

Description	Learned?	Required Tool	Reagent/Material	Spell Type	Prerequisite	Effect / Additional mana	Origin	Element / Alignment
<b>Valerik's Memories</b> Spells that have been learned by Valerik in the long years of exile.								
<b>Splintered Life</b> Activate dead parts using magic.	Learned			Normal		Amount of plant growth and control of plant growth.	Valerik's Memories	Neocomantic
<b>Raise Dead</b> Raise an undead minion.	Learned		Copier/Passion Mirror, Glass, Metal, Living Thing	Normal	May be required	Valerik's Memories	Neocomantic	
<b>Advanced Raise Dead II</b> Raise Three Types of undead minions: Dominion Mage of Cosmos, Vampires, Necromancers, and other creatures. Also, in addition to the usual "Rites of Resurrection" Valerik's "Rite of Resurrection" allows for him to resurrect naturally into their body, incorporating their memories.	Learned		Alchemist, Crystals, Sensitive Crystals	Ritual	May be Required	Valerik's Memories	Neocomantic	
<b>Sustain Dead</b> Add days to a zombie existence.	Learned					Additional substance	Valerik's Memories	Neocomantic
<b>Mutate</b> Attempt to make a creature flesh or any way you desire.	Learned			Normal		None	Valerik's Memories	Neocomantic
<b>Blood Bol</b> Speed health to gain mana.	Learned			Normal		None	Valerik's Memories	Neocomantic
<b>Rejuvenate</b> Rejuvenate someone and make only using necromancy; mainly living things based on their health and health recovery.	Learned			Normal		Amount of HP restored, Or damage dealt	Valerik's Memories	Neocomantic
<b>Plant Life</b> Speed mana to seed and a spike of the seed; the energy.	Learned			Normal		Strength in plant	Valerik's Memories	Life
<b>Sustain Living</b> Allow for a living thing to be given Sustenance of mana for a long time, replenishing small amounts of mana.	Learned			Normal		Strength of regeneration (Consumes mana per hour while active)	Valerik's Memories	Life
<b>Awaken Soul</b> Use magic to resurrect a person's soul into a new body; the person's soul can be reincarnated into a new body; the soul can be reincarnated into a new body; the soul can be reincarnated into a new body.	Learned			Normal		None	Valerik's Memories	Destiny
<b>Cloth Encouraged Cloth</b> Convert raw cloth into magical cloth that can regenerate from damage or wear.	Learned			Normal		Additional substance	Valerik's Memories	Destiny
<b>Energy Knitting</b> Weave together threads of energy and spirit to create a new thread; the thread can be used to repair damaged items; the thread can be used to repair damaged items; the thread can be used to repair damaged items.	Learned	50% Chance to learn		Normal		Speed of knitting	Valerik's Memories	Life
<b>Lively Lance</b> A wand that uses the energy of the wind; the wand can be used to create a new thread; the wand can be used to create a new thread; the wand can be used to create a new thread.	Learned	25% Chance to learn		Normal		Amount of HP restored, Or damage dealt	Valerik's Memories	Life
<b>Kisharok's Curse</b> Check a person to activate curses for 3 days, which is a curse that brings true terror; the curse is active for 3 days; the curse is active for 3 days; the curse is active for 3 days.	Learned						Valerik's Reserve	Destiny
<b>Gateway to the world of the dead</b> A gate that leads to the world of the dead; the gate can be used to enter the world of the dead; the gate can be used to enter the world of the dead; the gate can be used to enter the world of the dead.	Learned	Cutting implement	Object to serve as a portal	Ritual	None?		Barbaric Of Evil	Dimensional
<b>Defenses against the dark arts</b> Protects against dark magic and other harmful spells.	Learned							
<b>Fire Shield</b> Creates a protective shield of fire around the user.	Learned			Normal		Additional Shields	Defenses against the dark arts	Light
<b>False Target</b> Creates an illusion of the user that draws enemy attacks away from the real user.	Learned			Normal		Additional False targets, or health per target, Specify	Defenses against the dark arts	Light
<b>Phantom</b> Creates a phantom of the user that can be used to attack enemies.	Learned	15% Chance to learn		Normal		None	Defenses against the dark arts	Light
<b>Anti-Aura</b> Removes Auras of any kind from affecting the user.	Learned			Normal		None	Defenses against the dark arts	Light
<b>Divination, Finding what can be found</b> A wand that allows the user to find hidden things and locations.	Learned							
<b>Detect Object: Spirit</b> Attempts to guess the location of an object by feeling its spirit.	Learned			Normal		None	Divination, Finding what can be found	Holy
<b>Detect Object: Sight</b> Creates a sight which will point to the location of an object; distance to 30 meters.	Learned			Normal		None	Divination, Finding what can be found	Holy
<b>Detect Object: Destiny</b> Attempts to guess the location of an object by feeling its destiny.	Learned	Mag. Object	Crafting	Normal		None	Divination, Finding what can be found	Holy
<b>Detect Action: Sight</b> Sees when a particular action is taken near the user; distance to 30 meters.	Learned			Normal		15% chance to learn	Divination, Finding what can be found	Holy
<b>Divination: Prediction</b> Lets the user see the fate of an object.	Learned			Normal		15% chance to learn	Divination, Finding what can be found	Holy
<b>Eye Spy</b> See through the eyes of any animal; the user can see through the eyes of any animal; the user can see through the eyes of any animal; the user can see through the eyes of any animal.	Learned			Normal		None	Necromantic Study	Neutral
<b>Bowser Kopper's Name, a Dimensional guide to the elements part 1</b> A book that contains information on the elements; the book can be used to learn about the elements; the book can be used to learn about the elements; the book can be used to learn about the elements.	Learned							
<b>Frame Intake</b> Steals 10 samples of the user's energy, which can be used to create a new frame; the frame can be used to create a new frame; the frame can be used to create a new frame; the frame can be used to create a new frame.	Learned			Normal		Additional Frame charges	Bowser Kopper's Name, a Dimensional guide to the elements part 1	Chaotic neutral
<b>Magma Cup</b> A cup that contains magma; the cup can be used to create a new frame; the cup can be used to create a new frame; the cup can be used to create a new frame; the cup can be used to create a new frame.	Learned	Magma Object	Normal			Additional Magma charges	Bowser Kopper's Name, a Dimensional guide to the elements part 1	Chaotic neutral
<b>Immunity Flare</b> Leads those control over what the flare will do; the flare will do what the user wants; the flare will do what the user wants; the flare will do what the user wants.	Learned		Magma/ogre/Flare			None	Bowser Kopper's Name, a Dimensional guide to the elements part 1	Neutral
<b>Detect Bones</b> Checks bones to see if a powerful light source; the light source can be used to detect bones; the light source can be used to detect bones; the light source can be used to detect bones.	Learned			Normal		Area of effect	Halfman Dager's Necromantic Notes	Necromantic
<b>Near Death</b> Forces a victim into a state of near death; the victim can be revived; the victim can be revived; the victim can be revived; the victim can be revived.	Learned			Normal		Damage dealt (50% cannot kill)	Halfman Dager's Necromantic Notes	Death
<b>Advanced Raise Dead</b> Raise the dead using advanced magic; the magic can be used to raise the dead; the magic can be used to raise the dead; the magic can be used to raise the dead.	Learned			Magma/ogre/Fast		None	Halfman Dager's Necromantic Notes	Necromantic
<b>Death Infusion</b> Infuses a person with the user's energy; the energy can be used to create a new frame; the energy can be used to create a new frame; the energy can be used to create a new frame; the energy can be used to create a new frame.	Learned			Crafting		Quality and power of infusion	Halfman Dager's Necromantic Notes	Death
<b>True Resurrection (Halfman Dager's)</b> Allows the user to create a new frame; the frame can be used to create a new frame; the frame can be used to create a new frame; the frame can be used to create a new frame.	Learned		1 Glass of Yellow Soul Juice, 10 Pieces of Iron Ore	Ritual		None	Halfman Dager's Necromantic Notes	Life
<b>Call Spirit</b> Attempts to request the presence of a soul from the dead; the soul can be used to create a new frame; the soul can be used to create a new frame; the soul can be used to create a new frame; the soul can be used to create a new frame.	Learned			Normal		None?	Halfman Dager's Necromantic Notes	Necromantic
<b>Black Wager</b> Creates a pact with a powerful being; the pact can be used to create a new frame; the pact can be used to create a new frame; the pact can be used to create a new frame; the pact can be used to create a new frame.	Learned			Normal		Power of mission	Halfman Dager's Necromantic Notes	Death
<b>True Resurrection (Valerik's Nekromants)</b> Allows the user to create a new frame; the frame can be used to create a new frame; the frame can be used to create a new frame; the frame can be used to create a new frame.	Learned			Ritual		???	Necromantic Study	Death
<b>Blood Rituals, and the creation of living weapons.</b> A series of rituals that allow the user to create living weapons; the weapons can be used to create a new frame; the weapons can be used to create a new frame; the weapons can be used to create a new frame; the weapons can be used to create a new frame.	Learned			Normal		None	Blood Rituals, and the creation of living weapons.	Blood
<b>Blood Circle</b> Use blood to create a circle that contains magical energy; the circle can be used to create a new frame; the circle can be used to create a new frame; the circle can be used to create a new frame; the circle can be used to create a new frame.	Learned		Blood	Ritual		None	Blood Rituals, and the creation of living weapons.	Blood
<b>Ritual Of Bloodlet</b> Transforms any matter exposed into a powerful energy; the energy can be used to create a new frame; the energy can be used to create a new frame; the energy can be used to create a new frame; the energy can be used to create a new frame.	Learned		Blood, Mirror Object, Ancient blood stone	Ritual		May be required	Blood Rituals, and the creation of living weapons.	Blood
<b>Ritual Of Living Metal</b> Transforms any metal object into a living metal weapon; the weapon can be used to create a new frame; the weapon can be used to create a new frame; the weapon can be used to create a new frame; the weapon can be used to create a new frame.	Learned		Blood Circle, Mirror Object, Ancient blood stone	Ritual		May be required	Blood Rituals, and the creation of living weapons.	Life
<b>Ritual Of War's Clarity</b> Temporarily makes a blood state; the blood state can be used to create a new frame; the blood state can be used to create a new frame; the blood state can be used to create a new frame; the blood state can be used to create a new frame.	Learned		Blood Circle	Ritual		May be required	Blood Rituals, and the creation of living weapons.	Blood
<b>Mighty Flare</b> Allows the energy around you to move in and out; the energy can be used to create a new frame; the energy can be used to create a new frame; the energy can be used to create a new frame; the energy can be used to create a new frame.	Learned			Normal		Area of effect	Get ripped in 20 days with massive Wastary	Neutral
<b>Enfeeble</b> Causes a person to lose strength; the person can be revived; the person can be revived; the person can be revived; the person can be revived.	Learned			Normal		Greater Chance for a given % Wastary	Get ripped in 20 days with massive Wastary	Neutral
<b>Magic Melts Dimensional weapons, a Primer</b> Allows the user to create a new frame; the frame can be used to create a new frame; the frame can be used to create a new frame; the frame can be used to create a new frame.	Learned			Magma/ogre/Fast		Enfeeble	None	Aciane
<b>Warp Space</b> Allows the user to warp space; the space can be used to create a new frame; the space can be used to create a new frame; the space can be used to create a new frame; the space can be used to create a new frame.	Learned			Normal		Area of effect and intensity	Dimensional magic, a Primer	Neutral
<b>Teleport</b> Allows the user to teleport; the teleport can be used to create a new frame; the teleport can be used to create a new frame; the teleport can be used to create a new frame; the teleport can be used to create a new frame.	Learned			Normal		Warp Space, Distance	Dimensional magic, a Primer	Neutral
<b>Sanctify gateway</b> Allows the user to sanctify a gateway; the gateway can be used to create a new frame; the gateway can be used to create a new frame; the gateway can be used to create a new frame; the gateway can be used to create a new frame.	Learned		Cutting implement	Normal		Warp Space, Teleport	None?	Dimensional magic, a Primer





Name	Description	Learned?	Cost/Reward	Origin	Prerequisites
<b>Basic Strategies</b>	<b>Artificial Invoking mission control in battle</b>				
<b>Reinforce</b>	Call minions out of and into reserve, giving them bonuses during battle	Learned	3 PP/2 PP +1D2 PP	Inherited From Bousier	
<b>Learning Strategies</b>	<b>Techniques to improve your trade</b>				
<b>Conography</b>	<p>Assess working out and practicing or programming Special Moves and Special Attacks into minions or allies. This is mostly about studying their physiology and understanding the interactions between reaction physics and joint dynamics; actual learning requires an EGI Core or spending PP on their end and practice even after the ability has "proven" it.</p> <p>You know enough to produce a working Special, all of the steps in its construction, and several types of vehicle-mounted weapons. Using this information improves goods related to it.</p>	Learned	Depends on the built-in difficulty	Independent Study	
Otto Van Cooper's Blueprint	Find small amounts of cheap reusable materials in a bustling city for free and with ease	100% Chance to learn	4 PP/4 PP +2D2 PP	Theivous Raccoon	
Scavenge (Urban)	in armor design that while bulky and unwieldy, is over 220% more effective at protecting the wearer for the materials used. <p>There is also a shield design variant which has one of the easiest assembly times and components, seems to be adapted to protecting users since their the body in making armlets, gauntlets, and helmets. 100% chance to learn both.</p>	100% Chance to learn both	1 PP/1 PP +1D2 PP	Koopa general purpose manual	

Name	Description	Learned?	Origin	Prerequisites
<b>Natural Talents</b>				
	<b>Ecologically passive abilities</b>			
Inner Fire	A small permanent fire has ignited in your belly. Allowing passive penetration of flame changes, free smoke-breath, and free minor fire breath.	Observed	Advanced use of "Flame Ward"	
Kilburne Biology	Being able to change the size of your face gives an easy way to improve diplomatic relations.	Observed	Birth to the right society	
Lich	With your phylactery you are immortal, simply regenerating at your phylactery upon destruction. You tread the line between life and death, granting you resistance to Death magic and Life magic.	1 Phylactery Observed	One of the Final Branches of Necromancy	
Minor Lightning Ability	Surviving an Ordral has given your body a dangerous decision, adapt, or die. You gain resistance to electrical attacks and the ability to sense Electricity as a strong aura in a particular direction.	Observed		
Minor Internal Trauma Resistance	Surviving an Ordral has given your body a dangerous decision, adapt, or die. You gain resistance to internal damage.	Observed		
<b>Learned Talents</b>				
	<b>Learned passive abilities</b>			
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	
Secrets of Life and Death	Wetrik has unlocked a part of his immortal self. He can sense the missing phylactery pieces, and see the bodies of those around him.	Learned	Performing a Powerful Necromantic Ritual has Awakened his hidden memories.	
Surgeon	You have enough knowledge of anatomy to Cut someone open without killing them directly.	Learned	Eons of practicing Necromancy	
Mechanic	You have a Good understanding of physics and machinery.	Learned	Draining A Dwarf and an amount of practice	
Novice Gardener	You have a rudimentary understanding of plants, or at least Necromantic ones.	Learned	An amount of practice	
Novice Crystallist	You now have minor control over your Volatile Crystals.	Learned	An amount of practice	
Muscle Wizard	Your muscles are your staff, your body and your mind are one and the same. Falls of magic and might are no longer discernable from one another. You are ripped.	Not learned	Get Ripped in 30 Days with Muscle wizardry	
Master Thief	A Rogue beyond compare, nobody with money left in their wallet would dare say otherwise about you. Your Thieving Abilities and Roguishness are known the world over as well, and any black market worth its salt would gladly take a look at your latest price.	Not learned	Thievous Roguence	
<b>Comprehensions</b>				
	<b>Having read books, and practiced on them</b>			
Beginner Blood Ritualist	You have a very shallow understanding of blood magic rituals.	Learned		
Novice Dwarven Linguist	You at least know some words and phrases in Dwarven.	Learned		
Novice Alchemist	You have a rudimentary understanding of alchemy, and the sights used to perform it.	Learned		
Novice Dark Alchemist	You have a rudimentary understanding of creating Hominid and other dark alchemy.	Learned		
Diviner	You have a Good understanding of the Basics to Divination, and the spells used to perform it.	Learned		
Budding Halftuff User	You are just starting to understand what it means to be a Halftuff user.	Learned		

Technique	Description	Status?	Level	Required Tool	Base cost	Prerequisites	Origin
<b>Thievous Recombina</b>	Techniques used by a family of master thieves for generations.						
Cooper Style	Details the Techniques used in the -should be rare, but is actually quite often- moments that a Thief must fight. Passively improves Melee damage, and allows EG to be spent to improve combat in a variety of ways, including multiple strikes, stronger strikes, and tougher ones.	Unlearned, 100% chance to learn for 15 Elbow Grease	0				Thievous Recombina
Pickpocket	Steal something from an exposed pocket, wallet or satchel	Unlearned, 100% chance to learn for 3 Elbow Grease	0	Hooked object			Thievous Recombina
Dive	Roll forward while wearing your weapon, both dodging and attacking. Can be done in midair to aim the ground.	Unlearned, 50% chance to learn for 4 Elbow Grease	0	Weapon	1 EG		Thievous Recombina
Daily Gravity	The user no longer takes damage from otherwise lethal falls, long as they are conscious and have EG.	Unlearned, 50% chance to learn for 5 Elbow Grease	0		3 EG		Thievous Recombina
Roll	Cut into a ball and roll along the ground at incredible speeds. Level 10 and onwards electrifies the user while rolling.	Unlearned, 50% chance to learn for 6 Elbow Grease	0		1 EG per 20 paces travelled		Thievous Recombina
Invisibility	The user can turn invisible if nobody knows they are there. To user cannot move while using this until level 10	Unlearned, 50% chance to learn for 4 Elbow Grease	0		5 EG		Thievous Recombina
Slow	Slow the user's perception of time by a factor of 2.	Unlearned, 10% chance to learn for 4 Elbow Grease	0		1 EG per turn		Thievous Recombina
Rat Walk and Slide	The user gains the ability to Run or Slide on rails, tightropes, cables, or anything particularly thin.	Unlearned, 70% chance to learn for 3 Elbow Grease	0		1 EG per one consecutive use after the first without touching stable ground		Thievous Recombina
Decoy	The user gains the ability to throw out a Decoy that confuses enemies into attacking it	Unlearned, 50% chance to learn for 2 Elbow Grease	0		3 EG	"Savage Utility"	Thievous Recombina
Wealth Magnetism	The user prepares himself for the day, performing exercises with the side effect of attracting certain things to him, allowing him to pick valuables up from farther away than before.	Unlearned, 50% chance to learn for 7 Elbow Grease	0		10 EG		Thievous Recombina
Disguise, Deception, and Charm	The user gains the ability to don convincing costumes with materials on hand, and the acting skills and charisma to pull off these disguises. Must be in a populated area when crafting, and the user must provide materials other than cloth, dye, and insignificant accessories.	Unlearned, 50% chance to learn for 3 Elbow Grease	0		3 EG	"Savage Utility"	Thievous Recombina
Ninja Spin Jump	Allows the user to balance on any small point without falling.	Unlearned, 50% chance to learn for 4 Elbow Grease	0		1 EG per one consecutive use after the first without touching stable ground		Thievous Recombina
Fast	The user can act to speed up time when walking or a standard using hidden and ancient means of entertainment. Time acts to the most important or noteworthy thing to happen, cannot be used to speed up things currently in progress, such as crafting, observation, or processing.	Unlearned, 50% chance to learn for 1 Elbow Grease	0		1 EG		Thievous Recombina
Mine	The user gains the knowledge necessary to make 10 small articles of clothing, preferably hats, that contain a motion sensitive explosive. Must be in a populated area when crafting. User must provide any materials that are not cloth, dye, zipper materials, or explosive substances. This can be done once per day.	Unlearned, 40% chance to learn for 9 Elbow Grease	0		5 EG	"Disguise, Deception, and Charm level 1"	Thievous Recombina
Stun	The user stands still for several seconds, before slamming down their weapon, and dropping time for a few precious moments with a bright flash. Inanimate objects and massive creatures are immune to the effect, and it affects a 100 meter radius.	Unlearned, 10% chance to learn for 1 Elbow Grease	0		5 EG	"Slow Level 15"	Thievous Recombina
<b>Fusion secrets</b>	Techniques found through Kubo						
Stellar Pose	Keeps the user in the air as long as they are posing, it requires about as much effort as holding oneself up, results in terms of Elbow grease spent.	Unlearned, 45% chance to learn for 3 Elbow Grease	0		1 EG per 2 turns used		
Scoutful Pose	The user poses, releasing a wave of spirit energy that knocks back some foes.	Unlearned, 100% chance to learn for 3 Elbow Grease	0		5 EG		

