Sustain Living	A refined version of Raw Life, it allows Small wounds on living things to be Fused back together.	ceamed	•		Normal			Milesia
Energy Knitting	mings to be Fused back together. A refined lance of life magic, if	50% Chance to learn			Normal		Speed of Knitting	Memories
	A refined lance of life magic, if hitting the storeach, or any other area with bacteria, it bursts them, causing Damage over a long period, if it hits anywhere else, it provides a sudden and strong burst of healing which penetrates the area. Harms Undead.							
	provides a sudden and strong burst of healing which penetrates the area. Harms Undead.	23% Chance M					Amount of HP restored Or damage	Valeric's Memories
Lively Lance					Normal		dealt	
		35% Chance to learn to Kosherize, 50% chance to Kosherize a spell that you have learned. 50% of the spells original cost can be used to learn	4					
	Allows Valerik to learn a Clean	spell that you have learned. 50% of the						
	Allows Valerik to learn a Clean version of any spell involving organics, reducing the pain, comption and preserving septence intelligence, and morality as much as possible.	spets original cost can be used to learn the Koshoriv			Matagrania			Valerik's Resolve
Kosherize Remains Of Evil					Metamagical feat			. marrie
	Creates a portal to another dimension for 5 Days, which as some point rhates that fires or							
	Spit out 1 Object from this dimension: the object will always be harmless in it's current state							
Gateway to the	Creates a portal to another dimension for 5 Days, which as some point during that time may Spit out 1 Deject from this dimension. The object will always be harmless in it's current state, due to disrepsit, clamage, or restraint. Throwing things into the portal may influence it's result.	50% chance to	Date:	Object to serve as	9 00		Non-0	Remains Of Evil
against the		-Katri	cusing impleme	, a galiway.	retuil		NUME?	LIII
Gark arts.	Dispels a negative effect on the user, and recasts itself once for							
Re-Dispel	Dispets 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 Dispells Additional False targets, or Additional health per target, Specify.	Defense against the dark arts.
	Creates an illusion of the user that draws negative effects onto it by sacrificing a small amount of your own health.						Additional False targets, or Additional health or	Defense analyst the
False Target	own health. Places a revive token on the user,	Learned			Normal		target, Specify.	against the dark arts.
Previve	Places a revive token on the user, when the user's health dips to 0, they are automatically revived with 1 point of health for every point of mans 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,				Normal		None	Defense against the dark arts.
Divination, Finding what can be found								
Detect Object;	Attempts to divine the location of	Learnert			Normal		None	Divination, Finding what can be found
Detect Object; Sigil	Altempts to divine the location of an object by speaking it's name. Creates a sigil which will point in the direction of an object placed on it.	Learned			Normal		None	Divination, Finding what can be found
Detect Object;	Sacrifice an object to a map, and the locations of every object like it			Map, Object	Normal		None	can be found Divination, Finding what can be found
Date: * · ·	will be marked on that map. Senses when a particular action is taken near the symbol, for a mile radius	Son or-		nep, Utject	Craning		Acre	
								Divination, Finding what can be found Divination,
Gaze: Object Potantial Prediction	Lets the user See the Past of an object.	learn						Divination, Finding what can be found Divination,
rhediction	Lets the user see a possible future. See through the eyes of one	5% chance to learn						Divination, Finding what can be found
Eve Sov	See through the eyes of one undead minion, you can control them at an unlimited distance so long as they are under the effects of this spell.	Lours			Normal		None	Necromantic Study
Eye Spy Bowser Koopa's flame a Dimensional guide to the elements part	- cos spen	, was free a			rec17181		mark	
guide to the elements part	Stress 10 channes of Free Car							Rouser
	Stores 10 charges of fire within your stomach, which can be imbued with any other spell you know and breathed out as either a fireball or a gout of flame.						Additional	Bowser Koopa's flame, a Dimensional guide to the elements part I
		Learned			Normal		Additional Flame charges	elements part I Study of Bowser Vocas
	Store a globule of molten lava in your stornach to hawk up later, Can be imbued with any other spell you know,	50% Channo **		Meltable Object			Additional	Study of Bowser Koopa's flame, a Dimensional guide to the elements part I
Magma Gulp	spell you know,	learn			Normal	Study of Bower Vor	Additional Magma charge	elements part I Study of Bowser Konson
	Learn sheer control over your fire, it will only hurt what you will it to, even if spell infused.				Metamanion	Study of Bowser Koopal flame, a Dimensional guide to the elements part I	-	Study of Bowser Koopa's flame, a Dimensional guide to the elements part I
Immunity Flams Heiflam Dagert's	even if spell infused.	Learned			Metamagical Feat	elements part I	None	elements part I
Heiflam Daged's Necromantic Notes	Causes Bones to emit a Powerful							
	light, sound and odor when near the user of the spell, making finding them a breeze, 100%							Heiflam Daged's Necromantic Notes
Detect Bones	chance to learn Forces a refined Lance of black Magic through the Tarcet. This	Learned			Normal		Area of effect	Notes Heiflam Daged's Necromantic
Near Death	spell is incapable of killing. Only weakening. Allows one to Carefully and	Learned			Normal		Demage dealt (Still cannot kill	Necromantic Notes
	chands to learn Forces a refined Lance of black Magic through the Target. This spell is incapable of killing. Orby wealdering. Allows one to Carefully and meliculously only raise the necessary parts of a minion, Reducing Mana cost, but increasing falams cost, but increasing falams chance, moralising falams chance, moralising falams chance, mediation, allowing for specific Blooprints in a minion, and resurrection of organs. Enchants an object with death							
Arturnoss *	ncreasing failure chance, passively Increases Resurrection precision, allowing for specific Bluenints in a minior and				Material			Heiflam Daged's Necromantic Notes
Advanced Raise Dead	resurrection of organs. Enchants an object with death	Learned			Metamagical Feat		None	Notes
	resurrection of organs. Enchants an object with death magic. Which will confer appropriate borusses. Shields and amore will absort death magic. Swords and spears will expend it. Ranged waapons will fine it in place of Ammunition, or infuse Ammunition present. Tools will kill what they harvest.							
	Ranged weapons will fire it in place of Ammunition, or Infuse Ammunition present. Tools will kee	50% Chance M					Quality and power of infusion	Heiflam Daged's Necromantic Notes Heiflam Daged's Necromantic Notes
Death Infusion True Ressurection	what they harvest. Brings life to a corose Restrains	learn		1 Corpse, 1 Willin Soul, and 12 Pounds of fresh soil.	Crafting 19		infusion	Notes Heiflam Daged's
True Ressurection (Heiflam Dagged)	Brings life to a corpse, Restoring their body, mind and spirit to the land of the living Attempts to request the presence			Pounds of fresh soil.	Ritual		None	Necromantic Notes
0.00	and of the living Attempts to request the presence of a soul from the afterlife. They may have demands of their own, or Pursuers to prevent their escape from a plane of torment.	25% Chance to						Heiflam Daged's Necromantic Notes
Call Spirit	escape from a plane of torment. Summons a minion of death to the plane of the living, who will atter	learn			Normal		None?	
	whoever is closest to death Stronger minions increase the risk, and the damage, Specify	10% Chance to						Heiflam Daged's Necromantic
Black Wager	mana spent when casting. Develop a Spell of your own, to bring life to dead things. Reagents	learn			Normal		Power of minior	Notes
True Ressurection (Valeria Mart	Affection to request the presiscent may leve demands of their own, or Pursuas to prevent their or Pursuas to prevent their confidence of their own, whose is consistent to death the plane of the living, who will stack whose is a close to death whose is a close to death plane is a close to death whose to death whose is a close to death whose the whos	25% Chance to			Ritual		m	Necromantic Study
Blood Rituals, and the	or erra spen.	-Katri			retuil			unay
creation of living weapons.								División:
	About ambient blood manic							plood Rituals, and the creation of living
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		Blood	Ritual		None	creation of living weapons.
Ritual Of	Transforms any metal object into							Blood Rituals, and the creation of living weapons.
DISCUSINE	a bioodsteel version of it. Bloodsteel objects generate life energy when used, healing the user. Transforms any metal object into	Learned	Blood Circle	Blood, Metal Object, Ambient blood mana	Ritual		May be require	living weapons. Blood Rituals
Ritual Of Living Metal	Transforms any metal object into a Living metal version of it, these objects are sapiant and retain memories of before their awakening.			Metal Object, Ambient blood mana				weapons. Blood Rituals, and the creation of living weapons.
		Learned	Blood Circle	mana	Ritual		May be require	weapons. Blood Rituals, and the
Ritual Of Vlad's Offering	Temporarily makes a blood circle transform blood into Random objects of value equal to the blood sacrificed.	5% Chance to learn	Blood Circle	Ambient blood magic, Blood	Ritual		May be require	Blood Rituals, and the creation of living weapons.
	,			g-1 1000	_		, sequite	

	Description	Learnart?	Required Tool	Regent/Material	Snell Tyne	Proronvisits	Effect of artificinal mana	a Orinin										
Get ripped in 30 days with	Discription	Learned	required loci	Pagentivialinal	open type	Prereguara	additional mana	ungn										
Mizardry								Get ripped in										
Mighty Flex	Allows the beings around you to share in your mad gains, Posing to enhance the strenth of allies.	Learned			Normal		Area of effect	Get ripped in 30 days with muscle Wizardry										
	to entrance the sentent of sines. Causes variable strain on the user's body, increasing their gains. The presente of Adrenalise in the user's body white under the effects of this spell increase gains. Specify percentage of weakness.																	
	Advenaline in the user's body while under the effects of this spell increase pains. Specify	45% chance to					Greater Gains for a given % weakness?	Get ripped in 30 days with muscle										
Enfeeble	percentage of weakness. Casting spells gives you a	leam.			Normal		weakness?											
