	Description	Learned?	Required Tool	Regent/Material	Spell Type	Prerequisits	Effect of additional mana	Origin	Element / Alignment								
Valeric's Memories	Spells that have been learned by Valeric in his long years of unlife.																
	variety in the long years or units.						Amount of plant growth and control of plant growth	Valeric's									
Splintered Life	Animate dead plants using magic.	Learned			Normal		control of plant growth	Memories Valeric's	Necromantic								
Raise Dead	Raise an Undead minion,.	Learned		Corpse/Skeleton	Normal		May be required	Valeric's Memories	Necromantic								
				Vampire: Gold, Liquid Mana, Living Thing													
	Raise Three Types of undead risinon, Murmises, Which are Preserved and Eribalmed Magical Zombies, Vermpires, Which are Biscoof fed Zombies with Souls to sustain them in between blood feedings, And Abornisations blood feedings, And Abornisations about the services they kill automatically into their body, incorperating them.			Mummy: Corpse, Preserving fluid, Tool for removing organs. Ancient soul (Optional)													
	Magical Zombies, Vampires, Which are Blood fed Zombies with			Tool for removing organs. Ancient													
	blood feedings, And Abominations Masses of Flesh Fed Flesh that			Abomination:													
Advanced Raise Dead II	absorb enemies they kill automatically into their body, incorperating them.			Abomination: Corpses, Several Corpses.	Ritual	Raise Dead	May be Required	Valeric's Memories	Necromantic								
	Add days to a zombies						Additional sustinance	Valeric's Memories									
Sustain Dead	sustenance.	Learned			Normal			Valeric's Memories	Necromantic								
Mutate	Attempt to warp a creatures flesh in any way you desire.	Learned			Normal		None		Necromantic								
Blood Boil	Spend Health to gain mana.	Learned			Normal		None	Valeric's Memories	Necromantic								
	Restores damaged and dead cells using necromancy. Harms living things based on how much of their health is missing.						Amount of HP	Valeric's Memories									
Rejuvinate	things based on how much of their health is missing.	Learned			Normal		restored Or damage dealt		Necromantic								
Raw Life	Spend mana to send out a pulse of raw unrefined life energy. Allows for a living thing to Be given Sustinance for every turn this is used, Replanishing small amounts of blood, ATP, and mana.	Learned			Normal		Strength in pulse Strength of regeneration (Consumes mana per turn while active.)	Valeric's Memories	Life								
	Allows for a living thing to Be given Sustinance for every turn						Strength of regeneration										
Sustain Living	this is used, Replenishing small amounts of blood, ATP, and mana.	Learned			Normal		mana per turn while active.)	Valeric's Memories	Life								
	Inval Minim who has a soul							Valeric's Memories									
Awaken Soul	temporarily, giving them a well of True power to draw from.	Learned			Normal			Memones	Destiny								
	A refined version of Raw Life, It allows Small wounds on living things to be Fused back together.	50% Chance to			Normal		Speed of Knitting	Valeric's Memories	Life								
Linergy remaining	A seliment traces of title securic. If	learn			Normal		Knitting		Life								
	hitting the stormach, or any other area with bacteris, it bursts them, causing Damage over a long period, if it hits anywhere else, it provides a sudden and strong burst of healing which penetrates the area. Harms Undead.																
	period, if it firts anywhere esse, it provides a sudden and strong burst of healing which penetrates						Amount of HP restored Or damage	Valeric's									
Lively Lance	the area. Harms Undead.	23% Chance to learn			Normal		Or damage dealt	Memories	Life								
		35% Chance to learn to Kosherize, 50% chance to Kosherize a spell that you have learned.															
		chance to Kosherize a snell that we															
	Allows Valerik to learn a Clean	have learned. 50% of the															
	Allows Valerik to learn a Clean version of any spell involving organics, reducing the pain, corruption and preserving sapience intelligence, and morality as much as possible.	spets original cost can be used to learn						Valerik's									
Kosherize	sapience intellignce, and morality as much as possible.	the Kosherized version instead.			Metamagical feat			Valerik's Resolve	Destiny								
Remains Of Evil																	
	dimension for 5 Days, which as some point during that time may																
	Spt out 1 Object from this dimension, the object will always be harmless in it's common and																
0.0	due to disrepair, damage, or restraint. Throwing things into the	F00 -1		Onland				Barrella T									
Gateway to the void of the lost. Defense against the dark arts.	Creates a portal to another dimension for 5 Days, which as some point during that time any Spit out 1 Object from this dimension. The object will always be hamiless in it's current state, due to disrepsic, damage, or restraint. Throwing things into the portal may influence it's result.	50% chance to learn	Cutting implement	Object to serve as t, a gateway.	Ritual		None?	Remains Of Evil	Dimentional								
against the																	
	Dispels a negative effect on the user, and recasts itself once for							B-4									
Re-Dispel	Dispels a negative effect on the user, and recests itself once for every point of mana used in the initial casting if the user is affected by another negative effect.	Learned			Normal		Additional Dispells	Defense against the dark arts.	Light								
	Creates an illusion of the user that draws negative effects onto it by sacrificing a small amount of your own health.																
False Target	draws negative effects onto it by sacrificing a small amount of your own health.	Learned			Normal		targets, or Additional health per target, Specify.	Defense against the dark arts.	Light								
	Places a revive token on the user, when the user's health dips to 0, they are automatically revived with 1 point of health for every point of mana spent casting it.																
Previve	they are automatically revived with 1 point of health for every point of many spent resting it	5% Chance to			Normal		None	Defense against the dark arts.	Light								
	Prevents Auras of any kind from affecting the user,				No.		THE REAL PROPERTY.	Defense anainst the									
Anti-Aura Divination,	affecting the user,	learn			Normal		None	dark arts.	Light								
Divination, Finding what can be found								Di de calco									
Detect Object; Spoken	Attempts to divine the location of an object by speaking it's name.	Learned			Normal		None	Divination, Finding what can be found	Haly								
Detect Object; Sigil	Creates a sigil which will point in the direction of an object placed on it.	Lorenza			Normal		None	Divination, Finding what can be found	Moh								
Detect Object:	Sacrifice an object to a map, and the locations of every object like it will be marked on that map.	Learned						Divination,									
Destroy	will be marked on that map. Senses when a particular action is	Learned		Map, Object	Crafting		None		Holy								
Detect Action; Sigil	will be marked on that map. Senses when a particular action is taken near the symbol, for a mile radius	30% Chance to learn						Divination, Finding what can be found	Holy								
	Lets the user See the Past of an object.							Divination, Finding what can be found	,								
Potantial Prediction								can be found Divination,	Haly								
	Lets the user see a possible future.	5% chance to learn						Divination, Finding what can be found	Haly								
	See through the eyes of one undead minion, you can control them at an unlimited distance so long as they are under the effects of this spell.							Necromantic Study									
Eye Spy	of this spell.	Learned			Normal		None	Study	Necromantic								
Bowser Koopa's flame a Dimensional																	
guide to the elements part	Change of the collection																
	Stores 10 charges of fire within your stornach, which can be imbued with any other spell you know and breathed out as either a fireball or a gout of flame.							Bowser Koopa's flame, a Dimensional guide to the elements part I									
Flame Inhale	know and breathed out as either a fireball or a gout of flame.	Learned			Normal		Additional Flame charges	guide to the elements part I	Chaotic neutral								
	Store a globule of molten lava in							Bowser Koopa's flame, a									
Maoma Gulo	Store a globule of molten lava in your stornach to hawk up later, Can be imbued with any other spell you know,	50% Chance to learn		Meltable Object	Normal		Additional Magma charges	Study of Bowser Koopa's flame, a Dimensional guide to the elements part I	Chaotic neutral								
						Bowser Koope's		Study of Bowser Koopa's flame, a									