Name	Description / origin / Special Information	Assigned task	Number	Equipment	Attacks / Abilities	Status conditions	Special Information Value	Size (pauls)	Charmable meta	Guestimate Weight (per unit, not total)	Health points Total	Average Health points Per unit	Sustenance Type	Substance	Location	
<b>Other Sustenance Items</b>																
Fingermats, heart Quality Darts	Dangerous fingermats attached to Blood Cattle	None		14 2 Mechanical			Golem Core at 100% status	1x1 Feet			N.A.	N.A.	Blood (heart)	0	Neatly	
Neurovire	Golem, internal mana storage	None		1 Guit		Covered in Spores					110	110	Magic (Golem)	N.A.	Neatly	
Zombified mech	An advanced Dwarven Mech, inflected with flesh and necrom	None		1 DovesBlasnet	Flamethrower, Machinegun	NEEDS PILOT		32x25			800	800	Magic (heart)	100	Neatly	
<b>Action Based Sustenance</b>																
Marital Arts Mummy	A mummy with hardened skin made to look and feel like living ** Circulatory system kept with heart beating and so on. Bu * Bones infused with Clear Steel, turning into something like * Healed. Dimes, from branch bones. Then optical Glass On * Skin infused with Mute Essence, then covered with thin la * Bones infused with metal essence and covered in charms * After removing torso, skull cavity is given a hinge (and a loc * OPTIONAL: Hone it forward with a handi made to suit Gole * OPTIONAL: Laminar sand organ?	None		1	COO, Shrunken strength, Base effect, Spontaneous Sand Crafting						400	800	800	Magic	100	Neatly
Vampire Scorpion turret	A vampire scorpion based of Platinum dust and Fly Iron Ingot	None		1 Matting Venom	Reck, Ble, Sting Squart, Tapart, Stinger, Bling, Random Strike			5x8			35	35	Blood (Burst)	100	Neatly	
Death Hourglass	A Simple Glass and iron Hourglass Filled With ammalat Iron	None		1	Shape, Showe		Golem Core at 100% status	2x3			2	5	5	Magic	50	Neatly
Poisoner Beetle	A massive beetle designed to Talk over machinery and status	None		2	Bite, Animate Golem						15	15	Magic	100	Neatly	
Crackerfly	A hollow moth infused with Clear Steel, and enchanted with 1 None	None		2	Flame, Death, 2 Near Death, 1 Deplete, 2 Edit Cook			1x1			10	1	Magic	100	Neatly	
Bone Spiders	A swarm of fat sized Bone spiders, equipped with a Pair of a None	None		1				2x3			2	2	Magic	100	Neatly	
Loggape	Internal storage. Partially made of wood, Bug shape, Durable Mine iron	None		1	Showe						90	90	Magic	100	Neatly	
Neurovire's Workbench	A workbench capable of Manipulating Living and undead thr	Ready to use		1							N.A.	N.A.	Magic	50	Neatly	
Skeleton Duo	Twin skeletons, Otherwise unremarkable	None		2	3 S-Steel Sheet Charms and 2 S-Steel Daggers	Covered in Poison		14x8			0	0	Magic	200	Neatly	
Criminal Skeletons	A large group of Skeletons, otherwise unremarkable. Their la	None		3	1 S-Steel Sheet Charms and 2 S-Steel Daggers			14x8			0	0	Magic	600	Neatly	
Biopods	A two headed Skelet made from two smaller ones.	None		1	COO, Snake, Stab, Smaah, Throw						110	110	Magic	100	Neatly	
Shovel Blights	Squashed Creatures Made of Bone, With four arms each an	None		2	Shash, Stab, Dig, Pry						59	30	Magic	200	Neatly	
Identification pan	A tiny ink pen Made from Magically Enhanced bone, Capable	Identify our stuff as we make it		1	1 67% ink	Pink?		1x3			1	1	Magic	100	Neatly	
One Armed Metal Cursed skeleton	A Skeleton coated in Metal, Thick and Heavy	None		1	Limited COO, Slash, Stab	Missing Arm		14x8			80	80	Magic	100	Neatly	
<b>Dry Based Sustenance</b>																
Magic Baitbox	A Giant Baitbox, essentially A fairly basic Steel Polybox o	None		1	Make Bolt, Fusion Bolt, Fire Bolt			10x12			500	500	Flesh	7	Neatly	
Bandit Zombies	A massive Hoard of Bandit Zombies	None		50	Never-silver cutlery, COO, Salsah, Consume						500	10	Flesh	10	Neatly	
Kaid	An abomination Made of a large Outer body, and a small con	None		1	Flamethrower, Machinegun, Vampire Scorpion, Blam, Stab, Stab, Dual Pistol, Blam, Stab, Dual Pistol, COO, Smaah, Body Slam, Throm, Rain		Golem Core at 100%				900	408	408	Flesh	28	Neatly
Sigord (dwarf) slyd	A hulking Mech made from Unkled Cybernetics. It is Enchaf the Cocpit has been extracted before fusing and where it o The neck is made of a metal ring, similar to that of a Coke is made from 40 pounds of iron. Its purpose is to Hope Crystals and Refractor-edged "shards" with several Has an iron-ore glass shield inside by compartments with	None		1				42x18			900	900	900	Blood (Consume)	4	Neatly
Great Cargo Wom		None		1	Rain, Ble, Run over, body iron, Gint			15x50			1500	1250	1250	Flesh	2	Neatly
Stalking Skin	A sheet of skin infused with clear steel, Given sharp claws, a	None		2	Shooting Platinum Fangs, Heavy Steel Pating			14x8			15	10	Magic	5	Neatly	
Armored Anabolic Spider	A Fat sized undead Spider with a skeletal Hand attached to	None		1	Bite, Body Slam						4	4	Flesh	INERT	Neatly	
Big Zombie	A massive hulk of a Zombie, Filled with flesh and fat, with he	None		1	COO, Smaah, Body Slam, Throm						132	132	Flesh	6	Neatly	
Wolf Zombie Pack	A pack of undead Wolves, Led by a Centaur Wolf Made from	None		3	Bite, Claw Slash, Body Slam, Heal						59	20	Flesh	INERT	Neatly	
Bandit Zombies	A Group of Unkled Bandit Copies, Otherwise unremarkab	None		5	Daggers			14x8			74	12	Flesh	INERT	Neatly	
Muscle engine Mark 1 Fatall	None	None		1	Shoely Gint						N.A.	N.A.	Flesh	10	Neatly	
Brain Stone	An animated Brain, Otherwise unremarkable.	None		1	Clomp						8	8	Magic	INERT	Neatly	
<b>Non-Undead</b>																
Mining Mech	A dwarven mech modified into a mining golem. Has no cocky This is a three eyed Transport and combat drone It has two on-board machine guns and an emergency self-d It is made of metal plates, some metal, a Magica Golem C It's purpose is to transport Goods safely with a specified an It's worth a great deal, and as such one can only be afford	None		4	COO, Flamethrower, Machinegun, Dual Showel, Chop, Quad Power, Blam, Binding, Flam, Glide, Jump, Dig, Precision Expansion/Smooth, Smaah, Body Slam, Maulstrate		Golem Core at 100% status	32x25			700	700	Magic (Golem)	N.A.	Neatly	
Shiver Robot		None		2	Mechanical Gun						110	110	Magic (Golem)	N.A.	Neatly	
Rat Turret	A cheap universal turret. Almost any gun can be rapidly attach	None		2	Mechanical Gun, Fire Weapon, Rail Gun, SDR, selfload		Golem Core at 100%	6x8			20	116	58	Magic (Golem)	N.A.	Neatly

Name	Description / origin	Soul	Health	Mana	Questmate Weight in pounds	Properties to remember	Quote	Social	Spells	Capabilities	Location	Equipment	Status conditions	Sustenance	Assigned task
Gallarnt	A Full blooded demon who is also a paladin	1 Large Demon Grade	566	10	500	Flight, Detect Evil, Huge and strong	"Good is a property that all things can possess, so too is Evil."	Trustworthy Acquaintance	Curse of Painful fire, Curse of Bottomless stomach, Curse of Wizard eyes, Curse of Postcognition, Curse of Hiss, Curse of Random polymorph, Curse of Overwhelming bleeding, Curse of Igniting touch, Curse of Necrosis, Curse of Pain, Curse of Spoken truth, Curse of Polymorph, Curse of the vampires, Curse of the Werereptile, Curse of the Mummy, Curse of Flies, Isaac's Curse, Curse of Vines, Curse of Frost, Medusa's curse, Curse of Sinspawn, Curse of Foxfire, Flame Inhale, Bless, Blessa, Blessaga, Awaken, Minor Miracle, Parity, Turn undead.	Fierc Slash, Tap Cannon, Paladin Order Combat Training.	Eadliest Sewers	Enhanced Golden Platemail, Enchanted Clear Steel Visor, ἄδολος ἄγρῶ; The Devil Wing, 2 nanite vials Metal-infused Wizard Robe, Metal-infused Wizard Hat, Slave, Cryskel Dagger, Spell Quiver, 2 nanite vials		Fine	
Dublin	An Orc who is also a wizard	1 Human Grade	160	22	230		"It is nice to know things."	Trustworthy Acquaintance	Fire Lab, Summon, Flame inhale, Bubble, Water, Mage hand.	Ordish Secrets.	Eadliest Sewers	Tiny Adamantium Armor, Supermassive Greatsword		Fine	
Fairy Berzeker	An absurdly strong fairy, slobbering with rage and wielding a flintic sword	1 Human Grade	45	6	1	Tiny size, Absurd strength, Flight	"God damn it to fucking hell holy shit!"	Not Enemy		Unimaginable Rage Technique	Eadliest Sewers	Noble Clothing infused with Cryskel Chainmail, Symmetrical Elaborate Arming Arcane Platinum Telescope, Cryskel Dagger.	Overburdened	Fine	
Harkim Salva	A young Boy with budding necromantic prowess and great strength. Currently under the tutelage of Heilfarn Daged.	1 Human Grade	60	13	160	Young kid	"I'm going to show the whole world just what I can do!"	Loyal Friend	Water, Flame Inhale, Immunity Flame, Bless, Fuse, Eyesore Curse, Adjectivity, Noise Sphere.	Natural Necromancer	Eadliest Sewers	Cryskel Dagger		Fine	
Hidden Slime	A liquidified and animated mimic corpse, holding a jar on its back and a	None	150	100	250	Mimicing ability, Slime, Works for Harkim.	"Burgleleigl"	Not Enemy		Double triple Shotgun blast, Mimic pot.	Eadliest Sewers	Double Triple Golden Snare Shotgun, Clay pot		Fine	
Fenrir	Norse wolf originally destined to bring about Ragnarok, he was cast to the void mistakenly after being bound, fraying his fate and destroying his mind. Currently entombed in a spiral steel golem, allowing movement.	Unknown	550		799	Divine	"..."	Unknown	Unknown	Unknown	Outskirt Lookout			Fine	
Honey	A class IX artificial intelligence core with an anthropomorphic Dragon avatar.	1 Small	10	3970	650	Immobile	"What does fate have in store. And why should I care."	Bumbling Owner	Summon	Control Golem, Maximize Efficiency, Combat Calculations, Control Avatar.	Outskirt Lookout			Fine	
Honey's avatar		None	200	2				N/A							
Jeanne Rudamara	A Female Bandit recruited by Valerik through Trial by Combat. She has been transformed into a Vampire using a timeless ritual, altered in nature by Valerik. Autonomous Resourceful Mining Operational Klusterfuck, an advanced version of the mining golems made from originally dwarven mechs	1 Human Grade, Sealed	255		179	Desert knowledge, Bandit rituals, Desert Race, Mind/Illusion/quick silver Vampire	"Drinking, Fighting and Fun, What else could a body need?"	Fantastic Easygoing Creditor		False target, Afterdash, Fakeout, Illusion blood drain, Create Illusion, Empathetic Teleportation, Ghost Pain, Mirror Screen, Bandit Combat Circle Training.	Eadliest Sewers	Mystic Dress, Hairpin Scabbard, WCD, Rocket Heels, Lightning glove, Re-dispell Brooch, Welding kit, MK2 RPM Blaster, Blood Bottle, 20 Meters of Clear Steel Chain rope, Vial of Ossia water, 60 Small Human coins, Durastone Katana, 2 nanite vials, PJs, BLANK (anything gun), Earthbike, Knucklecracker 22 ammo, Rantanium self-propelled bullet, Fancy cigarette holder		98	
A.R.M.O.K.	The new and improved Wizard butler, brought to the precipice of oblivion and back, and Freed from the darkness forced into him, he is now an old looking four armed man, with untold new powers. Enchantments on the whole of his body allow for acrobatics, Major regeneration and Textural shapeshifting.	1 Human Grade, Sealed						Eternal Unquestionable Master	<a href="https://docs.google.com/spreadsheets/d/139AymXaVvZ/">https://docs.google.com/spreadsheets/d/139AymXaVvZ/</a>		Eadliest Sewers				
Wizard Butler		1 Huge Wizard Grade Heart	640	288	133+1 per turn in combat	Familiarity with darkness, oblivion, Heartless, and Nobodies	"I will serve Valerik once more, my promise maintained."	Master		Open Corridor to Darkness, Store object, Manifest Blaster, Split, Rotate Joints, Flight, Advanced Gun Training, Synthesis, Quadruple Pistol whip, No escape! (Four Way Targeting), Demonic Grip, Meditative regeneration, Communicate With Pitheven.	Eadliest Sewers			Fine	
Rat Princess	A comatose Mutant Sewer Rat, cursed with intelligence.	1 Small	2	1	101						Eadliest Sewers		Hemophilia, Dysbiosis, 1st Degree Burn, Purified, Sustained, Heavily Damaged, Comatose, Exsanguinate d. Shock.	Sustained	





