	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	rane bear	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.	result		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 Francis							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	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
0.5	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 attern	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 Pursuants to prevent their or Pursuants to prevent their configuration of their own, or Pursuants or Pursuants commons a relience of details to the plane of the living, who will stack whose via closed or details to the plane of the living, who will stack whose via close to detail that control of their control of risk, and the demands, Specify man appart when casting. Develop a Special of your costs, for your choosing, your Purkersed Riskall, It as lip to you. Every Necromancor reads his own syle of this speak.	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 monic							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 bloodsteel 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	_		, sequito	

	Description	Lannad?	Dogwinsel Total	Regent/Material	South Toma	Descripto	Effect of	a Orinia										
Get ripped in 30 days with	Description	Learned?	Required lool	Hagent Material	Spell Type	Prerequals	additional mana	a Origin										
muscle Wizardry								Out signed in										
	Allows the beings around you to share in your mad gains, Posing to enhance the strenth of allies.							Get ripped in 30 days with muscle Wizardry										
Mighty Flex	Causes variable strain on the	Learned			Normal		Area of effect	Wizardry										
	construction the section of sales. Causes variable strain on the user's body, increasing their gains. The presense of Adrenalise in the user's body white under the effects of this spell increase gains. Specify percentage of weakness. Canting control cause, was a						0	Get ripped in										
Enfeeble	while under the effects of this spell increase gains. Specify percentage of weakness.	45% chance to learn.			Normal		for a given % weakness?	Get ripped in 30 days with muscle Wizardry										
	Casting spelts gives you a temporary increase in muscle																	
	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.	30% chance to			Metamagical Feat			Get ripped in 30 days with muscle Wizardry										
Mystic Muscle Dimentional magics, a Primer		learn.			Feat	Enfeeble	None	Wizardry										
	Creates a bubble which is larger on the inside. The percentage of increase determines the mana cost. Mana cost is decreased if																	
	cost. Mana cost is decreased if the Bubble is inside a physichal						Area of effect	Dimentional magics, a Primer										
Warp Space	object. Transports the user to an area in	Learned			Normal		Area of effect and intensity	Primer										
	how many body lengths away the teleportaion is. The spell will not							Dimentional										
Teleport	increase determines the create in consideration of the consideration of the consideration of the decideration of the decideration in mide aphysician framework of the consideration in the self-ended of the self-ended	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																	
Sacrificial gateway	creation unless statestized with the name of the reality it is connected to.	19% chance to learn.	Cutting implemen		Normal	Warp Space, Teleport	None?	Dimentional magics, a Primer										
scells																		
Actual Fireball	Creates a 100% real fireball! Calls down lightning with inredible force!	100% Chance to learn			Normal		None	Book of real spells Book of real spells Book of real spells Book of real spells										
Real Lightning	force! Creates a shield that provides a solid wall to magical attacks.	to learn			Normal		None	spells										
Super Duper	solid well to magical attacks. The most powerful spell in the world!	Learned 40% Chance to			Normal		Size of shield	spells Book of real										
Spell Dwarven extruder scroll	world!	learn			Normal		None?	spells										
Meli Melal	Advantes the descript extrader. Making shallow you put his 6.	Laurent	Degree minute				New	Description solution solution										
Craft Secret Purify	Advantes the decement extrusion, Crafting an object from Material incide.	Laurent Laurent	Course século:				Nove Nove	Deuros solvator sonali Deuros solvator sonali										
Salvage	Advantes the document extrusion, Crafting an object from Material intoids.	Learned Learned	Dearwe extrate Dearwe extrate				Name Name Name Name Name	Deuros solvaior sonali Deuros solvaior sonali										
Creft Red	Advantes the dearmer extrader, Crafting an object from Material Inside. Advantes the dearmer extrader, Crafting an object from		Description solution				Name Name	Dearway solvator sonal										
Craft Basin Shape Craft Pipe	Mularial trade. Addition for discover advales, Crafting an object from Mularial Annials. Addition for discover advales, Crafting an object from		Dearwes extrader				None None	Dearway animaker samel										
Cref Value Cref Wire	Malamia Insula. Michaelan See desarrore entrolain, Caelling an object hom Malamia Insula. Admissible See desarrore entrolain, Caelling an object hom Malamia Insula. Michaelan See desarrore entrolain, Caelling an object hom Malamia invola. Malamia Insula. Malamia Insula.	Laurent Laurent	Course solution				Nove	Dearway solvator sonali Dearway solvator sonali										
		Laurent Laurent	Dearwe minute Dearwe minute				Nove Nove	Deuros salouler sanali Deuros salouler sanali										
Cod Dagger	Administer the discover entroller, Carling an object hom Malminist involve. Administer for discover unbodies, Carling an object hom Malminister for discover unbodies, Carling an object hom Malminister for discover entrollers, Carling an object hom Malminister for discovery entrollers, Carling an object hom Malminister for discovery entrollers, Carling an object hom Malminister for discovery entrollers, Carling an object hom	100% Chance in Learn 100% Chance in Learn	Courses extrate				None None	Dearway salvator sanali										
Craft Seineminede Craft Seuntiel Craft Creen	Material mobile. Authority the descripe exhibite, Crafting an object from Material mobile. Authority the descripe exhibite, Crafting an object from Material mobile.	100% Chance in Learn	Overen minute				Name .	Dearway solvator soral										
Craft Cream Craft HB							Nove	Dearway solvator sorali Dearway solvator sorali										
Mark 190 Mrt Delevie	Advantes the dearmer extrusion, Crafting an object from Material involve.	100% Chance in Learn	Dearway salvalar				Nove	Deuros solvalor sonali Deuros solvalor sonali										
Creft NSI Alliants 1651 Shirt Delivate Shirt San-metal Apply Level Creft NaII		100% Chemeria Learn 100% Chemeria Learn	Course selecter				Nome Nome Nome Nome Nome Nome Nome Nome	March Marc										
Creft Nati	Administrative determines and relative. Crafting an ellipsed home determines the deserment and other. Crafting an ellipsed home following harden. Administrative crafting are ellipsed home Administrative for deserment and other crafting are ellipsed home. Administrative for deserment and other. Crafting are ellipsed home.	100% Chance in Learn	Dearwa salvate				Nove	Deurosa solnular sarali										
Cult Servi	Material inside. Advantes the descript extrusion, Crafting an object from Material inside.	100% Chance to Learn	Dearwe salvate				None	Deserves extrador sonali Deserves extrador sonali										
							None None None None None None None None	Deurosa solnolar sarali Deurosa solnolar sarali										
Craft Name Craft Names	Advantes the dearmer extrader, Crafting an object from Material Inside. Advantes the dearmer extrader, Crafting an object from	100% Chance in Learn	Degree extrate				New	Deserves extrador sonal										
Craft Cressions Bell Craft Metal Box	Admission for dearware enclosine, Carling an edge-in hom Material heads. Admission for dearware enclosine, Carling an edge-in hom Material heads. Admission for dearware enclosine, Carling are signed hom Material heads. Admission for dearware enclosine, Carling are signed hom Material head. Admission for dearware enclosine, Carling are signed hom Material heads. Material heads are dearware enclosine, Carling are signed hom Material heads.	100% Chance to Learn 100% Chance to Learn	Dearway minuter Dearway minuter				None None	Dearway solvator sansii Dearway solvator sansii										