	Learn sheer control over your fire, it will only hurt what you will it to, e even if spell infused.				Metamagical Feat	flame, a Dimensional		flame, a Dimensional guide to the elements part I	Neutral								
Immunity Firms Heiflam Daged's Necromantic	e even if spell infused.	Learned			Feat	élements part l	None	elements part I									
	Causes Bones to emit a Powerful light, sound and odor when near the user of the spell, making finding them a breeze. 100% chance to learn							Heiflam Dans fir									
Detect Bones	finding them a breeze. 100% chance to learn	Learned			Normal		Area of effect	Heiflam Daged's Necromantic Notes Heiflam	Necromantic								
							Dom:	Norrementic									
Near Death	Magic through the Target, This spet is incapable of killing. Only weakening. Allows one to Carefully and	Learned			Normal		Damage dealt (Still cannot kill)	Necromantic Notes	Death								
	meticulously only raise the necessary parts of a minion,																
	Allows one to Carefully and meticulously only raise the necessary parts of a minion, Reducing Mana cost, but increasing failure chance, passively increases Resurrection precision, allowing for specific Blueprints in a minion, and resurrection of organs.							Heiflam									
Advanced Raise Dead	Blueprints in a minion, and resurrection of organs.	Learned			Metamagical Feat		None	Heiflam Daged's Necromantic Notes	Necromantic								
	Enchants an object with death magic. Which will confer																
	appropriate boruses. Shields and armor will absorb death magic, Swords and spears will evened in																
	appropriate boruses. Shields and armor will absorb death magic, Swords and spears will expend it. Ranged weapons will fire it in place of Ammunition, or Infuse Ammunition present. Tools will kill what they harvest.	50% Cha					Quality and power of infusion	Heiflam Daged's Necromantic Notes									
Death Infusion True	what they harvest.	learn		1 Corpse 1 Water	Crafting		infusion	Notes Heiflam	Death								
True Ressurection (Heiflam Dagged)	Brings life to a corpse, Restoring their body, mind and spirit to the land of the living	50% Chance to		1 Corpse, 1 Willing Soul, and 12 Pounds of fresh soil.	Ritual		None	Heiflam Daged's Necromantic Notes	Life								
Dagged)	Attempts to request the presence	warn		s0f.	retual		NOTE		LINE								
	land of the living Attempts to request the presence of a soul from the afterfile. They may have demands of their own, or Pursuers to prevent their escape from a plane of torment.	25% Chance to						Heiflam Daged's Necromantic Notes									
Call Spirit	escape from a plane of torment. Summons a minion of death to the	team			Normal		None?		Necromantic								
	prane of the trying, who will attack whoever is closest to death Stronger minions increase the							Heiflam Daged's Necromantic									
Black Wager	risk, and the damage, Specify mana spent when casting.	10% Chance to learn			Normal		Power of minion	Necromantic Notes	Death								
	Develop a Spell of your own, to bring life to dead things. Reagents of your chorsion. You Develop																
True Ressurection	escape from a plane of torment. Summona a mission of dealth to the plane of the filering, who will attack whoever is closes to death. Stronger minions increase the risk, and the damage, Specify mans sport when casting, to be present a sport when casting, to be present a spent when casting. Develop a Spell of your crown, to bring life to dead things. Reagents of your choosing, Your Preferred Reagents of your choosing, Your Preferred Reagents of the cast of the control of the contro	25% Chance to			Pau.			Necromantic Study									
True Ressurection (Valerik Nerkun Blood Rituals, and the creation of living weapons.) of this spell.	leam			Ritual		m	Study									
and the creation of living																	
weapons.								Blood Rituals,									
	Absorb ambient blood manin							Blood Rituals, and the creation of living weapons.									
	Absorb ambient blood magic as Mana.	Learned			Normal		None	weapons. Blood Rituals.	Blood								
	Use blood to create a circle that transforms blood review of the							waapons. Blood Rituals, and the creation of living waapons. Blood Rituals, and the creation of living waapons.									
Blood Circle	Use blood to create a circle that transforms blood poured onto it into ambient magic. Transforms any metal object into a bloodsteel version of it. Bloodsteel objects generate life energy when used, healing the user.	Learned		Blood	Ritual		None	weapons. Blood Rituals	Blood								
Ritual Of Bloodsteel	a bloodsteel version of it, Bloodsteel objects generate life energy when used broken in			Blood, Metal Object, Ambient blood mana				and the creation of living									
LONG TERMEN	user. Transforms any metal object into	Learned	Blood Circle	blood mana	Ritual		May be required	weapons. Blood Rituals	Blood								
Ritual Of Living	Transforms any metal object into a Living metal version of it, these objects are sapient and retain memories of before their awakening.			Metal Object, Ambient blood mana				Blood Rituals, and the creation of living weapons.									
Mesal	awakening.	Learned	Blood Circle	mana blood	Ritual		May be required	weapons.	Life								

	Description Temporarily makes a blood circle transform stood into Random objects of value equal to the blood sacrificed.	Learned?	Required Tool	Regent/Material	Spell Type	Prerequisits	Effect of additional mana	Blood Rituals, and the creation of living d weapons.	Element State of Stat
Ritual Of Viad's	Temporarily makes a blood circle transform blood into Random objects of value equal to the blood	5% Chance to		Ambient blood				and the creation of living	
Offering Get ripped in	sacrificed.	learn	Blood Circle	magic, Blood	Ritual		May be require	weapons.	Bool
30 days with muscle Wizardry									
	Allows the beings around you to share in your mad gains, Posing to enhance the strenth of allies.							Get ripped in 30 days with muscle Wizardry	
Mighty Flex	to enhance the strenth of allies. Causes variable strain on the	Learned			Normal		Area of effect	Wizardry	Nootsid
	to enhance the sterrin of alles. Causes veriable strain on the user's body, increasing their gains. The presents of Adrenaline in the user's body white under the effects of this spell increase gains. Specify percentage of weakness.							Get ripped in	
Enfeeble	while under the effects of this spell increase gains. Specify	45% chance to			Normal		Greater Gains for a given % weakness?	Get ripped in 30 days with muscle Wizardry	Nostal
		warn.			recental		WEIGHTHESS		Notice
	temporary increase in muscle mass based on the spell cast. This lasts for three turns and can stack up to three times.	20% shapes to			Matemanical			Get ripped in 30 days with muscle Wizardry	
Mystic Muscle Dimentional magics, a Primer	Max up to since since.	leam.			Metamagical Feat	Enfeeble	None	Wizardry	Artane
magics, a Primer									
	Creates a bubble which is larger on the inside. The percentage of increase determines the mana								
	increase determines the mana cost. Mana cost is decreased if							Dimentional	
Warp Space	increase determines the main cost. Mana cost is decreased if the Bubble is inside a physichal object. Transports the user to an area in three dimentional space. Specify how many body lengths away the teleportation is. The spell will not function if the area in question is occupied by dense solid matter.	Learned			Normal		Area of effect and intensity	Dimentional magics, a Primer	Nootral
	three dimensional space. Specify how many body lengths away the								
Teleport	teleportaion is. The spell will not function if the area in question is occupied by dense solid matter.	Learned			Normal	Warp Space	Distance	Dimentional magics, a Primer	Nontral
	Creates a rend in space, which spits out an object on occasion. Throwing objects into this hole increases that chance. The rend dissepears 1D10 days after								
	Throwing objects into this hole increases that chance. The rend dissappears 1D10 days after								
Constituint	creation unless stabalized with the name of the reality it is connected	19% chance to				Warp Space, Teleport	None?	Dimentional magics, a Primer	
gateway Book of real spells	10.	learn.	Cutting implement		Normal	Teleport	None?	Primer	Description
Ave. of Control	Creates a 100% real fireball	100% Chance to learn			Normal		None	Book of real spells	Find
Real Lightning	Calls down lightning with inredible force!	100% Chance to learn			Normal		None	Book of real spells	Lighting?
Great Shield	Calls down lightning with innedible force! Creates a shield that provides a solid wall to magical attacks. The most powerful spell in the world!	Learned			Normal		Size of shield	spells Book of real spells Book of real spells Book of real spells	Arana?