Name	Form	Questimate Weight in pounds	Size (In pixels)	Amount (Distinct Items)	Description	Location	Obtained From
Brash Knuckles	Weapon (fist)	200	2x1	4	A set of Brass knuckles made from Lead, Gunmetal, and A melted Sustained "Massify" spell, they are highly destructive.		
Airbike	Vehicle	300	47x14	1	A sleek almost broom-like bike made of Alchemically Treated Quicksilver Wood (reinforced using metal essence), mainly powered by Air Craft Vehicle and kept aloft by 4 Rartanium prisms directing trust downwards, like a quadcopter with no moving pieces and complete silent, aside from the humming of rartanium, it has been fused with a flying fish token, giving it large wings and a scaled exterior. It is made from Livingmetal, Alchemically treated wood and Rartanium.  It has several built in functions, including a rartanium windshield with HUD, Fat pockets for Boosts in momentum, gauges with red warm steel needles that glow in the dark, glass headlights, a Large Topaz Core, Storage space in the saddle, which folds up, an Air Rainbow False target enchantment, Runes of Explosion Flame Inhale, for a rocket powered boost, and a zombie stomach to process blood if more mana is needed, with special buttons on the handlebars to drain Valerik's health, and a Mechanical Gun mounted on the nose.  It currently has 100 small metal pellets in the mechanical gun.	In Cart	
Greygloss Arm	Prosthesis (Arm)	20	5x1	1	You use Bone dust, A casting of Great shield, An amount of Clear Steel, and a LARGE amount of ash, and mix them together in a crackpot thoroughly, and shape this into an arm, before enchanting it in several places with Great Shield. You implant a total of 3 Soul orbs along its length, and engrave the palm of the arm with an Eyesore Sigil. you also create a simple leather glove with which to cover it.	Equipped (Valerik)	
Honeycomb Greatshield	Wall	0	7x6	1	The arm ends up having to be split in two at the elbow and in several places near the hand before it can be animated, and once it is, it is animated and attached to your old stump, it won't be winning any impressive arm wrestling competitions, but you doubt there is much that can harm it.	Equipped (Valerik)	Cast Great Shield
Box of Cloud dust	Box	100	4x4	1	A floating belt of altered great shield, held in Valerik's Mental grip, it holds 1 Rose Gold Mana in it's 7 total slots.	In Cart	
Cull Device	Bracer	1	1	1	A material that turns normal objects into clouds until it is washed off.  This machine can Abstract reality one level away from itself using -Cull Vectors-, of which there is currently two in it, "Underground" Which is apparently whatever freaky alteration to the normal reality that that rippoff dungeon was, and "CCG" whose function can only be guessed at. There is also a "Default" option, which it is not set to.  A bracelet made through coincidence, this mythic object can alter reality using it's special dial. It currently has the "Darkness" Cull Vector, which is the default setting, the "Underground" Cull Vector, which makes combat a careful game of skill where one's soul and morality are laid bare, and the "Children's Card Games" Cull Vector, which render's ones talents and resources as cards to be played in a game of strategy against one's challenges and foes. The Cull Device affects everything in a fair range, altering the reality in this suspiciously rectangular bubble it affects to fit the Cull Vector it is set to.  The method for obtaining Cull Vectors is unknown, and they cannot be removed from the device without risk.	In Cart	*Former Tunnel f
Pegleg compatable Wooden Clog of Ages					A wooden clog hand carved by Valerik Nerkun, Peg Leg attachable.	Personal Inventory (Valerik)	*Former Tunnel f
Fuzzwhale Cloak	Armor (Cloak)	10	10x10	1	An image of a Gateway is embroidered on the square piece of cloth in Magicite. It offers Cold and Magical resistance, and is very warm.	Personal Inventory (Valerik)	*Former Tunnel f
Greygloss Gauntlets					This pair of gauntlets uses the user's focus to enhance their strength with animated ash in the metal, and produces up to 400 Square meters of Psychic gelatin that responds to the user's mental control.	Equipped (Valerik)	
T-shirt Highly Generic Clothing	Clothing	10	10x10	1	A t-shirt, packed into the bottom of Calblaster, the t-shirt reads "I upset the very balance of creation and all I got was this lousy shirt!", instead of a size and manufacturer, the tag simply reads "Calblaster + approximately 200 Gallons of Propellant + 600 Projectile Components + 24 Pounds of Psychic material + One Knife + A Good poem + A sign of leadership, given to you without any reason but your actions."	In Cart	
Clay Soldier's Wand	Wand	1	1x7	1	You can't quite put your finger on it.  This wand apparently turns clay into little men, who are controlled by interdimensional noise.	In Cart	
Name-your-own-loot Tool	Rectangular box	1	2x3	1	This handheld device apparently takes some kind of interdimensional noise and applies it to something you find, but only within a few minutes of you finding it. It reveals a piece of loot's name and backstory, even if there wasn't one? This is an odd piece of equipment, and the more mana you input, the clearer the signal it gets from it's strange origin dimension is.	In Cart	
Pyrokinesis wand	Wand	5	1x5	1	A wand made from Magicite and Psychoite, glowing red film on the wand indicates that the pyrokinesis spell has been infused into it somehow, it is shaped like a corkscrew, and looks like a candy cane with it's purple and blue color.	In Cart	
Chia armor	Armor (Full)	100	20x9	1	This armor cannot be damaged so long as a single plant grows on it. Every hit however, resonates with every piece of it, causing the plants to disintegrate. they also grow more quickly when grown on the armor.	In Cart	
Mechheart	Machine	70	6x6	1	A whirling cube, 6 gears on it's outside faces, and countless ones inside. It also has two pipes coming from one corner, made from steel, and a lever next to that. It drips equal parts oil and blood Identification indicates that this mechanical creature, measuring 6x6 Pixels, Hungers for blood, oil, flesh and metal, which it consumes to grow or sustain itself. It's sole driving force is it's hunger right now, and it waits for any machine or creature foolish enough to draw near. It also has a massively complex gear system that when active puts it into a frenzy, where it attacks anything that moves, consuming it, and finally, ripping itself apart to expel the waste, which is converted into horrific raw materials or machinery, this process tires it out as it recuperates. The 6 gears represent rest, or it's off state, flight, flight, abundance, scarcity, memory, instinct, and death. The death gear will destroy the Machine Heart with a final creation.	In Cart	You create a five
Sparkwheel Prototype	Weapon (Mounted)	350	6x18	1	The main mechanism is a rapidly spinning iron-lined-glass wheel with a fixed iron "sparker" that is pressed near it to fire, creating sparks just like riding along a chain, and typically these are then improved in some way since the sparks as-is don't really do aany damage, typically via a ring acting sort of like the guns barrel. This particular gun is mostly just a prototype, a horizontal-wheel powered by an electric engine and a flat sparker giving a wide spread, carryable by one fi man but needs putting down on it's tripod to fire.  It is a large flamberg, not absurdly large, but still heavy enough to impede you, purple tinted in color, it turns into a knife by way of launching a pole with half of the sword blade on it outward at the flip of a switch, the "Missile" makes an excellent sword on it's own and has it's own handle and hit, inside the new weapon's barrel was a t-shirt, packed into the bottom, the t-shirt read "I upset the very balance of creation and all I got was this lousy shirt!", instead of a size and manufacturer, the tag simply reads "Calblaster + approximately 200 Gallons of Propellant + 600 Projectile Components + 24 Pounds of Psychic material + One Knife + A Good poem + A sign of leadership, given to you without any reason but your actions."	Personal Inventory (Valerik)	
Oversealing Caliber	Weapon (Flamberg e)	109	23x5	1	The launched portion of the weapon is straight edged, while the knife-like portion is wavy, the whole weapon is made of a purple metal, and a ribbon is attached to the lever that launches it, theommel has a bow shaped end to it for use as a stock most likely, and when the sword portion is disengaged, the knife portion is capable of launching other things put into it's barrel, like an elephant pistol of sorts.  This new weapon is called "Calblaster" and engraved on it is "I have a New Deal for you, Peacemaker."  It enhances magical power, willpower, focus and mana efficiency while held naturally, but consumes 1 EG when casting and attacking with it until the user becomes large enough for it to qualify as light.	Personal Inventory (Valerik)	
Pouch and loop Belt	Armor (Belt)	6	1x6	1	A Belt with loops and pouches for keeping small objects handy, it has rartanium and platinum buttons, allowing the wearer to quickly and reflexively Takes something out of it, while keeping the buttons nearly indestructible otherwise. It has 10 slots and can carry small to medium items, about the size of a common dagger.	Equipped (Valerik)	
Padded Armor	Armor (Vest, Arm, Leg)	12	4x3	3	A human Leather Vest. Arm covering and Leg covering stuffed With Valerik's fur, it is warm and helps to blunt impacts, the vest also looks exceedingly stylish.	Equipped (Valerik)	
Living Robe of Homunculous skin	Armor (Robe)	20	7x3	1	A Crimson robe made from Cloned skin covered in Crimson Fur and Enhanced With Metal Essence, it glimmers with the look of armor, and while it's outer fur is as sharp as needles, it's insides are Comfortable, comforting and insulating, Protecting from both heat and cold.  Last order of business, you make a golem core backpack and plop the support sigil there. Creating a strange feedback loop.  Apparently, the Homunculous robe you made appreciates the lifegiving... life. maybe you should have fed that thing at some point somehow.  Restores 1 Health on occasion	Equipped (Valerik)	
Light Hemetite Tower Shield	Weapon (Shield)	150	10x4	1	A Large square shield made of hematite. When mana is applied, it becomes immovable, with more mana increasing the dampening effect.	Equipped (Valerik)	
Cryskeel Prostetic Foot	Prosthesis	5		1	A prostetic foot made from cryskeel, it looks boneey, and uncomfortable, to remind you of what you must do.	Equipped (Valerik)	
Cryskeel Pegleg	Prosthesis	15		1	A peg leg made from Cryskeel, It's Craftmanship is of the highest quality, Engravings on it Detail the history of necromancy, as Valerik remembers it.  Half of a staff made of wood, topped with a wooden Bobcat skull, and an actual Cyclopic Rat skull. A rose created through Dead magic grows from the eye socket.  It is encircled with a Band of Psychoite, allowing it to channel Psychic mana. It also has a Cryskeel Spike, and a Silver needle, enchanted with infuse and mutate.  One of the wooden eyes has a Serpentine Tiger's eye, and the other socket is studded with all known materials for channeling.  It is Equipped with a holconsole and Several Plantinum Valves and the like to measure aspects of magic casted through it.	Equipped (Valerik)	
Halfstaff Catrat Roserod	Staff	7		1		Personal Inventory (Valerik)	
Mysterious Grassy Circler	Circler	1	1x6	1	A mysterious circler made of grass, it resists all attempts to identify it.	In Cart	
Liquid (in container)		2	3x3	1	A bottle filled with 50 applications of Incredibly toxic poison that just will not leave what it is applied to.	In Cart	

Name	Form	Questimate Weight in pounds	Size (In pixels)	Amount (Distinct Items)	Description	Location	Obtained From
Machine Weapon	Multitool weapon.	230	5x13	1	An odd claymore made by Harkim in his boredom, it is made from a peculiar alloy which he manipulated and bent to get certain grain patterns on each of the parts. It is also equipped with a 20 Shot cartridge of Clear steel bullets made with Volatile Gemstone disks grown from the clusters in question. It is engraved with runes of Flame charge and Draw water, causing it to suck up water sources, and turn it into steam for the moving parts. Apparently harkim has applied his immunity flame power to testing the blade, preventing the magically created steam from doing any damage. the sword can shift around certain parts with a series of Small rartanium pieces to move the steam valves. this allows the blade to shift into a crossbow shape, without a cord, which also would serve as a pick with proper durability enhancements, a hook, and a shape where the two halves of the blade fold sideways into one another so it can be mounted on the user's shoulder for accurate firing. How the boy came up with this using your meager notes. 2 Spells and Your equipment: you may never know. The entire weapon seems to lock up when mana is applied, forming a brittle, durable, and hard layer that coats it's surface and sticks certain parts together. 2 Right side blades holes in the tips for apparent crossbow usage 2 Left side blades holes in the tips for apparent crossbow usage 1 Middle section, combination Draw water pipe and sharpened Point. It is made of two half circle shaped pipes fused together, to allow for a musical organ shaped water hole on both sides. 1 Water recepticle, engraved with runes of flame inhale. according to him, It could use the natural fire instead of water in a pinch to build the pressure. 1 Rartanium valve system, Seems to be good materials, and quality. 1 Pipe system, the pipes are immaculate, and can easily handle the pressure. 2 Tubes attached to the front and back, one of which has a cartridge attached. despite the absurd number of shots, the gun portion is bolt action, due to Harkim not knowing how an automatic Weapon would work.	Equipped (Harkim Salva)	
Mouthball Silver Teardrop Necklace	Orb	13	3x3	1	A Small Mouth with Sharp silver teeth. It will try to eat anything, and is kept in a leather harness.	Personal Inventory (Valerik)	
Skeel Crossbow	Necklace (Crossbow)	1	1x5	1	A Long Necklace, with a Teardrop silver Centerpiece.	Equipped (Big zombie)	Alchemy, Fusing
Scorpion Blaster MK 1	Weapon (Gun)	20	2x5	1	A Crossbow Made from a variety of Skeel, it can Reload itself Quickly, and can fire objects faster than most of your means to date.	In Cart	
Rartanium Alloy Blaster (MK2)	Weapon (Gun)	90		2	A Large gatting gun made from a Vampiric Platinum Scorpion, it fires Bolts of Screaming Red death and consumes blood for ammo at a Rate of 1 Fluid ounce per shot. More than 20 Shots per turn and it may begin to overheat. can hold up to 2 liters of blood at a time, and slowly consumes it even when not being used	Personal Inventory (Valerik) (Wizard Butler)	
Unmelting Red warm Steel Gauntlet	Weapon (Gun)	9		2	A Blaster Made from Cryskeel, Tempered Glass infused with demonite, and a Rartanium Platinum alloy, also infused with demonite, Fires 10 Shots a piece per mana spent. the shots deal 1d2 damage each, +1 for each mana spent. If more than 4 Mana is spent, gun will begin to overheat.	Equipped (Wizard Butler)	
Sharp Cleaving Crystalline Katana	Pile	1		1	A Pile of Steel, Red and sizzling, but only lukewarm to the touch.	Equipped (Criminal Skeleton)	Alchemy, fusing
Durastone Katana	Weapon (Sword)	17		1	A Katana made from Wood Grain Crystal infused with Steel, and Edged with Cryskeel. It is enhanced with Sharp and cleaving. A Durastone Katana, with glowrubber grip to protect the user from slight electric shock. Against fleshy targets, the electricity flows down the path of least resistance, but when colliding with a hard object, the electricity remains in the blade, reinforcing it. Adjectified with Sharp, Deadly, Cleaving, Dancing and Elegant adjectives, Causing a Jagged pattern to emerge on the blade's side, which looks like lightning. Engraved runes of Massify are on the blade, intertwined with the cleaving Adjective.	A.R.M.O.K.	
Adorable PJs	Weapon (Sword)	20		1	cute PJs with matching slippers and also wearable under the dress or armor from fuzzwahle wool. Red spinal buttons. Infused with Oasis Water. Adjectivity: Kawai (5), Self-cleaning (5), Cozy (5)	Equipped (Jeanne Rudamera)	
Earthbike		30		1	Rartanium mountainbike, with menacing spikes. Create Veichle (10). Fused with medium earth essence, turning it into a one treaded tank of a vehicle. Adjectivity: Cool (5), Stunt (5), Fast (5), All-terrain (5). Modified further by Jeanne, adding a Brick gun made by combining a heavily enchanted and modified Causitic anything launcher with a Weapon's grade Necrotic Brick, and several layers of armor plating and bandit glass, providing thrust, power and full control. this necromantic folding launcher expands telescopically into a large pistol with stock, it can fire anything, but bone and flesh will animate mid flight, allowing for specially designed bullets. It has two barrels, a .22, and 3 caliber barrel. In the hands of an undead, it's powers increase. It is about 10 inches by 7 by 5. Single shot, burst, and full auto modes for the .22. Futuristic and built with a variety of advanced materials. It has been well lubricated, making it's activation period from compressed form a mere 0.1 seconds.	Equipped (Jeanne Rudamera)	
"Blanks" Knucklecracker .22 ammo		15		1	Fill targets hit by them with gas that fills their joints, which cause heavy pain when popped. 60 rounds/mag. Magazines are made from clear steel, allowing a clear indication of ammunition count.	Equipped (Jeanne Rudamera)	
Rartanium self-propelled bullet		30		600	Inacurate, but can be fired without a gun	Equipped (Jeanne Rudamera)	
Fancy cigarette holder		2		18	Secretly a gun for launching self propelled rartanium bullets. Has rifling, making them significantly more accurate.	Equipped (Jeanne Rudamera)	
10 S-Steel Daggers	Weapon (Knife)	1		1	Daggers Made from Spiral steel. The edge, while fine, has a High friction due to it's Structure. It is lightly rusted	Equipped (Various minions)	
30 S-Steel and Steel Chainmail Jackets	Body Clothing	100		10	Chainmail Jackets Made from Spiral steel mixed with normal steel. The micro gaps in the Chians made by Spiral steel's porous nature have been filled with the normal variety, Improving durability. They are lightly rusted	Equipped (Various minions)	
Wailascope	Object	400		30	A paper Telescope with a pink earbud attached by a red wire, Coated in Clear Steel, It tells you what you are looking at. It is lightly rusted.	In Cart	
Spell Alchemy Table	Table, Machine	1		1	Holds a number of tiny samples used for magical Testing, along with a series of bells and whistles. "Alchemical Equipment -1 bottle", with Engraved Runes of Sustain Spell in order to be able to hold spells and complexly flavored mana without contaminating them. A whole bunch of silver bottles, and jugs, and probably some other Alchemical Equipments, engraved with runes of Sustain Spell and Crackpot Sigli I. Tiny samples of a huge amount of materials, and various holders and such to place them to bounce mana of them or channel it through them. See Other Information for wich specific ones to start with. Valve compatible to the tubes and valves presumably already in the alchemy kit, of Fusion Sigli (two inputs, one output) A distillation apparatus engraved with runes of both Crackpot Sigli I and Crackpot Sigli III that can be switched between, with a refractionating column with like 10 output pipes Fused with a drop of Oasis Water. Some animated bone parts to automate stuff like stirring things for long times. Mana Buffer An undead "tongue", fused with identification scrolli, and probably mutated to distort it into a long thin tentacle that can easily dip into things. Probably just put this at the end of an arm that can reach everywhere and also put a pen on that arm so it can write down what it tastes. A prism of Refracting steel-glass stuff, engraved with runes of Identify, for purposes of Mana Spectroscopy. Mounted in place, with a bone surface behind it on wich we can easily mark what we discover various points mean, and a tiny staff /mana accelerator on the other side to make sure it always comes from the exact same angle. Adjectivity: Reliable, Informative, Scientific. Also, Runes of Identify on the bone surface.	In Cart	
Wooden communication devices	Headsets	500		1	1 Equipped (Wizard Butler) 1 With Nomads		
Scouting Goggles	Headsets	1		6	A piece of wood, Transformed into a communication device. These are all on the Same Channel (CH 1)	Equipped (Wizard Butler)	
Demon's Grip	Cylinder, Pole	4		1	A pair of Goggles made from silver, inset with purple gemstones, it is capable of Scanning the world around the wearer, providing vague, but helpful information.	Equipped (Wizard Butler)	
Brawler's Blaster	Weapon (Gun)	2		1	A Demonic weapon capable of generating a 7 Foot long Thorned Energy Whip, whic can be controlled by the Wielder.	In Cart	
Glass cannons	Weapon (Gun)	70		1		Equipped (Criminal Skeletons)	
Mechanical Guns	Weapon (Gun)	96		107		In Cart	
Beautiful sapphire Necklace	Necklace	180		2	A mechanical Coilgun, designed to shoot small metal pellets using an internal battery.	In Cart	
Elaborate Bone Frame	Frame (Glasses)	2		1	A Beautiful Gold Necklace, covered in sapphires.	In Cart	
Hilarious bone gas mask	Head Armor	1		1	A frame to a pair of glasses made from bone.	In Cart	
Fruity staff	Stick	12		1	A bone gas mask, attached is a large human nose, it honestly looks like some kind of groucho marx mask.	In Cart	
		14		1	A staff dipped in Fruit mana and charred to create smoke.	In Cart	

Name	Form	Guestimate Weight in pounds	Size (In pixels)	Amount (Distinct Items)	Description	Location	Obtained From
Lightning Arm	Preserved Limb	2	1x5	1	A Bright yellow left arm. It thrashes about, carving gouges into the stone floor with it's lightning bolt shaped claws as it blasts arcs of steaming plasma everywhere, the fur on the arm is as sharp as knives and it clenches like a frog leg dipped in salt.*	In Cart	
Giant Bloodstained Feather	Feather	0.01	7x3	1	A giant feather taken from a Carrion Roc, it is absurdly light for it's size, and fairly durable to boot. It's tip and edges feel stiff and sharp.	In Cart	
Large Human Coins	coins			3	Large human coins, worth 1000 gold	In Cart	
Small Human Coins	coins			1388	Small human coins, worth 100 gold	In Cart	
Tiny Human Coins	coins			250	Very small human coins, worth 1 gold.	In Cart	