	Casting spells gives you a temporary increase in muscle mass based on the spell cast. This lasts for three turns and can stack up to three times.							Get ripped in 30 days with muscle Wizardry										
	stack up to three times.	30% chance to learn.			Metamagical Feat	Enfeeble	None	muscle Wizardry										
Dimentional magics, a Primer																		
	Creates a bubble which is larger on the inside. The remember of																	
	Creates a bubble which is larger on the inside. The percentage of increase determines the mana cost. Mana cost is decreased if							Dimentional magics, a Primer										
Warp Space	the Bubble is inside a physichal object. Transports the user to an area in	Learned			Normal		Area of effect and intensity	magics, a Primer										
	three dimensional space. Specify how many body lengths away the teleportains is. The snell will not							Dimentional										
Teleport	function if the area in question is occupied by dense solid matter.	Learned			Normal	Warp Space	Distance	Dimentional magics, a Primer										
	Creates a rend in space, which spits out an object on occasion. Throwing objects into this hole																	
	increases that chance. The rend dissapears 1D10 days after							Dimentional										
Sacrificial gateway	increases determines the main cont. Mans cost is deviseased if the Schole is made a physicial control of the schole of the property of the control of the three demendrant space. Specify for many body largits away the lateportation is. The specific will not precise the schole of the schole of precise the specific property of property of schole of the schole of schole of schole schol	19% chance to learn.	Cutting implement		Normal	Warp Space, Teleport	None?	Dimentional magics, a Primer										
spells								Buck of cod										
Actual Fireball	Creates a 100% real fireball! Calls down lightning with inredible force!	to learn 100% Chance			Normal		None	Book of real spells Book of real spells Book of real spells Book of real spells										
Real Lightning Great Shield	force! Creates a shield that provides a solid wall to magical attacks.	to learn			Normal		None Size of shield	spells Book of real										
Super Duper	solid wall to magical attacks. The most powerful spell in the world!	40% Chance to learn			Normal		None?	Spells Book of real										
Spell Dwarven extruder scroll		-			Technia.		PEATE 1	apair										
Stell Stellar	Editates for dearness extraites, libiting whetever you gut his it. Authorise for dearness extraites, Crafting an object from Material reside.		Description and realization				Name .	Ouarves extrador servil										
Parity			Dearwe educin				Name Name Name Name Name	Democrative and										
Salvage	Adiables the descript extraction, Crafting an object from Material tracks. Adiables the descript extraction, Crafting an object from		Dearwe extrate Dearwe extrate				Name .	Dearwa sainake saral										
Creft Red	Submid inside. Advantes the dearmer extrader, Crafting an object from	Learner Learner	Dearwe mission				Nove	Dearwas salvator sansil Dearwas salvator sansil										
Creft Value	Advantes the deserver extrusion, Crafting an object from Malerial insole. Advantes the deserver extrusion, Crafting an object from	Laurent Laurent	Description extrader				None None	Dearwas animalar sarali Dearwas animalar sarali										
Call Wire Call Dairnal Best	Auditable The discourse exhauler, Crafting an object from Malerial mode. Auditable the discourse exhauler, Crafting an object from Malerial to the discourse exhauler, Crafting an object from Malerial discourse.	Lames .	Description advades				None None	Deuros salvalor saral										
			Description extractor				Name	Description and										
Craft Dagger Craft Teleforminada	Addition for discover exhality, Crafting an object hom Malaried involve. Solidation for discover and rather, Crafting an object from Malaried health. Malaried health Malaried malaried. Malaried malaried. Additions for discovers exhality, Crafting an object from Malaried malaried.	100% Chance in Learn 100% Chance in Learn	Dearwe educie				Nove	Deserves extrador servil Deserves extrador servil										
Craft Exercises Craft Cream	Material inside. Solitorials for discover extrusion, Crafting an object from Material inside. Solitorials the discover extrusion, Crafting an object from Material inside.	100% Chance in Learn 100% Chance in Learn	Dearway solution				Name Name Name Name Name Name Name Name	Deserves extrusion servall Deserves extrusion servall										
Cult His	Autories for dearmer extrater, Carling an object from Material treats. Autories for dearmer extrater, Carling an object from Material treats.						Nove	Oneren extender sonal										
Creft NSI Alliants 1651 Shirt Delivate Shirt San-metal Apply Level Creft NaII							Nove	Dearway solvator saval										
Main Non-model Apply Level	Administration from discourses and values. Coalling an exhibit them. Administration for discourse and values, Coalling an exhipmit how Administration for administration Coalling are exhipment to administration. Administration for administration Coalling are exhipment and Administration for administration Coalling are exhipment to work. Administration for administration Coalling are exhipment to administration.	100% Chance in Learn 100% Chance in Learn	Dearwe solution				Nove	Dearwas salvaler sarall Dearwas salvaler sarall										
Creft Sales Creft Sales Creft Sales	Malerial reside. Administrative for dearway extrusion, Crafting an algorithms Malerial inside.	100% Chance in Learn 100% Chance in Learn	Dearwe educie				Nove	Deurosa solnolor sonali Deurosa solnolor sonali										
	Addition for descript a design, Culting on object from Material reside. Addition for the annual reduction, Culting on object from Material reside. Additioning the descript and object from Material reside. Additioning the descript and object from Material reside. Additioning the descript and object from	100% Chance in Laser	Dearwe minute Dearwe minute				None None None None None None None None	Seminaria del Composito del Co										
Craft Name Craft Names	Autories, the dearmer extrusion, Crafting an object from Material inside. Autories the dearmer extrusion, Crafting an object from	100% Chance in Learn	Degree extrate				Name .	Dearway solvator sorall										
Craft Flammer Craft Crandons (fail)	Administration for dearmon enhance, Carlling an edge-in hom Material annies. Administration for dearmon enhance, Carlling an edge-in hom Material annies. Administration for dearmon enhance, Carlling an edge-in hom Material annies. Administration for dearmon enhance, Carlling an edge-in hom Material annies. Administration for dearmon enhance, Carlling an edge-in hom Material annies. Administration for dearmon enhance, Carlling an edge-in hom Material annies.	100% Chance in Learn	Dearway mitralian				Name	Dearwa salvalor sarali										
Craft Shriel Box Craft Chain	Malerial reside. Malerial reside. Malerial reside. Malerial reside. Malerial reside.	100% Chance in Learn 100% Chance in Learn	Dearwa minute Dearwa minute				Nove	Dearwas salvator sansil Dearwas salvator sansil										
Spitt Shey Craft Shalid	Makenia mende. Administra from demonstra enderden, Carding on selapai han Administra from demonstra Carding on selapai han Administra from demonstra enderden, Carding on selapai han Administra from demonstration, Carding on selapai han Administration.	100% Chance in Learn	Dearway salester				None	Description and										
Craft Fisternal Chesi	Advantes the dearmer extrusion, Crafting an object from Malarial tracks. Advantes the dearmer extrusion, Crafting an object from	100% Chance in Learn	Courses solvaire				-	Deares salvater sansil										
Craft Flaternal Cerature Craft Flaternal leggings	Malarial inside. Solitation for decurren autoubs, Crafting an object from Malarial inside.	100% Chance in Learn 100% Chance in Learn	Dearway solution				Nove Nove	Dearwas salvalor sarell										
Craft Spring	Administration for discovers and router, Crafting an object from Material involve. Solication for discovers and router, Crafting an object from Material Involve.	100% Chance in Learn 100% Chance in Learn	Dearwe solute Dearwe solute				Nove	Desman salvator sansii Desman salvator sansii										
Craft famil Craft platen parts	Advantes the dearmer extrusion, Coding an object from Material involve. Automites the dearmer extrusion, Coding an object from	100% Chance in Learn	Dearwe extrate				Nove	Osenes salvalor sarall										
Magnetier Digest		36% Characterization	Course secure				None	Deares salvalor sonali										
Trottianca:	Draw a circle where organic materials can be easily manipulated																	
		Learned		Source of Carbon,	Normal		None	Homunculi										
Craft Cells	Create the most basic form of organic life Combine and alon cells to form	Learned		Water, and Sodium	Crafting		None	Homunculi										
Craft Tissue	Combine and align cells to form tissue, 50% chance to learn, Combine several tissues to make	Learned		Celts	Crafting		None	Homunculi										
Craft Organ	Combine several tissues to make an organ,	Learned			Crafting		None	Homunculi										
				Trasue, Cells Carbon, Water,														
False Life	Use organic compounds to create a fake creature.			Tissue, Celts Carbon, Water, Sodium, Iron and Soil,	Crafting		None?	Homunculi										
False Life Cloning Ritual	Use organic compounds to create a fake creature, Use materials to Grow a piece of Organic matter into a full clone of the organism.		Circle of life	Tissue, Cetts Carbon, Water, Sodium, Iron and Soil, Varies,	Crafting Ritual		None?	Homunculi										
False Life Cloning Ritual Craft Philosopher's Stree	Use organic compounds to create a fake creature, Use materials to Grow a piece of Organic matter into a full clone of the organism. Transforms tons and tons of Organic matter int oa nichlenoeher's Strine.		Circle of life	Carbon, Water, Sodium, Iron and Soil,														
Cloning Ritual Craft Philosopher's Stone	Use materials to Grow a piece of Organic matter into a full clone of the organism. Transforms tons and tons of Organic matter int oa philosopher's Stone.	Learned Learned 5% Chance to learn	Circle of life	Carbon, Water, Sodium, Iron and Soil,														
Cloning Ritual Craft Philosopher's Stone Chimerize	Use organic compounds to create a fake resistant, Use materials to Grow a piece of Organic matter into a full clone of the organizam. Transforms tone and tone of Organic matter into a full compound of the organizam to the organ	Learned Learned 5% Chance to learn	Circle of life	Carbon, Water, Sodium, Iron and Soil,														
Cloning Ritual Craft Philosopher's Stone Chimerize Alchemical sigits for	Use materials to Grow a piece of Organic matter into a fail clone of the organism. Transforms tors and tons of Organic matter int oa phésospher's Stone. Fuse organic beings, blending their minds and souls, linous	Learned Learned 5% Chance to learn	Circle of life	Carbon, Water, Sodium, Iron and Soil,														
Cloning Ritual Craft Philosopher's Stone Chimerize Alchemical sigits for	Use materials to Grow a piece of Organic matter into a fail clone of the organism. Transforms tors and tons of Organic matter int oa phésospher's Stone. Fuse organic beings, blending their minds and souls, linous	Learned Learned 5% Chance to learn	Circle of life Implement for engraving	Carbon, Water, Sodium, Iron and Soil,	Petual		None?	Homanculi										
Cloning Ritual Craft Philosopher's Stone Chimerica Alchemical sigilis for dummies Crackpot Sigil I	Use materials to Crow a piece of Organic materia rios a ful clone of the organizem. Transforms sens and tinns of the organizem. Transforms sens and tinns of the organizem of the organizem of the organizem of the organizem orga	Learned Learned 5% Chance to learn	Implement for engraving	Carbon, Water, Sodium, Iron and Soil,			None?	Alchemical siglis for durmings			_							
Croning Rihaal Craft Philosopher's Stone Chimerica Alichamical sights for duramiss Crackpot Sigil I Crackpot Sigil I	Use materials to Crow a piece of Congrenic mater from a disconne of the organism. Transforms keep and tons of the organism. The congrenic construction of philosopher's Stone. Free organic belongs the organism of the organic belongs the theory of the congrenic construction of the proper and stability the proper and stability the proper and stability that proper and the proper transfer with stoney met to the transfer and stability that the transfer transfer and the proper transfer and the proper transfer and the proper transfer and the proper transf	Learned Learned 5% Chance to learn		Carbon, Water, Sodium, Iron and Soil,	Petual		None?	Homunculi Alchemical sight for downsical sight for Alchemical sight for downsical sight for the sig										
Croning Rihaal Craft Philosopher's Stone Chimerica Alichamical sights for duramiss Crackpot Sigil I Crackpot Sigil I	Use materials to Crow a piece of Congrenic mater from a disconne of the organism. Transforms keep and tons of the organism. The congrenic construction of philosopher's Stone. Free organic belongs the organism of the organic belongs the theory of the congrenic construction of the proper and stability the proper and stability the proper and stability that proper and the proper transfer with stoney met to the transfer and stability that the transfer transfer and the proper transfer and the proper transfer and the proper transfer and the proper transf	Learned Learned 5% Chance to learn	Implement for engraving	Carbon, Water, Sodium, Iron and Soil,	Ritual		None?	Alchemical siglis for durmings										