Super Duper Spell Dwarven extruder scroll	world!	learn			Normal		None?	spells	Destiny?
ortender come			Dearwor extrate				Name	Description solvable sorell	
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Circle Of Life Craft Cells Craft Tissue Craft Organ False Life Cloning Ribaal Craft Philosopher's Stone Chimerize	Draw a circle where organic materials can be easily mainty-dated Create the most basic form of organic site align cells to form fissue, 50% chaince to learn, Combine servaral tissues to make an organ,	Learned Learned Learned Learned	Course stude	Cells Tissue, Cells Carbon, Water, Sodium, Iron and Soil,	Crafting Crafting Crafting Crafting		None None None None None None None	Deservation and Deservation and Deservation and Deservation and Deservation and Deservation and Homunculi Homunculi Homunculi Homunculi Homunculi Homunculi	ADMINY
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Circle Of Life Circle Of Life Craft Cets Craft Tissue Craft Organ False Life Cioning Ribasi Craft Philosopher's Stone Chimerica Alchamical signments	Draw a circle where organic malerate car be easily care to easily a control of the easily care to the fisters. So it charlos to team, confrience saved sign cells to form fisters. So it charlos to team, confrience saved sinces to make a control of the easily care to easily easily control of the easily care to easily easily care to easily easily care to easily easily care to easily eas	Learned	Circle of Me	Cells Tissue, Cells Carbon, Water, Sodium, Iron and Soil,	Crafting Crafting Crafting Crafting		None None None None None None None	Commenced in the control of the cont	ADRING BY
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Circle Of Life Craft Cells Craft Cells Craft Tissue Craft	Date a circle ordere organic materials on the early materials on the early count of a most last form of organic file. Count if it most lasts for most organic file. Counties are alique on the best count of the count of the county of the coun	Learned Learne	Circle of Me	Cella Tissue, Cella Carbon, Water, Sodium, Iron and Soll, Varies,	Crafting Crafting Crafting Crafting Ritual		None None None None None None None None	Homunculi Homunculi Homunculi Homunculi Homunculi Homunculi	ADRING ROLL ROLL ROLL ROLL ROLL ROLL ROLL ROL
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Circle Of Life Craft Celts Craft Celts Craft Tissue Fision Sigil Fission Sigil Fission Sigil Fission Sigil Fission Sigil Fission Sigil	Date a crisis where organic manipulated and an experiment of the country of the c	Learned Learne	Circle of life	Cella Tissue, Cella Carbon, Water, Sodium, Iron and Soll, Varies,	Crafting Crafting Crafting Crafting Ritual		None None None None None None None None	Homanculi Homanculi Homanculi Homanculi Homanculi Homanculi Homanculi Alchemical aigis for demenical aigis for demenical aigis for demenical aigis for demenical aigis for	ADRING ROLL ROLL ROLL ROLL ROLL ROLL ROLL ROL
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Circle Of Life Craft Calls Craft Calls Craft Tissue Craft Tissue Craft Circle Craft Circle Craft Craft Craft Calls Craft Craft Craft Sigil I Fasion Sigil Changing Sigil Shaping Sigil Shaping Sigil Shaping Sigil	Date a crisis where organic managination and crisis where organic managination of crisis with a crisis of the cris	Learned	Circle of life Implement for engraving Implement for engraving	Cella Tissue, Cella Carbon, Water, Sodium, Iron and Soll, Varies,	Crafting Crafting Crafting Crafting Ritual Crafting Crafting Crafting Crafting Crafting Crafting Crafting Crafting		None None None None None None None None	Morranculi Morranculi Morranculi Morranculi Morranculi Morranculi Morranculi Morranculi Alchamical algis for downnical algis for downnical algis for downnical algis for downnical algis for for formaculi Morranculi Morranculi	ADRING ROW
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Circle Of Life Coral Calle Coral Tales Coral Falles Life Coral Falles Coral Falles Fall	Date a circle where organic memory and a circle where organic memory and a circle with	Learned	Circle of life Implement for engraving Implement for engraving Implement for engraving	Cella Tissue, Cella Carbon, Water, Sodium, Iron and Soll, Varies,	Crafting Crafting Crafting Crafting Retual Crafting		None None None None None None None None	Homenculi Alchemical adjit for dementical adjit for homenculi Home	ADENTY OF THE PROPERTY OF THE
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Corick Of Life Cort Cort Cort Cort Cort Cort Cort Cort Cort Cort Cort Cort Cort Cor	Date a crisis where cognitive management of the company of the com	Lamed	Create of Ide Implement for i	Cala Tiese Cale Carron Nave Cala Cala Cala Cala Cala Cala Cala Cal	Cuting Cuting Cuting Cuting Cuting Cuting Retail Cuting Cu		None None None None None None None None	Accession of the Control of the Cont	Marie Mari
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Crick Of Life Crain Crit Life Charrier Biblio Charrier	Date a citals where organic memoral and control and early memoral early early memoral early early memoral early	Lamed	Create of Ide Implement for i	Cala Times Calh Carlon Nave Call Call Call Call Call Call Call Cal	Outing		None None None None None None None None	Accession of the Control of the Cont	Marie Mari
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Cruck Of Life Crain Crist Conner (Crist Crain Crist Crist Crain Crist Cr	Date a citals where organic memoral and control and early memoral early early memoral early early memoral early	Lamed	Create of Ide Implement for i	Cala Tases Calb Carbon Nava Carbon	Outing		None None None None None None None None	Achimical again for a same and a same	Marie Mari
Crick Of Life Craft Cola Craft Table Signification	Date a crisis where organic managination of contract the contract that is a crisis where the contract	Lamed	Create of Ide Implement for i	Cala Tases Calb Carbon Nava Carbon	Outing		None None None None None None None None	Alchemical	Many
Crick Of Life Craft Cola Craft Table Signification	Date a crisis where organic managination of contract the contract that is a crisis where the contract	Lamed	Create of Ide Implement for i	Cala Tanes Calb Carbon Nava Carbon	Outing Outing Outing Outing Filture Outing Couting Outing		None None None None None None None None	Alchemical	Many
Circle Of Life Crain Crist Crain Times Cr	Date a citals where organic meropated in early mero	Lamed	Create of Ide Implement for i	Cala Tanes Calb Carbon Nava Carbon	Outling Outling Outling Outling Filture Outling		None None None None None None None None	Accession of the control of the cont	Many
Circle Of Life Crain Crist Crain Times Cr	Date a crisis where organic managination of contract the contract that is a crisis where the contract	Lamed	Create of Ide Implement for i	Cala Tanes Calb Carbon Nava Carbon	Outing Outing Outing Outing Filture Outing Couting Outing		None None None None None None None None	Alchemical	Many

	Description	Learned?	Required Tool	Regent/Material	Spell Type	Prerequisits	Effect of additional mana	Origin	Element / Alignment									
Soulbound	Causes an object to always return to it's owner's possession unless sold or traded away.				Crafting		Durability of	Artifice, Theory is not practice	Destiny									
	Elemental versions of spells can now be added to objects, an	Learned			Craiting		Enchant.	practice	Desarry									
Enchanting	example would be adding "Lightning Near death" to a sword in your case.	Learned			Metamagical Feat		Durability of Enchant.	Artifice, Theory is not practice	Arcane									
	between at will.	45% chance to learn			Crafting			Artifice, Theory is not practice	Arcane									
Craft	Ties The magic in any object together, Ascending it from an enchanted item to an artifact						Quality and	Artifice,										
	Incrases Power, quality, and spell durability immensely	5% chance to learn			Crafting		Durability of Enchant	Theory is not practice	Destiny									
The offering of Balrog and Helios																		
Self Prortain	Causes a voice to announce your good and evil deeds of note.	Learner			Normal			The offering of Balrog and Helios	Holy									
	grants the user 10,000 Dark mans for free, but forever curses them to be incompatible with normal mans, along with this spell only being able to be used once per person it inevitably ends with the user cursing the people around him in some affort to drain dark							The offering of										
Spell 1, Evil	mana from them, or teaching the spell to unwary fools and then stealing their newfound dark mana.	5% chance to learn.			Normal		None	The offering of Balrog and Helios	Holy									
	a buff that causes every spell cast to help another sapient being in a																	
	random act of kindness to increase the amount of mana the user and being in question get the	5% chance to						The offering of Balrog and Helios										
Spell 1, Good	next day.	leam.			Normal		None	The offering of	Holy									
Spell 2, Evil	Drains mana of any kind from a target, the upper limit of mana drained is your current mana.	5% chance to learn.			Normal		None	Bairog and Helios	Holy									
	can call out to any beings that know you, and request mana from							The offering of Balrog and Helios										
	them telepathically.	5% chance to learn.			Normal		None	Helios	Holy									
	e Transforms the nearest living thing that the user carea about into pure energy, and forces that energy into a portal for summoning Baltog to lay waste to ona's enemies. The more the user regrets casting it, the more owerful the Baltod's avetar is	5% chance to						The offering of Balrog and Helios										
Spell 3, Evil	and the longer it lasts. Transforms the user into a	leam.			Normal		None		Haly									
	weapon temporarily, this weapon deals their own max health in damage with every attack, and grants full use of their spells, techniques, strategies skills and	5% chance to						The offering of Balrog and Helios										
Spell 3, Good Other	mana to the wielder.	learn.			Normal		None		Holy									
Summon	Call out to a being's Will, summoning it into an avatar made from your mana.	Learner			Normal		Strength and	Dublin the Orc Wizard	Dimentional									
Craft identification	Turns a piece of paper into a small canable of describing						Additional information, along with requiring additional paper	Reverse										
scroll	objects on command Transform two pieces of wood	Learned		Paper	Crafting			Engineering	Arcane									
Craft Wooden Communication	from the same tree into Connected magical devices, which can transfer sound at need			Multiple pieces of wood from the				Reverse										
	distance. Allows the user to send a ghost of their will to a being by naming them or Describion them. Having	Learned		same tree.	Crafting		None	Engineering	Arcane									
Spectergram,	a ritual Related to the target will decrease the mana cost Creats a sigil around a hole, valve	Learned			Ritual/Normal		May be required	Study of magic	Arcane									
	or pipe that Contains several options for limiting, changing and editing mana flow through it.							Study of Sigits										
Gate Sigil	Generates a Pale Blue hologram	Learned			Crafting		May be required		Arcane									
	of whatever the caster desires upon casting.	Learned			Normal			Study of False Target	Light									

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

Name	Description	Learned?	Origin	Prerequisits										
	Biologically passive abilities													
Natural Talants														
Inner Fire	A small permanent fre has sprouted in your belly, Allowing passive generation of flame charges, free smoke breath, and free minor fire breath.	Obtained	Advanced use of "Flame inhale"											
Kitsune Biology	Being able to change the size of your face gives an easy way to improve Diplomatic relations.	Obtained	Birth to the right species											
Lich Learned Talants	With your phylactary you are immortal, simply regenerating at your phylactary upon destruction. You tread the line between life and death, granting you resistance to Death magic and Life magic. Learned passive abilities	Phylactary lost	One of the Final Branches of Necromancy.											