Name	Cost	Amount (Pounds)	Status	Special	Description	Value Production	Current Value
						1,095.00	513.00
Focus Engines	250 Value Per Day			90 Focus Stored	Produces Focus, which can be used to reduce the cost of spells by dividing their cost by the amount spent.	-250	
Brash Knuckles	5	100		Consume			
Airbike	300			Consume 100 Mana, Consume 10 Elbow Grease.			
Precursor Cerebrospinal Fluid	90	1			It's properties are unknown, primarily used in producing Gerod Aldage's new body.		
Precursor Bone Marrow	90	1			It's properties are unknown, primarily used in producing Gerod Aldage's new body.		
Precursor Eyes	90	1			It's properties are unknown, primarily used in producing Gerod Aldage's new body.		
Flexstone	300	100		Consume 20 Mana	This Earth attuned greenish stone bends like wood, if wood were unbelievably hard, it would make a great anything to put it into short words. It is in a 5 inch by 20 Pixels sheet of the stone. It's tensile strength has dipped to about half ABT, in return for a whopping 1250 Degree melting point. Nonconductive. Ever so lightly magnetic. It is made by spining 1 pound of bauxite into thin fibres like rockwool, and compressing them into "mat", then fuse with 1 pound of Almost Perfect Tupperware, which is made by fusing Glowrubber with Clear Steel at a 1:1 ratio.		
Vulcanite	1000	1			A metal which is associated with moving metal objects, such as crossbows, extremely jointed armor, and of course, Vulcan turrets. It is a very oily waxy metal, which slides well exclusively with itself, Mana causes it to produce an extremely sweet smelling condensation, and is known more colloquially as "Smithyrose" for its most common use, masking the smells produced from hardworking people in a hot room with several metals, smokes, and chemicals, an unfinished product made from Vulcanite is a common sight in any shop that can have one, both paying respect to Vulcan and Hephaestus themselves, for the gift of this metal.		
Fish Tail token	1	1		Consume 1 Mana Per batch	The fish tail token is a small scaley object, used in many types of magic, it contains high amounts of omega oils, making it quite the treat as well. It is made by splitting a fish, it symbolizes the fish's ability to survive in water.		
Flying Fish token	1	1		Consume 1 Mana Per batch	This totem pole is made by splitting a fish tail token, obtaining a pile of scales and a Blank wooden dowel, then fusing the pile of scales with a raritanium dowel of the same dimentions.		
Magicite	1	1		Consume 1 Mana Per batch	Made by splitting a number of spells to their breaking point		
Computercraft Computer	15	100		Consume 3 Mana	This is made using the 3x3 Fusion Sigil, by arranging 7 Bricks and 1 pane of glass around 1 pile of Redstone dust. It functions as one would think.		
Small Crystalline Quintessence	1	0		Consume 1 Mana Per batch	This essence of crystal was obtained by splitting 10 pounds of spinel, at which point 1 small essence was obtained.		
Medium Decay Quintessence	1	0		Consume 1 Mana Per batch	Made by splitting rotting corpses, this essence encompasses elemental decay		
Medium Lightning Quintessence	1	0		Consume 1 Mana Per batch	Made by splitting Volatile Crystals, this essence encompasses elemental lightning.		
Medium Ice Quintessence	1	0		Consume 1 Mana Per batch	Made by splitting ice, this essence encompasses elemental ice.		
Small Flesh Quintessence	10	0		Consume 1 Mana Per batch	Made by splitting corpses, this essence encompasses elemental flesh.		
Large Life Quintessence	1	0		Consume 1 Mana Per batch	Made by splitting dirt, this essence encompasses elemental life.		
Large Earth Quintessence	1	0		Consume 1 Mana Per batch	Made by splitting dirt or stone, this essence encompasses elemental earth.		
Medium Water Quintessence	1	0		Consume 1 Mana Per batch	Made by splitting Essence of Water, this essence encompasses elemental Water.		
Small Void Quintessence	1	0		Consume 1 Mana Per batch	Made by splitting gourds, this essence encompasses elemental void.		
Small Plant Quintessence	1	0		Consume 1 Mana Per batch	Made by splitting plants, this essence encompasses elemental plants.		
Large Graviga Quintessence	16	0		Consume 33 Mana	Made by splitting A giant Graviga Skull made by fusing 16 medium earth essences with one enouther, and then fusing that with a bloody skull, this essence encompasses elemental Gravity.		
Medium Curiosity	1	0		Consume 1 Mana Per batch	Made by splitting a whopping 75 Psychocite mana, this essence encompasses elemental curiosity, a very deadly substance to felines.		
Small Death Essence	1	0		Consume 1 Mana Per batch	Made by splitting corpses, this essence encompasses elemental Death.		
Blank Matter	0	10		Consume 1 Mana Per batch	This matter does not matter, it is without substance and meaning. A.R.M.O.K obtained this material by splitting boulders with the Splitting sigil.		
Liquid Non	1	10		Consume 1 Mana Per batch	This liquid is without substance and meaning. A.R.M.O.K obtained this material by splitting water with the Splitting sigil.		
Mote of Complexity	???	???			Apparently, A.R.M.O.K was unable to consistantly replicate making either of these, but it invoved splitting corpses using the appropriate spell numerous times.		
Mote of Simplicity	???	???			Apparently, A.R.M.O.K was unable to consistantly replicate making either of these, but it invoved splitting corpses using the appropriate spell numerous times.		
Nanoducttape	50	10		Consume 15 Mana (Limit 2 focus)	Make a 1 pound sheet of very fine crysheel chainmail, about a hands length across, but tens of meters long make a looong stone cast, lay out the chainmail "slightly" shorter than it naturally stretches (like 2%) but not enough so that it wrinkles anywhere, and cast 5 pounds of Glowrubber around it in a sheet shaped the same. This should result in a sheet that stretches a little bit before reaching the limit of that the mail will allow, but then is stretched back from the rubber Fuse 5 pig iron mana with 5 pounds of blank matter, obtaining a tar like goo Apply the glue in a thin layer, and roll it up on a stone cylinder with a hole in the middle The rolling up will mean each layer protects the one below from dring out Infuse the whole roll with 1 batch of Nanobots. This Magical and scientific tape starts at 100%, using an application grants the target +1 health per turn for 10 turns, and by extension, has 1000 Points of total healing.		
Stonehorn	1	1		Consume 2 Mana	Fuse a large earth essence with 1 pound of blank matter, both obtained by splitting a boulder. A material made by aged elementals, and fairly attuned to earth obviously enough.		
Bauxite	2	1			Aluminum Ore		
Asbestos	2	1			A type of stone		
Oil of Grease	14	2		Consume 10 Mana (no focus)	In a 3 way fusion: 100 pound liquid non, 5 mana through 1 pound of Baconite dust consumed, 1 Essence of Veichles, Essence of Vehicles being made by Splitting a stone tablet with runes of craft vehicle, and then spliting the resulting floating runes. This Magical greasy oil Lubricates whatever you apply it to, making it have extremely low friction overall for at least 24 Hours. There are 100 applications in this 2 Pound bottle, the bottle's lubrication increases, and now restores minor scratches.		
Frosthatch	3	1			Fuse 1 "wool of hair" with 1 Ice quintessence, wool of hair being obtained by Splitting bauxite wool to get Wool of hair and 1 liny earth quintessence, and ice quintessence being made through splitting ice to obtain ice quintessence and blank matter. 5x5 pixels. This cold cottony material is made from magical ice, which remains cold in a room temperature area. Higher temperatures may yet break it's spell		
Anything-launcher					Made by fusing a dispenser made with the 3x3 fusion sigil, a Clear Steel lever, made with the same, and one of the Mark II Blasters. A large grey rectangular tube on a clear steel stick, it appears to fire by Shoving your arm forward to flip the leverhandle, and reloading by Yanking back, while it is on one's shoulder. A Tag on the side that looks like it should have a name is blank. It functions by coating something put inside it in a highly energetic bubble, which transfers it's damaging aspects, without harming the thing fired, assuming the object in question does not normally destroy itself upon being thrown at something.		

Name	Cost	Amount (Pounds)	Status	Special	Description	Value Production	Current Value
tiny magicite gate	1	1			A tiny gate made from magicite, it is made by splitting a Gate sigil.	1,095.00	513.00
Geo Surfboard Ungent	30	3		Consume 30 Mana	Fuse a huge stone "surfboard" with sand mixed into the stone with 1 dose of Oil of Grease, 1 floating rune of Animate Veichle, and a Huge Earth Quintessence. Apply Flexstone reinforcement to top, as well as a structured Glowrubber covering for enhanced footing  This results in a Bottle of Ancient Dwarven Beach summer fun Juice. This liquid apparently infuses the essence of fun to Beach objects, and gives them the strength and smoothness of stone, it apparently also serves as one of the most powerful tanning oils the dwarves of that age devised.  Then split that, resulting in a Dwarven Runic Surfboard and a bottle of Earth Lotion. Fuse these with a Huge Earth Quintessence  This Oil turns whatever it is applied to into a powerful Earth elemental surfboard. There are three applications in it.		
Small Magicite Cell phone	1	1		Consume 1 Mana	Split a rune of "Summon"  A small magicite cell phone, with text, calling, and app support.		
Bigbot	5480	900		Consume 15 Mana, 15 Elbow grease, requires special materials; "Bandit Zombie", "Dwarven Mech"	It's Skills include Flamethrower, Machinegun, Vampire Scorpion Beam, Stab, Slash, Dual Windmill Blender, Sizer's Cut, Stab-then-open-tear, CQC, Smash, Body Slam, Throw, and Railgrind.  It has a Golem Core, which starts at 100%  Blood level has a max of 12 Liters  42x18 Pixels  HP is normally 990/990  It's sustinance type is "Blood (Constant)" which is day based, it consumes 3 Liters per day for being active		
Glowrubber	100	1			A translucent, glowing, green material, with an elasticity somewhat above rubber and a tensile strnght exeding that of steel.		
Alchemical Industrial Facility					A bunch of huge alchemical equipment made from Calcrete and stone bricks, with piping and valves and such made from iron. Minor details that need to be trasparent, need to be stronger than iron, or are just very small and important, made from Clear Steel. Iron pipes connects everything to everything that would be reasonably needed. Has an Energy Colector that's a solid flat rectangular slab made from 400 pounds of stone, 400 pounds of calcrete, and 100 pounds of iron. The colector structure also serves as a walkway to the upper parts of the silos.  * Holoconsole attached to the chaping chamber door, but encompassing the whole facility. * 1x Fast Input Hopper. Like the other ore input hoppers but much faster at the expense of mana. * 1x Sand Input Hopper. Physically similar to the ore inputs, but fused with the Sand Organ appendix thing, with Oasis Water infused, and placed on the surface in the middle of a bunch of sand dunes that can be easily sucked in with a long calcrete pipe down to the rest of the facility. Fire Crackpot III. * 2x large brick/bar cast. Makes 200 pound bars that are then stacked in another part of the cave. * 2x Expedient Huge Splitting Valve, just a larger version of our splitting iron apparatus (so infused with some oasis water and such). Each one has 1 pouput with a valve to each of the storage silos to just be able to put materials into the right one. * 2x Large Fusion Valves. * 1x Large Shaping Chamber; hollow spered with iron door large enough for a whole mech to walk out of (wich in turn has a small window), Fire Crackpot I and Order Shaping Sigil runes. * 3x Ore Input Hopper, 600 pound capacity, runes of Crackpot III * 5x Storage Silo, 1000 pound capacity, runes of Order Crackpot I		
Milk, Egg and Sugar farm.	1	1		Consume 400 Farm Value per day.	Cloned Chickens, Cows, and a glandbag make sugar, eggs and milk for usage.	100	
Syrup	1	1					
Milk	1	1					
Eggs	1	1					
Rockmole	55	55		Consume 5 Mana	A stone Creature made by A.R.M.O.K, it mines in the mines, obtaining ores.	25	
Gold mana created Redplatinum Crystals.	1	1			This magic Crystal needs to be harvested every 100 Ticks, cleaning the exess Redplatinum so it does not cover the Angmallen wires.	10	
Large Stomach	3				A giant Vat made of Silver, Designed to grow tissues and organs using raw material and magic.	9	
Bricks	2	200			The Minions carve 200 Pound bricks from your boulders.		
Boulders	1	300			A Makeshift Mine Created under the Foundations of Eadlestien	100	
Platinum	10	1			A Makeshift Mine Created under the Foundations of Eadlestien		
Iron	2	1			A Makeshift Mine Created under the Foundations of Eadlestien		
Assorted Scrap/Tech	5				Minions Begin Removing rubble and Transporting anything of value back to the cave.	100	
Dead Death Mana	100				Dead mana Stored in a tiny Cryskeel marble	1	
Centepede-Spectral Dark dragon hybrid	100,000				A Massive Calcrete Bowl designed to do mass cloning	1000	
Void Steel	10	1			This metal fills concave areas in it with weak void energy.		
Wind Quintessence	10				A small wind essence orb		
Empty Thoughts	10	1			An empty cup made from an unknown material.		
Essence of Desperation	10	1			A tiny clear bottle filled with a light grey liquid, the bottle reads "Drink Me"		
Bone Dust	1	1			A pile of ground up bones, as fine as hourglass sand.		

Name	Cost	Amount (Pounds)	Status	Special	Description	Value Production	Current Value
					Another batch of his signature Harkim bronze, but this batch is black, it seems to have sapped the gold inside of the carbon instead of surrounding itself in it. It also seems to be soft and flexible, like pure iron, and produces a green mana that is like soft rubber, holding a general shape, but not being hard like the previous batch's solid mana. the rubber like mana however, will not sever completely from it's source, showing remarkable elasticity.	1,095.00	513.00
Harkim Brass	100	100			He dubs it Harkim Brass, and in that batch has made 500 pounds, Ironically, what seems to be the case is that the Mana is stronger than the metal, simply due to how it will not break apart until it fades.		
Tan Chrysoberyl Gem	10	1			A Tan gemstone, Shaped like a hexagonal starburst.		
Nightmare Fuel	100	1			Three liquids, Green, Blue and rainbow colored, it resists identification.		
Shock-away	25	1			This medicine cures shock and stabilizes a patient.		
Magical Confusion	25	1			A Magical liquid that disorients the soul when injected, loosening up... everything basically.		
Essence of Lust	100	1			a small plastic tab filled with a pink liquid.		
Essence of Caricature	100	1			A small bottle containing what Wallascopography identifies as a magical element that exaggerates many unique details of something, though this often destroys the objects usability by Degenerating it's less defining features.		
Aluminum	1	1			Several Bars of Simple Aluminum, obtained from cans.		
Sunstone	50	1			Sunstones, made from boiling congeled sunlight in a golden pot.		
Fire Quintessence	10				A pure bubble of elemental fire.		
Chaos Quintessence	10				A pure bubble of elemental chaos		
Volatile Crystal	1	1			A Giant Spike of Electrical explosive Crystal, Cut from Valerik's body.		
Condensed Sin	100	1			A small paper Vessel of Condensed Sin, a powerful toxin on it's own, it inspires a strengthening of the user in every way. Unease becomes Panic, love becomes obsession and worship, anger becomes hate, In it's current state, the effects are weak and subtle however.		
Appetent Hunger	100	1			A small paper vessel of Appetent Hunger, a powerful poison on it's own, it Inspires feeling of hunger and starvation in things it touches or infects		
Alchemically Treated Wood	100	1			Quicksilver mixed with Wood mechanically gives you what you call Alchemically Treated Wood, A Large piece of wood colored with a silvery tint, this lightweight material simply drips speed, moving quicker than it has a right to.		
Bloody Johnny's	1000	100			A Frothing 12 Liter Glass Cauldron of purple liquid, which smells thickly of copper, fruit, and alcohol, burns constantly with a bright Green fire, and emits a Pink and red smoke.		
Soggy Johnny's	25	1			A bottle of Sizzling cyan liquid, it's container is hot to the touch.		
Hematite	1	1			Iron ore		
Malachite	1	1			Copper ore		
Cinnebar	1	1			Mercury ore		
Aluminum cans	1	1			Empty aluminum cans, Peppered with shrapnel holes.		
Spinal Geodes	1	1			A Red rock filled With red Gems. They glow with inner power		
Tan Chrysoberyl Gem	10	1			A Tan gemstone, Shaped like a hexagonal starburst.		
Serpentine tiger's eye gemstone	10	1			A striped greenish gemstone, it is smooth and cold to the touch.		
Unakite	20	100			A red and green stone, It is brightly colored.		
Necromantic Chunk	2	1			A tiny piece of solidified Death mana		
Rose Gold	2	1			A bar of Rose gold		
Crystalline essence	10				A Bubble filled with the essence of Crystal.		
Metal Leather	5	1			a tiny piece of Leather, infused with the essence of metal		
Blank matter	1	10			A bubble filled with nondescript matter.		
Small green Scale	10	1			a tiny scale made of a nearly indestructible material. It is an alchemical simulation of the scale of a legendary beast, who ate rocks and was immune to nearly all harm. they lived in volcanic regions, and could only be harmed from the inside.		
Lime glass-metal	1	2			Seems to reflect a light that loops around back into the bar when not taken control of.		
Calcrete	1	10			A bag of what calls itself "Calcrete". Apparently when mixed with a liquid, it becomes a solid substance.		
Glass	1	10			Several bars of high quality glass		
Demonite Chunk	10	1			A large chunk of demonite		
Oasis Water	15	1-100			Water Taken from Outsirt Lookout's scenic Demon Oasis, this water promotes purity and cleanliness, but with it comes a terrible price.		
Rari-Platinum Alloy	15	5			A bar of Raritanium and Platinum. alloy, it is opaque with a pink and white color, shimmering strongly.		
Dark Dragon Hide	200	2			A Small patch of alchemical leather simulant made to imitate skin from the hide of a Dark Dragon, it was a mythical monster Summoned from the banishment of 7 Dark beasts, whose scales shimmered with all the colors of the rainbow. Absurdly wear resistant. Tensile strength 100x normal leather		
Raritanium	15	1			A Crystal of a Strange material, It's Strength increases when electricity is applied.		
Human leather	1	1			A Bar of human leather, Thick and heavy.		
Large Topaz Gem	5	1			A large mechanically cut topaz.		
Topaz Geode	3	1			A Rock filled with Topaz crystals		
Cryskel	15	1			A Piece of Crystalline Steel. It is flexible, but still prone to shattering, it holds a much finer edge, and the liquid mana sinks into the material giving it a Purple smokey hue, which floats inside of it.		
Wood Grain Crystal	15	1			It is a Dense crystal made from Steel which seems to imitate wood at a structural level. It still only reflects Normal Steel mana however.		
Psychocite	3	1			Psychic Metalloid with several strange properties		
Mercury	3	1			A measure of liquid mercury.		
Abstract Orb	A cup full of sunshine				It is filled with vague notions and sweet nothings.		
Calcium	2	1			A Pile of Calcium dust		
Silicon	2	1			A pile of Silicon Chunks.		
Clear Steel	5	1			A piece of steel. Crystallized so that it is transparent. it is more durable than normal steel, but also brittle.		
Redsilver	4	1			A wire made of Red Silver, When compressed into a ball, it creates a sort of artificial moonlight, which can be transferred through wires made of the same.		
Baconite	3	1			A chunk of White and Red metal, Made from Pig iron and sinew		
Spiral Steel	5	1			A lightly rusted bar of Spiral steel, circular and spiral patterns adorn it.		
Dense Muscle	2	1			A compressed muscle, 1/2 it's original size		
Red Veined metal	5	1					
Tin	2	1					