Cloning Riball Craft Craft Craft Copher's Stone Chimerice Alchemical Alchemical Algish for durernias Crackpot Sigil II Crackpot Sigil II Fusion Sigil Chicasine Sigil	Use manifest to Crow a proce of Cognier maint view and room of Cognier maint view and room of Cognier maint view and room of Cognier maint view and	Learned Learned 5% Chance to learn	Implement for engraving	Carbon, Water, Sodium, Iron and Soil,	Ritual Crafting Crafting Crafting		None?	Momenculi Alchemical sight for demnical sideal sight for demnical sight for demnical sight for demnical sig		-								
Cloning Riball Craft Craft Craft Copher's Stone Chimerice Alchemical Alchemical Algish for durernias Crackpot Sigil II Crackpot Sigil II Fusion Sigil Chicasine Sigil	Use manifest to Crow a proce of Cognier maint view and room of Cognier maint view and room of Cognier maint view and room of Cognier maint view and	Learned Learned 5% Chance to learn	Implement for engraving Implement for engraving	Carbon, Water, Sodium, Iron and Soil,	Ritual Crafting Crafting		None?	Homenculi Alchemical sight for dumnities algib for dumnities algib for dumnities dumnities algib for dumnities dumnities dumnities dumnities dumnities dumnities dumnities										
Cloning Ribad Call Call Call Call Call Call Call Ca	Use materials to Crow a piece of the Organic mater into a list clane of the organics. Transforms keep and tons of the organics. Transforms keep and tons of the organics of the organics of the organic being the organic being the organic being the organics of the organic being the organic being the organic and stable, through the organic organics of the organic being the organic organics of the organics	Learned Learned 5% Chance to learn	Implement for engraving implement for engraving implement for engraving implement for engraving	Carbon, Water, Sodium, Iron and Soil,	Ritual Crafting Crafting Crafting		None?	Momenculi Alchemical sight for demnical sideal sight for demnical sight for demnical sight for demnical sig										
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Cloning Ribaul Cual Philosopher's Store Chimerica Alchaescal Alchaescal Asigilis for demnitis Crackpot Sigil II Crackpot Sigil Fesion Sigil Industry Shaping Sigil Linding	Use maximize the Cover a process of the opposition. To reclaim the opposition. To reclaim the opposition. To reclaim the opposition. To reclaim the opposition of the opposition opposition of the opposition of the opposition of the opposition opposition of the opposition opposition of the opposition oppositio	Learned Learned 5% Chance to learn 15% chance to learn 15% chance to learn Learned	Implement for engraving Imp	Carbon, Water, Sodium, Iron and Soil,	Crafting		None None None None None None None None	Homencell Alchemical aspin for aspi										
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							Effect of										
The offering of	Description	Learned?	Required Tool	Regent/Material	Spell Type	Prerequisits	additional mana	Origin									
The offering of Balrog and Helios																	
								The offering of									
Self Proclaim	Causes a voice to announce your good and evil deeds of note.	Learned			Normal		None	Bairog and Helios									
	grants the user 10,000 Dark mana- friele, but forever curses them to be incompatible with normal mana, along with this spell only being able to be used once per person it inevitably ends with the user cursing the people around him in some effort to drain dark mana from them, of vasching the spell to unwary fools and then stealing their newfound dark	5% chance to learn.			Normal		None	The offering of Baltog and Helios									
	a buff that causes every spell cast to help another sapient being in a random act of kindness to increase the amount of mana the							The offering of Balrog and									
Spell 1, Good	user and being in question get the next day.	5% chance to learn.			Normal		None	Helios									
Spall 2. Evil	Drains mana of any kind from a target, the upper limit of mana drained is your current mana.	5% chance to learn.			Normal			The offering of Balrog and Helios									
opera, con	can call out to any beings that				- Comman			The offering of Balrog and									
Spell 2, Good	know you, and request mana from them telepathically. e Transforms the nearest living	5% chance to learn.			Normal		None	Helios									
Spell 3, Evil	thing that the user cares about into pure energy, and forces that energy into a portal for summoning Ballog to lay waste to ner's enemies. The more the user regrets casting it, the more powerful the Ballogs's avatar is and the longer it lasts.	5% chance to learn.			Normal		None	The offering of Balrog and Helios									
Spell 3, Good	Transforms the user into a weapon temporarily, this weapon deals their own max health in damage with every attack, and grants full use of their spets, techniques, strategies skills and mana to the wielder.	5% chance to learn.			Normal			The offering of Batrog and Helios									
Other																	
	Call out to a being's Will, summoning it into an avatar made						Strength and	Dublin the Orc Wizert									
Summon	from your mana.	Learned			Normal		size of Avatar. Additional										
Craft identification scroll	Turns a piece of paper into a scroll capable of describing objects on command	Learned		Paper	Crafting		information, along with requiring additional paper	Reverse Engineering									
Communication	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									
Spectergram,	Allows the user to send a ghost of their will to a being by naming them or Describing them, Having a ritual Related to the target will decrease the mana cost	Learned			Ritual/Normal			Study of manin									
Gate Sigil	Creats a sigil around a hole, valve or pipe that Contains several options for limiting, changing and editing mans flow through it.	Learned			Crafting			Shurks of Simils									
	Generates a Pale Blue hologram of whatever the caster desires upon casting.	Learned			Normal		,	Study of False Target									

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

Name	Description	Learned?	Origin	Prerequisits										
	Biologically passive abilities													
Natural Talants														
	A small permanent fire has sprouted in your belly, Allowing passive generation of flame charges, free smoke breath, and free minor fire breath.	Obtained	Advanced use of "Flame inhale"											
Kitsune Biology	Being able to change the size of your face gives an easy way to improve Diplomatic relations.	Obtained	Birth to the right species											
Lich	With your phylactary you are immortal, simply regenerating at your phylactary upon destruction. You tread the line between life and death, granting you resistance to Death magic and Life magic.	Phylactary lost	One of the Final Branches of Necromancy.											
Learned Talants	Learned passive abilities													
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											
Surgeon	You have enough knowlage of anatomy to Cut someone open witout killing them directly.	Learned	Eons of practicing Necromancy											
Novice Mechanic		Learned	Draining A dwarf and an amount of practice											
	You have You have a rudimentary understanding of plants, or at least Necromantic ones.	Learned	An amount of practice											
	Your muscles are your staff, your body and your mind are one and the same. Feats of magic and might are no longer discemable from one anouther. You are rissed.	Not learned	Get Ripped in 30 Days with Miscle wizardry.											
Comprehensions	Having read books, and pointificated on them													
Beginner Blood Ritualist	You have a very shakey understanding of blood magic rituals.	Learned												
Novice Dwarven Linguist	You at least know some words and phrases in dwarven.	Learned												
	You have a very shakey understanding of alchemy and the spells used to perform it.													
Beginner Dark Alchemist	You have a very shakey understanding of creating Homunculi.	Learned												
	You have a Good understanding of the Basics to Divination, and the spells used to perform it.	Learned												

							Special			Guestimate Weight in	Average Health	Health	Sustainance Type	0	
Name	Description / orgin	Assigned task	Number	Equipment	Status conditions	Special Information	Information Values	Size (pixels)	Chanelable mana	pounds (per unit, not total)	Per unit	Total Total	Sustainance Type	Sustinance	Location
Other Sustinance Types						Dangerous fingernalis									
ingemails, Inert Shastly Quote: levermore		None None		Ivi 2 Mechanical Gun	Conned in Renew	Dangerous fingernaits attached to Blood Cattle Colem, Internal mana s storage	Golem Core at 100% status	1x1 6x4					Blood (Inert) 10 Magic (Golem)	N.A.	0 Nearby Nearby
eventure.		THUM.		3 Soft, fluffy, Inspiring,									io mage (county)		really
				Gun 3 Soft, fluffy, Inspiring, Silencing Pillows, 1 Warm, Heavy, Cozy, Secure, Protective Duvet/Blanket		An advanced Dwarven Mech, Infected with flesh and necromantic energy, Inspiring to sleep in, like a racecar bed, but not.									
ombified mech		None	,	Protective Duvet/Blanket	NEEDS PILOT	Inspiring to sleep in, like a racecar bed, but not.		32x25			80	800	0 Magic (Inert)		0 Nearby
Action Based Justinance Death Hourglass	A Simple Class and iron Hourglass Filled With animated bone dust														
Death Hourglass	hourglass Hitled With animated bone dust A massive beetle designed to Tak		1					2x3			2	5 5	5 Magic	1	00
Posesor Beetle	A massive beetle designed to Tak over machinery and statues using a golem core attached to it. A hollow moth infused with Clear		1				Golem Core at 100% status				1	5 15	5 Magic	1	00 Nearby
Crackerily	Steel, and enchanted with the ability to Store spells which it detonates itself casting.		4					1x1				1 4	4 Magic		12 Nearby
						A swarm of fist sized Bone spiders, equipped with a Pair of scissors, a Spike, and a saw made of bone.									
Bone Spiders		None	1			saw made of bone. Internal storage, Partially made of wood, Bug shape, Durable, Can carry a lot of		2x3				2 2	2 Magic	1	00 Nearby
Luggage		Mine iron	,								9	90	10 Magic		40 Nearby
Necromechanic's Workbench		Ready to use	١,			A workbench capable of Manipulating Living and undead things without rendering them dead or inert.					N.A.	N.A.	Magic	,	00 Nearby
				2 S-Steel Steel Chainmail Jackets and 2 S-Steel Daggers.											
Skeleton Duo		None	2	S-Steel Daggers	Covered in Poisor	Twin skeletons, Otherwise unremarkable		14x8			3	8 72	2 Magic	2	00 Nearby
				5 Lvl 2 Glass Carnons 1 Red Warm Steel Gauntlet 5 S-Steel Steel Chairmail Jackets 5 S- Steel Daggers. 1 S-Steel Steel		A large group of Skeletons,									
				5 S-Steel Steel Chainmail Jackets 5 S-		otherwise unremarkable. Their leader is infused with clear steel, and wields a Moten gauntlet.									
Criminal Skeletons		None	5	Steel Daggers. 1 S-Steel Steel				14x8				9 42	2 Magic	6	20 Nearby
Sciops		None	,	1 S-Steel Steel Chainmail Jacket and 1 S- Steel Dagger.		A two headed Skeleton made from two smaller ones.					11	0 110	10 Magic	1	00 Nearby
				2 S-Steel Steel Chainmail Jackets and 2 S-Steel Daggers.		Squashed Creatures Made of Bone, With four arms each and Metal tipped Shovels, They are capable of Digging at great Speed									
Showel Blights		Mine iron.	2	S-Steel Daggers.							3	59	9 Magic		80 Nearby
						A leg Bone With a Scythe made of Bone extending out of it, Capable of Acting independently, And can stillen into a Scythe staff.									
lcythip		None	1			stiffen into a Scythe staff. A tiny ink pen Made from		8x8			1	0 10	0 Magic	1	00 Nearby
						atterning a Scytter state. A tity ink pan Made from Magically Enhanced bone, Capable of identifying things, writing them down, and Connecting with a pool of information known only as "Big Brain"									
Identification pen		identify our stuff as we make it		67% ink		information known only as "Big Brain"		1x3				1 1	1 Magic	1	00 Nearby
One Armed Metal Coated skeleton		None	١,	1 S-Steel Steel Chainmail Jacket and 1 S- Steel Dagger.	Missing Arm	A Skeleton coated in Metal, Thick and Heavy.		14x8				. 80	10 Magic	,	00 Nearby
Day Based Sustinance															
Great Cargo Worm			1			A sheet of skin infused with		15x50		150	0 125	1250	i0 Flesh		6 Nearby
						clear steel, Given sharp claws, and enhanced to be nearly invisible, Someone									
Stalking Skin		None	1			A sheet of skin infused with clear steet, Given sharp clews, and enhanced to be nearly invisible, Someone who is not sware of it will not see it. It can sacrifice health to regain it's invisibility effect.		14x8			1	5 5	Magic 5		1 Nearby
						A Fist sized undead Spider with a skeletal Hand attached to the back of it's									
				Shocking Platinum Fangs, Slippery Skeel Plating.		A Fist stood undeat Spider with a skelatal Hand attached to the back of it's head, Slippery Skeel armor plates all over it and platinum caps on it's fangs capable of sactificing sustinance in return for an electric shock.									
Armored Acrobatic Spider		None	1	Plating.		sactificing sustinance in return for an electric shock. A massive hulk of a Zombie,						4 4	4 Flesh		2 Nearby
Big Zombie		None	,			A massive hulk of a Zombie, Filled with flesh and fat, with two Massive arms, and two tiny legs.					13	2 132	12 Flesh		12 Nearby
Wolf Zombie Pack				Large Spiked Destructive Boulder		two Massive arms, and two tiny legs. A pack of undead Wolves, Led by a Cantaur Wold Made from a Bandit Zombie and an alpha male.									2 Nearby, Centaur wolf 2 with Nomada
Wolf Zombie Pack		None	3	3 S-Steel Steel Chainmail							2	59	9 Flesh		2 with Nomada
Bandit Zombies		None	6	3 S-Steel Steel Chainmail Jackets and 3 S-Steel Daggers.		A Group of Undead Bandit Corpses, Otherwise unremarkable		14x8			1	2 74	4 Flesh		2 Nearby
Muscle engine Mark 1 Fatmill		None None	1			A Large undead fly, With a					NA. NA.	N.A. N.A.	Flesh		2 Nearby 12 Nearby
						A Large undead by, With a wooden commication device on it's back and runes covering it, it is designed for Speed and Agility above all else.									