Ultimate Necromancer	You have a mastery of the Necromantic arts, Allowing you to develop New necromantic spells		Eons of practicing Necromancy			_								
	with little to no study.	Learned	Performing a Powerful											
Secrets of life and Death	Valerik has unlocked a part of his innermost self, he can sense his missing phylactary pieces, and see the bodies of those around him.	Learned	Necromantic Ritual has Awakened his hidden memories.											
Surgeon	You have enough knowlage of anatomy to Cut someone open witout 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											
Muscle Wizard	Your muscles are your staff, your body and your mind are one and the same. Feats of magic and might are no longer discernable from one anouther. You are ripped.	Not learned	Get Ripped in 30 Days with Miscle wizardry.											
Comprehensions	Having read books, and pointificated on them													
Beginner Blood Ritualist	You have a very shakey understanding of blood magic rituals.	Learned												
Novice Dwarven Linguist	You at least know some words and phrases in dwarven.	Learned												
	You have a rudimentary understanding of Alchemy, and the sigils used to perform it.	Learned												
Novice Dark Alchemist	You have a rudimentary understanding of creating Homunculi and other dark alchemy.	Learned												
Diviner	You have a Good understanding of the Basics to Divination, and the spells used to perform it.	Learned												

							Special			Guestimate Weight in	Average Health	Health									
Name	Description / orgin	Assigned task N	èumber	Equipment	Status conditions	Special Information	Information Values	Size (pixels)	Chanelable mana	Guestimate Weight in pounds (per unit, not total)	points Per unit	points Total	Sustainance Type	Sustinance	Location						
Other Sustinance Types																					
Fingernalis, Inert Chastly Quote: Nevermore		None		Ivl 2 Mechanical		Dangerous fingernaits attached to Blood Cattle Golem, Internal mana	Golem Core at 100% status	1x1 6x4					Blood (Inert)		Nearby						
Nevermore		None	1	Gun 3 Soft, fluffy, Incoming	Covered in Spores	Golem, Internal mana storage	100% status				110	110	Magic (Golem)	NA	Nearby						
				Silencing Pillows, 1		An advanced Dwarven															
Zembilied mech		None		lvl 2 Mechanical Gun 3 Soft, fluffy, Inspiring, Silencing Pillows, 1 Warm, Heavy, Cozy, Secure, Protective Duvet/Blanket	NEEDS BUOT	An advanced Dwarven Mech, Infected with flesh and necromantic energy, Inspiring to sleep in, like a racecar bed, but not.		32x25			900	900	Magic (Inert)		Manda						
Action Based Sustinance		NOTE		DUVESBARKET	NEEDS PILOT	racecar beo, but not		32925			800	800	Magic (min)		Nearby						
	A vampine scorpion based of Platinum dust and Pig Iron liquid mana. Exoskelden painthrush- infused with Cheer Steel. Stinger enchanted with Water Teleport and Infused with a glass canon. Stinger his access valve and Toxic Warp Openios latting it be to the property of the time stinger disease on bally to ride chains.																				
	infused with Clear Steel. Stinger enchanted with Water Teleport and Infused with a niese canno																				
	Stinger has access valve and Toxic Warp Space letting it be																				
Vampire Scorpion turnet	fron tinged glass on belly to ride chains.		1					5x8			35	35		10	Nearby						
Death Hourglass	chains. A Simple Class and iron Houglass Filled With animated bone dust A massive beetle designed to Tak over machinery and statuse using a golem core attached to it.		1					2x3		2	5	5	Magic	10	Nearby						
D	A massive beetle designed to Tak over machinery and statues using						Golem Core at 100% status				15				Nearby						
Prosesor beene	a govern core anached to it. A hollow moth infused with Clear Steel, and enchanted with the ability to Store spells which it detonates itself casting.		- 1				100% status				10	15	Magic	10	resultsy						
CrackerBy	ability to Store spells which it detonates itself casting.		4			A custom of first pixed Steps		1x1			1	4	Magic	1:	Nearby						
Bone Solders						A swarm of fist sized Bone spiders, equipped with a Pair of scissors, a Spike, and a saw made of bone.		213				2			Nearby						
wite opinits		None	- 1			saw made of bone. Internal storage, Partially made of wood, Bug shape, Durable, Can carry a lot of weight		243			2	2	agic	10	- Henroy						
Luggage		Mine iron	1			Durable, Can carry a lot of weight					90	90	Magic	4	Nearby						
Necromechanic's Workhearth		Ready to use				A workbench capable of Manipulating Living and undead things without rendering them dead or inert.					N.A.	N.A.	Manie	10	Nearby						
		,	- 1	2 S-Steel Steel Chainmail		and a second or their.								10							
Skeleton Duo		None	2	Jackets and 2 S-Steel Daggers.	Covered in Poison	Twin skeletons, Otherwise unremarkable		14x8			36	72	Magic	20	Nearby						
				2 S-Steel Steel Chairmail Jackets and 2 S-Steel Daggers. S-Lul 2 Class Carnons Steel Caunitet 5 S-Steel Chairmail Jackets 5 S-Steel Chairmail Steel Caunitet 1 S-Steel Steel Chairmail Jackets 5 S-Steel Daggers.																	
				Steel Gauntlet 5 S-Steel Steel Chainma ²		A large group of Skeletons, otherwise unremarkable. Their leader is infused with clear steel, and wields a Molten gauntlet.															
