

Name	Description	Learned?	Required Tool	Reagent/Material	Origin	Prerequisites
Craft Wooden Communication Device	Transform two pieces of wood from the same tree into Connected magical devices, which can transfer sound at great distance.	Learned		Multiple pieces of wood from the same tree.	Reverse Engineering	
Craftsigil Sigm	Engrave a magical symbol on a solid container; objects placed inside will slowly melt into their liquid form.	Learned	Implement for engraving		Alchemical sigils for dummies	
Craftsigil Sigm II	Engrave an incredibly powerful symbol on a solid container. Objects placed inside will melt into their pure atomic form.	Learned	Implement for engraving		Alchemical sigils for dummies	
Fusion Sigm	Draw a symbol on the ground, which will fuse the contents of two different vessels.	Learned			Alchemical sigils for dummies	
Changing Sigm	Draw a symbol on the ground, which allows you to manipulate a solid lump of matter like clay.	Learned			Alchemical sigils for dummies	
Craft Golem Core	Transform an object into a golem core, the material used to create the core's physical.	Learned		Object	Golem creation, a step by step process	
Craft Golem	Transform a bucket of any material into a golem. The status must already be in its intended shape.	Learned		Status, Golem Core	Golem creation, a step by step process	
Shaping Sigm	Allows a source of control to manipulate any fully liquid object when placed on a sign contained with a small mouth.	Learned	Implement for engraving		Reverse Engineering	
Craft Tissue	Combine and alter cells to form tissue. 50% chance to learn.	Learned		Cells	Homunculi	
Craft Organ	Combine several tissues to make an organ. 25% chance to learn.	Learned		Tissue, Cells	Homunculi	
Fake Life	Use organic compounds to create a fake creature. 25% chance to learn.	Learned		Carbon, Water, Sulfur, Iron and Salt	Homunculi	
Craftsigil Sigm	Engrave a magical symbol on a solid container. Objects placed inside will slowly melt into their pure chemical form.	Learned	Implement for engraving		Alchemical sigils for dummies	
Separation Sigm	Draw a symbol on the ground, which will split an object into two objects of equal value. 75% chance to learn.	Learned			Alchemical sigils for dummies	
Craft Secondary Core	Create a golem core designed to serve as a backup when a golem's main core is damaged. 50% chance to learn.	Learned		Object	Golem creation, a step by step process	
Edit Core	Alter a golem core piece precisely in order to give it specific, or altered purposes. 35% chance to learn.	Learned			Golem creation, a step by step process	
Franken Sign	Engrave a sign on an object which allows living and undead objects to be manipulated physically without causing death or infection. 18% chance to learn.	Learned	Implement for engraving		Identification Sign	
Infection Sigm	Engrave a rune which infuses one object into another. 40% chance to learn.	Learned	Implement for engraving		Magical Study	
Results	Powerful or precise spells which require materials arranged in a particular way.					
Circle Of Life	Draw a circle where organic materials can be easily manipulated.	Learned			Homunculi	
Blood Circle	Use blood to create a circle that transforms blood poured onto it into ambient magic.	Learned		Blood	Blood Rituals, and the creation of living weapons.	
Ritual Of Bloodsteel	Transforms any metal object into a bloodsteel version of it. Bloodsteel objects generate life energy when exact, healing the user.	Learned		Blood, Metal Object, Ambient blood mana	Blood Rituals, and the creation of living weapons.	
Ritual Of Living Metal	Transforms any metal object into a living metal version of it. These objects are sentient and retain memories of before their awakening.	Learned		Metal Object, Ambient blood mana	Blood Rituals, and the creation of living weapons.	
Ritual Of Vampiric Offering	Temporarily makes a blood circle transform blood into random objects of value equal to the blood.	Learned	5% Chance to learn	Blood Circle	Blood Rituals, and the creation of living weapons.	
True Resurrection (Halfam Chapter)	Brings life to a corpse. Restoring their body, mind and spirit to the land of the living. 50% chance to learn.	Learned		1 Corpse, 1 Willing Soul, and 12 Pounds of Fresh soil.	Halfam Dage's Necromantic Notes	
True Resurrection (Dark Heretic)	Develop a Spell of your own, to bring life to dead things. Diagrams of your choosing, Your Profound Ritual, It's all up to you. Every Necromancer needs his own style of his spell.	Learned	25% Chance to learn		Necromantic Study	
Metemorphosis	Magical Talents which alter specific spells.					
Immunity Flame	Learn sheer control over your fire, it will not hurt what you will it to, even if you're injured.	Learned	25% chance to learn		Study of Benser Koop's Fate, a Dimensional guide to the elements part I	Study of Benser Koop's Fate, a Dimensional guide to the elements part I
Advanced Rate Dead	Allows one to readily and meticulously raise the necessary parts of a person, restoring their cells, but increasingly false chance, positively increases Resurrection precision, allowing for specific Resurrect in a corpse, and resurrection of organs.	Learned			Halfam Dage's Necromantic Notes	

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

Type	Form	Amount in % (if applicable)	Quantitate Weight in pounds	Amount (Distinct Items)	Description	Container	Reflects	Location
Stamp seat	Chair		23	1		None		IC Cart
7 class cannons	Weapon (Cart)		7	7		None		Equipped On Cart
Refrigerated juicer	Cooking Tool		1	1		None		On Cart
Documents								
Map of Babylon	Paper Sheet			1	None	None		IC Cart
King's permission	Paper Sheet			1	None	None		IC Cart
Scroll about Death main	Paper Sheet			1	None	None		IC Cart
Scroll about Fermentation egg	Paper Sheet			1	None	None		IC Cart
Scroll about Additional deawven and other contents	Paper Sheet			1	None	None		IC Cart
Scroll about "Perfectly Usable water"	Paper Sheet			1	None	None		IC Cart
Scroll about Shimmering scales	Paper Sheet			1	None	None		IC Cart
Scroll about Marsh Lich Seed	Paper Sheet			1	None	None		IC Cart
Scroll about Sheet	Paper Sheet			1	None	None		IC Cart
Shard of Lull	Paper Sheet			1	None	None		IC Cart
Sudden music	Paper Sheet			1	None	None		IC Cart
Scroll about Mechanisms	Paper Sheet			1	None	None		IC Cart
Scroll about Robot	Paper Sheet			1	None	None		IC Cart
Scroll about Magic Serum	Paper Sheet			1	None	None		IC Cart
Research notes, Hallem Dugot	Paper Sheet			1	None	None		IC Cart
Necromantic Spells	Paper Sheet			1	None	None		IC Cart
Scroll about Necromancer's grave	Paper Sheet			1	None	None		IC Cart
Scroll about Glass Cannon	Paper Sheet			1	None	None		IC Cart
Scroll about Deawven Extruder	Paper Sheet			1	None	None		IC Cart
Scroll about Shalston Spell	Paper Sheet			1	None	None		IC Cart
Scroll about Family Core	Paper Sheet			1	None	None		IC Cart
Alchemical recipe for "Cerber"	Paper Sheet			1	None	None		IC Cart
Sheets of blank paper	Paper Sheet			305				Research Inventory Drawer