Fat Fly Zombie		None	1			Speed and Agility above all else.		212				1 0	Magic 0		Destroyed 0
Brain Stime Non-Undead		None	,			An animated Brain, Otherwise unremarkable.							8 Magic		0 Nearby
	A Small golem Made from spiral steel with a Silicon core, it is about as large as a normal human when unfolded, but can telescope down into a small case with a handle.														
Stick Golem	unfolded, but can telescope down into a small case with a handle. This is a three eyed Transport and	None	0	4 cryskeel shorts	awords		Golem Cores at 100% status	14x8			1	5 0	0 Magic (Golem)	NA	Destroyed
	combat drone. It has two on-board machine guns and an emergency Self-destruct														
	into a small case with a handle. This is a three eyed Transport and combat disea. It has two on-board machine guns and an emergency Salf-destruct feature. It is made of Metal plates, Servo motors, A Magtak Getern Core, And a powerful battery. And a powerful battery. And a powerful battery. Let be the property of the														
	And a powerful battery. It's purpose is to transport Goods safety within a specified area,														
	usually used in excavation, or exploration. It is worth a great deal, and as														
Silver Robot	It is worth a great deal, and as such one can only be afforded by nobility in most cases.	None			2 Mechanical Machine Guns.		Golem Core at 98%				11	0 110	10 Magic (Golem)	NA	Nearby

Name	Description / orgin	Health	Mana	Guestimate Weight in pounds	Status conditions	Equipment	Properties to remeber	Assigned task	Sustinance	Location	Spell/ability list
Gallar'nt	A Full blooded demon who is also a paladin	566	i 10) 500		Enhanced Golden Platemail, Enchanted Clear Steel Visor, διάβολος φτερό; The Devil Wing	Flight, Detect Evil, Huge and strong		Fine	Nearby	Curse of Painful fire, Curse of Bottomiess stomach, Curse of Wizard eyes, Curse of Protocopinion, Curse of Basto, upongmorph, Curse of Pandero polymorph, Curse of Pandero polymorph, Curse of Special Polymorph, Curse of Special Polymorph, Curse of Special Polymorph, Curse of Polymorph, Curse of the Warrier, Curse of Feldmorph, Curse of Protocol Polymorph, Curse of the Warrier, Curse of Fise, Issaic's Curse, Curse of Fise, Medusa's curse, Curse of Fise, Issaic's Curse, Curse of Fise, Palme Inhalie, Bless, Blessa, Blessaga, Awaken, Minor Miracle, Purify, Turn undead, Tap Cannon, Field Stash.
Dublin	An Orc who is also a wizard	160	10	230		Wizard Robe, Wizard Hat, Stave, Cryskeel Dagger. Spell Quiver			Fine	Nearby	Fire Llab Summon, Flame inhale, Bubble, Water, Mage hand.
Fairy Berzerker	An absurdly strong fairy, slobbering with rage and wielding a titanic sword	45	i 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) 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, Combal knife, More?	Knowledge of Eadlestien, Knowledge of military matters		Fine	Nearby	
Wizard Butler	A wizards soul placed inside a Livingmetal wood body, Rantanium 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	8008		LVL 1 Sturdy Stave, Light waver Wooden Communication device (CH 1) Scouting goggles, 2 MK2 RPA Blasters, 1 Platinum finger, 1 Demonite Finger.	4 arms, Flight, Spider climbing, Ludricustly durable, Huge and strong		Fine	Nearby	Legendary Channeling Control, Four armed novice.
Honey	A class IX artifical intelligence core that holograms as an anthropormorphic Dragon.	10) 650			Control Golem. Maximize Efficiancy, Combat Calculations.		Fine	Nearby	
Jeanne Rudamera	A Female Bandit recruited by Valerik through Trial by Combat.	64		2 180		Bandit Clothing, Sharp Cleaving Crystalline Katana	Desert knowlage, Bandit rituals, Deser Race.	t	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, Scavengy mask.	Twisted Crazy experementation?	
Bandit	Human?	A bandit captured and restrained by Wizard butler	Poor	40	3	Tied up, Gagged	Bandit Clothes, Scavengy mask.	Twisted Crazy experementation?	
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, Scavengy mask.	Blood Production	
Rabbit	Rabbit	A mundane rabbit, somehow found in the desert.	Fine	4	2	Tied up		Twisted Crazy experementation?	
Scorpions	Scorpion	A group of 10 Scorpions	Fine	12	1	Caged		Twisted Crazy experementation?	

		Guestimate Velight in Fapplicable) pounds	Amount			Location	Obtained From	Material / chemical composition / N Reflects south mineral in	Secretarile .			
		Yapplicable) pounds	Size (in pixels) (Distinct I		Container			Reflects exact mineral in	noly index			
Drop of Nothingness	Scrap (in container) Liquid (in container)		0 1	A small piece of an interdimentional creature, it appears to 1 be nothing but will, keeping itself through ambience alone. A small piece of an interdimentional creature, it is a piece of	Cryskeel Val	In Cart						
Shred of Darkness	container)		0 1	1 Dark energy, Shadows of a Southeart. a siny scale made of a nearly indestructible material. It is an alchemical simulation of the scale of a legendary beast, wh		in Cart						
Small green Scale	Scale		1 1	1 de norbring out sui, sespring asser tribugh amériere aloris. A arrail pioce d'an interdimental crisative, lit is piece o 1 dans émergy, Stadows of a Soulheast. A la sir yacie mande d'a sousé phositrottible matérial. Il la ar- a litre yacie de la companyació de la companyació de la aler rocks and was immune to neally all favor. Pary lived in 1 volcasir regione, and could de lhy be harmed from the inside Seems to reflect a light that loops around back into the bar 1 when not tables control of.		In Cart		Liquid mana which seems to Help in resisting Trauma.				
Lime glass-metal	Bar Pile (in container)		1 1	when not taken control of. A bag of what calls itself "Calcrete". Apparently when mixed with a liquid, it becomes a solid substance.		In Cart		Light mans which loops back into the bar. Identification reveals that it will solidify the calcrete to apply mans.				
Calcrete Glass	Dar	- 1	98 4x6 99 1x3	10 Several bars of high quality glass		In Cart In Cart		calcrete to apply mans. Light mans Plugle mans Filled with faces, highly caustic to matter and magic.				
Demonite Chunk	Chunk		99 1	50 A large chunk of demonite		In Cart None						
Casis Water	in container		1 1	1	Glass Phials	None	An case in the osset near Eadlestien. Alloying Raritanium with Platinum	Mans dissapeared when inserted into the water specifically. Unknown, Mans is consumed to create a powerful plasma arc, which consumes a very small portion of the material.				
Rasi-Platinum Alloy	Small bor		1 1	A bar of Rantanium and Platinum, alloy, it is opaque with a 0 pink and white color, shimmering strongly.				yourna pasma arc, which consumes a very small portion of the material. Liquid mans which temporarily increases				
				A Small patch of alchemical leather simulant made to imitate skin from the hide of a Dark Dragon, it was a replical mostler Summound from the bankinnest of 7 Dar beasts, whose scales shimmered with all the colors of the rathoox Absurdely wear resistant. Tensile strengt: 100x 1 normal leafs.	k		Alchemy, 0.5 Pounds of Leather and 0.5 Pounds of Clear Steel	very imas portion or the maseras. Liquid mansa which temporarely increases this leather's Stength. The effect lasts for about 2 Turns, and coales based on the amount of mans used. When channeled, the leather Stenses with an otherworldly rainbow light, and light bursts cosen off of it when should.				
Dark Dragon Hide	Sheet		1 1	rainbow. Absurdely wear resistant. Tensile strenght 100x 1 normal leather	None	In Cart	fused in The Iron apparatus will make 1x1 Inches of Dark dragon hide.	rainbow light, and light bursts coem off of it when struck.				
Rationium	Crystal	90% 1	70 3x10	A Crystal of a Strange material, it's Strength increases 1 when electricity is applied.	None	In Cart		Directional Thrust Mana, Most of it is consumed by the Gern, Creating a thrust on the other Facet of the gern				
	Dar		20 2x1	20 A Bar of human leather, Thick and heavy.			Various sources.	A clear liquid shimmering mans which seems to serve no purpose other than "Magical Perspension"				
Large Topaz Gem Topaz Geode	Ore boulder		10 1 20 1x2	10 A large mechanically cut topaz	None None None	in Cart in Cart in Cart		Wind Mana Temble Wind Mana				
				A Pleace of Crystaline Steet, it is flexible, but still prone to shattering, it holds a much finer edge, and the liquid mans sinks into the material giving it a Pumple smokey hue, which 4 floats inside of it.			Alchemy, Fusing a piece of Clear Steel with a bone	Skeel mans, Seems to be able to store Itself in Cryskeel				
Cryskeel	Gernatione		4 1	4 floats inside of it. It is a Drawe crystal made from Steel which seems to imitale wood at a structural level. It still only reflects Normal 1 Steel mans however.	None	in Cart	Steel with a bone Alchemy, Fusing a piece of Clear Steel with wood					
Wood Grain Crystal	Chunk		1 1			In Cart	Steel with wood	Steel Mana Psychic mana, retains information, can be inserted nto psychocite to cause it to				
Psychocite Large Stone Bricks	Bar Bricks Liquid	20	4 1 00 2x4	Psychic Metalloid with several strange properties Large Bricks made from raw stone.	None None Iron Separating apparatus	In Cart On Site	Various sources.	Psychic mans, retains information, can be inserted nilo psychocite to cause it to record information. Same				
Mercury	- April	The weight of	50	1	apparatus	In Cart	Various sources, Mining, Refining ore. Purchase	Toxic Mans, hallucinogenic.				
Abstract Orb	None	The weight of the world on a man's shoulders.	As many there nee be.	s to It is filled with vague notions and sweet nothings.	Itself	None remaining!	Alchemy, Fusing a Sustained Objectivity, and shaping sigil.	Your innermost thoughts.				
	Pile	,	00 10x14	t a new way vagor rooms and awar normy.	None	In Cart	Various sources.	Pusple Lipid mans, increases ridgidity of whatever it is slathered on temporarily. Replication				
Silicon	Pile		00 9x10	2	None	In Cart		Replication				
Clear Steel	Gernatone		18 1x2	A piece of steel, Crystalized so that it is transparent. It is 9 more durable than normal steel, but also brittle. A wire made of Red Silver, When compressed into a ball, it	None	In Cart	Alchemy, Fusing a mixture of 20% steel and 80% glass in the iron fusion apparatus. Alchemy, fusing Silver and	Steel mana				
Redsilver	Wadded Cable		1 1	A wire made of Red Silver, When compressed into a ball, it creates a sort of artificial moonlight, which can be 1 transferred through wires made of the same.	None	In Cart	ion fusion apparatus. Alchemy, fusing Silver and Reddone in the iron fusion apparatus. Alchemy, fusing human sinew and Pig Iron in the iron fusion apparatus.	Silver Mana, Lowers Gravity Interacts with lunar mana				
Baconite Spiral Steel	bar bar	20	1 1 00 2x4	A chunk of White and Red metal, Made from Pig iron and 0 sinew	None	surraining!		Greaty liquid mana				
Dense Muscle	Whole Muscle		1 1	A compressed muscle, 1/2 it's original size	None	None remaining!	Adding an adjective to	A red liquid mans, found also in blood. While this is a type of death mans, Living muscle Gives life mans				
Pure Platinum	Dar .		96 2x6	2	None	In Cart	Various sources.	Lightning mana				
Large Rocks	Boulder			59	None	On Site	Various sources.	Structural mans, Weak Improves Strength, Strong Deteriorates It.				