Name	Cost	Amount (Pounds)	Status	Special	Description	Value Production	Current Value
						1,095.00	513.00
Skeel	4	1					
Silver	6	1					
Steel	3	1					
Copper	1	1					
Gold	8	1					
Rich soil	100	1-100					
Muscle Tissue	1	1					
Fat Tissue	1	1					
Bones	1	10					
Red dusty Stone					A Red stone, whic can be turned into dust.		
Phoenix Juice	100	100			Juice from the phoenix melon, it has cooled now, and is sweet, providing a powerful restorative effect to both the living and undead.		
Fertilizer	1	1			Poop and fith		
Super Fertilizer	10	1			Alchemically enhanced fertilizer		
Phoenix jelly	115	115			Jelly made fomr Phoenix melon juice, it is Sweet and has powerful restorative properties to both strong living and undead.		
Pig Iron	2	1			A dark colored metal made form iron and carbon.		
Miracle Serum	1000	1			a Serum created by secrative scientists hired by The evil visier. It causes wild unrestrained growth in flesh that it is applied or injected into.		
Vaccum Wave	1	1		Consume 3 Mana	A spell which pulls pressure waves towards the user using their mouth		
Mutate,	1	1		Consume 1 Mana	A Spell Bubble containing Mutate		
Raw Life,	1	1		Consume 1 Mana	A Spell Bubble containing Raw Life		
Sustain Living,	1	1		Consume 1 Mana	A Spell Bubble containing Sustain Living		
False Target,	1	1		Consume 1 Mana	A Spell Bubble containing False Target		
Eye Spy,	1	1		Consume 1 Mana	A Spell Bubble containing Eye Spy		
Mighty Flex,	1	1		Consume 1 Mana	A Spell Bubble containing Mighty Flex		
Warp Space,	1	1		Consume 1 Mana	A Spell Bubble containing Warp Space		
Teleport,	1	1		Consume 1 Mana	A Spell Bubble containing Teleport		
Great Shield,	1	1		Consume 1 Mana	A Spell Bubble containing Great Shield		
Cloneing Ritual,	1	1		Consume 1 Mana	A Spell Bubble containing Cloning Ritual		
Fusion Sigil,	1	1		Consume 1 Mana	A Spell Bubble containing Fusion Sigil		
Craft Magitech Core,	1	1		Consume 1 Mana	A Spell Bubble containing Craft Magitech Core		
Rayman Limb,	1	1		Consume 1 Mana	A Spell Bubble containing Rayman Limb		
Craft Identification Scroll,	1	1		Consume 1 Mana	A Spell Bubble containing Craft Identification Scroll		
Gate Sigil,	1	1		Consume 1 Mana	A Spell Bubble containing Gate Sigil		
Silent Image,	1	1		Consume 1 Mana	A Spell Bubble containing Silent Image		
Blast.	1	1		Consume 1 Mana	A Spell Bubble containing Blast		
WAAAAAGH	1	1		Consume 3 Mana	A spell which causes strange effects to resonate from the user to his allies, which increases as violence, Explosions, combat, and bloodlust reach a feverpitch.		
Embed	1	1		Consume 3 Mana	Uses several bladed objects as a reagent, when cast, it embeds these objects in an area.		
Forge Telekite Block	1	1		Consume 3 Mana	Makes a block of pure force that can be manipulated with force of will. The amount of mana used determines the size of the block, and each lasts for a week. Attempting to change their individual shape destroys them early however.		
Pyrokinesis	1	1		Consume 3 Mana	A spell which grants you the ability to generate a mall amount of fire, and control a much larger amount.		
Grip	1	1		Consume 3 Mana	a Spell that Puts a psychic grip on one object, allowing to exert force on it.		
Shift	1	1		Consume 3 Mana	the user Exudes a wide area where he can only slightly shift thing's movement, especially effective in low weight environments such as water and space.		
Braskamerian Seal	1	1		Consume 3 Mana	A Ritual that can suck an area into a single object.		
Psychic Amplification Sigil	1	1		Consume 3 Mana	Places a symbol on an object which can increase a being's psychic power.		
Craft Breath Jar	1	1		Consume 3 Mana	Transforms a jar into a magical object which can life energy		
Death Eater	1	1		Consume 3 Mana	Sucks up death mana from a target, concentrating it in the user.		
Equalize	1	1		Consume 3 Mana	Restores a target using energy from nearby undead, this deals damage to the living, but heals all others.		
Ancestral Power	1	1		Consume 3 Mana	Ancestral Power, a spell that draws strength from the user's bloodline, it does not work if the user does not know of, or is not favorable to their bloodline.		
Allure of the Grave	1	1		Consume 3 Mana	Allure of the Grave, absorbs a weakened or controlled undead and grants it's power and abilities to the user for several days.		
Empowered Ghost muscle	1	1		Consume 3 Mana	A much stronger version of Ghost muscle that also requires additional Focus		
Deep breathing	1	1		Consume 3 Mana	A spell that draws additional mana out when necessary, it can only be used a limited number of times a day, and is unhealthy to abuse.		
Raw Force	1	1		Consume 3 Mana	Expells a wave of Force from the user's mouth.		
Vile curse of the Wind tunnel	1	1		Consume 3 Mana	Curses a living creature to have a gaping wound that draws everything around it into the void in an unending force of suction, quickly, the Hole widens without something to stop it, and it consumes the person suffering from it. along with this, the curse spreads to any children they have after gaining it. Requires several reagents, including magmatic sulfur, a Ring of agony crafted from obsidian, and a Spike shard or dagger made from Defiled Heartstone.		
Ancestral Wrath	1	1		Consume 3 Mana	Gives bonuses to fighting a racial enemy for 1 day.		
Swish	1	1		Consume 3 Mana	Gives the user a bonus to identifying things by taste for one day.		
Ghost Muscle	1	1		Consume 3 Mana	Using techniques too spooky for this world, the user draws strength from around him, weakening undead, and empowering him.		
Deleterious Bomb	1	1		Consume 3 Mana	This spell can be cast repeatedly, with a cost of the users choice. it gives 5 Explosive charges per point of mana, and either at the user's command, or when they lose focus or consciousness, the charges all explode. Dealing damage per charge to the user and everything in the explosive range. So long as the user does not lose consciousness or focus, they can store unlimited explosive charges. This spell can only be used as a living creature, but is subject to defensive effects such as iron skin and armor.		
Heating coil	1	1		Consume 3 Mana	A spell which create a swirling rune on a surface that generates heat when supplied with mana, can be set to absorb ambient mana, but only on creation.		



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						1,095.00	513.00
Scriblings	1	1		Consume 3 Mana	a Spell that Inscribes seemingly random information on a solid surface when provided mana.		
Transmute Area	1	1		Consume 3 Mana	a useless spell that designates an area to be transmuted into something.		
Golem Sigil	1	1		Consume 3 Mana	a spell which engraves a fragile rune onto an object, granting it animation. However, it can only follow the bare simplest of commands, And the object can only move if joints are built in. It is also a rather cheap spell, and lasts until the rune takes damage.		
Curse of Motus	1	1		Consume 3 Mana	a spell which animates all humanoid objects in an area, they are both mindless and uncontrollable however, and simple wander about within the area.		
Craft Container of Winds	1	1		Consume 3 Mana	turns a container into a magical object that when opened once, sucks in air with great force, and when opened again, or shaken, shoots this air out.		
Zone of Breath	1	1		Consume 3 Mana	a spell which improves breath effects and impedes all weakness debuffs in an area.		
Eyesore curse	1	1		Consume 3 Mana	a spell that creates a sigil which harms and corrodes anything that looks at it.		
Kinesis	1	1		Consume 3 Mana	a useless spell that moves some unspecified thing		
Target Undead	1	1		Consume 3 Mana	a useless spell that designates an Undead for an unspecified effect		
Energy Rune	1	1		Consume 3 Mana	a spell which engraves a rune on an object, granting it energy by consuming mana.		
Jaded Sigil	1	1		Consume 3 Mana	Creates a Sigil that Creates a Death aura around it, Harming the living, and healing the dead.		
Support Sigil	1	1		Consume 3 Mana	Creates a Sigil that Generates an Aura of life and Healing around it.		
5-mana Blast	1	1		Consume 3 Mana	A spell bubble containing Blast, a spell whic makes an explosion at it's conclusion.		
Buff Illusion	1	1		Consume 3 Mana	Increases the Survivability of Illusions, and their resistance to status effects.		
Biokinesis	1	1		Consume 3 Mana	Allows the user to manipulate organic matter with their mind. 100% chance to learn from Reverse engineering		
Warp Effect	1	1		Consume 3 Mana	Useless, Changes the value of an unspecified effect.		
Create Energy	1	1		Consume 3 Mana	Creates Raw Energy 100% chance to learn from Reverse engineering		
Raw Life	1	1		Consume 3 Mana	Sends out a pulse of raw life energy.		
Designate Object	1	1		Consume 3 Mana	Useless, Designates an object for an unspecified effect.		
Animate	1	1		Consume 3 Mana	Useless, Animates an unspecified target.		
Craft Scroll	1	1		Consume 3 Mana	Useless, Transforms a piece of paper into an unspecified Scroll.		
Divination	1	1		Consume 3 Mana	A vague sense of knowlage is given to the user. 100% chance to learn from Reverse engineering		
Divination	1	1		Consume 3 Mana	A vague sense of knowlage is given to the user. 100% chance to learn from Reverse engineering		
Raw Life	1	1		Consume 3 Mana	Sends out a pulse of raw life energy.		
Raw Death	1	1		Consume 3 Mana	Sends out a pulse of raw death energy. 100% chance to learn from Reverse engineering		
Transmute	1	1		Consume 3 Mana	Useless, Transmutes one thing into another		
Ritual of Sapience	1	1		Consume 3 Mana	Grants Sapience to an object. 100% chance to learn from Reverse engineering		
Sustained Transfer Adjective	1	1		Consume 3 Mana	Transfers the adjectives of two objects. 100% chance to learn from Reverse engineering		
Sustained Create Adjective	1	1		Consume 3 Mana	Useless, creates an adjective.		
Sustained Bind Object	1	1		Consume 3 Mana	Useless, binds an object under unspecified rules or effects.		
Sustained Inhale	1	1		Consume 3 Mana	Gives the user "Air Charges" Which can be expended to shoot a strong wind, apparently, Air charges can be expended to suck solid things up as well, but the effects of this are unknown. 100% chance to learn from Reverse engineering		
Sustained Flame Generation	1	1		Consume 3 Mana	Creates a ball of stable fire. 100% chance to learn from Reverse engineering		
Sustained Craft Scroll	1	1		Consume 3 Mana	Useless, Transforms a piece of paper into an unspecified Scroll.		
Sustained Know	1	1		Consume 3 Mana	Inserts information into the caster. 100% chance to learn from Reverse engineering		
Sustained Warp Effect	1	1		Consume 3 Mana	Useless, Changes the value of an unspecified effect.		
Sustained Designate Area	1	1		Consume 3 Mana	Useless, Designates an area for a spell, but there is no spell integrated into this one.		
Sustained Fusion	1	1		Consume 3 Mana	Temporarily combines any two objects of beings, this effect expires 4d10 Turns after being cast. 100% chance to learn from Reverse engineering		
Sustained Blank Sigil	1	1		Consume 3 Mana	Useless, Creates an unaligned sigil which does nothing.		
Sustained Limiter Removal	1	1		Consume 3 Mana	A bubble containing Limiter Removal, a spell which Spends 1 mana to allow the user to spend elbow grease to directly enhance their power and speed. Dealing self damage in the process, this effect lasts a day. 26% chance to learn from Reverse engineering.		
Sustained 3 by 3 Crafting Sigil	1	1		Consume 3 Mana	A spell Containing Crafting sigil, which lays a 3 by 3 grid on a log, which can be used to fuse objects. 26% chance to learn.		
Sustained Water Entropy Sigil	1	1		Consume 3 Mana	A bubble containing Water Entropy Sigil, this drains the energy out of matter placed in the container, the matter then becomes More oasis water. Where the energy is going is unknown. 29% chance to learn		
Sustained Craft Vehicle	1	1		Consume 3 Mana	A bubble containg Craft Vehicle, This spell allows a golem core to be combined with an unpowered structure to transform it into an active powered vehicle. The difference between this and golems is that in return for requiring constant control, it has increased power, is capable of operating attached machinery, and can channel ray mana if designed correctly. 42% chance to learn		

Name	Cost	Amount (Pounds)	Status	Special	Description	Value Production	Current Value
						1,095.00	513.00
Sustained Backlash Decoy	1	1		Consume 3 Mana	A bubble containing a Spell which creates a Decoy that Reflects magic which hits it, Certain spells will be reflected with much greater power. additional mana increases the Power added to such spells. 100% chance to learn		
Sustained Near Death	1	1		Consume 3 Mana	A spell bubble containing Near Death, a spell whihc attacks a target wit ha bolt of Death magic incapable of killing.		
Sustained Rejuvenate	1	1		Consume 3 Mana	A spell bubble containng rejuvenate, a spell whihc heals undead and harms the living.		
Sustained Spell, Spell Capture Bubble	1	1		Consume 3 Mana	A bubble which when touched by stong enough magic, Tags it and begins to absorb only that type. If learned, Additional Mana increases bubble size and capacity.		
Sustained Spell, Bone Inhale	1	1		Consume 3 Mana	A sustained spell containing bone inhale which allows a full skeleton to be converted into a nbone charge, which can then be breathed out, and infused with spells, similar to the flame inhale spell. 20% chance to learn.		
Sustained False proclamation scroll.	1	1		Consume 3 Mana	A Spell bubble containing "false Proclamation" which turns a piece of paper into a magical scroll which always has Highly offensive false comments in it related to the reader.		
Sustained Flame charges	1	1		Consume 3 Mana	Small magic orbs filled wih a burning flame, they arewarm to the touch.		
Dead scorpions	10	1 to 20			A dead scorpion. It's tail has been removed.		
Dead Rabbits	10	3 to 10			A dead Rabbit.		
Rotting Human Corpses, Mutilated					Missing 3 Stomachs, 1 Sheet of skin, 2 eyes, 1 Liver, 1 all sinews, and 5 brains, -2 hearts		
Human Skeletons, Mutilated					-1 leg, -1 pelvis, -3 Fingers, -1 Skull -2 Arms		
Assorted Organs	1	1			Various organs taken from corpses.		
Neonic Orb	1	1		Consume 3 Mana	This orb leaves behind a rainbow trail as it moves, which itself changes colors in a moving pattern. On it's own it looks amazing, but there may be even more that can be done with this. The trail lingers for over a minute before fading at the tail.		
Humstone	20	1		Consume 3 Mana	This Perfectly shaped crystal is structurally sound, highly sharp, Mana makes it Shoot a converging laser out of it's exposed faces, making it look as though it is covered in spikes, the less faces are exposed, the stronger the laser beam is and the longer as well, and about 120 volts are endlessly produced from it, giving you quite the shock initially.		
Eye-marked disk	1	1		Consume 1 Mana	A small metal disk with an eye on one side.		
Gadget Mail	20	1			Stiff Hexagonal plates with a Very Strechy material in between them. This piece seems to share the previous effect of Concentrating defense when Electricity is applied.		
Gadget Crystal	20	1			The piece appears to have taken a hexagonal texture, and Electricity seems to apply the Resistance to Areas that are impacted, rather than it's whole.		
Gadget Missile	20	1			A Missile Designed to split into 4 Parts in flight, it is Made with Raritanium and clear Steel.		
Tiny Metallic Brain	2	1			A small Brain made from Psychocite		
Cable Crusher	20	1			Long cable, Responsive to a moderats pulse of mana, it compresses with enough force to potentially cause damage, Wallascope testing reveals that If it is damages with so much as a Nick, The wound will quickly sever it completely, causing it to snap back with explosive recoil. It is about 5 Feet long, 1 Foot when retracted, 3 Inches in diameter, and 6 when retracted.		
Nanites	3	1			A blob of Healing blue Nanites		
Metal pellets	1	1			A pile of impure metal pellets, used as ammunition in a coilgun, gauss gun, or railgun.		
Weapons-Grade-Necrotic-Brick	20	10			A sand-tan brick, Capable of being put to a number of military applications, from being used in it's default state, to being adapted to being the head of a number of blunt instruments. It destabilizes a point of impact, risking necrosis in particularly damaging blows. It's Best use however is as part of the Ancient Brick Fighting style.		
Healthstone	25	1			Keeping it under one's tongue promotes general health, but swallowing it ends in a very quick burst of healing as it immediately melts in the user's stomach.		
Battle Orb	25	1		Consume 6 Mana	Explodes when it hits something, the harder it hits, the bigger the explosion. It also does not shatter, or damage itself from the explosion itself.		
Soul Orb				Consume 3 Mana	An object which can Absorb up to 10 mana either by blocking spells, or being near living things. this mana can be extracted By a living thing in direct contact with it using common channeling techniques.		
Oblivion Orb				Consume 6 Mana	An orb filled with purple smoke, it has a permeable Membrane, and will corrode things placed within.		
Tidal Chain	10	2			A Chain made of Diamond shaped interlocking links. It is made of a Silvery material.		
Platinum Forks	55	5			A piece of Cutlery made from platinum		
Platinum Spoons	55	5			A piece of Cutlery made from platinum		
Platinum Knives	55	5			A piece of Cutlery made from platinum		
Platinum Spork	55	5			A piece of Cutlery made from platinum		
Stick Suit	100	20		Consume 100 Mana	A suit of armor Made of pipes and leather, It has a number of special abilities, making it an incredible stealth tool. A Peg leg made of bone for the express purpose of Allowing Valerik to Walk after a mysterious force did something to his leg, Leaving a portal to a strange void where the stump would end. The leg has a massive chamber for storing Mana.		
Skeletal Peg leg	2	2					
Ethereal Shield With Spiral Steel Handle	5	5			A Spiral steel handle with a holographic magical shield. It is solid to mana, while solid objects pass through it. it is about one and a half times as large as your arm, and half as wide.		
Tiny Glass Phial	1	10			A Glass cylender with a cone bottom and top, with another stopper made with glass as well.		
Refracting Glass Chunk	1	1		Consume 1 Mana	A Piece of Glass which refracts light through it.		
Clear mana tube	1	1		Consume 1 Mana	A Clear hollow tube, It seems to transfer mana without tainting it, but the issue wih this one is that it stranfers it in large blobs, which while amusing to see, could once again cause structural instability if too much mana goes through at a time.		
Shiny Dust	1	10			A red shiny dust obtained from mining Gemstone ore. It is a plate of Scalemail, Completely transparent, and refracting Steel mana. the tiny interlocking pieces are fused together, and without detail. There is about 6 Square inches of it.		
Clear Steel Textured plate	10	1					
Clear Steel Scalemail sheet	10	1			It is a plated sheet of Scalemail, Completely transparent, and refracting Steel mana. the tiny interlocking pieces seem very organic and refined. There is about 6 Square inches of it.		
Reflecting Silver Pipe	10	5		Consume 10 Mana	A silver pipe with a magical structure which absorbs ambient mana to kinetically reflect all magic approaching it.		
Magnifying glass	1	1			A Small piece of Glass with a glass handle, capable of Magnifying objects slightly.		
Volittle Gemstone Clusters	10	10		Consume 1 Mana	A Cluster Grown from a Volittle Gemstone shard, It was found in Valerik's Body after a Great deal of vomiting.		

Name	Cost	Amount (Pounds)	Status	Special	Description	Value Production	Current Value
Brown Crystal Bar	1	1			A Brown Brittle bar of Leather mixed with Clear Steel. It is covered in Clear Ruby rust.	1,095.00	513.00
Magically Converted Scent of Fish	1	1		Consume 1 Mana	A soul orb filled with a magical fishy scent.		
Potential Knowledge					Potential knowlage comes in a little bottle, shaped like a test tube. It is made using direct spliting of Stonespoken science glassware		
Diamond-studded-Science	4	4		Consume 4 Mana	<del>A lump of glowing golden-Radiactive-Diamond-studded-Science.</del>		
Diamond-studded-Science	40	4			<del>A lump of glowing golden-Radiactive-Diamond-studded-Science.</del>		
Glass Earth Quartz	10	10		Consume 4 Mana			
Science Crystal					this material Enhances the power of science near it, and scientific equipment, much like the beakers it once was, it aids the process of scientific discovery, you also get a big bottle made from glass.		
"Sceince"					It is a grey/white metallic substance, which grows slightly as you mark down information about it. the information disappears from the page as it does this, and appears on the substance itself.		