Creft Chain Splittibley	Addison the descript exhalts, Crafting an object from Maleral holds.	100% Chance in Learn 100% Chance in Learn	Dearwe extrate				Name Name	Description sand										
Spit Kiloy Craft Shadal	Malester for discourse relation Coulding an edge in Malester from the Coulding and edge in Malester	100% Chance to Learn	Courses extrader				None	Description and										
Craft Flaternal Greaters	Autorian Incom. Autorian fire dearmer extrusion, Carling an object from Material involv. Autorian fire dearmer extrusion, Carling an object from	100% Chamerin Learn	Dearway minutes				Name	Description and										
Craft Flaternal Inggings Craft Sear	Material inside. Advisors the descript extrusion, Crafting an object from Material inside.	100% Chance to Learn 100% Chance to Learn	Dearway salvates				Nove	Deserves extrador sonali Deserves extrador sonali										
Craft Spring Craft Sand	Administrative describes exekution, Crafting an object from Malministrative describes exekution, Crafting an object from Malministrative.	100% Chance in Learn	Courses solution				Nove Nove	Description and										
Craft platen parts	Advantes the dearmer extrader, Crafting an object from Material inside.	76% Charter In learn	Degree minute				New	Deserves extrador sonal										
Homunculi																		
Circle Of Life	Draw a circle where organic materials can be easily manipulated	Learned		Source of Carbon,	Normal		None	Homunculi										
	Create the most basic form of																	
Craft Cells	organic life	Learned		Water, and Sodium	Crafting		None	Homunculi										
Craft Cells Craft Tissue	Create the most basic form of organic life Combine and align cells to form tissue, 50% chance to learn,	Learned Learned		Water, and Sodium Cells	Crafting Crafting		None None	Homunculi										
Craft Cells Craft Tissue	organic life Combine and align cells to form tissue, 50% chance to learn, Combine several tissues to make an organ,	Learned Learned Learned		Water, and Sodium Cells	Crafting													
Craft Celts Craft Tissue Craft Organ	Combine and align cells to form tissue, 50% chance to learn, Combine several tissues to make an organ, Use organic compounds to create	Learned		Water, and Sodium Cells	Crafting		None None	Homunculi Homunculi										
Craft Celts Craft Tissue Craft Organ	Combine and align cells to form tissue, 50% chance to learn, Combine several tissues to make an organ, Use organic compounds to create	Learned		Water, and Sodium Cells	Crafting Crafting Crafting		None None None?	Homunculi Homunculi										
Craft Celts Craft Tissue Craft Organ	Combine and align cells to form tissue, 50% chance to learn, Combine several tissues to make an organ, Use organic compounds to create	Learned	Circle of life	Water, and Sodium Cells Tissue, Cells Carbon, Water, Sodium, Ison and Soil,	Crafting		None None	Homunculi Homunculi										
Craft Cells Craft Tissue Craft Organ False Life Cloning Ritual Craft Philosopher's Stone	Combine and align cells to form fissione, 50% inchinate to learn, Combine several fissions to make an organ, Use organic compounds to create a fisic creatative. Use entered to compound to create a fisic creatative. Use materials to Corew a piece of Organic materials and tons of the organism. Transforms tors and tons of Organic matter int oa entered combined to the organic matter int oa entered combined to organic matter int oa entered combined to entered combined to enter	Learned Learned 5% Chance to learn	Circle of life	Water, and Sodium Cells Tissue, Cells Carbon, Water, Sodium, Ison and Soil,	Crafting Crafting Crafting		None None None?	Homunculi Homunculi										
Craft Cells Craft Tissue Craft Organ False Life Cloning Ribual Craft Philosopher's Stone Chimerice	Combine and align cells to form tissue, 50% chance to learn, Combine several tissues to make an organ, Use organic compounds to create	Learned Learned 5% Chance to learn	Circle of life	Water, and Sodium Cells Tissue, Cells Carbon, Water, Sodium, Ison and Soil,	Crafting Crafting Crafting		None None None?	Homunculi Homunculi										
Craft Cells Craft Tissue Craft Organ False Life Cioning Ribasi Craft Philosopher's Stone Chimerine Alchamical algisis for	Combine and sign coils to form source, 50% chance to learn, Combine several fissues to make an organ. Use organic compounds to create a fisher creature. Use materials to Grow a piece of a fisher creature. Use materials to Grow a piece of Grapatic matter into a sit cone of Grapatic matter into a sit cone of the organism. Transforms from and tons of Organic matter into Transforms from and tons of Transforms from and Transforms from and Transforms from a final Transforms from a final Transforms from a final Transforms from a final Transforms from the Transforms from a final Transforms from a	Learned Learned 5% Chance to learn	Circle of life	Water, and Sodium Cells Tissue, Cells Carbon, Water, Sodium, Ison and Soil,	Crafting Crafting Crafting		None None None?	Homunculi Homunculi										
Craft Cells Craft Tissue Craft Organ False Life Cioning Ribasi Craft Philosopher's Stone Chimerine Alchamical algisis for	Combine and sign coils to form source, 50% chance to learn, Combine several fissues to make an organ. Use organic compounds to create a fisher creature. Use materials to Grow a piece of a fisher creature. Use materials to Grow a piece of Grapatic matter into a sit cone of Grapatic matter into a sit cone of the organism. Transforms from and tons of Organic matter into Transforms from and tons of Transforms from and Transforms from and Transforms from a final Transforms from a final Transforms from a final Transforms from a final Transforms from the Transforms from a final Transforms from a	Learned Learned 5% Chance to learn		Water, and Sodium Cells Tissue, Cells Carbon, Water, Sodium, Ison and Soil,	Crafting Crafting Crafting		None None None?	Homunculi Homunculi Homunculi Homunculi										
Craft Cells Craft Tissue Craft Organ False Life Cloning Ribal Craft Philosopher's Stone Alchemical sights for dummies Crackpot Sigil I Crackpot Sigil I	Continue and align cells to form towards. Soft harders to hearn, some continues to make an organ. Some this could be an organ. Some this could be towards to could be towards towards to towards towards to towards towards to towards towards towards to towards t	Learned Learned 5% Chance to learn	Implement for engraving	Water, and Sodium Cells Tissue, Cells Carbon, Water, Sodium, Ison and Soil,	Crafting Crafting Crafting		None None None?	Homunculi Homunculi Homunculi Homunculi Alchemical sigls for dominios			_							
Craft Cells Craft Tissue Craft Organ False Life Cloning Rhaal Craft Control Craft Stone Chimerize Alchamical distances Crackpot Sigil I Crackpot Sigil I Crackpot Sigil I Crackpot Sigil I	Continue and align cells to form continue and align cells to from continue and cognitive continue and cognitive continue. Use engaging continue, as feet on Cognitive and a finate container, Use materials also Cognitive and a finate container, Use materials and to Cognitive and the cognitive cognitive and	Learned Learned 5% Chance to learn		Water, and Sodium Cells Tissue, Cells Carbon, Water, Sodium, Ison and Soil,	Crafting Crafting Crafting Ritual Crafting		None None None? None?	Homunculi Homunculi Homunculi Homunculi Alchamical sigls for dominion	_									
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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	,			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
						amen miss a ocyne start. A thy 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 his stood undeal 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 mechine 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 Protocopinion, Curse of Random polymorph, Curse of Protocopinion, Curse of Special Polymorph, Curse of Special Polymorph, Curse of Special Polymorph, Curse of the Warner, Curse of Flew, Description, Curse of Flew, Indiana, Curse of Flew, Medusar's curse, Curse of Flew, Curse of Flew, Medusar's curse, Curse of Flew, Curse of Flew, Flame Inhalie, Sless, Blessa, Blessaga, Awaken, Minor Miracle, Purify, Turn undead, Tap Cannon, Flet's 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?	