Red Veined metal Tin	Boulder bars bars		50 00 00	1	None None None	On Site In Cart In Cart		Telekinetic, Warm. Rain, Water Vapor attracting mana				
				1			Various sources.					
Skeel Silver	bars bars		00 06	7	None None	in Cart in Cart		Infectious Life/Death Lunar Mans, Lowers Gravity. Steel mans, Attracted to Itself, Slight Life				
Steel Copper	bars bars		75 49	10	None None	in Cart in Cart	Various sources.	Earth mana, Attracts dust. Feels Ancient.				
Iron Gold	bars bars	25% 1	85 40	34 1	None None	in Cart in Cart	Various sources. Various sources.	Telekinetic Mana Sunlight Mana. Dala Involve promoted bloss ray				
Rich soil	Pile	3500%	35		Cart Roof	In Cart	Various sources.	Pale liquid which eminated blue ray mans.				
	Pile		97		None	In Cart	Various sources.	A red liquid mans, found also in blood. While this is a types of death mans, Using muscle Gives life mans.				
Fat Tissue	Pile		26		None	In Cart		A liquid yellow mans, Buzzing with momentum. Reddish black				
Burnt flesh and bone misc. Flesh	clump		10	1	None None	In Cart	Various sources.	Reddish black similar to muscle mana Reddish mana Similar to muscle mana				
Sones	Whole bones		51	51	None	None semaining!		Proper Death mans, Heals Undead,				
Red dusty Stone	Dal		11		None	In Cart	Various sources: farming Alchemy, Fusing Copper and poor platierum mans in the iron fusion apparatus. Various sources: Margic, Growing a malon from the Catest Roserod after polivating it with a Fire flower. An oasis in the desert near Endination.	Unknown, Mana pulsed though substance before being turned into a red				
Ink	In container	62%	6	1	Jug (glass?)	In Cart	Various sources. Magic, Growing a melon from the	light. Smokey liquid mana, absorbs mana. Green Mana, it was promptly absorbed into the Julice, and the temperature of it thereased alighty. Mana Gissapsared when inserted into the water specifically.				
Phoenix Julce	in container		42	1	Clayjar	In Cart	Catrat Roserod after pollinating it with a Fine flower. An oasis in the desert near	into the juice, and the temperature of it increased slightly. Mana dissapeared when inserted into the				
Cosis Water Fertilizer	in container in container	98% 1	53 20	1	Clay jar Glant Gound	In Cart In Cart		Brown mana, Smells temble.				
Super Fertilizer	in container	75%	30	1	Tombatone pot	In Cart	Alchemy, fusing Fertilizer with Miracle serum	Brown manu, Smells temble. Green Manu, it was promptly absorbed into the julice, and the temperature of it increased eightly.				
Phoenix jelly Glass	Liquid (In Container) Liquid (In Container)	120%	2 60	1	Small Bottle (glass?) Glant Silver Crackpot II	In Cart		into the jude, and the temperature of it increased slightly. Light Mana				
Pig iron	Liquid (In Container)		00		3 Crackpot Silver Bowls	None sensining!	Various sources.	Dark red liquid manu. Attracted to Source, Sticky, very sticky.				
rig ron		Wh			Sever Bowis		Various sources.	source, story, very story.				
								Reflected Pitch black mans, Like dead				
Miracle Serum	Liquid (In Container)	89%		1	Jar (glass?)	in Cart		Reflected Plich black mans, Like dead mans, but under Your control. Utherly useless.				
Mirade Serum large human coins small Human coins	coins	89%		3 388	None	In Cart In Cart In Cart	Various sources.	Dim light mana				
large human coins			12	s 3 388 1 Slight damage		In Cart In Cart In Cart In Cart	Various sources. Various sources.	Dim light mana Dim light mana Tan liquid mana, Fibers seemed thicker when Mana was applied				
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									Meteral /
Туре	Form	Amount in % Weight i (If applicable) pounds	ate n Size (in pixels)	Amount (Distinct Name)	Description	Container	Location	Obtained From	Material / Christial composition / Maccomantic- control to the control control to the control control to the control c
	Monater Party	(s approach) promis	July (in passa)	(Daniel mira)	Descriptor	Containe			Company of the Compan
Martis blade	Frame (Glasses)		520			None	in Cart		
Elaborate Bone Frame			1			None	in Cart		Proper Death mans, Heals Undead, worse king British
Hilarious bone gas mask	Head Armor		12		1	None	in Cart		
Fruity staff	Stick		14			None	in Cart		Green mana, it was promptly sharobed for the SGA, and the halt areall featured.
Deautiful sapphire Necklace	Necklace Decorative Object		2			None None	In Cart In Cart		os Maria, Gold maria
8 High quality Statues Mechanical Guns	Object Weapon (Gun)		7000 180			None None	In Cart In Cart		Conne manua Lunar Mana, Lowers Gravity:
Wooden panels	Panels	395%	12			None	in Cart		unre Mans, Leven Cronity com man, a haus promptly absorbed deto the proset, Personice Quantity projet, proj
Tombatanes	Decorative Object		1200			None	in Cart		Acces manue, il functione sigleto) Acces manue, il functione sigleto) Acces manue, il functione sigleto) Acces manue, il functione sigleto Acces sigleto, service Borone sigle
	Object Pay Game		1200		2	None	In Cart		The Gores's inductive Constant a Purple light, which apparently deroulate unwase in a living being
Purple gerra Planta					A Druit remain from you of the recent Demon trees. This fet				
					A Fruit grown from one of the great Demon trees. This fat, jiggly green Fruit embodies Gluttony. It contains no usuable seeds, as they seem to have massive bits taken ou of them. It'll be mouths on the seeds themselves seem to confirm this.	d			A, deep red mans which is allescribed into
Forbidden truit of Gluttony	Fruit		667 16x16		confirm this. A Fruit grown from one of the great Demon trees. This				the fluid.
Forbidden fruit of Greed	Fruit	90%	11.7 2x2		A Fruit grown from one of the great Demon trees. This Small and gold Fruit with a fleshy hinge embodies Greed. It contains no seeds: they appear to have been stolen, I judging from the hollow pockets in the truit.				Kales and remarkablish is absorbed into the finite to the
Forbidden fruit of Lust	Fruit		69 5x5		I judging from the roccus pocuses in the true. A Fruit grown from one of the great Demon trees. This large, amooth hourglass shaped Fruit embodies Lust. It is contains nothing but seeds and julce.				A deep med manua which is absorbed into the M.K.
	Seed				Several tiny seeds that when planted will grow into Gourdberry vines.				NA DAGE
Gourdberry seeds Gourdberry	Fruit Seed		37 1 3 2x2	3	A woody Orb filled with delicious fruit-mest.				
March Lich seeds	Seed		1 1	1	A seed which grows into a Sone plant, fruiting into Spicy and greasy Marrow Peppers	None			Affice liquid manus.
Red hot seeds	Plant (Flower)		1 1		2	None	In Cart		The man in the state of the sta
Fire Flower	Seed		1 4x4	2		None None	In Cart		Red Equid mana, Casedingly warm Green Equid mana.
Giant gourd seeds Zigzeno Seed	Seed		axa 9	- 1		None	In Cart		eren igue man.
Phoenix melon seeds	Seed		1 1		1	None	In Cart		
Moss stuff	Clump		1 1			None	In Cart		Date liquif mans. Chuses Hafuceragenic filted
Small Blue Mushroom	Plant (Shroom)		1 1			None	nemaining!		Nan Rigid mans. Causes Halburangesic fided
Solt Manow Persons	Plant (Shroom) Plant (Vegetable)				A Greasy and Spicy Pepper, filled with something akin to 5 bone marrow.	None	in Cart		felior louid frama.
Split Marrow Peppers Impregnated fruit	Plant (Fruit) Plant (Flower)		2 1 3x1			None None	in Cart		Nellow lipid manua. Jama would not table, well, Green manua.
Firming Libyrods Supplies	, , , , , ,		2			None	in Cart		Green Rejuld manua.
Metal pellets Tools / Minlons	Ple		15	10		None	In Cart		Smokey bown mans, Manay.
					A Small clear screen displaying what looks to be a webpage.				
Otherworld Computer			5 4x4						
Solar Ambience Rotator					A Small Stone of Radplatinum With Angmalien whea webbed along it, Small crystals seem to be growing in the exposed areas, and it pulses with absorbed absence every once in a while. It serves as a buffer for it for about 15 Meters.			Combining Angmallen and Redplatinum.	None.
	Orb		1 1		1	None	in Cart		Corea. Source coreases
Silver Teardrop Necklace	Necklace Chain (Necklace/brace lef)		1 1x5			None	in Cart	fusion apparatus.	
Tidal Chain			1 1		A Chain made of Diamond shaped interlocking links. It is made of a Silvery material.	None	in Cart	Fusing Braced Silver With Iron bits	Tidd Mana, Crows in amount and shrinks of the lides
Silver Minor	Trinket				A very clean silver, Enought see your reflection	None	in Cart	Various sources.	Shive Massa, Cowerr Granity interests with Leaver means
Etja-zemra	Weapon (Spear)						in Cart		
Skeel Crossbow	Weapon (Crossbow)		20 2x5		itself Quickly, and can fire objects faster than most of your means to date.		in Cart		
					A Crossbow Made from a variety of Skeel, it can Reload Itself Quickly, and can fine objects faster than most of your reases to date. A Set of Magic tools made from bone and other materials for the purpose of pricking locks, but also doing some stuff and greater than the propose of pricking locks, but also doing some stuff and general fine manipulation of small things in cramped I spoose.				
Lockpick+ Kit	Tool		20		and general fine manipulation of small things in cramped spaces.		in Cart		
					I spaces. A Large quelling gain made hom a Vampiric Platinum Scorpins, if thes Bolts of Scorpins (and the Scorpins, if thes Bolts of Scorpins (and the Scorpins, if thes Bolts of Scorpins (and the Scorpins of Platid cusine part shot. More than 20 Schols per lame and it may begin to coverhead, can below to pol 2 Sterior by brid it may begin to coverhead, can below to pol 2 Sterior by brid of a firm, and is slowly consumes it even when not being used. A machine gain loade from the Bandal Hesseld building, it is designed to be attached to a powered Chain. A class I Dearway meth, evaluated with a sincle firmer mach evaluated with a sincle firmer.				
Scorpion Blaster MK 1	Weapon Gun		90		shot. More than 20 Shots per turn and it may begin to overheat, can hold up to 2 liters of blood at a time, and I slowly consumes it even whne not being used	None	In Cart		
Chain turnet	Machine		100		A machine gun looted from the Eandt infested building, it is designed to be attached to a powered Chain.	None	in Cart		
Dwarven mech	Machine		1000		throwwer and a machine gun.	None	in Cart		
Solventure Brand Alchemizer.	Machine Prosthesis		20		A device that can convert some kind of raw matrial into 1 objects using some kind of blueprint. A pair of simple bone arms. Lack of sensation reminds 2 Valerik of what he must do.	None	In Cart Equipped (Valenk)		
Bone arms. Cryskeel Prostetic Foot	Prosthesis					None None	(Valenk) Equipped (Valenk)		
	Prosthesis		-		A peg leg made from Cryskeel, it's Craftsmanship is of the highest quality. Engravings on it Detail the history of	read			
Cryskeel Pegleg			15		recromancy, as Valenk remembers it. A Blaster Made from Cryskeel, Tempered Glass infused	None	Equipped (Valenk)		
					wen cemonite, and a Rantanium Platinum alloy, also infused with demonite, Fires 10 Shots spiece per mana spent, the shots deal 1d2 damage each, +1 for each mana.				