Name	Farm Value Cost	Status	Farm value Production	Special	Description
Plant farm			350		10 pounds of Fertilizer Per day
			Farm Value		
			600		
Animal Farm			-400		
March Lich Plant	10		400		
Gourd Plant	100		20		
Gourdberry Bush	100		20		
Red Hot Grass Tuft	1		10		
Berry	1				
Berry Bush	1000		20		
Phoenix Melon	1000				
Phenix Melon Plant	5000		210		
Clay Pot	50		0	Choose a cross polination for an additional seed	
Clay Pot Tuft	100		20		
Nubile Golem	4500		10		
Blue Mold	10		30		
Small Blue Mushroom	100		0		
Large Blue Mushroom	1000		0		
Huge Blue Mushroom	10000		0		
Fuming Lilipad Dust	100		0		
Fuming Lilipad	2500		10		
Pinata	200		0	Requires an object to grow on	
Lust Fruit	?	(In progress)	0		
Lust Tree	?	(In progress)	0		
Metaloe Fruit	?	(In progress)	0	Requires Tree to grow on	
Zigzero Plant	?	(In progress)	0		
Bloody iron bone seeds	?	(In progress)	0		Bloody iron bone seeds, their flowers weep blood down onto the deceptively strong bones that make up their stem.
Potato Rockets	?	(In progress)	0		Rocket Plants, these Tubers grow underground, building up nitrous oxide until finally erupting to propagate miles away.
Whistle-bone grass seeds	?	(In progress)	0		Whistle-bone grass seeds, grows into fingerbones shaped like whistles, bright yellow in color.
Diamond marrow pepper seed	?	(In progress)	0		A Diamond marrow pepper seed, this plant practically sucks the earth dry to produce bone shaped diamonds topped with Pepper shaped diamonds, it is very barren in the seed department, making growth slow.
Ghost Pepper seed	?	(In progress)	0		A Ghost Pepper Plant. This plant radiates an unearthly heat, making it unbearable to be near, and it's innards are ethereal, making cooking a hefty chore besides, every part of the plant is chock full of capsin, making the simple act of harvesting it a pain.
Hot coal seed	?	(In progress)	0		A Hot coal seed, this pea pod like plant is filled with red hot stones, which are actually the seeds of this plant.
grit plant seed	?	(In progress)	0		A grit plant, this plant looks like a normal pepper plant, aside from the of yellow color. These grit peppers make the consumer stronger, but causes them to grow facial hair, and have a minor throat abrasion, making them talk less, and sound rougher.
Compost Plant seeds	?	(In progress)	0		Compost Plant seeds, These plants extrude rotting plant matter from their branches, making them excellent for farming, if one can handle the awful smell.
miner's delight nuts	?	(In progress)	0		Miner's delight nuts, a plant which can only grow in solid rock, and grows sheets of hard tack like substance around it's area. it draws mana from lines to the surface, by absorbing sunlight and solar mana to sustain itself, it's blooms indicate good mining beneath with all of the minerals it requires.
Fattened marrow pepper seeds	?	(In progress)	0		Fattened marrow pepper seeds, this breed of marrow peppers is much more mild, with a weaker flavor, it is also filled with varying degrees of blood, depending on how well cared for it is.
Tough Marrow Pepper seeds	?	(In progress)	0		These ones take longer to grow, and are smaller, but contain just as much for growing on the fly, instead of just peppers, it also grows leaves that are like jerky, but they must be smoked first, since these leaves are used to consume bacteria from the air.
Brainfood seed	?	(In progress)	0		These peppers are good for mental focus, and have some unknown means of storing knowlage in them to allow the consumer to temporarily learn something.
Heart shaped seed	?	(In progress)	0		A small heart shaped seed, which grows into a small green tuft that sprouts Heart shaped fruit, these fruit restore health, and taste sweet, with a hint of mint, the only issue is their size, a whopping 5 by 5 pixels, in order to restore around 4 health, an entire one must be eaten.
Weeping plant seed	?	(In progress)	0		This plant's stem is filled with ink, but has no leaves, flowers or roots, forcing it to parasitize other plants for all of these to reproduce.
Rocksalt Bullet Shrub Seed	?	(In progress)	0		A shrub that grows rocksalt bullets, when stripped of it's oily leaves, the plant is revealed to be shaped like an Angram 2000, whether or not it works you suppose depends on how well it would be cared for.
Menthol gelatin plant seed	?	(In progress)	0		This icy plant has leaves of drooping gelatin, bright cyan and cold to the touch, it has a stem of pure cartilage.
Clockwork seed	?	(In progress)	0	Requires Copper Dust and Electricity to Grow	This plant can only be grown in copper dust and grows using an internal mainspring that harnesses Electricity ran through the dust to construct itself.
Fat Baby Pulp Bulb					this small plant feeds exclusively on meat, and swells in size the longer it grows, it requires a lot of space, but right now it is just a fat sized bulb, like a closed purple flower bud.

Substance	Form	Quartzimate Weight in pounds	Size (in pixels)	Amount (Distinct Items)	Description	Container	Location	Amount in % (if applicable)	Obtained From	Reflects	
Mana Potion	Liquid (in container)	2	1	1	A bottle filled with Mana. It will restore 5 Mana points on use.	None	In Cart	100%	Personal Inventory (Valeek)		
Void Steel	Bar	50	2x6	1	This metal file concave areas in it with weak void energy.	None	In Cart				
Void Quintessence	Orb	0	1	1	A small void essence orb.	None	In Cart				
Empty Thyrifis	Cup	1	1	1	An empty cup made from an unknown material.	None	In Cart				
Essence of Disorientation	Bottle	1	1	1	A sky clear bottle filled with a light grey liquid, the bottle reads "Three, two, one".	None	In Cart				
Bone Dust	Dust	45	5x5	1	A pile of ground up bones, as fine as flour.	None	In Cart				
Harkim Brass	500	5x20			Another batch of the signature Harkim bronze, but this batch is black. It is also used to be used and broken, the pure iron, and produce a green hue that is not red. Being a green hue, it is not being used for the previous batch's armor. The rubber like more however, will not ever completely form its source, always remaining malleable.	None	In Cart				
Tan Crystoberyl Gem	Cut Gemstone	1	1	4	Tan gemstones. Shaped like a hexagonal structure.	None	In Cart				
Ignifume Fuel	Liquid (in container)	1	1	1	Three liquids. Green, Blue and red-orange colored. 1 reads identification.	Syringe	In Cart				
Shock away	Liquid (in container)	1	1	1	This medicine cures shock and stabilizes a patient.	Syringe	In Cart				
Magical Conduction	Liquid (in container)	1	1	4	A magical liquid that disperses the soul when injected, loosening up a wandering soul.	Syringe	In Cart				
Essence of Lust	Liquid (in container)	1	1	1	A small plastic bag filled with a pink liquid.	Small plastic bag	In Cart				
Essence of Caricature	Bottle	1	1	1	A small bottle containing a pink liquid. It is a magical elixir that expels many unique details of someone, though the more someone is exposed to it, the more they are losing their features.	None	In Cart				
Aluminum	Bars	1440	2x5	30	30 bars of pure Aluminum, obtained from ores.	None	In Cart				
Surstone	Chunks	6	3	3	Surstones, made from boiling molten weight in a golden pot.	Gold Pot	In Cart	100%			
Fire Quintessence	0	1	1	1	A pure bubble of elemental fire.	None	In Cart				
Chaos Quintessence	0	1	1	1	A pure bubble of elemental chaos.	None	In Cart				
Vaalite Crystal	Spike	68	50x7	1	A Giant Spike of Electrical explosive Crystal. Cut from Vaaler's body.	None	In Cart	100			
Green Amber Chunk	Chunk	30	2x2	2	Chunks of amber used to make the mane of the Machine. It is a magically inert and neutral stone, but can be used to absorb a soul.	None	In Cart				
Meat n' Cheese	Dried Meats and Cheese	420	10x15	1	A massive unit of Dried Meat and Cheese.	Urn	In Cart	100%			
Blue Gelly	Liquid (in container)	1	3x5	1	A magical substance, similar to gelatin, it is highly receptive in a number of ways.	Glass bottle	In Cart	100%			
Green Gelly	Liquid (in container)	1	3x5	1	The magical liquid is electrically charged, and can easily shock the user.	Glass bottle	In Cart	100%			
Yellow Gelly	Liquid (in container)	1	3x5	2	This magical liquid is electrically charged, and can easily shock the user. It is highly receptive in a number of ways.	Glass bottle	In Cart	100%			
Cyan Gelly	Liquid (in container)	1	3x5	2	This magical liquid is electrically charged, and can easily shock the user. It is highly receptive in a number of ways.	Glass bottle	In Cart	100%			
Red Gelly	Liquid (in container)	1	3x5	1	This magical liquid is electrically charged, and can easily shock the user. It is highly receptive in a number of ways.	Glass bottle	In Cart	100%			
Condensed Spirit	Liquid (in container)	0.5	1	1	A small piece of condensed spirit, a powerful form of it's own.	Paper vessel	In Cart	100%			
Appetite Hunger	Liquid (in container)	0.5	1	1	A small piece of condensed spirit, a powerful form of it's own.	Paper vessel	In Cart	100%			
Alchemically Treated Wood	Branch	3	1x5	1	A branch of wood treated with a special process on its own. It is highly receptive in a number of ways.	None	In Cart				
"First Date Fruit Pudding"	Liquid (in container)	3	2x4	1	A small piece of condensed spirit, a powerful form of it's own.	Ornate Glass Bottle	In Cart	100%			
Dynamite	Stick	299	1x4	300	A stick of dynamite set to a 20 Second fuse.	None	In Cart				
Bloody Johnny's	Liquid (in container)	10	5x5	1	A Frothing 12 Layer Creation of purple liquid, which smells thickly of copper, rust, and alcohol. Burns consistently with a bright Green fire, and works if not used on time.	Glass Cauldron	In Cart	50%	None remaining	50% Pure alcohol. 50% Human blood with two layers of Pure alcohol that you adjust to produce a then infused that with sugar harvested from berries, a honey but shredded beer and 2 pounds of handcut, then add Phoenix Juice, Platinum Mana, and subatomic mana from void mushrooms, then enchant this with Water Flame, Iron, and add Tasty, Sweet, Addictive, Euphoric, Volatile, Overwhelming, and Bubbly Additives.	
Soggy Johnny's	Liquid (in container)	1	2x1	0	A bottle of Stating eye liquid, it's container is hot to the touch.	Glass bottle	In Cart	0%	None remaining	Mixing 1 part Blood Johnny with 1 part pure alcohol and 3 parts water.	
Hematite	Ore boulder	2800		56	Iron ore.	None	In Cart			Ray mana. Dampens movement. Allows Channeled pieces of Hematite to float in water, remains to Movement so long as the mana is refreshed.	
Malachite	Ore boulder	1285		10	Copper ore.	None	In Cart			Dark earth mana. Name plants that are under a certain size, and corrupts ones above that size, making them stronger, and potentially evil.	
Cinnabar	Ore boulder	126		42	Mercury ore.	None	In Cart			Poisonous mana which simulates the creation of scars.	
Aluminum ore	Scrap	10	2x1	200	Empty aluminum cans, peppered with shrapnel holes.	None	In Cart			Void mana. Sucks other mana types closer to it.	
Tainted Lamin Blood	Liquid (in container)	1	1	1	A small sample of blood taken from a Lamin with Alpha lip, a synthetic relationship between a Lamin and a Virus.	Small glass vial	In Cart			Life mana	
Spinal Geodes	Ore boulder	40	2x2	20	A Red rock filled with Gem. They glow with inner power.	None	In Cart			A life sapping Burgundy flame. It seems that this mana type draws life mana to it at a specific range, and continues to do so until it is diluted.	
Tan Crystoberyl Gem	Uncut Gemstone	3	3	30	Tan gemstones. Shaped like a hexagonal structure.	None	In Cart			A mana buff seems to restore vitality, dull pain, and when fully attuned to the gemstone, provides a noticeable healing effect.	
Serpentine Sign's gemstone	Uncut Gemstone	10	5	125	A striped gemstone gemstone, it is smooth and cold to the touch.	None	In Cart			This mana seems to simply be a less decaying form of Air infused mana, causing great care to it to be more precise, but with less room for error.	
Unkate	Liquid (in container)	1000		10	A red and green stone, it is highly colored.	None	In Cart			This mana type seems to cause strange magnetic effects on stone, but not metals or other materials. When applied to a type of stone containing silicon, it fills the air, and spins around it's center of gravity, it's spin is along the same axis as the planet.	
Harkim Bronze	Bar	10	2x5	1	100 Mechanical weapon.	None	In Cart			It creates a glowing liquid amber mana which crystallizes on the surface of the metal for a few hours before restoring and dissipating, the layer is only a millimeter or less in thickness, but is very hard. It seems that this layer also reflects further mana from touching the surface of the metal.	
Deceitful Alloy 9	Chunk	10000	2x4	10	Technique and infused with a series of mystic metals.	None	In Cart			Unknown, the same mana type is never gotten twice.	
Road Gold Crystalline essence	Bubble Sheet	1	1	1	A bar of Road gold.	None	In Cart			2 Pounds Copper & 6 Pounds gold	
Metal Leather	Bubble Sheet	1	1	1	A Bubble filled with the essence of Crystal.	None	In Cart			Mana that Draws in small particles creating Plasma, and reveals the past.	
Blank matter	Bubble Sheet	3	1	3	A tiny piece of leather, infused with the essence of metal.	None	In Cart			N.A.	
Drip of Nohgness	Bubble Sheet	0	1	1	A bubble filled with nondestructive matter.	None	In Cart				
Shred of Darkness	Liquid (in container)	0	1	1	A small piece of an interdimensional creature. It is a piece of Dark energy.	None	In Cart				
Small green Scale	Scale	1	1	1	A small piece of a highly reflective material. It is an artificial imitation of the scale of a legendary beast, who ate rocks and was immune to heat and cold. The heat is not reflective, and cold is not reflective.	None	In Cart			Liquid mana which seems to help in restoring Trauma.	
Lime glass-metal	File (in container)	1	1	1	A small piece of an interdimensional creature. It is a piece of Dark energy.	None	In Cart				
Calcrite	File (in container)	298	4x6	1	Seems to reflect a light that loops around back into the bar when not seen control of.	None	In Cart			Light mana which loops back into the bar.	
Glass	Bar	100	1x3	0	A bag of what calls itself "Calcrite". Apparently when mixed with a liquid, it becomes a solid substance.	None	In Cart			Identification reveals that it will solidify the calcrites to apply mana.	
Demonite Chunk	Chunk	-10	1	0	A large chunk of demonite.	None	In Cart			Light mana	
Oasis Water	In container	1	1	1	Water Taken from Chublet Luchsky's Sacred Demon Chess, this water provides purity and cleanliness, but with it comes a terrible price.	Glass Pitcher	In Cart			None remaining	An oasis in the desert near Eadleston.
Radi-Platinum Alloy	Small bar	1	1	0	A bar of Radiolum and Platinum alloy, it is opaque with a pink and white color, alternating strongly.	None	In Cart			None remaining	Mana disappeared when inserted into the water specifically.
										Unknown. Mana is consumed to create a powerful plasma arc, which consumes a very small portion of the material.	