Criminal Skeletons		None	5	Jackets 5 S- Steel Daggers.		clear steel, and wields a Molten gauntlet.		14x8			9	42	Magic	62	Nearby						
		None		1 S-Steel Steel Chainmail Jacket and 1 S-		A two headed Skeleton															
Biclops		None	1	2 S.Steel Steel		A two headed Skeleton made from two smaller ones. Squashed Creatures Mede of Bons, With four arms each and Metal tipped Showels, They are capable of Digging at great Speed					110	110	Magic	10	Nearby						
				2 S-Steel Steel Chainmail Jackets and 2 S-Steel		and Metal tipped Shovels, They are capable of Digging															
Shovel Blights		Mine iron.	2	Daggers.		A leg Bone With a Scythe					30	59	Magic	8	Nearby						
						a great special service and se															
Scythip		None	1			atiffen into a Scythe staff. A tiny ink pen Made from Manicolly Enhanced hone		8x8			10	10	Magic	10	Nearby						
						Capable of Identifying things, writing them down, and															
Identification pen		identify our stuff as we make it	1	67% ink		information known only as "Big Brain"		1x3			1	1	Magic	10	Nearby						
One Armed Metal				67% ink 1 S-Steel Steel Chainmail Jacket and 1 S- Steel Dagger.		A Skeleton coated in Metal, Thick and Heavy		1418				80			Nearby						
Day Based Sustinance		None	1	Steel Dagger.	Missing Arm	Thick and Heavy:		14x8			80	80	Magic	10	Nearby						
Great Cargo Worm			1					15x50		1500	1250	1250	Flesh		Nearby						
						A sheet of skin infused with clear steel, Given sharp claws, and enhanced to be															
						mearly invisible, Someone who is not aware of it will not see it. It can sacrifice health							Magic								
Stalking Skin		None	1			to regain it's invisibility effect. A Fist sized undead Spider		14x8			10	5			Nearby						
				Shocking		attached to the back of it's head, Slippery Skeel armor															
Armored Acrobetic Spider		None		Shocking Platinum Fangs, Slippery Skeel Plating.		A sheet of akin infused with clear steet, Ghven sharp clievs, and enhanced to be meanly invisible, Someone who is not aware of it will not see it. It can secrifice health to regain it's invisibility effect. A First stoet undead Spicter with a skeletal Hand attached to the back of it's head, Sippary Skeel ammor plates all over it and platinum caps on it's fangs capable of sectificing substinance in neturn for an electric schock. A measalve hutch of a Zombie,							Flesh		2 Nearby						
upmell		Photos .	1			A massive hulk of a Zombie, Filled with flesh and fat, with					1	1	· matt		- warey						
Big Zombie		None	1	Large Spiked		A massive hulk of a Zombie, Filled with flesh and fat, with two Massive arms, and two tiny lags. A pack of undead Wolves, Led by a Centaur Wold Made from a Bandit Zombie and an alpha male.					132	132	Flesh	13	Nearby						
Wolf Zombie Pack		None	,	Large Spiked Destructive Boulder		Led by a Centaur Wold Made from a Bandit Zombie and an alpha male					20	59	Flesh		2 Nearby, Centaur wolf with Nomada						
		-		3 S-Steel Steel Chainmail		A Group of Undead Bandit					20	39									
Bandit Zombies		None	6	3 S-Steel Steel Chainmail Jackets and 3 S-Steel Daggers.		A Group of Undead Bandit Corpses, Otherwise unremarkable		14x8			12	74	Flesh		Nearby						
Muscle engine Mark 1 Fatmili		None None None	1								N.A. N.A.	74 N.A. N.A.	Flesh Flesh	1:	Nearby Nearby						
						A Large undead fly, With a wooden comunication device on it's back and runes covering it, it's designed for Speed and Agility above all else. An animated Brain, Otherwise unremarkable.															
Fat Fly Zombie		None	1			covering it, It is designed for Speed and Agility above all else.		2x2			1	0	Magic		Destroyed						
Brain Stime Non-Undord		None	1			An animated Brain, Otherwise unremarkable.							Magic		Nearby						
Non-Undead																					
Stick Golem 1.0	A Small golem Made from spiral steel with a Silicon core, it is about as large as a normal human when unfolded, but can telescope down into a small case with a handle.	None	0	4 cryskeel shorts	words		Golem Cores at 100% status	14x8			15		Magic (Golem)	N.A	Destroyed						
	into a small case with a handle. A golem with a simple spharical Iron core and Spiral Steel body. Similar to the handy stick minnion except a shorter body and 4 spisierlike lage for balance and ending in pig iron for climbing. Also has Wohenine-style extendable claws for strack, digging, and demotition, enchanted with Chaos Shaping Sigil.												,								
	ormer to the handy stick minnion except a shorter body and 4 spiderlike legs for balance and																				
	Also has Wolverine-style extendable claws for attack,																				
Stick Golem 2.0	organg, and demolition, enchanted with Chaos Shaping Sigil.	None	2				Golem Cores at 100% status	12x8			20	40	Magic (Golem)	NA	Nearby						
	This is a three eyed Transport and combat drone. It has two on-board machine owns.																				
	digging, and demotion, enchanised with Chause Shaping Scholarity of Chause Shaping Chause Shaping Chause Shaping Chause Shaping Chause Shaping Chause Shaping Shaping Shaping It has the on-board machine guns and an emergency Sulf-destruct feature. It has no on-board machine guns and an emergency Sulf-destruct feature. Shaping Shaping Shaping Hard Shaping Shaping Shaping And a powerful battery. If a purpose is to transport Coods safely within a specified snea. usually used in escretafor, or It is worth a great deal, and as such one can order the shaping such one can order the such can be all of the such can be a support of the shaping shaping such can be a support of shaping s																				
	motors, A Magitek Golem Core, And a powerful battery.																				
	safely within a specified area, usually used in excavation, or exploration																				
	It is worth a great deal, and as such one can only be afforded by nobility in most come.				2 Marhanina		Golam Com														
Silver Robot		None	1		2 Mechanical Machine Guns.		Golem Core at 98%				110	110	Magic (Golem)	NA	Nearby						

Name	Description / orgin	Health	Mana	Guestimate Weight in pounds	Status conditions	Equipment	Properties to remeber	Quote	Assigned task	Sustinance	Location	Spell/ability list
Gallar'nt	A Full blooded demon who is also a paladin	566		10 5	00	Enhanced Golden Platemail, Enchanted Clear Steel Visor, διάβολος φτερό; The Devil Wing	Flight, Detect Evil, Huge and strong			Fine	Nearby	Curse of Painful fire, Curse of Bottomiess stomach, Curse of Wizard eyes, Curse of Prostoopition, Curse of Bist, Curse of Randon polymorph, Curse of Overwheiming bleeding, Curse of Igniting touch, Curse of Necrosis, Curse of Pain, Curse of Spoken thith, Curse of Profymorph, Curse of the vampire, Curse of Pain, Curse of Frost, Medusa's curse, Curse of Singapan, Curse of Fordine, Paine Inhale, Bless, Blessa, Blessaga, Awaken, Minor Miracle, Purify, Turn undead, Tap Carnon, Flerof Stah.
Dublin	An Orc who is also a wizard	160		10 2	30	Wizard Robe, Wizard Hat, Stave, Cryskeel Dagger. Spell Quiver				Fine	Nearby	Fire Llab Summon, Flame inhale, Bubble, Water, Mage hand.
Fairy Berzerker	An absurdly strong fairy, slobbering with rage and wielding a titanic sword	45		14	1 Overburdened	Tiny Adamantium Armor, Supermassive Greatsword	Tiny size, Absurd strenght, Flight			Fine	Nearby	
Harkim Salva	A young Boy with budding necromantic prowess and great strength, Currently under the tutilage of Heilfam Daged.	60		0 1	60	Noble Clothing infused with Cryskeel Chainmail. Symmetrical Elaborate Alming Arcane Platinum Telescope, Cryskeel Dagger.	Young kid			Fine	Nearby	Water, Flame Inhale, Immunity Flame, Bless, Natural Necromancer.
Commander Chief	A Soldier/Guard of Eadlestien, He is well versed in a number of things that a guard and commander should be.	240		7 2	58	Bandit clothing, GSG-gun, Combal knife, More?	Knowledge of Eadlestien, t Knowledge of military matters			Fine	Nearby	
Wizard Butler	A wizards soul placed inside a Livingmetal wood body, Raritanium thrusters are attached, and a Topaz Golem core has been inserted, Enchantments on the whole of his body allow for acrobatics, and minor regeneration and Textural shapeshifting.	238	1d3+1 per turn	n 8	00	LVL 1 Sturdy Stave, Light waver Wooden Communication device (CH 1) Scouting goggles, 2 MK2 RPA Blasters	1 Platinum finger, 1 Demonite Finger, 4 arms, Flight, Spider climbing, Ludricusly durable, Huge and strong			Fine	Nearby	Legendary Channeling Cortrol, Four armed novice.
Honey	A class IX artifical intelligence core that holograms as an anthropormorphic Dragon.	10		0 6	50		Control Golem. Maximize Efficiancy, Combat Calculations.			Fine	Nearby	
Jeanne Rudamera	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.	236		1	79	Mystic Dress, Hairpin Scabbard, WCD, Rocket Heels, Lightning glove, Re-dispell Brooch, Welding kit, MK2 RPA Blaster, Blood Bottle, 20 Meters of Clear Steel Chain rope, Vial of Oasis water, 60 Small Human coins, Sharp Cleaving Crystalline Katana	Desert knowlage.			11	00 Nearby	False target, Afterdash, Fakeout, Illusion blood drain.

Name	Species	Description	Sustiance	Health	Mana	Status	Equipment	Assigned purpose	Location
Blood Capsule	Human?	A silver Capsule coming up to your chest, inside is a horrificly mutilated and mutated Bandit, Hooked up to all manner of unspeakable things. it is equipped with food, Air, and Other pipes, and has an output for Blood, as well as several gauges showing His state of being.	Fine	400	3	Blood Amount 14 Liters Stable blood pressure: 115 (Below 80 Causes harm, above 120 Causes Harm.)	Bandit Clothes	Blood Production	
Bandit	Human?	A bandit captured and restrained by Wizard butler and Big Zombie, His teeth have been removed.	Poor	40	3	Tied up, Gagged, Missing Teeth	Bandit Clothes, Scavengy mask.	Twisted Crazy experementation?	