		Amount in % Guestimate Weight in (F applicable) pounds	Amount			Location	Obtained From	Material / chemical composition / N Reflects south mineral in	Secrements .				
		(Fapplicable) pounds	Size (in pixels) (Distinct It		Container			Reflects exact mineral h	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 Durkness	container)		0 1	1 Dark energy, Shadows of a Southeart. a tiny 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 trabugh amérience alors. A arrail piece d'an interdimental creature, life a piece o l'Obrit energy, Stadows of a Southeast a si ley scale mande d'a soussity indestrubble matériel. It is an a ley scale mande d'a soussity indestrubble matériel. It is an indirection and was immune to neatify all favors. Party level of a volcazier legislen, and could don't be harmed from the lande. Seems to reflect a light that loops around back into the bar i when not stake control of.		In Cart		Liquid mana which seems to Help in resisting Trauma.					
Lime glass-metal	Dar 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 4x5 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		Mana dissepared when inserted into the water specifically. Unknown, Mana is consumed to create a					
Rati-Platinum Alloy	Small bar		1 1	A bar of Raribanium and Platinum, alloy, it is opaque with a 0 pink and white color, shimmering strongly.		nematring!	Alloying Raritanium with Platinum	Unknown, Mana is consumed to create a powerful plasma arc, which consumes a very small portion of the material. Liquid mana 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 benishment of 7 Dar beasts, whose scales shimmered with all the colors of the rathoox Absurdely wear resistant. Tensile strength 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 cover off of it when should.					
Dark Dragon Hide	Sheet		1 1	rainbow. Absurdely wear resistant. Tensile strengts 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.					
Rantanium	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 no psychocite to cause it to record information.					
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		record information. Same					
Mercury	Lique	The weight of	50	1	apparatus	In Cart	Various sources, Mining, Refining ore, Purchase	Toxic Mana, hallucinogenic.					
Abstract Orb	None	The weight of the world on a man's shoulders.	As many in there need be.	s to It is filled with vague notions and sweet nothings.	Itself	Everywhere	Alchemy, Fusing a Sustained Objectivity, and shaping sigil.	Your innermost thoughts.					
	Pie	,	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	Various sources. Alchemy, Fusing a mixture of	Replication					
Clear Steel	Gernatone		20 tx2	A piece of steel, Crystalized so that it is transparent. It is 10 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 60% glass in the iron fusion apparatus. Alchemy, fusing Silver and Redistore in the iron fusion apparatus.	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	Redstone 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	56	1 1	A chunk of White and Red metal, Made from Pig iron and 0 sinew 100	None			Greaty liquid mana					
Dense Muscle	Whole Muscle		1 1	A compressed muscle, 1/2 it's original size	None	None noneining!	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	Day .		96 2x6	2	None	In Cart	Various sources.	Lightning mana					
Large Rocks	Soulder			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 hive nev					
Rich soil	Pile	3500%	15		Cart Roof	In Cart	Various sources.	Pale liquid which eminated blue ray mans.					
	Pile		97		None	In Cart		A red liquid mans, found also in blood. While this is a types of death mans, Using muscle Gives life mans.					
Fat Tesue	Pile		26		None	In Cart		A liquid yellow manus, Buzzing with momentum. Reddish black similar to muscle manu					
Burnt Sesh and bone misc. Flesh	clump		10	1	None None	In Cart	Various sources.	similar to muscle mans Reddish mans Similar to muscle mans					
Bones	Whole bones		51	51	None	None semaining!		Proper Death mans, Heals Undead, harms living things					
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 increased alighty. Mana Gissapsared when inserted into the water specifically.					
Phoenix Juice	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					
Casis Water Fertilizer	in container in container	95% 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 juice, 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					
Pigiron	Liquid (In Container)		00		3 Crackpot Silver Bowls	None sensining!	Various sources.	Dark red liquid manu. Attracted to Source, Sticky, very sticky.					
Pig Iron		W5 .	50		Sever bowis		Various sources.	Source, Stoky, very stoky.					
								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 uselies.					
Miracle 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	1 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					
large human coins small Human coins Surtep	coins		12		None None	In Cart In Cart In Cart In Cart In Cart	Various sources. Various sources.	Dim light mana					
large human coins small Human coins	coins coins sheet sheet		12	1 Slight damage	None None None	in Cart 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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sego have other world Have on the Control State of Seath Seath State of Seath Seath State of Seath Seath State of Seath State of Seath Seath State of Seath State of Seath Sea	coins coins drast drast Suntain Spell	100		1 Sight dumps A habitation contemp basis of femore is worth which there is a second of the contemp basis of the	None None None None None None None None	a Cort	Name arrows Verban servine Verban servine Verban servine Verban servine Anderen, Fungs Swinder Anderen A	Constiguence The higher constitution of the c					
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sego have other world Have on the Control State of Seath Seath State of Seath Seath State of Seath Seath State of Seath State of Seath Seath State of Seath State of Seath Sea	coins coins drast drast Suntain Spell	150%		The Staff descripts A Addition sequence of a series of the Staff descripts A Addition sequence of a series of the Staff descript I make the description of the series of the Staff description I make the description of the series of the Staff description I make the series of the series of the Staff description I make the series of the series of the Staff description A Addition contempor (and the series of series of series A Staff description of the series of the Staff description A Staff description Staff	None None None None None None None None	nort work work work work work work work work	Name arrows Verban servine Verban servine Verban servine Verban servine Anderen, Fungs Swinder Anderen A	Constiguence The higher constitution of the c					
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sings having clark with a final state of the	Common Total Co	1000 1000 1000 1000 1000 1000 1000 100		A Mattheward of the company of the	None None None None None None None None	non	Name and a service of the control of	Con againment The Spiriture of The Spir					
segn button cate ward flurate cate and flurate cate flurate cate flurate flurate cate flurate	Common Total Co	100% 100% 100% 100% 100% 100% 100%		Staget descripe A Addition containing Lander Towards a sould called the containing Lander Towards a sould called the containing Lander Towards and the containing Lander Towards and the containing Lander Towards and Lander Lande	None None None None None None None None	word word word word word word word word	The second secon	Con Agriconaso The Significant The Sig					
segn human cates until Human cates Sharing Face Control States of States Lamino Face Control States of States Lamino Face Control States of States States States of States S	term of the control o	150% 150% 150% 150% 150% 150% 150% 150%		1 Stylet damage A Addition containing Linker Television is well within the containing Linker Television is well within the containing Linker Television is seen in the containing Linker Television in the Conta	None None None None None None None None	In Cart In Cart In Cart	The second secon	Con againment The Spiriture of The Spir					