Form	Weight in pounds	Size (in pixels)	Amount (Distinct Items)	Description	Container	Location	Amount in % (if applicable)	Obtained From	Reflects	
Dark Dragon Hide	Sheet	1	1	A Small patch of alchemical leather (colored made to imitate skin from the hide of a Dark Dragon) was a reference to the concept of the Dark Dragon. The hide of the dragon is made from the bones of the dragon. The hide is made from the bones of the dragon. The hide is made from the bones of the dragon.	None	In Cart	Alchemy, 0.5 Pounds of Leather and 0.5 Pounds of Clear this leather's strength. The effect lasts for about 2 turns, and scales based on the amount of mana used. When charmed, the leather shines with an otherworldly yellow light, and the Dark Dragon's horn of when struck.			
Rantarium	Crystal	1324 3x10	2	A crystal of a Storage material. Its strength increases when electricity is applied.	None	In Cart	100% Eadestien	A mine under		
Human leather	Bar	0 2x1	0	A bar of human leather. Thick and heavy.	None	In Cart	Various sources		A clear liquid shimmering mana which seems to serve no purpose other than "Magical Perseperator"	
Large Topaz Gem	Bar	6 1	15	A large mechanically cut topaz.	None	In Cart	Various sources		Wind Mana	
Topaz Geode	One boulder	50 1x2	42	A Rock filled with Topaz crystals.	None	In Cart	Various sources, Mining		Terrible Wind Mana	
Cryskel	Gemstone	0 1	0	A Piece of Crystalline Steel. It is flexible, but still prone to shattering. It holds a small fire, and the light rays enter into the material going to a Purple energy bar, which feeds into it.	None	In Cart	Alchemy, Fusing a piece of Clear Steel with a bone		Steel mana. Seems to be able to store itself in Crystals	
Wood Grain Crystal	Chunk	1 1	1	It is a Dense crystal made from Steel which seems to imitate wood at a structural level. It is very brittle however. Steel mana however.	None	In Cart	Alchemy, Fusing a piece of Clear Steel with wood		Steel Mana	
Psychic Large Stone Bricks	Bar	100 7000 2x4	0	Psychic Material with several storage properties.	None	In Cart	Various sources		Psychic mana, retains information, can be inserted into psychic to cause it to record information.	
Mercury	Liquid	50	1	A measure of liquid mercury.	None	In Cart	Various sources, Mining, Refining apparatus		Same	
Abstract Orb	None	1	1	It is filled with vague notions and sweet nothing.	Itself	In Cart	Alchemy, Fusing a Sustained Capacity and shaping sigil.	32%	Toxic Mana, hallucinogenic.	Your innermost thoughts.
Calcium	Pile	640 10x14	1	A Pile of Calcium dust.	None	In Cart	Various sources		Purple Liquid mana, increases edginess of whatever it is attached on temporarily.	
Silicon	Pile	590 6x10	2	A pile of Silicon Chunks.	None	In Cart	Various sources		Replication	
Clear Steel	Gemstone	0 1x2	0	A piece of steel. Crystallized so that it is transparent. It is more durable than normal steel, but also brittle.	None	In Cart	Alchemy, Fusing a mixture of 20% steel and 80% glass in the iron fusion apparatus.		Steel mana	
Redsilver	Wadded Cable	0.5 1	1	A wire made of Red Silver. When compressed into a ball, it creates a sort of artificial moonlight, which can be transferred through wire made of the same.	None	In Cart	Alchemy, Using Silver and Redsilver in the iron fusion apparatus.		Silver Mana, Lowers Gravity, interacts with lunar mana	
Baconite	bar	0 0	0	A chunk of White and Red metal. Made from Pig iron and silver.	None	In Cart	Alchemy, Using Baconite and Pig Iron in the iron fusion apparatus.		Greasy liquid mana	
Spiral Steel	bar	1595 2x4	100	A tightly coiled bar of Spiral steel, circular and spiral patterns across it.	None	In Cart	Various sources			
Dense Muscle	Whole Muscle	1 1	0	A compressed muscle. 1/2 its original size.	None	In Cart	Adding an adjective to		A red liquid mana, found also in blood. While this is a sign of death mana, Living muscle Gives life mana	
Pure Platinum	Bar	6997 2x6	56		None	In Cart	Various sources.		Lightning mana	
Large Rocks	Boulder	12K	81		None	In Cart	Various sources		Structural mana, Weak improves strength, Strong Deteriorates it.	
Red Veined metal	bars	100	1		None	In Cart	100% sources		Telekinetic, Warm.	
Tie	bars	400	8		None	In Cart	400% sources		Rain, Water, vapor attracting mana	
Steel	bars	1	1		None	In Cart	50% sources		Infectious Life/Death	
Silver	bars	550	5		None	In Cart	936% sources		Lunar Mana, Lowers Gravity.	
Steel	bars	50	0		None	In Cart	300% sources		Steel mana, Attracted to itself, Slight Life energy	
Copper	bars	170	6		None	In Cart	100% sources		Earth mana. Attracts dust, Feels Ancient.	
Iron	bars	6180	80		None	In Cart	Various sources		Telekinetic Mana	
Gold	bars	524	28		None	In Cart	100% sources		Sunlight Mana	
Rich soil	Pile	30			Cart Roof	In Cart	Various sources		Pale liquid which emitted blue ray mana.	
Rotting Muscle Tissue	Pile	97			None	In Cart	Various sources		A red liquid mana, found also in blood. While this is a sign of death mana, Living muscle Gives life mana	
Rotting Fat Tissue	Pile	150			None	In Cart	0% sources		A pale yellow mana, Buzzing with momentum.	
Burnt flesh and bone	clump	10	1		None	In Cart	Various sources		Reddish black senter to muscle mana	
misc. Fish	Pile	0			None	In Cart	Various sources		Reddish mana similar to muscle mana	
Bones	Whole bones	253	262		None	In Cart	Various sources		Proper Death mana. Heals Undead, harms living things	
Red dusty Stone	Ball	11	1	A Red stone, which can be turned into dust.	None	In Cart	52% sources		Unknown. Mana released through substance before being turned into a red light.	
ink	in container	6	1	Black Squar ink	Jug (glass?)	In Cart	61% sources		Smoky liquid mana, absorbs mana.	
Phoenix Juice	in container	37		Juice from the phoenix maker. It has cooled now, and is sweet, providing a powerful restorative effect to both the living and undead.	Clay Jar	In Cart	60% sources		Green Mana, it was promptly absorbed into the juice, and the temperature of it increased slightly.	
Oasis Water	in container	53	1	Poas and fish	Clay Jar	In Cart	83% sources		Mana disappeared when inserted into the water specifically.	
Fertilizer	in container	120	1		Clay Jar	In Cart	90% sources		Brown mana, smells terrible.	
Super Fertilizer	in container	30	1	Alchemically enhanced fertilizer	Tomato in pot	In Cart	70% sources		Brown mana, smells terrible.	
Phoenix jelly	Liquid (in Container)	2		Jelly made from Phoenix muscle juice. It is Sweet and has powerful restorative properties to both living and undead.	Small Bottle (glass?)	In Cart	100% sources		Green Mana, it was promptly absorbed into the juice, and the temperature of it increased slightly.	
Pig Iron	Liquid (in Container)	156	0	A dark colored metal made from iron and carbon.	Cupspoon	In Cart	98% sources		Dark red liquid mana. Attracted to Source, sticky, very sticky.	
Miracle Serum	Liquid (in Container)	8	1	A Serum created by excessive scientists hired by the evil wizard. It causes self-unsustained growth in flesh that it is applied or injected into.	Jar (glass?)	In Cart	78% sources		Diviner's Experimentation	
Burlap	sheet	6	1	1 strip damage	None	In Cart	Various sources		Tan liquid mana. Fibers seemed thicker when Mana was applied	
Tarp	sheet	6	1	A darker tarp	None	In Cart	Various sources		Tan liquid mana. Fibers seemed thicker when Mana was applied	
Enhanced Spells										
Vacuum	Wound	0	1	A spell which pulls pressure towards the user using their mouth.						
Mutate	0	5	A Spell Bubble containing Mutate		In Cart					
Rain Life	0	5	A Spell Bubble containing Rain Life		In Cart					
Sustain Living	0	5	A Spell Bubble containing Sustain Living		In Cart					
False Target	0	5	A Spell Bubble containing False Target		In Cart					
Eye Spy	0	4	A Spell Bubble containing Eye Spy		In Cart					
Mighty Flex	0	5	A Spell Bubble containing Mighty Flex		In Cart					
Warp Space	0	4	A Spell Bubble containing Warp Space		In Cart					
Teleport	0	4	A Spell Bubble containing Teleport		In Cart					
Great Shield	0	5	A Spell Bubble containing Great Shield		In Cart					
Cleaning Ritual	0	5	A Spell Bubble containing Cleaning Ritual		In Cart					
Fusion Sign	0	5	A Spell Bubble containing Fusion Sign		In Cart					
Maghloch Core	0	3	A Spell Bubble containing Craft Maghloch Core		In Cart					
Rayman Limb	0	5	A Spell Bubble containing Rayman Limb		In Cart					
Craft Identification Scroll	0	2	A Spell Bubble containing Craft Identification Scroll		In Cart					
Gate Sign	0	5	A Spell Bubble containing Gate Sign		In Cart					
Shield Image	0	5	A Spell Bubble containing Shield Image		In Cart					
Blast	0	5	A Spell Bubble containing Blast		In Cart					
WAAAAAGH bubbles	Sustain Spell bubbles	0	1	A spell which causes damage effects to originate from the user to the allies, which increases as violence, Explosions, combat, and brutality reach a threshold.		In Cart				
Embed	Sustain Spell bubbles	0	1	Uses several linked objects as a magnet, when cast, it embeds these objects into the user.		In Cart				
Forge	Sustain Spell bubbles	0	1	Makes a block of pure force that can be manipulated with force of will. The amount of force used determines the size of the block, and each block has a weak. Attempting to change their individual shape destroys them early however.		In Cart				
Pyrokinesis	Sustain Spell bubbles	0	1	A spell which grants you the ability to generate a small amount of fire, and control a small larger amount.		In Cart			Create energy + Kinetic	
Grip	Sustain Spell bubbles	0	1	A spell that puts a psychic grip on one object, allowing to exert force on it.		In Cart			Kinetic + Changeable object	
Shit	Sustain Spell bubbles	0	1	A spell which causes a small amount of force to be applied to the target, movement especially affected in low weight environments such as water and space.		In Cart			Kinetic + Changeable area	

Form	Weight in pounds	Size (in pixels)	Amount (Distinct Items)	Description	Container	Location	Amount in % (if applicable)	Obtained From	Reflects
Breakersmen's Seal	Sustain Spell bubbles	0	1	A Ritual that can suck an area into a single object.	In Cart			Transmute + Designate area + Designate object	
Psychic Amplification Sigil	Sustain Spell bubbles	0	1	A Place a symbol on an object which can increase a being's psychic power.	In Cart			Kinesis + Blank sigil + Craft container of winds	
Craft Breath Jar	Sustain Spell bubbles	0	1	Transforms a jar into a magical object which can store energy.	In Cart				
Death Eater	Sustain Spell bubbles	0	1	Sucks up death mana from a target, concentrating it in the user.	In Cart				
Equalize	Sustain Spell bubbles	0	1	Removes a target's magical energy from nearby entities, the mana charge to the ring, but leaves all others.	In Cart				
Ancestral Power	Sustain Spell bubbles	0	1	Amplified Power: A spell that draws strength from the user's lineage, it does not work if the user does not know of, or is not bound to their lineage.	In Cart				
Alone of the Gods	Sustain Spell bubbles	0	1	Alone of the Gods, absorbs a weakened or controlled undead and grants it's power and abilities to the user for several days.	In Cart				
Empowered Ghoul muscle	Sustain Spell bubbles	0	1	A much stronger version of Ghoul muscle that also requires additional Power.	In Cart				
Deep breathing	Sustain Spell bubbles	0	1	A spell that draws additional mana out when necessary, it can only be used 0 a limited number of times a day, and is unhealthy to abuse.	None				
Raw Force	Sustain Spell bubbles	0	1	Expels a wave of force from the user's mouth.	In Cart				
Vile curser of the Wines	Sustain Spell bubbles	0	1	Conveys a victim's desires to have a specific reward that does everything around it into the user as an unending force of random quality, the more wishes without anything to draw it, and it continues the more suffering from a day, with this, but the user cannot be any further from the altar getting it. Requires several ingredients including: magnesian sulfur, a fling of silver needles from a stealer, and a Sage's sweat or dagger made from a Defiled Heartstone.	In Cart				
Ancestral Wrath	Sustain Spell bubbles	0	1	Grants bonuses to fighting a racial enemy for 1 day.	In Cart				
Swish	Sustain Spell bubbles	0	1	Grants the user a bonus to identifying things by taste for one day.	In Cart				
Ghoul Muscle	Sustain Spell bubbles	0	1	Using techniques too quickly for the user's spirit, the user draws strength from around him, weakening undead, and empowering him.	In Cart				
Deleterious Bomb	Sustain Spell bubbles	0	1	This spell can be cast repeatedly, with a cost of the user's choice, it gives 5 Empower charges per point of mana, and other than the user's component, or that they will be cast on the user's choice, it gives 5 Empower charges per charge to the user and everything in the explosive range. So long as the user does not lose consciousness of their own mind, they can use it until they are exhausted. This spell can only be used as a living creature, and is subject to dispel effects such as: fire, ice, and storm.	In Cart				
Heating coil	Sustain Spell bubbles	0	1	A spell which creates a heating coil on a solid that generates heat when applied with mana, can be set to absorb ambient mana, but only on conductors.	In Cart				
Scorchings Transmute Area	Sustain Spell bubbles	0	1	A spell that incites assembly random information on a solid surface when projected.	In Cart				
Curse of Motus	Sustain Spell bubbles	0	1	A useless spell that designates an area to be transmuted into something, a spell which engenders a highly volatile magical, granting a transmutation, and can only be used on the body of a creature. Add the object can only be used on the body of a creature. It is also a rather cheap spell, and has only the low level damage.	In Cart				
Craft Container of Winds	Sustain Spell bubbles	0	1	A spell which creates an unending force of wind, it can be used on air, or on a solid surface, and when opened again, or shaken, sends this air out in an area.	In Cart				
Zone of Breath	Sustain Spell bubbles	0	1	A spell that creates a spell which harms and corrodes anything that looks at it.	In Cart				
Empower Curse	Sustain Spell bubbles	0	1	A useless spell that moves some unspecified thing.	In Cart				
Kinesis	Sustain Spell bubbles	0	1	A useless spell that designates an Unlinked for an unspecified effect.	In Cart				
Target Unlinked	Sustain Spell bubbles	0	1	A spell which engenders a curse on an object, granting it energy by lowering mana.	In Cart				
Energy Rune	Sustain Spell bubbles	0	1	Creates a Sigil that Creates a Death aura around it, harming the living, and healing the dead.	In Cart			Fusion: Resonance + Blank Sigil	
Jaded Sigil	Sustain Spell bubbles	0	1	Creates a Sigil that Generates an Aura of fire and healing around it.	In Cart			Fusion: Sustain Living + Blank Sigil	
Support Sigil	Sustain Spell bubbles	0	1	A spell bubble containing Blast, a spell which makes an explosion at it's conclusion.	Spell Quiver				
5 mana Blast	Sustain Spell bubbles	0	1	Increases the Survivability of Blazes, and their resistance to status effects.	In Cart			Fusion: Blast Effect + False Target	N.A.
Buff flusion	Sustain Spell bubbles	0	1	Allows the user to manipulate organic matter with their mind. 100% chance to learn from Reverse engineering.	In Cart			Mutate	N.A.
BioKinesis	Sustain Spell bubbles	0	1	Useless. Changes the value of an unspecified effect.	In Cart			Mutate	N.A.
Warp Effect Create	Sustain Spell bubbles	0	1	Useless. Changes the value of an unspecified effect.	In Cart			Mutate	N.A.
Energy	Sustain Spell bubbles	0	1	Creates Raw Energy 100% chance to learn from Reverse engineering.	In Cart			Sustain Living	N.A.
Raw Life	Sustain Spell bubbles	0	1	Sends out a pulse of raw life energy.	In Cart			Sustain Living	N.A.
Designate Object	Sustain Spell bubbles	0	3	Useless. Designates an object for an unspecified effect.	In Cart			Raise Dead	N.A.
Animate	Sustain Spell bubbles	0	1	Useless. Animates an unspecified target.	In Cart			Raise Dead	N.A.
Craft Scroll	Sustain Spell bubbles	0	1	Useless. Transforms a piece of paper into an unspecified Scroll.	In Cart			Detect Object	N.A.
Divination	Sustain Spell bubbles	0	1	A vague sense of knowledge is given to the user. 100% chance to learn from Reverse engineering.	In Cart			Detect Object	N.A.
Divination	Sustain Spell bubbles	0	1	A vague sense of knowledge is given to the user. 100% chance to learn from Reverse engineering.	In Cart			Detect Bones	N.A.
Raw Life	Sustain Spell bubbles	0	1	Sends out a pulse of raw life energy.	In Cart			Near Death	N.A.
Raw Death	Sustain Spell bubbles	0	1	Sends out a pulse of raw death energy. 100% chance to learn from Reverse engineering.	In Cart			Near Death	N.A.
Transmute	Sustain Spell bubbles	0	1	Useless. Transmutes one thing into another.	In Cart			Ritual Of Living Metal	N.A.
Ritual of Sacrifice	Sustain Spell bubbles	0	1	Grants Sacrifice to an object. 100% chance to learn from Reverse engineering.	In Cart			Ritual Of Living Metal	N.A.
Sustained Transfer Adjective	Sustain Spell bubbles	0	1	Translates the substance of two objects. 100% chance to learn from Reverse engineering.	In Cart			Adjectivity	N.A.
Sustained Create Adjective	Sustain Spell bubbles	0	1	Useless. creates an adjective.	In Cart			Adjectivity	N.A.
Sustained Bind Object	Sustain Spell bubbles	0	1	Useless. binds an object under unspecified rules or effects.	In Cart			Craft Object	N.A.
Sustained Intake	Sustain Spell bubbles	0	1	Grants the user "No Charge" which can be repeated to draw a strong work, applying. An object can be repeated to such and bring up an area, and the effects of that area are enhanced. 100% chance to learn from Reverse engineering.	In Cart			Flame Inhale	N.A.
Sustained Flame Generation	Sustain Spell bubbles	0	1	Creates a set of stable fire. 100% chance to learn from Reverse engineering.	In Cart			Flame Inhale	N.A.
Sustained Craft Scroll	Sustain Spell bubbles	0	1	Useless. Transforms a piece of paper into an unspecified Scroll.	In Cart			Craft Identification Scroll	N.A.
Sustained Know	Sustain Spell bubbles	0	1	Inserts information into the capes. 100% chance to learn from Reverse engineering.	In Cart			Craft Identification Scroll	N.A.
Sustained Warp Effect	Sustain Spell bubbles	0	1	Useless. Changes the value of an unspecified effect.	In Cart			Warp Space	N.A.
Sustained Designate Area	Sustain Spell bubbles	0	1	Useless. Designates an area for a spell, but there is no spell integrated into the one.	In Cart			Warp Space	N.A.
Sustained Fusion	Sustain Spell bubbles	0	1	Temporarily combines any two objects of large, the effect expires 40/10. 100% chance to learn from Reverse engineering.	In Cart			Fusion Sigil	N.A.
Sustained Blank Sigil	Sustain Spell bubbles	0	1	Useless. Creates an unlinked sigil which does nothing.	In Cart			Fusion Sigil	N.A.
Sustained Lintler Removal	Sustain Spell bubbles	0	1	A bubble containing Lintler Removal, a spell which Sends 1 mana to blow the lint to blow lintless clothes, it is directly entrance their power and speed. Doing so will damage in the process. the effect lasts a day. 20% chance to learn from Reverse engineering.	In Cart				N.A.
Sustained 3 by 3 Crafting Sigil	Sustain Spell bubbles	0	1	A spell containing Crafting sigil, which has a 3 by 3 grid on a sigil, which can be used to lay down. 20% chance to learn.	None	In Cart		Alchemy: Fusing a Sustained Sustain sigil with 9 pounds of substance in a particular pattern.	N.A.
Sustained Water Energy Sigil	Sustain Spell bubbles	0	1	A bubble containing Water Energy Sigil, this shows the energy out of water placed in the container, the water level between them were water. 100% chance to learn.	None	In Cart		Alchemy: Fusing a Sustained Container with a drop of Ocean water.	N.A.
Sustained Craft Vehicle	Sustain Spell bubbles	0	1	A bubble containing Craft Vehicle, this spell allows a given one to be combined with an unlinked structure to transform into an unlinked structure. The structure remains the and grants one that makes for repairing control. It has increased power, is capable of operating in a vacuum, and can change its "normal" designed correctly. 100% chance to learn.	None	In Cart		Alchemy: Fusing a Piece of Rustium with a Sustained Craft Golden Sigil.	N.A.
Sustained Backlash Decoy	Sustain Spell bubbles	0	1	A bubble containing a Spell which creates a Decoy that Reflects magic which hits. Casts while with reflect with greater power, additional mana increases the Power added to such spells. 100% chance to learn.	None	None		Alchemy: Fusing a Sustained Base target with a Sustained great shield.	N.A.
Sustained Near Death	Sustain Spell bubbles	0	1	A spell bubble containing Near Death, a spell which attacks a target and he lost of Death magic, incapable of killing.	None	In Cart		Magic: Casting a Sustained Sustained spell using the appropriate spells.	N.A.
Sustained Rejuvenate	Sustain Spell bubbles	0	1	A spell bubble containing Rejuvenate, a spell which heals undead and harms the living.	None	In Cart		Magic: Casting a Sustained Sustained spell using the appropriate spells.	N.A.
Sustained Spell Capture Bubble	Sustain Spell bubbles	0	1	A bubble which when touched by strong enough magic, traps it and begins to absorb the type of learned. Additional Mana increases bubble size and capacity.	None	In Cart	100%	Alchemy: Fusing a Sustained spell containing Flame while with a white skeleton.	N.A.
Sustained Spell, Bone Intake	Sustain Spell bubbles	0	1	A sustained spell containing bone intake which allows a full skeleton to be converted into a bone charge, which can then be treated out, and infused with spells, similar to the Flame intake spell.	None	In Cart	100%	Alchemy: Fusing a Sustained spell containing False target with two containing Craft Identification scroll and Self Protection.	N.A.
Sustained False proclamation scroll	Sustain Spell bubbles	0	1	A spell bubble containing "False Proclamation" which turns a piece of paper into a magical scroll which allows the high influence from comments in it. 100% chance to learn.	None	In Cart	100%	Magic: Casting a Sustained Sustained spell using the appropriate spells.	N.A.
Sustained Flame charges	Sustain Spell bubbles	0	1	Small magic orbs filled with a burning flame, they respond to the touch.	None	None		Magic: Casting a Sustained Sustained spell using the appropriate spells.	N.A.