Raranium Alloy Blaster (MK2)	Weapon (Gun) Armor (Helmet)		12		spent. If more than 4 Mana is spent, gun will begin to overheat.	None	Equipped (Wizard Butler)		
Glant Boulder helmet Cryskeel armor shards	Annu (memet)		200 24			None	in Cart in Cart		
	E-Shari				A suit of armor Made of pipes and leather, it has a number of special abilities, making it an incredible steath tool.	Name	None sensining!		
Stick Suit Mental image projector	Full body armor Machine		1			None None	in Cart		
							Equipped	Alchemy, fusing a Sustained Flame charge with Phenix juice, then fusing the result with Steel in the iron fusion apparatus.	
Unmelting Red warm Steel Gountlet	Pile		1		a Pile of Steel, Red and sizzling, but only lukewarm to the touch.		Equipped (Criminal Skeleton)	men fusing the result with Steel in the iron fusion apparatus.	Meling mana
Bandt Truck	Vehicle		7000		A Large Bandit truck equipped with a radio, Diesel engine, 3 and Magicite Dual Type Energy Converter.	None	normal and		
Plastic Cuttery	Eating Utensil			100	A box filled to the brim with plastic forks, apoons and knives	Paper box	Personal Inventory (Stalking Skir-)		Jajud ranna winkin kuma plaseli mito sam:
Gas Extractor	Machine				A cost ratio to the borne was please tonce, appoints and evives A Cascappe III valve, with a lided input book, And two threaded acreas with closing valves as outputs, as well as two normal bowles. A Katana made from Wood Grain Crystal Infused with Sheel and Edgad with Cryskeel, it is enhanced with Sheep and cleaving.	Name			
Sharp Cleaving Crystalline Katar			50		A Katana made from Wood Grain Crystal infused with Steel and Edged with Crysteel, it is enhanced with Sharm and	None	In Cart Equipped (Jeanne Distance)		
	(Sword)		17		cleaving. A large silver vat with a Clear Steel lid that can be clamped	None	Rudamera)		NA CONTRACTOR CONTRACT
					I cleaving. A large silver val with a Clear Steel lid that can be clamped in place. There's an input valved for Mana that passes it through Plash to make it bloodliks liquid. This engraved with runes of it listed, Sustain Living and Floor Life. Documed to clear the standard processing growth it listed is a Collect of Life. It has nother lept salve with furned for impalling louds.				
Startle Nurturing Tissue Val	Machine		200		Life. It has another input valve with funnel for inputing liquids.	None	In Cart		NA
					Silver and glass microscope. Moving and focusing relies on very small animated bones rather than manual knobs, and in addition to a normal evenice it has an even for one — ***.				
					liquids. Silver and glass microscope. Moving and focusing seles on very arrall animated bones rather than manual knobs, and in addition to a normal eyepice it has an eye for use, with Eye Spy. Identify runes can be lumed on and off glass- mana based backgilt. Has a Circle of Life. Has a micropipate with Craft Calls runes. Has a Shaping Sigli (and objective areas in shaped to show if it use).				
Necromantic Mind-controlling	Medical Tool				(and objective area is shaped to allow it's use) Influed Psychocite causes only under the arrow **				
Microscope	Machine		300		Infused Psychocite causes cells under the acope to Respond to Physichal commands. Deggers Made from Spiral steel, The edge, while fine, has a High friction due to fit Stucture.	None	in Cart 14 Equipped		
10 S-Steel Daggers	Weapon (Knife)		100	9	regn stiction due to the Structure. Chairmail Jackets Made from Sninel wheel mixed rabe	None	14 Equipped (Various minions)		Seel Mana
30 S-Steel and Steel Chairmail Jackets	Body Clothing		400		riigh missol due to it is structure. Chairmail Jackelas Made from Spinal askel missed with commissi itself. The mission pipa in the Chians made by Spinal askel missed propose colored beaution to the Chians made by Spinal askel in the Spinal aske	None	14 Equipped (Various minions)		Seed Morea
	y cutting			3	A Peg leg made of bone for the express purpose of Allowing Valletik to Walk after a mysterious force did something to his				
					leg, Leaving a portal to a strange void where the stump would end.		None non-sinkel		Proper Death mena, Heale Undead, were living things
Skeletal Peg leg	Prosthesis		5		The leg has a massive chamber for storing Mana. A Spiral steel handle with a holographic magical shield. It is	None			awns living things
Etherial Shield With Spiral Steel Handle			9		If The leg has a massales chamber for storing Manu. A Spinal steel handle with a holographic magical shield. It is sold to manu, white sold objects pass through it. It is about one and a half times as large as your earn, and half as vide. A paper Telecope with a pink earbud attached by a not wire, Coated in Clear Steel, it tells you what you are looking at.		Mits Normale		
Walascope	Object						in Cart		NA
					Holds a number of tiny samples used for magical Testing, at "Airhaminal Environment -1 holds" with Encourage Dynas of 5	lo			
					A whole bunch of silver botiles, and jugs, and probably som Tiny samples of a huge amount of materials, and various to Value commethia to the luther.	ne old			
					"Alchemical Equipment -1 bottle", with Engraved Planes of 5 A whole bunch of silver bottles, and jugs, and probably som Thy samples of a huge amount of materials, and various he Valve compatible to the shear and valves presumably silves Valve compatible to the shear and valves presumably silves A distillation speamate engraved with names of both Crackpo Some satinstand bone parts to submate shalf like string thi Mara Buffer	ot ng			
Spell Alchemy Table	Table, Machine		500		Mana Buffer An undead "longue", fused with identification scroll, and pro A prism of Refracting steel-glass stuff, engraved with runes	sts of None	in Cart		NA.
Wooden communication devices	Headsets		1		A piece of wood, Transformed into a communication device.		1 Equipped (Wizard Butler) 1 With Nomada		NA
Seperating Iron Apparatus	Machine		20		A machine designed to Seperate materials into their pure	Mana	in Cart		NA .
					These 7 Devices can hold up to 105 Pounds of Food, and will convert it into Mana and waste, They also contain a system for fusing mana directly to the food to improve quality producing approximately 100 mana a day for 3 days at maximum capacity.				
Food-to-Magic Engines	Machine		79		quality producing approximately 100 mans a day for 3 days at maximum capacity. The table contains a bowl survivor into the table is:	None	in Cart		NA NA
					I at maximum capacity. The table contains a bowl surken into the table like a sink, with a vaulated lid with an animated hinge of bone, and a tiny hole with a value in it, to minimize the energy needed to maintain the vacuum. The lid should have a window, convex as to withstand the	1			
					The lid should have a window, convex as to withstand the pressure. A Dusta of ractions Seek the Post to be contain.				
					The lid should have a window, convex as to withhard the pressure. If the present is the present of the light of the present is the present of the light. A cracked I is fraide this zero. A cracked I is fraide this zero. A cracked I is fraide this zero. I shade is it.				
					instance in it. There's also a large melting bowl to the side with a valve into the shaping cage and a crackpot sigli.				
					There's also a pair of hands just like the ones on the necromancer table, and on top of each of them are a pair of rats arms shaped to be more human.				
Shaping Table	Machine Large Chest Armor				rate arms shaped to be more human for the purpose of manipulating small delicate things. A scrap of Black cloth, the last piece of Valenks original clock.	None	in Cart		V.A. Stack more, which is absorbed into the Control of the decidented all no control C
Robe scraps	Amor		10			None	in Cart		CONTROL OF THE STATE OF T
					A staff made of wood, topped with a wooden Bobcat skall, and an actual Cyclopic Rat skall. A rose created through Dead made; grows from the eye acclust. It is encircled with a Band of Psychocia, allowing it to channel Psychic rassa, it also has a Cryskeel Spike, and a Silver needle, enchanted with infane and resides.				
Calrat Roserod	Staff		7		is a multiple with a sand or Psychocile, allowing it to channel Psychic mans. It also has a Cryskeel Spike, and a Silver needle, enchanted with infuse and mutate.	None	Equipped (Valenk)		NA.
Bodybag Belt	Det				A belt made from an old bodybag, capable of holding 5	None	None nonaining!		v.
	Goggies				a serie of Goggles made form silver, inset with purple gereatones, it is capable of Scanning the world around the t wearer, providing vague, but helpful information.		Equipped (Wizard Butler)		
Scouling Goggles			4			None	(Wased Butter)		U.A. Size Flanting mans, cool to the booth, Tending promotium.
Shotgun Headache	Head Armor Machine		3		A Circlet made of Gunmetal, it is enchanted to improve headbuffs performed by the wearer.	None	in Cart		
Food-to-Magic Engine			9		A machine designed to Fuse materials in liquid form. It is any impact with him layer to be the service of the s	None	In Cart		NA CONTRACTOR OF THE CONTRACTO
Material fusing Iron Apparatus	Machine		68		A machine designed to Fuse materials in liquid form. It is equipped with two inputs, where two objects can be inserted and figuilled using Crackpot I sight, These liquids are then fused in the central chambles. Mans can be used as one of the Inputs, due to Runes of sustaining spells inside it.	None	in Cart		NA.
Material fusing Iron Apparatus Zombified mech	Robot		1340			None	in Cart		
	Weapon, Hand Armor				A set of silver gauntiets enchanted with Magic Reflecting Magic, with a Skystone scythe Fused to the left one I permenantly.				A Company scyles of facts Manu which Scales scyles office Manu which Scales scyles facts Manu which Scales scyles facts Manu Scales Scales Manu Scales
Scythe & Gauntlets			3		A Demonic weapon capable of generating a 7 Foot long Thomsed Energy Whip, white can be controlled by the	None	In Cart Equipped		
Demon's Grip	Cylender, Pole		2		Welder. A fabulously Good bed, Missing It's Duvet, and Pillows.	None	Equipped (Wizard Butler)		NA CONTRACTOR OF THE CONTRACTO
					It is mixted with a few droplets of Casis Water It is installed with a skull containg mans and runes of rejuvination at the head of the bed to washin had affirmed.				
					Welder. A flobiously Good bed, Missing It's Dovet, and Pillows. It is misted with a few droplets of Casin Water. It is misted with a few droplets of Casin Water. It is installed with a skull containly amount and runses of rejuvation at the head of the bad to weakly but efficiently apply the effect while you sleep. The skull also has The most from the Cave on it is head. Generating a bid of healthcomagnic mass. In the skull and platform to make it even more if healthcost.				
Institute Eathering hard	Berl		500		The matrices is Soft, Comforting, and Warm It is decorated with gold and platinum to make it even more februlous	None	in Cart		v.
Inspiring Fabulous bed Tin Soup ladle	Bled Cooking Tool		500			None	in Cart In Cart		V.A. San Marke Seasofoly drop light mass, Casass Interess
Srawler's Dissler Dwarven extruder	Weapon (Gun) Machine		70 390		s s	None None	in Cart In Cart		Leadingly drong light mans, Guases Anage. (A.A.

			Continuts								Material /							
Type Stump seat	Form Chair	Amount in % (if applicable)	Weight in pounds	Size (in pixels)	Amount (Distinct Items)	Description	Container	Location	Obtained From	Reflects	Material / chemical composition / exact mineral	Necromantic - holy index						
Stump seat	Chair		2	3			None	In Cart Equipped (Criminal Skeletons)		Green liquid mana Excedingly strong light mans, Causes damage.								
7 Glass cannons	Weapon (Gun)			7		,	None	(Criminal Skeletons)										
Reinforced juicer Containers	Cooking Tool			1			None	in Cart		Steel mana					_			
Fridge	Container		20	0		A large refridgerator powered by electricity		None										
Tin bottle	Container							nematring!										
Tiny Glass Phial	Container					A Glass cylender with a cone bottom and top, with anouther	None	None remaining!		Glass Mana								
						A Glass cylender with a cone bottom and top, with anouther stopper made with glass as well. A Clear Steel Carsinate Designed to hold gasses, They are equipped with valves to close off, and a threadded screww to attach to an appropriate device.												