segn human cates until Human cates Sharing Face Control States of States Lamino Face Control States of States Lamino Face Control States of States States States of States S	term of the control o	150% 150% 150% 150% 150% 150% 150% 150%	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Stayler description A basiler output of a seal of the formation of a seal of the formation of a seal of the formation of the formatio	None None None None None None None None	In Cart In Cart In Cart In Cart	The second secon	Con Agriconaso The Spigerionas The Spi					
segn human cates until Human cates Sharing Face Control States of States Lamino Face Control States of States Lamino Face Control States of States States States of States S	Common Total Co	150% 150% 150% 150% 150% 150% 150% 150%		Stayler description A balled section of a second of the first of the control of the con	None None None None None None None None	In Cart In Cart In Cart	The second secon	Con Agriconaso The Spigerionas The Spi					
segn human cates until Human cates Sharing Face Control States of States Lamino Face Control States of States Lamino Face Control States of States States States of States S	term of the control o	150% 150% 150% 150% 150% 150% 150% 150%	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Stayler description A basiler output of a seal of the formation of a seal of the formation of a seal of the formation of the formatio	None None None None None None None None	In Cart In Cart In Cart In Cart	The second secon	Con Springerson The Sp					
sego have called series of the called Seri	term of the control o	150% 150% 150% 150% 150% 150% 150% 150%	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	A Mattheward of the control of the	None Name Name Name Name Name Name Name Nam	in Cart in Cart in Cart in Cart in Cart	The second secon	Con Springerson The Sp					
segn haven cales serial functions factor Annie Annie Annie Annie Annie Annie Annie Annie Annie Annie	term of the control o	150%		A Mattheward of the control of the	None Name Name Name Name Name Name Name Nam	in Cart	The second secon	Con Agriconaso The Spigerionas The Spi					
segn harms cales until Harts cales Suring Su	term of the control o	150%	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Stayler description A balled section of a second of the first of the control of the con	None Name Name Name Name Name Name Name Nam	in Cart in Cart in Cart in Cart in Cart in Cart	The second secon	Con Springerson The Sp					
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sings having all and a second a	term of the control o	150%	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	A hilled continuent in the continuent of a seed of the former in the continuent in	None Name Name Name Name Name Name Name Nam	in Cart	The second secon	Con Springerson The Sp					
segs have core sold flurate sol	term of the control o	150%	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	A Mattheward of the company of the	Nee Name Name Name Name Name Name Name N	in Cart	The second secon	Con againments Chan againments The Sport American Street Meets The Sport American Street Meets The Sport American Street Meets Annual Street Street Street Street Street Annual Street Street Street Street Street Annual Street Annual Street Street Street Annual Street Street Street Annual St					
sego harvan cales send Future cales Santre Tag. Ta	Service Servic	150%	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	A Mattheward of the company of the	Nee Name Name Name Name Name Name Name N	in Cart	The second secon	Con againments Chan againments The Sport American Street Meets The Sport American Street Meets The Sport American Street Meets Annual Street Street Street Street Street Annual Street Street Street Street Street Annual Street Annual Street Street Street Annual Street Street Street Annual St					
sego human cates used Funtan cates Survive Sur	Common Special Control	150%	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	A Mattheward of the company of the	Nee Name Name Name Name Name Name Name N	in Cart	The second secon	Con Agriconaso The Spiginizaria The Spiginizar					
segs have come and service of the come of	Service Servic	150%	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	A Matter continues a Livelle featured in a seed of the families of the continues and the continues an	Nee Name Name Name Name Name Name Name N	in Cart	The second secon	Con againments Chan againments The Sport American Street Meets The Sport American Street Meets The Sport American Street Meets Annual Street Street Street Street Street Annual Street Street Street Street Street Annual Street Annual Street Street Street Annual Street Street Street Annual St					
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sego harms onles serial functions funcing Egy Egy Egy Egy Egy Egy Egy E	Committee of the commit	150% 150% 150% 150% 150% 150% 150% 150%	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	A Matter continues a Livelle featured in a seed of the families of the continues and the continues an	Nee Name Name Name Name Name Name Name N	in Cart	Name across Name	Con againment The Special Control Control Control Control The Special Control Control The Special Control The					
sego have called Section of the sec	Committee of the commit	150% 150%	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	1 Stylet descripes A habited continued in the continued as a seed of some of the continued in the continue	Nee Name Name Name Name Name Name Name N	in Cert	The second secon	Con Agriconaso The Spiginizaria The Spiginizar					

		Guestimate Amount in % Weight in (if applicable) pounds	Amount Size (in pixels) (Distinct			Location	Obtained From	Maked / Mak
	Form Monater Party		Size (in pixels) (Distinct	ferms) Description	Container			Reference and a complete and a compl
Elaborate Sone Frame	Frame (Glasses)		1	1	None	In Cart		Ngora Cash manu, Helai Unidad, harra king Roba, harra kin
Hilarious bone gas mask	Head Armor		12	1	None	In Cart		NA.
Fruity staff Beautiful sapphire Necklace	Stick Necklace		14	1	None None	In Cart In Cart		Once may I was prompt phanded in the Michael of the
8 High quality Statues Mechanical Guns	Decorative Object Weapon (Gun)	70	00	8 2	None None	In Cart In Cart		Stree make Lurer Mans, Lower Graitly
Wooden panels	Panels	365%	12	4	None	In Cart		Green mana, it was promptly standbadl tota the panel. Improving Dutability
Tombatones	Decorative Object	12	00	2	None	In Cart		ingly (accurated a feeding and accurate accurat
Purple gerns Plants	Raw Gerns		1	A Fruit grown from one of the great Demon trees. This to	None t,	In Cart		ATTENDED OF ASSETS A STORY, VOLVY
Forbidden thuit of Gluttony	Fruit		67 16x16	A Fruit grown from one of the great Demon trees. This to juggly grean Fruit embodies Gultfree; It certains no usuable seeds, as they seem to have massive bits taken of them. Iffer mouths on the seeds themselves seem to 1 confirm this.	out			A deep not manua which is absorbed into the fact.
Forbidden thult of Greed	Fruit	90% 11	212	A Fruit grown from one of the great Demon trees. This Small and gold Fruit with a fleshy hope embodies Great It contains no seeds, they appear to flars been stilled. A Fruit grown from core of the great Demon trees. This A Fruit grown from core of the great Demon trees. This contains nothing but sends and julce.				A cleap red mass which is absorbed into the full.
Forbidden thuit of Lust	Fruit		69 SxS	A Fruit grown from one of the great Demon trees. This large, smooth hourglass shaped Fruit embodies Lust it contains nothing but seeds and juice.				A deep red mans which is absorbed into the Rule.
Gourdberry seeds Gourdberry	Seed Fruit		37 1 3 2x2	Several Sny seeds that when planted will grow into Gourdberry vines. 37 3 A woody Orb filled with delicious fruit-meat.				
March Lich seads	Seed Seed		1 1	A seed which grows into a Bone plant, fruiting into Spicy 13 and greasy Marrow Peppers 2	None None			Yadow liquid manu. Gene liquid manu.
Fire Flower	Plant (Flower) Seed		1 464	1	None	In Cart		Rad Squif mars, Exendingly sacro
	Seed		t t axa 9	1	None None	In Cart In Cart		Creen liquid marea. Creen liquid marea.
Phoenix melon seeds Moss stuff	Seed		1 1	1	None None	In Cart		Rud liquid mana, Exandriqiy warm Dia Ripul mana. Causes Halburangenic eleful e
Small Blue Mushroom	Plant (Shroom)		1 1	1	None	None remaining!		Blue liquir mana. Causes Valuturrageric effect
Split Marrow Peppers Impregnated fruit	Plant (Vegetable)		1 1	A Greasy and Spicy Pepper, filled with something akin to 6 bone mantow.	None None	In Cart		Yalifore liquid mana. Mass specified to bits well. Cream mana.
Furning Lilypads Supplies	Plant (Fruit) Plant (Flower)		2x1 2	7	None	In Cart		Green liquid mans.