Bandit	Human?	A bandit captured and restrained by Wizard butler	Poor	40	3	Tied up, Gagged	Bandit Clothes, Scavengy mask.	Twisted Crazy experementation?	
Rabbit	Rabbit	A mundane rabbit, somehow found in the desert.	Fine	4	2	Tied up		Twisted Crazy experementation?	
Scorpions	Scorpion	A group of 10 Scorpions	Fine	11	1	Caged		Twisted Crazy experementation?	
Scormoth Critter	Scormoth	A scorpion fused wiht a moth.	Fine	2	1				

		Amount in %	Guestimate Weints in		Amount (Distinct items)			Location	Obtained From	a d	Material / chemical composition / Necromanti exact mineral holy index	e.				
Type Substances	Form	(Fapplicable)	pounds	Size (in pixel)	s) (Distinct items)		Container			Reflects	exact mineral holy index					
Dearven Alloy 9			1000	204		An alloy of all mundane elements, created through secrative dwarven techniques and infused with a inner web of mythic 1 metals.										
Necromantic Chunk	Chunk		- 1			1 A tiny piece of solidfied Death mana				Mans that Draws in small particles creating Petals, and reveals the past.						
Rose Gold Crystaline essense	Dar Dubble Sheet		10	tu2	1	1 A bar of Rose gold 1 A Bubble filled with the essense of Crystal.		in Cart in Cart	2 Pounds Copper, 8 Pounds gold							
Metal Leather Blank matter	Dictor		3			s finy piece of Leather, infused with the essense of metal A bubble filled with nondescript matter. A small piece of an interdimentional creature, it appears to	Cryskeel Val	in Cart In Cart								
Drop of Nothingness Shred of Darkness	Scrap (in container) Liquid (in container)		0		1	3 A bubble filled with nondescript matter. A small pince of an interdimentional creature, it appears to 1 be nothing but will, keeping itself through ambience alone. A small pince of an interdimentional creature, it is a piece of 1 Dark energy, Shadows of a Southwart.	Cryskeel Val	in Cart In Cart								
Small green Scale	Scale		1		1	5 Dank energy, Shadows of a Southeast. In the scanned of a nearly indestructible material. It is an alchemical simulation of the scale of a legendury beast, who also not conditionally assume the ready all harm. Buy lived in the violantic regions, and could only be harmed from the hadde. Seems to reflect a light final loops around back into the bar it when not latest control of.		in Cart		Liquid manu which seems to Help in resisting Traums.						
Lime glass-metal	Bar Pile (In container)		1		1	Seems to reflect a light that loops around back into the bar t when not taken control of.		In Cart		Light mans which loops back into the bar.						
Calcrete Glass	Container) Bar		298 - 198	kuS tx3		A bag of what calls East "Calcrele". Apparently when mixed 1 with a liquid, it becomes a solid substance. Several bars of high quality glass.		In Cart In Cart		identification reveals that it will solidify the calcrels to apply mans. Light mans Purple mans Filled with faces, highly caustic to matter and magic.						
Demonite Chunk	Chunk		90			A large chunk of demonite		In Cart None								
Clasis Water	in container		1		1	A bar of Rantanium and Platinum, alloy, it is opaque with a pink and white color, shimmering strongly.	Glass Phials	None remaining!	An casis in the desert near Endlestien. Alloying Rantonium witt Platinum	Mana dissapeared 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.						
Rari-Platinum Alby	Small bar		1							very small portion of the material. Liquid mans which temporarily increases this leather's Strength. The effect lasts for						
						A Small patch of alchemical leather simulant made to imitate skin from the hide of a Dark Dragon, it was a replical monanter Summoned from the basishment of 7 Dark beasts, whose scales shimmered with all the colors of the rainbow. Absurdely wear resistant. Tensile strength 100x 1 normal leather	None		Alchemy, 0.5 Pounds of Leather and 0.5 Pounds of Clear Steel fused in The Iron apparatus will make 1x1 Inches of Dark dragon hide.	very small portion of the material. Liquid mans which temporarily increases this leather's Steroght. The effect tasts for about 2 Turns, and scales based on the amount of mans used. When channeled, the leather Shines with an otherworldy nathow light, and light bursts coem off of it when struck.						
Dark Dragon Hide	Sheet		1					in Cart	hide.	It when struck. Directional Thrust Mana, Most of it is consumed by the Gern, Creating a thrust on the other Facet of the gern.						
Radanium	Crystal	90%	100				None	In Cart	A mine under Eadlestien	A clear liquid shimmering mans which seems to serve no purpose other than						
Human leather Large Topaz Gem Topaz Geode	Bar Ore boulder		10 : 5 20		1 1	A Bar of human leather, Thick and heavy. A large mechanically cut topaz. A Rock filled with Topaz crystals.	None None None	in Cart in Cart in Cart	Various sources. Various sources. Various sources. Mining	A clear liquid shimmering manus which seems to serve no purpose other than "Magical Pemperation" Wind Manus Temble Wind Manus						
Cryskeel	Gernatone					2. A Hock read with open crystals. A Place of Chystaline Sizes, it is faxible, but all prone to shattering, it holds a much tiner edge, and the liquid mana sizes into the material giving it a Purple amokey hue, which of floats inside of it.	None		Alchemy, Fusing a piece of Clear	Skeel mans, Seems to be able to store itself in Cryskeel						
Cryskeel Wood Grain Crystal	Chunk		1			floats inside of it. It is a Dense crystal made from Sized which seems to imitate wood at a structural level. It still only reflects Normal 1 Sized mans however.	None	In Cart	Steel with a bone Alchemy, Fusing a piece of Clear	Flori More						
Psychocite	Dar				1	Psychic Metalloid with several strange properties	None	in Cart		Steel Mana Psychic mans, retains information, can be inserted nto psychocite to cause it to record information. Same						
Large Stone Bricks Mercury	Bricks Liquid		2000	2x4	2	C Large Bricks made from raw stone.	None Iron Separating apparatus	In Cart On Site In Cart	Various sources. Various sources, Mining, Refining one, Purchase	Same Toxic Mana, hallucinogenic.						
		-2%	The weight of the world on a man's		As many as there needs to be.			None								
Abstract Orb Calcium	None Pile		shoulders. 700			It is filled with vague notions and sweet nothings.	Itself None	in Cart	Alchemy, Fusing a Sustained Objectivity, and shaping sigil. Various sources.	Your innermost thoughts. Purple Liquid mans, increases ridgidity of whatever it is stathered on temporarily.						
Silicon	Ple		600			2	None	In Cart	Various sources	Replication						
Clear Steel	Gernatone			ts2		A piece of steel, Crystalized so that it is transparent, it is 4 more durable than normal steel, but also brittle. A wire made of Red Silver, When compressed into a ball, it creates a sort of additional monolight, which can be 1 transferred through wires made of the same.	None	In Cart	Alchemy, Fusing a mixture of 20% steel and 80% glass in the iron fusion apparatus. Alchemy, fusing Silver and Redstone in the iron fusion	Steel mans Silver Mans, Lowers Gravity Interacts						
Redsilver	Wadded Cable		- 1		1	A chunk of White and Darl metal. Made from Din into and		In Cart None serial ring!	Redatone in the iron fusion apparatus. Alchemy, fusing human sinew and Pig Iron in the iron fusion anneather.	Silver Mans, Lowers Gravity interacts with lunar mans						
Baconite Spiral Steel	bar bar		1850	264	1 10	o sinew	None	Name .	apparatus.	Greasy liquid mans A red liquid mans, found also in blood.						
Dense Muscle	Whole Muscle		1		1	A compressed muscle, 1/2 it's original size	None		Adding an adjective to	A red liquid mans, found also in blood. While this is a type of death mans, Living muscle Gives life mans						
Pure Platinum Large Rocks	Dar		350	2x6		2	None	In Cart	Various sources.	Lightning mans Structural mans, Weak Improves Strength, Strong Deteriorates It.						
Red Veined metal	Boulder bars bars	100%	8850 100		5	1	None None None	On Site In Cart In Cart	Various sources. Alchemy, Fusing in the iron fusion apparatus.	Telekinetic, Warm.						