Form	Weight in pounds	Size (in pixels)	Amount (Distinct items)	Description	Container	Location (if applicable)	Amount in % (if applicable)	Obtained From	Reflects
<b>Remains</b>									
Backlash	Organ	5	1	A Backlash Heart, which resembles profaned sources of them and leads, and adds itself accordingly over the... A Back Crystalline torso, composed of white and black, coated in a thick blue substance. Missing large chunks of flesh taken for bioengineering samples.	In Cart				
Mimic	Carcass	1900	10x30		In Cart				
Valen's Hair	Hair	5	5x4	1 A piece of tightly curled hair	In Cart	70%			
Merchant Beetle Shell	Shell	230	10x10	Two large shell parts from a merchant beetle, aside from cracks in it, it remains a highly durable and sturdy material, weighing both sides and magic resistively, even as it is a person could fit one on.	None	In Cart			
Dead scorpion	Carcass	1	1	1 A dead scorpion. It's tail has been removed.	None	In Cart			
Rotting Dead Rabbit	Carcass	3	1	1 A dead rabbit.	None	In Cart			
Human Legs	Preserved Limb	52	2	2 A pair of human legs. Clearly severed from their source, leaving smooth skin at the stump.	Dogal Chest	In Cart			
Human Arms	Preserved Limb	16	2	2 A pair of human arms. Clearly severed from their source, leaving smooth skin at the stump.	Dogal Chest	In Cart			
Fish Skeleton	Cadaver	1	1	1 The bones of a fish.	None	In Cart	100%	Various sources.	N.A.
Rotting Human Corpse, Mutilated	Cadaver	6100	56	Missing 3 Fingers, 1 Head of skin, 2 Eyes, 1 Hair, 1 set of arms, and 5 Breasts, 2 Thumbs	None	In Cart	7000%	Various sources.	N.A.
Human Skeletons, Mutilated	Cadaver	430	7	1 leg - 1 spine - 3 Fingers - 1 Skull - 2 Arms	None	In Cart	85%	Various sources.	N.A.
Warped Skeleton	Cadaver	89	0		None	None	Found in a tunnel containing several Merchant	Proper Death mana. Heals Unhdead, harms living things	
Flesh Bodybags	Cadaver (in container)	180	1		Study Bags	In Cart	100%	Various sources.	N.A.
Rotting Absorbed Organs 'Tissue'	Pile	20	1		None	In Cart	100%	Various sources.	N.A.
	Pile	100	1	Various organs taken from corpses.	None	In Cart	100%	Various sources.	N.A.
<b>Components</b>									
Neonic Orb	Orb	1	2x2	1 The orb has a metallic texture and a central hole in it, which itself contains a glowing yellow light. It's made of a solid material, but there may be even more than that which the orb represents. The orb is made of a material that is not as heavy as the other ones, but it's much lighter. The orb is made of a material that is not as heavy as the other ones, but it's much lighter.					
Humstone	Crystal	1	1	1 The Humstone crystal is a translucent, slightly yellowish, stone made of a crystal containing water out of its regular form, making it weak as though it were a liquid. The water has been replaced, the structure has been altered in a way that makes it stronger. The crystal is made of a material that is not as heavy as the other ones, but it's much lighter.					
Eye-matted Disk	Disk	1	1	1 A small metal disk with an eye on one side.	In Cart				
Ball of melted plastic chips	Orb	1	1	1 A small ball of what look like melted plastic chips.	In Cart				
Holographic Television	Machine	07	6x5	23 A holographic television screen, made using projected light and magnified particles from a certain frequency spectrum. Computerized with 640K words. A bunch of high advanced equipment made from Calcium and stone blocks, with gears and wires and such made from iron. Mirror made that is 10x10 inches. Made by an engineer, not an artist. The screen is made of a material that is not as heavy as the other ones, but it's much lighter. The screen is made of a material that is not as heavy as the other ones, but it's much lighter. The screen is made of a material that is not as heavy as the other ones, but it's much lighter.	In Cart				
Alchemical Industrial Facility	Machine	2000	80x160	1 A complex machine used for alchemical purposes. It consists of a large central chamber with several smaller chambers around it, connected by pipes and valves. The machine is made of a material that is not as heavy as the other ones, but it's much lighter. The machine is made of a material that is not as heavy as the other ones, but it's much lighter. The machine is made of a material that is not as heavy as the other ones, but it's much lighter.	In Cart				Ruby normally reflects fire mana. This core absorbs most all mana directed at it however.
Ruby Core	Orb	3	1	1 A small ruby Power collector.	In Cart				
Orb of Darkness	Orb	10	2x2	1 An orb enchanted with a Gate spell. It contains a creature you have captured.	In Cart				None, it produces mana, rather than reflecting it.
Magic Heart	Heart (in container)	1	1x5	1 A magic combination of heart and soul. It possesses both will and mana production. It is trapped in a wooden cage.	In Cart				Unidentified 1 seems to Reflect a kinetic force that covers the entire object, being pushed AWAY from the main in question unless normal Runic mana, Unidentified 2 seems to Reflect a kinetic force that covers the entire object, being pushed AWAY from the main in question unless normal Runic mana, Unidentified 3 seems to Reflect a kinetic force that covers the entire object, being pushed AWAY from the main in question unless normal Runic mana.
Gadget Mail		1	1	1 SIF Personal plates with a very sturdy metal in between them. The plates seem to absorb the pressure of Concentration, when mana and Electricity is applied.	In Cart				
Gadget Crystal		0	1	0 The piece appears to have taken a hexagonal shape, and Electricity seems to apply the Resistance to Areas that are impacted, rather than it's whole.	None	Inventory			
Gadget Missile		4	1x2	1 A Missile Designed to split into 4 Parts in flight. It is Made with Runic mana and Clear Steel.	In Cart				
Truck cockpit				1 A seat with several bits of truck based machinery attached.	In Cart				
Truck engine				1 A Large Diesel engine.	In Cart				
Broken Chain machine gun		45	1	1 A broken machine gun pulled from the Barrel Whiff building. It is designed to be attached to a powered Chain.	In Cart				
Ink	Liquid (in container)	1	1	1 A small amount of ink.	Tin bottle				Smokey liquid mana, absorbs mana.
MagiTECC C		1000	1	1 A Magpie Dual Type Energy Converter Crystal Core.	In Cart				
Tiny Metallic Brain	Brain	1	0	0 A small Brain made from Psychology.	In Cart				
Cable Crusher	Cable? Muscle?	1	1	1 Long cables. Resemblance to a massive pulley of mana. It compresses with mana. The mana is used to compress the cables. The cables are made of a material that is not as heavy as the other ones, but it's much lighter. The cables are made of a material that is not as heavy as the other ones, but it's much lighter. The cables are made of a material that is not as heavy as the other ones, but it's much lighter.	In Cart				Steel Mana
Warm, Heavy, Cozy, Secure, Protective Duvet		5	1	1 An enchanted Blanket taken from the Fabricius bed.	Equipped (Zombie (March))				
Soft, fluffy, inspiring, Silencing Pillows		1	3	3 Enchanted pillows taken from the Fabricius bed.	Equipped (Zombie (March))				
Large Destructive Soaked Boulder	Boulder	200	1	1 A large Boulder, taken with a spell.	Equipped (Large Wolf (Zombie))			Adding an adjective to	Steel and stone mana
Treasure Chest	Container	50	1	1 A treasure chest rimmed with iron.	In Cart	N.A.			N.A.
Coke of Ferris	Ball	13	1	1 The Core of the Wolf God Ferris.	None	In Cart	100%		Resistant to mana, creates a clear liquid mana which repels Water and other liquids.
Monstr Parly	Monster Parly	520	1	1 A great mana taken from a Strong Mana.	None	In Cart			
<b>Plants</b>									
Bloody iron bone seeds	Seed		3	3 Bloody iron bone seeds, that flowers use blood down into the... 3 Apparently strong bones that make up their stems.	In Cart				
Potato	Seed			3 Rooted Plants, these Flowers grow underground, building up nitrous oxide... 3 and finally erupts to elongate into long	In Cart				
Whistle-bone grass seeds	Seed		20	20 Whistle-bone grass seeds, grass into fringed-looking like whistles, long in structure.	In Cart				
Diamond pepper seed	Seed			1 A diamond pepper seed, the plant produces tiny diamonds, the seeds dry... 1 It is very heavy in the seed, producing many small diamonds.	In Cart				
Ghost Pepper seed	Seed			1 A Ghost Pepper seed, the plant produces a ghostly, glowing, and... 1 makes the simple act of harvesting a pain.	In Cart				
Hot chili seed	Seed			1 A hot chili seed, the plant produces a hot, spicy, and... 1 makes the simple act of harvesting a pain.	In Cart				
girl plant seed	Seed			1 A girl plant seed, the plant produces a girl, and... 1 makes the simple act of harvesting a pain.	In Cart				
Compas Plant seeds	Seed		2	2 Compass Plant seeds, these plants produce a compass, and... 2 makes the simple act of harvesting a pain.	In Cart				
miner's delight rus	Seed		5	5 Miner's delight rus, these plants produce a miner's delight, and... 5 makes the simple act of harvesting a pain.	In Cart				
Fathead mallow paper seeds	Seed		5	5 Fathead mallow paper seeds, these plants produce a fathead mallow, and... 5 makes the simple act of harvesting a pain.	In Cart				
Tough Mama Pepper seeds	Seed			1 These seeds like to grow, and are smaller, but contain just as much... 1 for growing on the 1/2, instead of just paper, a few more seeds that are... 1 makes the simple act of harvesting a pain.	In Cart				
Brainbob seed	Seed			1 These papers are good for mental focus, and have some unknown uses... 1 makes the simple act of harvesting a pain.	In Cart				
heart shaped seed	Seed			1 A heart-shaped seed, which grows into a small green tree that... 1 makes the simple act of harvesting a pain.	In Cart				
plant seed	Seed			1 A plant seed, which grows into a small green tree that... 1 makes the simple act of harvesting a pain.	In Cart				
Rockhat Bullet Shrub Seed	Seed			1 A shrub that grows in a rocky area, and produces a... 1 makes the simple act of harvesting a pain.	In Cart				
mint/plant seed	Seed			1 This plant has leaves of varying shades, bright green and... 1 makes the simple act of harvesting a pain.	In Cart				
clockwork seed	Seed			1 This plant produces a clockwork mechanism, which... 1 makes the simple act of harvesting a pain.	In Cart				
Rainbow Azon	Seed			1 A seed that grows into a blue, green, white and... 1 makes the simple act of harvesting a pain.	In Cart				
Sack of medicinal Basil leaves	Leaves	20	3x3	1 A sack of medicinal herbs. Able to be eaten raw, or made into... 1 makes the simple act of harvesting a pain.	Clutch Sack	In Cart			



Item Name	Form	Qualitative Weight in pounds	Size (in pixels)	Amount (Distinct Items)	Description	Container	Location	Amount in % (if applicable)	Obtained From	Reflects
Dirt Dryad Seed	Seed	1	1	1	A red green from one of the great Demon trees. This has light green fruit embedded within. It contains no usable seeds, as they seem to have been taken from the tree. It is mostly on the north hemisphere.	In Cart				
Forbidden Fruit of Glubfury	Fruit	664	15x15	1	A red green from one of the great Demon trees. This has light green fruit embedded within. It contains no usable seeds, as they seem to have been taken from the tree. It is mostly on the north hemisphere.	In Cart				A deep red mana which is absorbed into the fruit.
Forbidden Fruit of Greed	Fruit	11	2x2	1	A red green from one of the great Demon trees. This has light green fruit embedded within. It contains no usable seeds, as they seem to have been taken from the tree. It is mostly on the north hemisphere.	In Cart	89%			A deep red mana which is absorbed into the fruit.
Forbidden Fruit of Lust	Fruit	69	5x5	1	A red green from one of the great Demon trees. This has light green fruit embedded within. It contains no usable seeds, as they seem to have been taken from the tree. It is mostly on the north hemisphere.	In Cart				A deep red mana which is absorbed into the fruit.
Forbidden Fruit of Envy	Fruit	8	2x2	1	A red green from one of the great Demon trees. This has light green fruit embedded within. It contains no usable seeds, as they seem to have been taken from the tree. It is mostly on the north hemisphere.	In Cart				A deep red mana which is absorbed into the fruit.
Fire Flower	Plant (Flower)	1	4x4	1	A red and white flower. It's pollen causes spontaneous combustion in black.	None	In Cart			Red liquid mana. Exceedingly warm
Moss stuff	Clump	1	1	1	A blue glowing moss. It has hallucinogenic properties.	None	In Cart			Blue liquid mana. Causes Hallucinogenic effect
Small Blue Mushroom	Plant (Mushroom)	1	1	1	A small blue mushroom. It has hallucinogenic properties.	None	In Cart			Blue liquid mana. Causes Hallucinogenic effect
Spicy Maroon Peppers	Plant (Vegetable)	55	5x3	70	A greasy and spicy pepper. It has something akin to bone marrow.	None	In Cart			Yellow liquid mana.
Impregnated Fruit	Plant (Fruit)	2	1	1	A piece of fruit impregnated with blood serum.	None	In Cart			Mana would not take, well. Green mana.
Furrying Liquid	Plant (Flower)	2	3x1	1	A liquid. Some puff from it, which has mind-altering properties. It's used to make people who are being used to sleep.	None	In Cart			Green liquid mana.
Berries	Pile of plants (Fruit)	5	3x1	1	A pile of various red berries.	None	In Cart			
<b>Supplies</b>										
Nanites	Blob	3	2x2	0	A blob of healing blue nanites.	None	In Cart			
Metal pellets	Pile	15	10x10	101	A pile of square metal pellets, used as ammunition in a shotgun, gauss gun, or cannon.	None	In Cart			Smoky brown mana. Heavy.
<b>Tools / Machines</b>										
Icecream machine	Machine	100	10x10	1	An icecream machine made by Vahak.		In Cart			
Planter Skull	Skull	30	4x4	1	This tan colored skull has a red hole embedded into it. It is inside a small box and has a small red hole. It is used to plant seeds. It occasionally releases dust to the teeth receding the planter.		In Cart			
Weapons-Grade Weapons-Blast	Brick	10	2x4	0	A small red brick. Capable of being used in a number of military applications from being used in a wall, to being used as a target for being the head of a number of different weapons. It resembles a piece of metal, being identical to a particular type of metal. It is used in a number of ways.		In Cart			
Healthstone	Chunk	1	1	1	A chunk of red stone. It is used to heal wounds. It is used in a number of ways.		In Cart			
Doors	Stuff	5x12		1	A mysterious brown metal in plain colored glass. It's power are unknown.		In Cart			
Lead Brown Juice	Stuff	1		1	A small purple liquid. It's power is unknown.		In Cart			
Disintegrator	Stuff	28	30x4	1	A small purple liquid. It's power is unknown.		In Cart			
Battle Orb	Orb	5	3x3	1	A small purple orb. It's power is unknown.		In Cart			
Soul Orb	Orb	2	2x2	1	An object which can absorb up to 10 mana either by blocking spells, or by being used in a spell. It is used in a number of ways.		In Cart			
Great Chain Sweeper	Vehicle	60K	200x189	1	A small purple orb. It's power is unknown.		In Cart			
Colvin Orb	Orb	2	5x5	1	An orb with purple veins. It has a permeable membrane, and will contain the mana within.		In Cart			
Orb (Bouncing)	Orb	234	6x6	1	A small purple orb. It's power is unknown.		In Cart			
Stone Throw	Small Dart	1		1	A small purple dart. It's power is unknown.		In Cart			Ela-zorra glowing in a field with blood
Weapon (Sword)	Weapon (Sword)	1		1	A small purple sword. It's power is unknown.		In Cart			
Giant mech	Machine	45K-1	50x45	53	A giant purple mech. It's power is unknown.		In Cart	100%		
Cybersword	Computer	5	4x4	1	A small purple computer. It's power is unknown.		In Cart			
Solar Antenna	Roller	1	1	1	A small purple roller. It's power is unknown.		In Cart		Combining Aggression and Redigitation	None.
Chain (Neckbrace)	Chain (Neckbrace)	1	1	0	A small purple chain. It's power is unknown.		In Cart			
Tidal Chain	Eating utensil	1	1	0	A small purple chain. It's power is unknown.		In Cart		Fusing Braced Silver With Iron bits	Tidal Mana. Grows in amount and strikes in amount with the tides.
Platinum Forks	Eating utensil	1	1	5	A piece of Cutlery made from platinum.		In Cart			Lightning Mana
Platinum Spoons	Eating utensil	1	1	5	A piece of Cutlery made from platinum.		In Cart			Lightning Mana
Platinum Knives	Eating utensil	1	1	5	A piece of Cutlery made from platinum.		In Cart			Lightning Mana
Platinum Spork	Eating utensil	1	1	1	A piece of Cutlery made from platinum.		In Cart			Lightning Mana
Silver Mirror	Tronax	1	1	1	A very clean silver. Enchant see your reflection.		In Cart		Various sources	Silver Mana. Lowers Gravity. Interacts with Lunar mana
Lockpick+ K6	Tool	20		1	A set of metal tools made from bone and other materials for the purpose of picking locks. It is used in a number of ways.		In Cart			
Chain turret	Machine	100		2	A machine gun made from the metal of the building. It is designed to be attached to a powered chain.		In Cart			
Chain mech	Machine	1000		0	A small purple machine. It's power is unknown.		In Cart			
Schwarze Brand Alchemizer	Machine	20		1	A device that can convert some kind of raw material into objects using some form of alchemy.		In Cart			
Giant Boulder helmet	Armor (Helmet)	200		1	A large purple helmet. It's power is unknown.		In Cart			
Cryskel armor shards	Armor (Helmet)	24		1	A small purple armor shard. It's power is unknown.		In Cart			
Stick Suit	Full body armor	55		0	A set of armor made of wood and leather. It has a number of special abilities, making it an incredible suit.		In Cart			
Mental image projector	Machine	1		1	A device using psionic and glass to project images from memory.		In Cart			
Blade Truck	Vehicle	7000		0	A large purple truck. It's power is unknown.		In Cart			
Plastic Cutlery	Eating utensil	1		1000	A box filled to the brim with plastic forks, spoons and knives.		In Cart		Paper (Inventory) (Skin)	Liquid mana which turns plastic into foam.
Gas Extractor	Machine	50		1	A device that extracts gas from a room. It is used in a number of ways.		In Cart			
Starfish Nurturing Tissue Vat	Machine	200		1	A large silver vat with a clear steel lid that can be clamped in place. There's an input valve for Mana that passes through the lid. It has a blueish tint. It's equipped with tubes of blue, yellow, and red. It has a control panel with a number of buttons. It has a control panel with a number of buttons. It has a control panel with a number of buttons.		In Cart			N.A.
Neurotoxic Micro-controlling Microscope	Medical Tool	300		1	A small purple microscope. It's power is unknown.		In Cart			
Skeletal Peg leg	Prosthesis	5		1	A leg made of bone for the express purpose of allowing 'Victims' to walk after a procedure from which something is to be 'leg' leaving a small a strange void where the stump would be.		In Cart			Proper Death mana. Heals Undead, harms living things
Eternal Shield With Spiral Steel Handle	Shield	9		1	A spiral steel handle with a holographic magical shield. It is used to protect your arm, and has a hole.		In Cart			
Separating Iron Apparatus	Machine	20		1	A machine designed to separate materials into their pure forms.		In Cart			N.A.
Food-to-Magic Engines	Machine	79		1	A machine designed to convert food into magic. It is used in a number of ways.		In Cart			N.A.