Metal poliets Tools / Minions	Pile		15	101	None	In Cart		Society brown mars, Heavy
Blood spear	Weapon (Spear)			A Crossbow Made from a variety of Sheel, it can Reload				
Skeel Crossbow	Weapon (Crossbow)		20 245	A Crossbow Made from a variety of Sakel, it can Reload their Dukoly, and can fine objects faster than most of yo it means to date. A Set of Magic tools reade from bone and other material for the propose of picking bods, but also doing some shall be the propose of picking bods, and also doing some site and peaced fine readipulation of small brings in compact approach of the picking body peaced from the picking body and peaced fine readipulation of small brings in compact approach. A Lates castling our made from a Martinic Platform.				
Lockpick+ Kit	Tool		20	reased to electronics, minnor surgery, magitich hacking and general fine manipulation of small things in cramped 5 spaces. A Large gattling gun made from a Varnoiric Philinson.				
				Scopion, if fires Bolts of Screaming Red death and consumes blood for ammo at a Rate of 5 Fluid cunce pe shot. More than 20 Shots per turn and 6 thinly begin to overheat can hold up to 2 liters of blood at a fires and	,			
Scopion Blaster MK 1 Chain turnet	Weapon Gun Machine	1	so so	I spaces. A Lates public pair made from a Nampic Distance Scopton, it fees bole of Screaming Rad death and consures blood for amon or a Rad of Flad death and consures blood for amon or a Rad of Flad death and consures blood for amon or a Rad or I Flad death and consures at the Anni 20 Shots por ham and it it may begin to overheat can whole up to 2 Blenc or blood at a firm, and I slowly consures it even when not being used A machine up tooled from the Bland friended building, 2 designed to be attached to a powered Chain. A class III Divarion mech, evaluated with a sizele firms	None It is None	In Cart In Cart		
Dwarven mech Solventure Brand Alchemizer	Machine Machine	10	20	coaggiec to be attached to a powered unatur. A class II Devareen moch, equipped with a single flame thowever and a machine gan. A device that can convex some kind of saw matrial into chipicts using some kind of blasprint. A pair of miniple boxe arems. Lack of sensation reminds Valentic of what he must do.	None None	In Cart		
Sone arms.	Machine Prosthesis Prosthesis			A pair of simple bone arms. Lack of sensation reminds 2 Valents of what he must do. A prostetic foot made from crysteel, It looks boney, and	None None	Equipped (Valenk) Equipped (Valenk)		
Cryskeel Prostetic Foot	Prosthesis		15	2 Valents of white he must do. A presides four make here roysteed, It looks boney, and i unconfortable, to senimity our of what you must do. A preside post be mort cystees, It's Confirmantable to it highest quality. Engineering on it Detail the history of It's president quality. Engineering on it Detail the history of It's president quality. Engineering on it Detail the history of It's president to the president of the president with demonsta, and a Restancium Platform sold, wiso white and with demonstancial president president presidents president the shot does it of demonstrated and only also presidents. The presidents of the each man specific the shot does it of demonstrated only on the logistic presidents overheads.	None None	(Valerik) Equipped (Valerik)		
				A Blaster Made from Cryskeel, Tempered Glass inhased with demonite, and a Rantanium Platinum alloy, also inhased with demonite, Fires 10 Shots apiaco per mans apent. It is altot deal 152 damage sect. 15 or with new	na .			
Raranium Alloy Blaster (MK2)	Weapon (Gun) Armor (Helmet)		12	apent. If more than 4 Mana is spent, gun will begin to 2 overheat.	None None	Equipped (Wizard Stater)		
Giant Boulder helmet Cryskeel armor shards			00 24	A suit of armor Made of pipes and leather, it has a numb O of special abilities, making it an incredible steath tool.		In Cart In Cart None semaining!		
Stick Suit Mental Image projector	Full body armor. Machine		1	0 of special abilities, making it an incredible steath tool. A decive using psychoscile and glass to project images 1 from memory.	None None	In Cart		
Unmeiting Red warm Steel Gauntlet	Pile		1	a Pile of Steel, Red and sizzling, but only lukewarm to th 1 touch.	e None	Equipped (Criminal Skeleton)	Alchemy, fusing a Sustained Flame charge with Phenix juice, then fusing the result with Steel in the iron fusion apparatus.	Meling ransa
Bandit Truck	Vehicle	70	00	A Large Bandt truck equipped with a radio, Diesel engin 0 and Magicile Dual Type Energy Converter.		None semaining!		
Plastic Cutlery	Eating Utensil		1	1000 A box filled to the brim with plastic forks, spoons and kni A Crackpot III valve, with a lidded input bowl, And two	Paper box ses.	Inventory (Stalking Skin)		Liquid review which haves pleased sizes than the second sec
Gas Extractor Sharp Cleaving Crystalline Katana	Machine Weapon		50	5000 A bost filled to the brim with plastic forks, appoints and leid A Crackpot II valve, with a lidded input boat, And two threaded arrows with closing valves an outgles, and 1 two normal boats. 1 A Kensen made from Wood Grain Crystal Influend with 5 and Edged with Crystell, it is enhanced with 5 they and 6 all the service of the control	None sel,	In Cart Equipped (Jeanne		
	(Sword)		17	1 Cleaving. A large alliver val with a Clear Steel lid that can be clamp in place. There's an input valued for Mana that passes is through Flesh to make a bloodies liquid. If the regresser is required in the region of the region of the region of Mariah. Sentish Living and Raw Life, focused of always maximally encourage growth. (It initials is a Cloid Life. It has another input valve with furnest for inputing liquids.	None ed	Rudamera)		NA.
Stanle Nurturing Tissue Val	Machine		50	runes of Mutate, Sustain Living and Raw Life, focused to always maximally encurage growth. It's inside is a Circkle Life. It has another input valve with funnel for inputing liquids.	o of None	In Cart		NA.
				liquids. Silver and glass microscope. Moving and focusing relies very small animated bones rather than manual knobs, as in addition to a normal eyequical it has an eye for use with Eye Spy, Identify runes can be turned on and off. glass-mans bosed backlight. Has a clickle of Like 14 Mas a microplippets with Craft Cells runes. Has a Shaping Sigif (and diglection seas is shaped to allow it such	on nd			
	Medical Tool			mana based backlight. Has a Circle of Life. Has a micropippete with Craft Cells nunes. Has a Shaping Sigli (and objective area is shaped to alow it's use)				
	Machine		00	Inhased Psychocite causes cells under the scope to 1 Respond to Physichal commands. Daggers Made from Spiral steel, The edge, while fine, is legify friction due to It's Shuchure.	None ss a	In Cart 14 Equipped (Various minions)		NA.
	Weapon (Knife)	,	00	10 Chainmail Jackets Made from Spiral steel mixed with normal steel, The micro gaps in the Chians made by Spi	None	minions) 14 Equipped (Various		Seel Manus
30 S-Steel and Steel Chairmall Jackets	Body Clothing		00	Chairmail Jacksta Made from Spiral sited mixed with Spiral commistible. The reloco gaps in the Chairs rande by Spiral 20 variety, Improving durability. A Pag lag made of bone for the express purpose of Alloy Valeity, to What after a mysterious from old content for leg (see that the army status for sold where the stump would end.)	None sing his	minions)		Sael Marsa
Skeletal Peg leg	Prosthesis			leg, Leaving a portal to a strange void where the stump would end. 1 The leg has a massive chamber for storing Mans.	None	None semaining!		Proper Clash mans, Heak Undeal, harms long things
Etherial Shield With Spiral Steel Handle				The leg has a massalve chamber for storing Mans. A Spiral steel handle with a holographic magical shield is abid to mans, while sold objects pass through it. It is ab 1 one and a half times as large as your arm, and half aw. A paper Telescope with a pink earhoot attached by a red.	tis out ide.	With Normals		
Walascope	Object		4	A paper Telescope with a pink earbuil attached by a ned wire, Coated in Clear Steel, it tells you what you are loci at. Holds a number of tiny samples used for magical Testing	None	In Cart		NA.