Tin Skeel	bars	400% 100%	200 100				None None	in Cart in Cart in Cart	Various sources. Alchemy, fusing Eones with Steel.	Rain, Water Vapor attracting mana Infectious Life/Death						
Silver Steel	bars	1036%	1000 575 747				None None None	In Cart In Cart In Cart	Various sources.	Lunar Mana, Lowers Gravity. Steel mans, Attracted to itself, Slight Life energy						
Copper	bars bars	1000%	2900			9	None None None	In Cart In Cart In Cart	Various sources.	Earth mana, Attracts dust. Feels Ancient. Telekinetic Mana						
Gold Rich soil	bars Pile	25% 3500%	130			1	None Cart Roof	In Cart	Various sources.	Sunlight Mans. Pale liquid which eminated blue ray mans.						
Muscle Tissue	Pie	97%	97				None	in Cart	Various sources.	A red liquid mans, found also in blood. While this is a typre of death mans, Living muscle Gives life mans						
Fat Tasse	Ple	0%	400				None	in Cart	Various sources.	A liquid yellow mana, Buzzing with momentum. Reddish black similar to muscle mana						
Burnt flesh and bone misc. Flesh	clump	97%	10				None None	In Cart In Cart	Various sources.	similar to muscle mans Reddish mans Similar to muscle mans						
Sones	Whole bones		51			4	None	None semaining!	Various sources, farming	Proper Death mans, Heals Undead,						
Red duely Stone Ink	Ball In container	52% 62%	11				None Jug (glass?)	In Cart In Cart	Alchemy, Fusing Copper and poor platinum mans in the iron fusion apparatus. Various sources.	Unknown, Mana pulsed though substance before being turned into a red light. Smokey liquid mans, absorbs mans.						
Phoenix Juice	in container	70%	42				Clay jar	In Cart	Magic, Growing a melon from the Catrat Roserod after pollinating it with a Fire flower.	substance before being turned into a red light. Sinolary liquid manu, absorbs manu. Green Manu, it was promptly absorbed into the juic, and the temperature of it increased slightly. Manu dissappared when inserted into the water specifically. Township in the prompt in the prompt in the same distance of the same control of th						
Casis Water Fertilizer	in container in container	83% 95%	53 120			s s	Clay jar Glant Gound	In Cart In Cart		Mans dissapeared when inserted into the water specifically. Brown mans, Smells temble.						
Super Fertilizer	in container	75%	30			1	Tombatone pot Small Bottle (glass?)	In Cart	Alchemy, fusing Fertilizer with Miracle serum Converting Phoenix juice into Jells.	Brown mans, Smells temble. Green Mans, it was promptly absorbed into the julce, and the temperature of it increased slightly.						
Phoenix jelly Glass	Liquid (In Container) Liquid (In Container)	100%	2 60			1	(glass?) Giant Silver Crackpot II	In Cart	Jelly.	increased slightly.						
Pig Iron	Liquid (In Container)	98%	198			0	3 Crackpot Silver Bowls	None semaining!	Various sources.	Dark red liquid mans. Attracted to						
Miracie Serum	Liquid (In Container)	88%					Jar (glass?)	In Cart	Biovisier's Experementation,	Reflected Pitch black mans, Like dead mans, but under Your control. Utterly useless.						
large human coins	coins						None	In Cart	Various sources.	Dim light mana						
small Human coins	coins	100%	12		30		None None	In Cart	Various sources.	Dim light mana Tan liquid mana, Fibers seemed thicker when Mana was applied						
Ten	sheet	100%	12				None	In Cart	Various sources.	Tan liquid mana, Fibers seemed thicker when Mana was applied						
Sustained Spells						A hubble containing I imiter Demonal is small which Spends										
Limiter Removal	Sustain Spell bubbles		0			A bubble containing Limiter Removal, a spell which Spends 1 mans to allow the user to spend elbox grease to directly enhance their power and speed. Dealing self damage in the 1 process. this effect lasts a day.										
Sustained 3 by 3 Crafting Sigil	Sustain Spell bubbles					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 1 learn.	None		Alchemy, Fusing a Sustained fusion sigil with 9 pounds of redations in a particular pattern.							
	Superior **					A bubble containing Water Entropy Sigl. this drains the energy out of matter placed in the container, the matter then becomes More casts water. Where the energy is going is unknown.			Alchemy, Fusing a Sustained Crackpot III with a drop of Ossis							
Sustained Water Entropy Sigl	bubbles		0			29% chance to learn A bubble containg Craft Vehicle, This spell allows a golern core to be combined with an unpowered structure to	None	In Cart	water.							
						1 Ann. Caracte to learn A bubble containing Craft Wehide, This spell allows a golern core to be combined with an unpowered studium to transform it into an active powered within. The difference between this and golerna is that in whan for reguling containing although an active property in capable of operating although disableury, and can channel my mans if designed containing.										
Sustained Craft Vehicle	Sustain Spell bubbles						None	in Cart	Alchemy, Fusing a Piece of Rantanium with a Sustained Craf Golem Spell							
						A subble containing a Spell which creates a Decoy that Reflects magic which hits it, Certain spells will be reflected with much greater power, additional mans increases the Power added to such spells.		Nove	Alchemy, Fusing a sustained							
	Sustain Spell bubbles Sustain Snell		0			1 100% chance to learn	None	and the same of	Alchemy, Fusing a sustained false target with a sustained great sheld. Magic, Casting a sustained sustained spell using the appropriate spells.							
	Sustain Spell bubbles Sustain Spell		0			1	None	in Cart	autained spell using the appropriate spells. Magic, Casting a sustained sustained spell using the	N.A.						
Sustained Rejuvinate Sustained Spell, Spell Capture Bubble	Sustain Spell bubbles Sustain Spell	100%	۰			A bubble which when touched by stong enough magic, Tags A bubble which when touched by stong enough magic, Tags Mara increases bubble size and capacity. A sustained spell containing bone inhale which allows a full	None None	In Cart	Magic, Casting a sustained	NA.						
		100%	٥			1 Mans increases bubble size and capacity. A sustained spell containing bone inhale which allows a full skeleton to be commerted into a nhone charge, which can then be breathed out, and infused with spells, similar to the flame inhale spell.	. married	arcalt.								
Sustained Spell, Sone Inhale	Sustain Spell bubbles	100%	۰			fame inhale spell. 1 20% chance to learn.	None	In Cart	Alchemy, Fuse A sustained spell containing Flame inhale with a whole skeleton.	NA.						
Sustained False proclamation scrot.									Alchemy, Fuse A sustained spell containing False target with two containing Craft Identification scroll and Self Proclaim.							
	bubbles Sustain Spell bubbles	100%	۰			1	None None	in Cart	Magic, Casting a sustained flame							
Sustained Flame charges Remains Wasped Skorpion's tail	Limb	Noos	2			A scorpion's tall grown with miracle serum, the excellenton 1 is cracked around it.			,							
Dead scorpion Dead Rabbit	Carcass Carcass		1 3			A dead acception. It's tall has been removed. A dead Rabbit.	None None									
Human Legs Human Arms	Preserved Limb		52 16				Organ chest Organ chest									
Fish Skeleton	Preserved Limb Cadaver	100%	- 1			1	None	In Cart		NA.						
Human Corpees, Mutlated Human Skeletons, Mutlated	Cadaver Cadaver	700% 85%					None None	in Cart in Cart	Various sources. Various sources. Found in a tunnel containing	N.A. N.A. Proper Death mans, Heals Undead,						
Warped Skeleton Filled Bodybags	Cadaver (In container)	100%	89 180				None Body Bags	In Cart In Cart	Various sources.	Proper Death mans, Heals Undead, harms living things N.A.						
Assorted organs Components Ont- of Darkness	Ple	100%	20			An orb enchanted with a Gate sigit, it contains a creature 1 you have captured.	None	in Cart	Various sources.	NA						
Magic Heart	Orb Heart (In container)		10			you have captured. A strange combination of Heart and soul, it possesses both will and mana production. it is trapped in a wooden cage.		In Cart In Cart		None, it produces mana, rather than reflecting it.						
						Stiff Haxagonal plates with a Very Stechy material in between them. This piece seems to share the previous 1 effect of Concentrating delense when Electricity is applied.				None, 8 produces mane, rather than reflecting it. If unlectified it is seems to Reflect a kinetic force that covers the entire object, being some covers the entire object, being seeks normal Restantium, Discripted mans as ideas off of it without being attended mans as ideas off of it without being attended force that covers the entire object, being pushed ANAVY from the mans in question mans as desired of it without being attended man as ideas of of it without being attended mans as ideas of of it without being attended.						