Clear Steel Gas Canisters	Container		- 1	2		to attach to an appropriate device. A Chest Made of sheet metal, With a plate at the too having	None											
Organ Chest Tiny Glass Phial	Container			0		A Chest Made of sheet metal, With a plate at the top having a hinge to serve as the opening. It is encharted so as to preserve Flesh and organs as long as possible.	None			Steel mana								
	Container			1		A Glass cylender with a cone bottom and top, with anouther stopper made with glass as well.	None			Glass Mana								
Makeshift Iron Pot	Container		20	0			None None	in Cart		Telkinetic mana N.A.								
Sorting Treasure Chest 8 Treasure Chests.	Container Container Container	NA.	40	0			None None	in Cart in Cart in Cart		NA NA								
Crackpot I Silver Bowls	Container		10	0			None	In Cart		NA.								
Documents Map of Eadlestein	Paper Sheet						None	in Cart		Green liquid mana						_		
King's permission Scroll about Death melon Scroll about Frankenstein sigil Scroll about Additional deserven extruder commands.	Paper Sheet Paper Sheet						None None	in Cart in Cart		Green liquid mana Green liquid mana								
Scroll about Frankenstein sigil Scroll about Additional deapure	Paper Sheet Paper Sheet						None None	In Cart In Cart		Green liquid mana Green liquid mana								
extruder commands. Scrolls about "Perfectly Usable wares"	Paper Sheet						None	In Cart		Green liquid mana								
Scroll about Shimmering scale.	Paper Sheet Paper Sheet						None None	in Cart in Cart in Cart in Cart in Cart		Green liquid mana Green liquid mana								
Scroll about March Lich Seed	Paper Sheet						None	In Cart		Green liquid mana								
Scroll about March Lich Seed Scroll about Skeel Shelder the turtle. Swollen muscle	Paper Sheet Paper Sheet Paper Sheet						None None None None None None	In Cart		Green Iquid mana Green Iquid mana Green Iquid mana Green Iquid mana								
	Paper Sheet Paper Sheet Paper Sheet						None	In Cart In Cart In Cart In Cart										
Scroll about Robot Scroll about Miracle Serum	Paper Sheet Paper Sheet						None None	in Cart		Green liquid mana Green liquid mana								
Research notes; Helfam Daged Necromantic Spells.	Paper Sheet						None	In Cart		Green liquid mana								
Scroll about Necromancer's grave. Scroll about Glass Cannons	Paper Sheet						None			Green liquid mana								
Scroll about Glass Cannons Scroll about Dwarven Extruder Scroll about Skeleton Spell	Paper Sheet Paper Sheet						None None None	In Cart In Cart In Cart In Cart		Green liquid mana Green liquid mana								
Scroll about Skeleton Spell Scroll about Fernit's Core	Paper Sheet Paper Sheet						None None	in Cart in Cart		Green liquid mana Green liquid mana								
						1 Sword (Any) 1 Piece of metal (Any) 1 Written demand (any)												
Alchemical recipe for "Caliber"	Paper Sheet					(any) "A Good weapon for a fool who thinks himself King,"	None	In Cart		Green liquid mana								
Sheets of hisnis name	Paper Sheet						None	nematring)		Green Invit mans								
Sheets of blank paper Junk																		
Skull Sholgun	Weapon (Gun)			5 247		The weapon form of An eternally endebted Demon. This shotgun fines Skulls, and skull like bones with incredible force, They shafter on impact, releasing a demonic Payload.	None											
Shimmering scales	Pile bars	100%		2	2		None	In Cart	Fishing.	Highly resistant to Mana, Creates liquid mans which repells water.								
Poor Platinum		300%		0		A Long clear cable, Which transfers light and mana along its length.	None	In Cart	Various sources. Alchemy, Fusing in the iron fusion apparatus.	Delayed lightning Ray Mans which turns into weak liquid death mans when it leaves the cable								
Long clear cable Retracting Glass Chunk	Coll	50%		1 1		A Piece of Glass which refracts light through it.	None None	in Cart in Cart	fusion apparatus. Adding an adjective to Various sources.	death mans when it leaves the cable Light mans								
Glass shards	Shards			1 1		Several shards of glass	None	in Cart	Various sources.	Light mana								
						Several shards of glass A Clear hollow bubs, it seems to transer mans without taining it, but the issue with this one is that it stransfers it in large blobs, which while amusing to see, could once again cause structural instability if too much mans goes through at a time.												
Clear mana tube	Toba			,		rage blobs, which whise amusing to see, could once again cause structural instability if too much mana goes through at a firms		In Cart										
Rotten torn skin	Tube Sheet	100%		6			None	In Cart	Various sources.	NA.								
Goop covered bone	Done			1			None	In Cart	Found in a tunnel containing Several Merchant beetles	Proper Death mans, Heals Undead, harms living things								
Scarred green bones	Pile						None	In Cart	Found in a tunnel containing Several Merchant beetles	N.A. Proper Death mans, Heats Undead, harms fiving things. Proper Death mans, Heats Undead, harms living things. Proper Death mans, Heats Undead, harms living things.								
Druid's teeth	Pile			1			None	In Cart	Annoying Druids	Proper Death mans, Heals Undead, harms living things								
Flawless purple Gern	Gernatone			1					Adding an adjective to	harms living things Creates a Purple light, which apparently stimulates unease in a living being Ray mans, Seems to function a bit like life mans, enhancing growth. Most of the n mans was absorbed by the stone's large pores.								
									Alchemy, Fuse Super Fertilizer mixed manually with rich soil with a sushained mutation small	Ray mans, Seems to function a bit like life mans, enhancing growth. Most of the mans was absorbed by the stone's large								
Hole covered stone	Dall	100%					None	in Cart										
Magic regulator	Ball Mechanical component	100%				Basicaly the Gate Sigli, as a mechanical device.	None		Diovizir robot	Silver Mana, Lowers Gravity interacts with lunar mana								
Electrical pump Life energy Drainer Prongs	Mechanical component Mechanical component	100%				A pump, that converts electrical mans into suction or pressure	None		Blovizir robot	Silver Mana, Lowers Gravity interacts with lunar mana								
		100%					None		Blovizir robot	Silver Mana, Lowers Gravity interacts with lunar mana Popping Piery mana, Like freworks.								
Shiny Dust	Pile	100%		3		A red shiny dust obtained from mining Gerestone one.	None	in Cart										
Charcoal	aticks	800%					None	In Cart	Various sources.	A blue liquid mana, Seems to only serve the purpose of being mana.								
						It is a plate of Scalemai, Completely transparent, and refracting Skel mans, the tiny interlocking pieces are fused together, and without detail. There is about 6 Square inches of it.												
Clear Steel Textured plate	plate			1		of it. It is a ninted should of Scralemani Commission or second		in Cart		Steel Mana								
Clear Steel Scalemal sheet	Sheet					of it. It is a plated sheet of Scalemall, Completely transparent, and refracting Steel mans. the tny interlocking places seem very organic and refined. There is about 6 Square inches of it.		Personal Inventory		Steel Mana								
Clear Steel Scalemal sheet Reflecting Silver Pipe	Sheet Pipe	50%				A silver pipe with a magical structure which absorbs	None	(Jeanne) In Cart		Steel Mana Same + Physichal Momentum								
		50%	· ·			A tiny Platinum statue shaped like a young kitsune in												
Machined Platinum Statuette	Decorative piece			1		A try Platinum statue shaped like a young kitsune in overalls, it's hands in it's pocket and a Large fulf on it's head, it's edges are shap and calculated. A Small piece of Glass with a glass handle, capable of Magnifying objects slightly.	None	in Cart		Lightning Mana Glass Mana								
Magnifying glass	Tool Eating utensil			1			None	in Cart										
Platinum Forks	Eating utensil			1		A piece of Cutiery made from platinum	None	in Cart		Lightning Mana								
Platinum Spoons Platinum Knives	Eating utensil			1		A piece of Cutlery made from platinum A piece of Cutlery made from platinum	None None	in Cart		Lightning Mana Lightning Mana								
	Eating utensil							None										
Platinum Spork	eng usensi			1		A piece of Cutiery made from platinum A simple analog pocket watch made from a Steel-like	None			Lightning Mana								
						A pince or custery make from pastrum. A simple analog pocket watch made from a Steel-like material. It is sun and powered by a kind-of-soul That produces mans when the watch is winded. The hands are made of the steel material, but the face is glasss, showing the acultine within.												
Skullsteel Pocket Watch	Trinket			2		made or the steel material, but the face is glass, showing the southe within.	None	in Cart		Steel Mana								
Diamonds Steel Sword	Gernatones Weapon (Sword)		2	1 1		A mundane steel sword with a Wood and leather Handle	None											
Steel Sword Copper Bedside Table	(Sword)		2				None	In Cart		Earth mana Attracts dust. Feels Ancient.								
			,			material. A pile of WCD's, the feedback is homble				Earth mana, Attracts dust. Feels Ancient. Green mana, it was promptly absorbed into the Stick, Improving Durability slightly. Infectious Life/Death A Green mana, Life mana								
WCD (CH2) H-Sue-ve	Dita Dali Pile			4	2		None None None	in Cart in Cart in Cart		sightly.								
H-Eye-ve Berry Mush Lead Bits	Pile Pile	100%		1		a toy bit of lead	None None	in Cart	Various sources. Various sources.	A Green mana, Life mana Weight Mana								
	-			1		Sheets of ethereal paper, a bit of testing reveals that it is as durable as normal paper, but functions like the reward shield.												
Ethereal Paper Sheet	Paper Sheet			1 1x2	9	a my min mass. Sheets of ethersal paper, a bit of testing reveals that it is as durable as normal paper, but functions like the great shield, you are able to hold these with your willpower, and do so so you don't lose them.		in Cart	Alchemy, Fusing a sheet of paper with a Great Shield	Structural mana, Weak improves r Strength, Strong Deteriorates it.								
	Liquid (In Container)					Valerik's Blood, it contains no lack of life energy, and may be useful for certain rituals, or as a material for some creation.												
Valerik's Blood	Container)			1 1		creation. A Chaster Grown from a Volitile Gernstone shand, it was found in Valenke's Sody after a Great deal of vomiting.	Tiny Glass Phia	in Cart		Bright red life mans								
Volitile Gernstone Clusters	Crystal Cluster			3 1		NAMES OF VEHICLES WOOD STEER IS GREAT deal of vomiting.	None	In Cart		777 potentially explosive, further testing needed								
Brown Crystal Bar	Dar					A Brown Brittle bar of Leather mixed with Clear Steel.	None	in Cart		needed A liquid amana whith seems to adhere to the Material, it reduced triction on everything else however.								
,							_											

					Time since													
Operation	Description	Queue	Completion Condition	Value	start/checkup (days)	Status	Needs	Minions assigned	Intended Output									
Blood Spear feeding	The blood spear must be quenched in blood at least once per day, ot it will become to hot and violently electrical to use.		Quenched yet?	N		0	Blood		Continued ownership of Blood Spear									
Ambience Rotator	This magic Crystal needs to be harvested every 100 Ticks, cleaning the exess Redplatinum so it does not cover the Angmallen wires.		Reach 100%	3%		0			Gold mana created Redplatinum Crystals.									
	A giant Vat made of Silver, Designed to grow tissues and organs using raw material and magic.	Misc Flesh	Reach 100%	5%		0			Large Stomach									
Giant silver	A massive Silver pot Engraved With runes of	200 Pounds of Misc. Flesh	Reach 100%	100%		3			Glass									
Food-to-Magic Engines	Magical Engines coverting Food into mana	250 pounds of fat tissue	Harvest Mana.	0% mana, 250 pounds left		4			Around 200 Mana									
Food-to-Magic		9 pounds of fat	Harvest Mana.	0% mana, 8		6			Around 8 Mana									
Bone Plants (50)	A plant that thrives on mana, Growing delicious peppers and Hardy Bones.		Sustain Plant for at least (3) Days		,	Healthy, Fertilized 0 Infused (Green)			Marrow Peppers, Bones									
Gourd seed	A Gourd Plant, Found near an Ossis		Sustain Plant until Visually Complete			Healthy, Fertilized 7 Infused (Green)	Sunlight.		Gounda									
Red Hot seed	A Spicy Seed, Found near an oasis.		Sustain Plant until Visually Complete			Healthy, Fertilized 7 Infused (Green)	Sunlight.		Spicy Peppers.									