				"Alchemical Equipment -1 bottle", with Engraved Runes A whole burish of silver bottles, and jugs, and probably s	of Su ome			
				Thy samples of a huge amount of malerials, and various Valve compatible to the lubes and valves presumably all A distillation apparatus engraved with nurse of both Crac Some animated bone parts to autionate staff like sifting Mars Buffer An undead riongue*, flued with identification smolt, and 1 A prism of Refracting steel-glass shuff, engraved with run	eady kpot thing			
Spell Alchemy Table	Table, Machine		80	An undead 'tongue', fused with identification scroll, and 1 A prism of Refracting steel-glass stuff, engraved with nur 4 a tree of conf.	prob es of None	In Cart 1 Equipped (Waxed Butler) 1 With Normads		NA.
Wooden communication devices Separating Iron Apparatus			1 20	A piece of wood, Transformed into a communication dev 6 These are all on the Same Channel (CH 1) A machine designed to Seperate materials into their pun 1 forms.		(Wizard Buser) 1 With Nomada In Cart		NA NA
	Machine			These 7 Devices can hold up to 105 Pounds of Food, ar will convert it intip Mana and waste, They also contain a system for haining mana directly to the isodo to improve qualify: producing accordinately 650 mesos as view for 5 and	id ays			
Food-to-Magic Engines	-		79	1 forces. These 7 Devices can hold up to 105 Pounds of Food, as will consent it Intip Mana and wasts. They also contain a system for fairing mean directly to the bod to increase a system for fairing reseal directly to the bod to increase only first of a six maximum capacity. If all maximum capacity. The tables contribute a bod is subset in the trade like as and with a vasified lid with an advanted hinge of bons, and a broke with a value in it, in terminates he was exercised to maximal to the vasibus.	None k, tiny	in Cart		NA CONTRACTOR OF THE CONTRACTO
				name was a valued in it, to minimize the energy needed to maintain the vacuum. The lid should have a window, convex as to withstand th pressure. A Paste of cartilons Seeds the Energy in his model.				
				The list should have a window, convex as to withstand the pressure. For the list of the list of the list of the satisful. A credyoff is made the list was. A credyoff is made this was. Shappin rigid. Champing faight and a polem care are installed in it. These's alone, large mailting board to the able of the list o				
				into the shaping cape and a coachpot sigh. 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 rate arms shaped to be more horses for the mare a pair at a man shaped to be more horses for the mare.	raf			
Shaping Table Robe scraps	Machine Large Chest Armor		40	cloak.		In Cart		N.A. Black move, which is absorbed into the supply G. de Collective No. to cover a supply G. de Collective No. to cover
ноое встара			rw .	A staff made of wood, topped with a wooden Biobcat sku and an actual Cyclopic Rat skell. A rose created through bead magic grows from the eye socket. It is encolled with a Bland of Psychocide, willowing it to channel Psychic ransa. It also has a Crysteel Spike, and 5 Silver reseds, enchanted with hisles and reside, enchanted with hisles and reside.	None II,	musit		ionio.
Catrat Roserod	Staff		7			Equipped (Valenk)		NA.
	Delt Goggles		4	A belt made from an old bodybag, capable of holding 5 0 litems A pair of Goggles made form silver, inset with pusple gerestones, it is capable of Scanning the world around the 1 wearer, providing vague, but helpful information.	None	Section 1		NA CONTRACTOR OF THE CONTRACTO
Scouling Goggles Sholgun Headache	Goggles Head Armor		4	gerationes, it is capable of Scanning the world around it wearer, providing vague, but helpful information. A Circlet made of Gumnetal, it is enchamted to improve I headbuffs performed by the wearer.		Equipped (Waterd Budler)		N.A. Bite Filtering mans, and to the book; Internating Southing recommun.
Sholgun Headache Food-to-Magic Engine	Head Armor Machine		9	1	None	in Cart		NA STATE OF THE ST
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 inset and liquided using Chacipot I sight, These liquids are fit fused in the central chamber. Mans can be used as one if the Inputs, due to Runse of sustaining spatial inside it.	rted in of None	In Cart		NA.
Zombified mech	Robot Mond	13	40		Mana	in Cart		
	Weapon, Hand Armor		3	A set of silver geuntlets enchanted with Magic Reflecting Magic, with a Skystone scythe Fused to the left one permenantly. A Demoiric weapon capable of generating a 7 Fool long Thomad Energy Whip, whith can be controlled by the		In Cart Equipped		As well as the second of the s
Demon's Grip	Cylender, Pole		2	Welder. A fabulously Good bed, Missing It's Duvet, and Pillows. It is maked with a few droplets of Oasia Visitor It is installed with a skull containing mans and runes of	None	Equipped (Wizard Buller)		NA CONTRACTOR OF THE CONTRACTO
				1 Wilder. A this/coulty/ Good beet, Missing Iris Devet, and Pillous. It is misted with a few originate of Costal Waler. It is installed with a skull containing mean and runses of rejureation at the head of the bed to weakly but efforced peoply the effect within you skeep. The skull also be hard need to the force of the head, Commarking abit of the cost of the cost of the head. Commarking abit of the head of the	,			
Inspiring Fabulous bed Tin Scup lade	Bed Cooking Tool		80	The matries is Soft, Comforing, and Warm It is decorated with gold and platinum to make it even m 1 fabulous.	None None	In Cart In Cart		NA. Pair Mara
Brawler's Blaster Dwarven extruder	Weapon (Gun) Machine		70 80 23	1	None None	in Cart In Cart		N.A. Randows are spilly from a Cassas Gaussian Spill of the Cassas (A.A.
Stump seat 7 Glass cannons	Chair Weapon (Gun)		7	7	None None	In Cart Equipped (Criminal Skeletons)		Green Equid manua Essectiony de dross top left manua, Causare Gentrage.
7 Glass cannons Reinforced Juicer Containers	Weapon (Gun) Cooking Tool		1	7 1 A large refridgerator powered by electricity	None None	in Cart		Stef mana
Fridge Tin bottle	Container	2		wage remogerator powered by electricity		None remaining!		
The Chara Blood	Container		s	A Glass cylender with a cone bottom and top, with anout 0 stopper made with glass as well.	her None	None serraining!		Casa Marsa

			Constitute								Material /							
Type	Form	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						
						Description A Clizer Steel Clanister Designed to hold gasses. They are equipped with valves to close off, and a threaded a crewe to eather the anapoptale device. A Chest Made of abself metal, With a plate at the top having a helpe to serve as the opening. It is exchanted on any to preserve Flash and organs as long as possible. A Classe (when with a cores bottom and top, with anouther integers and top, with anouther integers and with glass as well.												
Clear Steel Gas Canisters	Container		12			5 to attach to an appropriate device. A Chest Made of sheet metal, With a plate at the top having	None											
Organ Chest Tiny Glass Phial	Container		60			a hinge to serve as the opening. It is enchanted so as to I preserve Flesh and organs as long as possible.	None			Steel mana								
Makeshift Iron Pot	Container Container		- 1			A Gass cyenoer with a cone pottors and top, with anouther stopper made with glass as well.	None			Glass Mana								
Sorting Treasure Chest	Container		200 50				None None	in Cart in Cart in Cart		Telkinetic mana N.A.								
8 Treasure Chests.	Container Container	NA.	400				None	in Cart		NA.								
Crackpot I Silver Bowls	Container		100				None	In Cart		NA.								
Documents Map of Eadlestein King's permission	Paper Sheet Paper Sheet						None	in Cart		Green liquid mana Green liquid mana								
King's permission Scroll about Death melon	Paper Sheet Paper Sheet						None None None	In Cart		Green liquid mana								
Scroll about Enackweatein sinil	Paper Sheet Paper Sheet						None None	in Cart in Cart		Green liquid mana Green liquid mana								
Scroll about Additional dwarven extruder commands. Scrolls about "Perfectly Usable wares"	Paper Sheet						None	In Cart		Green liquid mana								
wares"	Paper Sheet Paper Sheet Paper Sheet						None None None	In Cart In Cart In Cart		Green liquid mana Green liquid mana Green liquid mana								
Scroll about Shimmering scale. Scroll about March Lich Seed	Paper Sheet						None None	in Cart		Green liquid mana								
Scroll about Skeel Shelder the turde.	Paper Sheet						None None	in Cart in Cart in Cart		Green liquid mana								
Swollen muscle Scroll about Mechanisms Scroll about Robot	Paper Sheet Paper Sheet Paper Sheet						None None	In Cart		Green liquid mans Green liquid mans Green liquid mans								
Scroll about Robot Scroll about Miracle Serum	Paper Sheet Paper Sheet						None None None	in Cart in Cart in Cart		Green liquid mana Green liquid mana								
Scroll about Minde Serum Research notes; Helfam Daged Necromantic Spells. Scroll about Necromancer's grave. Scroll about Glass Cannons	Paper Sheet						None	in Cart		Green Iquid mana								
Scroll about Necromancer's	Paper Sheet						None			Green liquid mana								
Scroll about Glass Cannons	Paper Sheet						None	in Cart		Green liquid mana								
Scroll about Dwarven Extruder Scroll about Skeleton Spell	Paper Sheet Paper Sheet						None None	In Cart In Cart In Cart In Cart		Green liquid mana Green liquid mana								
Scroll about Fenrir's Core	Paper Sheet					1 1 Sword (Any) 1 Piece of metal (Any) 1 Written demand	None	In Cart		Green liquid mana								
Alchemical recipe for "Caliber"	Down Phon					(any) "A Good weapon for a fool who thinks himself King,"	News	-~-		Complete Services								
	Paper Sheet						None	None		Green liquid mana								
Sheets of blank paper Junk	Paper Sheet						None	managi .		Green liquid mana								
						The weapon form of An elemally endebted Demon. This												
Skull Sholgun	Weapon (Gun)		56	3x7		The weapon form of An elemally endebted Demon. This shotgun fires Skulls, and skull like bones with incredible if force, They shafter on impact, releasing a demonic Payload.	None		Politica	Mathematical In Many Const. 11								
Shimmering scales Poor Platinum	Pile bars	100%	400		2		None None	In Cart In Cart		Highly resistant to Mana, Creates liquid mana which repells water.								
Poor Platinum Silver Teardrop Necklace	Tiny Teardrop	300%		145		A Long Necklage, with a Teardrop silver Centerplace.	None	in Cart In Cart		Delayed lightning Purer Silver mana								
	Coll	50%	- 1			A Long clear cable, Which transfers light and mans along	None None		Alchemy, Fusing in the iron fusion apparatus.	Ray Mana which turns into weak liquid death mana when it leaves the cable								
Long clear cable Refracting Glass Chunk	Chunk	50%	1	1		A Place of Glass which refracts light through it.	None None	In Cart In Cart	Adding an adjective to	Light mans								
Glass shards	Shards		- 1	- 1		Several shards of glass	None	In Cart	Various sources.	Light mana								
						A Clear hollow tube, it seems to transfer mana without tasking 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 mana goes through at a time.												
Clear mana tube	Tube Sheet		2			cause structural instability if too much mans goes through at a time.		In Cart										
Rotten torn skin	Sheet	100%					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								
Scarned oreen bones	Pile						None	In Cart	Found in a tunnel containing Several Merchant beefles	N.A. Proper Death mans, Heals Undead, harms living things Proper Death mans, Heals Undead, harms living things Proper Death mans, Heals 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	Creates a Purple light, which apparently atimulates unease in a living being								
									Alchemy, Fuse Super Fertilizer	harms Iwing things Creates a Purple light, which apparently stimulates unesse in a living being Ray mans, Seems to function a bit like life mans, enhancing growth. Most of the mans was absorbed by the stone's large pores.								
Hole covered stone	Dal	100%					None	In Cart	Alchemy, Fuse Super Fertilizer mixed manually with rich soil with a sustained mutation spell	mans was absorbed by the stone's large pores.								
Magic regulator	Mechanical component Mechanical component Mechanical component	100%					None	iii Cart	Diovizir robot	Silver Mans, Lowers Gravity, interacts with lurse mans. Silver Mans, Lowers Gravity, interacts with Mans, Lowers Gravity, interacts with lurser mans.								
Electrical pump	Mechanical	100%					None		Diovizir robot	Silver Mana, Lowers Gravity Interacts with larger mana								
Life energy Drainer Prongs	Mechanical	100%					None		Blevial robot	Silver Mana, Lowers Gravity Interacts								
Shiny Dust	Pile	100%					None	In Cart	Major	Popping Fiery mana, Like freworks.								
			- 1			A rec along that country that it many demands one.		iii Cai		A blue liquid mana, Seems to only serve the purpose of being mana.								
Charcoal	sticks	800%				If is a night of Scalamal Completely transparent and	None	in Cart	Various sources.	,								
Clear Steel Textured plate	plate					It is a plate of Scalemal, Completely transparent, and refracting Steel mans, the tiny interlocking places are fused together, and without detail. There is about 6 Square inches of it.				Steel Mana								
Clear Steel Textured plate	plate		- 1			of it. It is a plated sheet of Scalemail, Completely transparent, and refracting Steel mans. the tiry interlocking pieces seem very organic and refined. There is about 6 Square inches of		in Cart		Steel Mana								
Clear Steel Scalemal sheet	Sheet							Inventory (Jeanne)		Steel Mana								
Reflecting Silver Pipe	Pipe	50%	75			A silver pipe with a magical structure which absorbs I ambient mans to kinetically reflect all magic approaching it.	None	in Cart		Same + Physichal Momentum								
	Decorative piece					A tiny 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 sharp and calculated.												