Berry seed	A berry seed, Found in nature		Sustain Plant until Visually Complete			Healthy, Fertilized 6 Infused (Green)	Sunight.		Berries. Berry Bush.									
Gourdberry Plants	A Plant Created from the union of Gourds and Berries.		Sustain Plant until 5 Days	1		Healthy, Fertilized 6 Infused (Green)			24 Gourdberries									
Iron + Platinum Mine	A Makeshift Mine Created under the Foundations of Eadlestien		Minions Bring Materials to surface safety and sucessfully		NA.	Searching		1 Shovel Blights, Luggage	Iron, Platinum									
Brick shaping	The Minions carve 200 Pound bricks from your boulders.		You tell them to stop.			2			Bricks									
	Wizard Butler and Big zombie Go to capture more bandits.		Wait 1 Day		.	0		Wizard Butler, Big zombie	Live bandits									
	Minions Begin Removing rubble and Transporting anything of value back to							Shovel Blight,										
	Operations which require Direct Action on Valerik's part.							Sever Robot.	Assorted Scrap/Tech									
Dead Mana	Dead mane Stroned in a		Reaches at least 20% (The higher it gets, The more anomalous it															
Pearl	tiny Cryskeel marble	10 Mana	becomes.)	12%		4			Dead Mana									

Name	Source	Form	Color/Appearance	Description	Attunement leve
	Flesh and bones that are not part of a living thing		Dark Purple, Gooy and inconsistant, like jelly.	The basis of Necrmancy, 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 consequense. It is a false life, and an anathema to it to boot, capable of preserving biomass and animating	
Death	anymore.	Liquid	inconsistant, like jeny.	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 suplementing all organic chemical processes in an organism, and along side nutrients, is essencial to Eukariotic life.	1
04.50.1	onarosa, ocai:	Liquid	goming cucingly	This type of mana is creatd from steel, and is attracted to the piece of steel that attuned it, If steel is allowed to absorb large amounts of	
Steel	Objects made of Steel	Ray	White, smoky looking	ambient mana in this way, over a long period of time it eventually becomes sapient in a sense.	1
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 Dark Purple, Human and nonhuman faces manifest	This mana wants to be absorbed by the steel that attuned it similar to normal steel atuuned mana, but it can also retain memories an infformation like psychocite. This mana is incredibly Caustic to both other magics and matter.,	II
Purple Demon (mana)	Demonite	Ray	on it.	consuming them on impact.	I
Silk	Silk	Liquid	Liquid, Uniform color.	An especially Sticky mana liquid, it also asdheres to itse'f, 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 ito a foam.	ı
Light	Glass	Ray	Bright white. generates light.	This mana type creates a gentle white light.	ı
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.	ı
o.u.i.g	, vasso	Liquid	Invisible, If expecially 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?	
Thaum	Air Aluminum-magnesium	Wave		It is also the basic mana for all Incantation based spellcasting.	Ω
Magnet	alloy	Ray	Grey	This type of mana decrades 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.	1
Demi		·	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.	
0	Aluminum	Ray	Dark Cours	This mana type Draws in heat until it's thermal temperature is equal to	
Osmose	magnesium	Ray	Dark Grey	it's thaums, at which point it dissolved, releasing the stored heat. This material absorbs any mana you put into it, never to be seen	1
	Oasis Water	None	None	again. This liquid is identicle to the other leather liquids you have	
Infusing Perspire	Brown Crystal	Liquid	Clear, glistening	encountered, only it is absaobed into the material shortly after creation.	1
	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 persperation"	I
Denlinata	Ciliana	Day	Minito	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.	
Replicate	Silicon	Ray	White	This mana influenses the winds with astonishing radius, With enough mana, one could create whirlwinds and such, and with enough control	
Wind Terrible Wind	Topaz Geode	Ray	Yellow Grey Yellow	could resolve it into even sharpened winds. The impurities in this Geode have interfeare with the mana, making it sluggish and weak.	II
.c.moio vviilu	.opaz ocodo	, wy	Sicy lonow	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	
Infusing Death	Cryskeel	Liquid	Purple	effect on cryskeel if enough of it is infused. This mana Absorbs Gold mana into itself until the entire mass is a	1
Returning Gold	Angmallen	Ray	Smokey Gold	larger mass of pure gold mana. This mana has a number of properties, It can record information,	I
Psychic	Psychocite	Ray	Purple	inis mana has a number of properties, it can record information, images, memories, and thoughts into itself, and impint this ont oa piece of psychocite, and then be retrived by applying more to the piece that is storing the information. the info laden mana has a number of uses on it's own as well, which are functionally limitless.	
Earth Pains	. oyonootto	. wy	Light Grey	This mana increases and then decreases the Structural streength of whatever it is applied to, weak mana increases it, and stronger mana decreases it, ventually reaching the point where it dissolves most	
	Stone	Ray	,	things into rubble.	1
Toxin	Etherial Paper	Same	Same	This material functions like Normal paper, only it is made of magic. This mana is highly toxic and Causes hallucinations, like the material	
IOAIII	Mercury	Ray	Lime Green	it is made of.	1

Name	Source	Form	Color/Appearance	Description	Attunement leve
Strength of the Grave	Calcium	Liquid	Royal Purple	This liquid death mana improves the strength of what is applied to temporarily.	1
Burden	Lead	Ray	Dark Magenta	This mana increases the weight of what it hits temporarily, until the mana burns itself up	ı
				This mana serves the purpose of a lubricant, and tastes terrible. it is	
Grease	Baconite	Liquid	Pink/white streaks	very slow to reattune This mana is very much so tied to the moon, And causes strange things to happen relating to gravity. This effect is intensified under	I
Silver	Purified Silver	Ray	Pale White	moonlight and with lunar ambience. Some beings can use Silver and lunar mana to transform into much more powerful forms.	ı
Lightning	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.	ı
				This mana attracts water vapor, Creating clouds and rain clouds as it	
Rain	Tin	Ray	Greyish blue	dissapates. the lightning mana created by this impure platinum is Jittery and slow to respond, the Lightning itself even follows this, Stopping about	I
Delayed Lightning	Poor Platinum	Ray	Light Pink	halfway throug han arc, before Finishing.	I
Anti	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.	1
				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.	
Solar Papal Water	Gold	Ray	Bright Golden	This clear mana seems to renel water	I
Repel Water Add Momentum	Shimmering Scales	Liquid	Clear	This clear mana seems to repel water. This mana Seems to resolve in momentum, Adding it to whatever it	1
	Fat	Liquid	Pale Yellow	touches	I
Plant Life	Plants	Liquid	Green	This is the Life mana of Plants, Similar and different fro their organic brethern, it can be used for healing just as well. but	I
Frizz	Shiny Dust	Ray	Red, pulsating	This mana pops and Explodes like fireworks, Burning itself up quickly	I
Ebon Fuma	Ink	Liquid	Smokey Black	This mana seems to absorb light, dimming the area around it.	ı
Foul Fume	Fertilizer	Liquid	Brown Purple	This mana produces a terrible smell, As far as you can tell anyway, the whole thing smells.	I
Stick	Pig Iron	Liquid	Pale Magenta	This mana is incredible sticky, Adhering to a lot of things.	ı
Dim Light	Coins (alloy?)	Ray	Dim Yellow	This mana produces a weak warm light.	I
Restore Cloth	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?	1
Unease	Purple Gem	Ray	Purple, Looks Eerry	This mana seems to invoke spooky feelings in living things.	ı
222	Hala Cayorad Stana	Pov	Transparant, Green.	This mana seems to want to be inside that stone, Letting it Be drawn	
???	Hole Covered Stone	Ray		to it does not do anything either though on it's own. This mana cools the area around it, the concentration and thaums Determine the radius and Power of cooling effect.	I
Chill	Saphire	Ray	Blue	· ·	I
Repel Iron	Iron tinged glass	Ray	Light green	This mana seems to serve little to no purpose, It repells Iron however, Which could be interesting.	ı
Plant Energy	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!	ı
Hot Liquid				A red liquid mana which generates a lot of heat, not enough to harm,	
Hallucinate	Fire Flower + derived Hallucenagenic plants,	Liquid	Red, Opaque	but definately hot. It seems to be the life mana equivilant for this plant.	I
	Moss, mushroom.	Liquid	Light blue, Glowing	Blue liquid mana. Causes Hallucenagenic effect	I
Smoke	Metal pellets	Ray	Brown	A smokey brown mana which seems to serve no purpose.	I
Melt	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. Mana is absorbed into these robes, repairing them, Necromantic	1
Restore Robes	Ludicrously Colorful Robes	Liquid	None	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
Increase Momentum	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
Float	Skystone	Ray	Light Grey with a hint of blue	This mana reduces gravity in whatever it touches, Ambience causes skystone to be permenantly weightless.	
Beam	,	,		This mana creates a while light and a combination of weak death, Kinetic energy, and heat. Causing damage to whatever it hits.	
	Glass cannons	Ray	Incredible white	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	I
	διάβολος φτερό; The Devil			it though, Perhaps for the best.	
Nephilima	Wing	Ray	Purple Flames		I

Name	Source	Form	Color/Appearance	Description	Attunement leve
	Steel then gold	Ray	Pale Yellow, streaked with so	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 dissapates, releasing all the light in one concentrated burst."	II
	Gold then glass	Ray	Hazy, clear blue	"A ray type mana which repells 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, whilto 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 Saphire	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 oint where it can create ice from Moisture in the air."	II
	Gold then Pig Iron	Liquid	Pale yellow liquid, which bed	"This mana actually dissapates 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 bretheren. Such as Heat, Luminescence, and Production of Skin based Vitamins when Used as an ointment."	II
	_			"This mana seems to serve the purpose of aiding in lubricating the yes alongside it's natural lubricants, it also provides a sort of	
Optic	Eyes	Liquid	Clear	additional focus for eyes that have been slightly damaged." "A Pink Liquid mana which seems to serve the purpose of being a Redundancy in the braids correct functions, it interests with the soul it	I
	Brain	Liquid	Pink	Redundancy in the brain's normal functions, it interacts with the soul it is connected to frequently, and leaves a brain upon death." This is a Liquid type mana which seems to be exceedingly light, and	I
				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	
	Hair Ceberosinal fluid	Liquid Wave/Liquid	Clear, Hazy when intense Invisible, Pink when Liquid	power." "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 telikinetic effect."	
	Urine	Liquid	Purple	"Disguisting 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
	Compund eye	Liquid	Clear Invisible, Light blue when intense	"This is functionally similar to notmal eye mana."	I
	Water	Wave	interior	"How peculiar, anouther wave type mana." "A Purple Green liquid mana, it Seems to serve the purpose of	I
	Enamel	Liquid	Purple, green, yellow	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." "Death mana, it seems to consume it and grow larger."	I
	Puss	Liquid	Purple	"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	I
Fertile	Dirt	Liquid/Ray	Brown	to feed plants that can magically metabolize it."	I
				"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."	
Dissolve	Sand	Ray	Yellow, Bright.	It does not fully attune solar mana on contact, causing it to heat up the area even more."	I
Cloud	Tin	Ray	Dull pale Blue	This mana type attracts Condensation and water vapor, Creating an artificial rain cloud surrounding enough of it	
	Gadget crystal			Unelectrified 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	