Machined Platinum Statuette			- 1			A Francisches of Chees with a store bounts assessin of	None	In Cart		Lightning Mana Glass Mana								
Magnifying glass	Tool Eating utensil		- 1				None	in Cart										
Platinum Forks Platinum Spoons	Eating utensil		- 1			S A piece of Cutlery made from platinum S A piece of Cutlery made from platinum	None	in Cart In Cart		Lightning Mana								
Platinum Spoons Platinum Knives	Eating utensil		- 1				None None	in Cart		Lightning Mana								
	Eating utensil		- 1					None		Lightning Mana								
Platinum Spork	sating utensil		- 1			A place of Cutlery made from platforum A simple analog pocket varich made from a Steel-like material. It is son and powered by a kind-of-sout That produces many when the vacific is winded. The lands are made of the sheel material, but the face is glass, showing the accuracy within.	None			Lightning Mana								
						material. It is run and powered by a kind-of-soul That produces mans when the watch is winded. The hands we												
Skullsteel Pocket Watch	Trinket		2			made of the steel material, but the face is glass, showing the southe within.	None	In Cart		Steel Manu								
Diamonds	Gernstones		- 1	- 1														
Steel Sword	Weapon (Sword)		25			A mundane steel sword with a Vilood and leather Handle is and Three Emply Spaces in the hit and pommel A Table for Memento's, made from Valerik's first Proper material.	None	In Cart										
Copper Bedside Table	Furnature		10				None	in Cart		Earth mans, Attracts dust. Feels Ancient. Green mans, it was promptly absorbed								
WCD (CH2)	Dita		4		2	A pile of WCD's, the feedback is homble	None None	In Cart In Cart		Green mana, Arracts dust. Feest Ancient. Green mana, it was promptly absorbed into the Stick, Improving Durability slightly. Infectious Life/Death								
H-Cye-ve Serry Mush	Dits Dall Pile	100%	1				None None	in Cart in Cart	Various sources.	Infectious Life/Death A Green mans, Life mans								
	Chain (Necklace/brace lef)					A Chain made of Diamond shaped interlocking links. It is made of a Silvery material.	-											
Tidal Chain			- 1	- 1		made of a Silvery material.	None	In Cart	Fusing Braced Silver With Iron bits	Tidal Mans, Grows in amount and shrinks with the tides.								
Silver Minor Lead Bits	Trinket		- 1	- 1		A very clean silver, Enought see your reflection a siny bit of lead	None None	In Cart In Cart	Various sources. Various sources.	Silver Mana, Lowers Gravity interacts with lunar mana								
Lead Dits	Pile		- 1	- 1		a tiny bit of lead Sheets of ethereal paper, a bit of testing reveals that it is as	None	in Cart	Various sources.	Weight Mana								
Ethereal Paper Sheet	Paper Sheet) a tiny bit of lead. Sheets of etherneal paper, a bit of feeting reveals that it is as clurable as normal paper, but functions like the great sheld, you are able to hold these with your wildpower, and do so so you don't lose them. Valentick Blood, to combine no lack of tife energy, and may be useful for certain ribusite, or as a material for some (creation.			Alchemy, Fusing a sheet of paper	Structural mana, Weak improves 5 Strength, Strong Deteriorates it.								
			- 1		9	Valenk's Blood, it contains no lack of life energy, and may be useful for certain divale, or as a material for		an cast	West a Critical School									
Valerik's Blood	Liquid (In Container)		- 1	- 1		creation.	Tiny Glass Phia	In Cart	Valenk	Bright red life mans								
						I creation. A Small Scone of Redplatinum With Angreaten wires weebbed along it, Small crystals: seem to be growing in the exposed areas, and it pulses with absorbed ablence every once in a while. It serves as a buffer for it for about 15 Meters.												
Solar Ambience Rotator	00					once in a while. It serves as a buffer for it for about 15 Meters.	News	In Cart	Combining Angmallen and Redplatinum.	None.								
	ua.		- 1	- 1		A Cluster Grown from a Volitile Gernstone shard, it was found in Valenka's Body after a Great deal of vomiting.	rude	an carr		200 market								
Volitile Gernatione Clusters	Crystal Cluster		3	- 1		TOWNS OF VARIABLE BODY STREET IS LINEAR DESIGN OF NOTHERING.	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		A liquid amans white seems to adhere to the Material, it reduced friction on everything else however.								
							-		-									

					Time since													
Operation	Description	Queue	Completion Condition	Value	start/checkup (days)	Status	Needs	Minions assigned	Intended Output									
	A giant Vat made of Silver, Designed to grow tissues and organs using raw	Misc Flesh	Reach 100%	19														
Tissue Vat	A massive Silver not		Reach 100%	15	5.	0			Large Stomach									
Giant silver Crackpot III	Crackpot III	200 Pounds of Misc. Flesh	Reach 100%	1005		3			Glass									
Food-to-Magic Engines	Magical Engines coverting Food into mana	fat tissue	Harvest Mana.			4			Around 200 Mana									
Food-to-Magic Engine	A magical Engine coverting Food into mana	9 pounds of fat tissue	Harvest Mana.	0% mana, 8 pounds left		6			Around 8 Mana									
	A plant that thrives on mana, Growing delicious peppers and Hardy Bones.		Sustain Plant for at least (3) Days		0	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)	Sunlight.		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									
tron + Platinum Mine	A Makeshift Mine Created under the Foundations of Eadlestien		Minions Bring Materials to surface safety and successfully		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									
Bandit captuer part Deux	Wizard Butter and Big zombie Go to capture more bandits.		Wait 1 Day			0		Wizard Butler, Big zombie	Live bandits									
Harvest Scrap	Minions Begin Removing rubble and Transporting anything of value back to the cave.							Shovel Blight, Silver Robot	Assorted Scrap/Tech									
Crafting Operations	Operations which require Direct Action on Valerik's part.																	
Dead Mana Pearl	Dead mana Strored in a tiny Crysked marble	10 Mana	Reaches at least 20% (The higher it gets, The more anomalous it becomes.)	81		3			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.	ı
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.	
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 itself, making strong magical threads.	I
Decay	Plastic	Liquid	Black, Bubbling.	This mana is a liquid which causes Plastic and other especially weak materials to resolve 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.	
o.u,	, 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.	
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.	
Osmose	Aluminum	Ray	Dorle Crov	This mana type Draws in heat until it's thermal temperature is equal to	1
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 manato-study.	
Perspire	Human Leather	Liquid	Clear Liquid	A fairly useless mana which seems to serve the purpose of "Magical persperation"	ı
Denlinata	Ciliana	Dev	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	ı
Wind Terrible Wind	Topaz Topaz Goode	Ray	Yellow Gray Yellow	could resolve it into even sharpened winds. The impurities in this Geode have interfeare with the mana, making it elucible and weak	II
remble wind	Topaz Geode	Ray	Grey Yellow	sluggish and weak. 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	II
Infusing Death	Cryskeel	Liquid	Purple	effect on cryskeel if enough of it is infused.	1
Returning Gold	Angmallen	Ray	Smokey Gold	This mana Absorbs Gold mana into itself until the entire mass is a larger mass of pure gold mana.	I
Psychic	Psychocite	Ray	Purple	This mana has a number of properties, It can record information, images, memories, and thoughts into itself, and 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.	1
Earth Pains	. Sycholic	. cay	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.	I
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	
	Mercury	Ray	Lime Green	it is made of.	I

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.	Ш
	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 brain's normal functions, it interacts wiht the soul it	I
	Brain	Liquid	Pink	is connected to frequently, and leaves a brain upon death." This is a Liquid type mana which seems to be exceedingly light, and	1
				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."	1
	Compund eye	Liquid	Clear Invisible, Light blue when	"This is functionally similar to notmal eye mana."	I
	Water	Wave	intense	"How peculiar, anouther wave type mana."	I
	Enamel	Liquid	Purple, green, yellow	"A Purple Green liquid mana, it Seems to serve the purpose of Strengthening the teeth and breaking down food, it makes them very unhealthy looking however."	ı
	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	