Gadget Mail			- 1					in Cart		mans slides off of if without being attured Unelectrified it seems to Reflect a kinetic force that covers the entire object, being						
Gadget Crystal Gadget Missile			1		1	The piece appears to have taken a hexagonal texture, and Electricity seems to apply the Realistance to Areas that are impacted, soften than it is whole. A Massic Designed to split into 4 Parts in flight, it is Made i with Rantanium and clear Steel.		In Cart		puered www.r from the mana in question unlike normal Raritanium, Electrified mana slides off of it without being attured						
Truck cockpit Truck engine			4	ts2		1 with Rantanium and clear Steel		In Cart In Cart In Cart								
Broken Chain machine gun			45			A Broken machine gun looted from the Bandt infested to building, it is designed to be attached to a powered Chain.		In Cart								
Ink MagiDTECCC Tiny Metallic Strain	Liquid (In container)		1 1000			A small amount of ink. A Magicite Dual Type Energy Converter Crystal Core.	Tin bottle	in Cart		Smokey liquid mans, absorbs mans.						
Tiny Metallic Brain	Grain		1			1 A small Brain made from Psychocite		In Cart								

										Material /						
	Form	Amount in %	Guestimate Weight in	Amount (in pixels) (Distinct items)	. Providen		Location	Obtained From	Defeate	Material / chemical composition / N exact mineral h	lecromantic -					
Type	Form	(Fappicacie)	pounds sa	e (in poseis) (Liatiniz tems	Long cable, Responsive to a moderate pulse of mana, it compresses with enough force to potentially cause damage. Wallsacrops testing reveals that it is damages with so much as a Nick, The wound will quickly sever it compiletely, causing it to map back with explosive recell. It is about 5 Feet long, it Foot when retracted, 3 linches in diameter, and 16 when retracted.	Container			remedia	exact mineral in	ay inask					
					Walascope testing reveals that if it is damages with so much as a Nick, The wound will quickly sever it completely,											
Cable Crusher	Cable? Muscle?		1		causing it to snap back with explosive recoil. It is about 5 Feet long, 1 Foot when retracted, 3 Inches in diameter, and 1 5 when retracted.		In Cart		Steel Mana							
Warm, Heavy, Cozy, Secure, Protective Duvet							Equipped (Zombified Mech)									
Protective Duvet Soft, fluffy, Inspiring, Silencing Pillows			5		1 An enchanted Blanket taken from the Fabulous bed.		Mech) Equipped (Zombified Mech)									
Piloss			- 1		3 Enchanted pillows taken from the Fabulous bed.		Mech) Equipped									
Large Destructive Spiked Boulde	ler Soulder	NA.	200 50		1	New	Equipped (Large wolf Zomble)	Adding an adjective to	Steel and stone mana N.A.							
Large Destructive Spiked Boulde Treasure Chest Core of Fends	Dall	100%	13		1	None None	in Cart		N.A.							
Martix blade	Monater Party		520		1	None	In Cart		Resistant to mana, creates a clear liquid mana white repels Water and other liquids.							
Elaborate Bone Frame	Frame (Glasses)								Proper Death mans, Heals Undead, harms living things							
Elaborate Bone Frame Hilarious bone gas mask	Head Armor		1 12			None None	in Cart		harms living things							
Principal Color gas mass.	PHILD AT ILL		12			No.	III Car									
Fruity staff Beautiful sapphire Necklace	Stick Necklace		14		1	None None	in Cart in Cart		Green mans, it was promptly absorbed into the Stick, and the truit arrell internited ice Mans, Gold mans							
	Necklace Decorative		2		1											
8 High quality Statues Mechanical Guns	Decorative Object Weapon (Gun)		7000 180		2	None None	in Cart in Cart		Stone mans Lunar Mans, Lowers Gravity.							
Wooden panels	Panels	395%	12		4	None	In Cart		Green mana, it was promptly absorbed into the panel, improving Durability slightly.							
Tombatones	Decorative Object		1200			None	In Cart		Stone mana, it functions slightly differently, and has less of an effect on the Stone's structure							
	Day Come		1200			None	in Cart		Creates a Purple light, which apparently stimulates unease in a living being							
Plants	KAN ORTH				A Dad and the second Dame to a David	NO. II	ii Car	WI CONTROL OF THE CON	an come chase in a ming only							
					A Fruit grown from one of the great Demon trees. This fat, jiggly green Fruit embodies Gluttony. It contains no usuable seeds, as they seem to have massive bits taken ou of them. If the mouths on the seeds themselves seem to 1 confirm this.	at.										
Forbidden truit of Gluttony	Fruit		665 164	:16	of them. It'de mouths on the seeds themselves seem to 1 confirm this.				A deep red mana which is absorbed into the fluit.							
		90%	11.7 2x2		A Fruit grown from one of the great Demon trees. This Small and gold Fruit with a fleatly hinge embodies Gread. It contains no seeds, they appear to have been stolen, 1 judging from the hollow pockets in the fruit.				A deep red mans which is absorbed into the fault.							
Forbidden fruit of Greed	Fruit	90%			judging from the hollow pockets in the fruit. A Fruit grown from one of the great Demon trees. This large, smooth hourglass shaped Fruit embodies Lust. It contains nothing but seeds and juice.				A deep red mana which is absorbed into the fault.							
Forbidden truit of Lust	Fruit		69 Sx5		targe, smoon noungass snaped in sure models Lust. If 1 contains nothing but seeds and julos. Several tiny seeds that when planted will grow into Gourdberry vines.				the fluit.							
Gourdberry seeds	Seed		37	1 3												
Goundberry March Lich seeds	Fruit Seed		3 24		A woody Orb filled with delicious fruit-meat. A seed which grows into a Bone plant, fruiting into Spicy 13 and greasy Marrow Peppers.				Yellow liquid mans.							
March Lich seeds Red hot seeds	Seed		1			None			Yellow liquid mans. Green liquid mans.							
Fire Flower	Plant (Flower)		1 4x4			None	in Cart		Red liquid mana, Exceedingly warm							
Giant gourd seeds	Seed		- 1	1 3		None	in Cart		Green liquid mana.							
Zigzeno Seed	Seed		g Bell			None	In Cart		Green liquid mana.							
Phoenix melon seeds	Seed		- 1	1	3	None	in Cart		Red liquid mans, Exceedingly warm Blue liquid mans. Causes Hallucenagenic effect							
Moss stuff	Clump		- 1	1	1	None	in Cart									
Small Blue Mushroom	Plant (Shroom)		- 1	1	1	None	neralising!		Blue liquid mans. Causes Hallucenagenic effect							
Split Marrow Peppers	Plant (Shroom) Plant (Vegetable)		1	1	A Greasy and Spicy Pepper, filled with something akin to 6 bone marrow.	None	in Cart		Yellow liquid mana.							
Impregnated fruit	Plant (Fruit) Plant (Flower)		2 3x1 2	1	1	None None	in Cart		Yellow liquid mana. Mana would not take, well, Green mana.							
Furning Lilypads Supplies	x (r-dwer)				7	None	in Cart		Green liquid mana.							
Supplies Nantos	Blob Pile		3 2x2		1 A blob of Healing blue Nanites	None	in Cart									
Metal pellets Tools / Minions			15	10	01	None	in Cart		Smokey brown mana, Heavy.							
Mouthball	On		13 3x2		A Small Mouth with Sharp silver teeth, it will try to eat 1 anything, and is kept in a leather harmess. A Small clear acreen displaying what tooks to be a webpage.											
Otherworld Computer			5 404		A small clear screen displaying what looks to be a webpage.											
					A Small Stone of Redplatinum With Angmallen wires webbed along it, Small crystals seem to be growing in the exposed areas, and it pulses with absorbed ablence every cross in a while. It serves as a buffer for it for about 15 Malers.											
Solar Ambience Rotator					exposed areas, and it pulses with absorbed ablence every once in a while. It serves as a buffer for it for about 15 Meters.			Combining Angmalien and Redplatinum.	None.							
Silver Teardrop Necklace	Orb Necklace		1 14		1	None None	In Cart	Alchemy, Fusing in the iron fusion apparatus.	Purer Silver mana							
Silver Teardrop Necklace	Chain (Necklace/brace let)		1 1x2			None	in Cart	fusion apparatus.								
Tidal Chain			- 1	1	A Chain made of Diamond shaped interlocking links. It is made of a Silvery material.	None	In Cart	Fusing Braced Silver With Iron bits	Tidal Mana, Grows in amount and shrinks with the tides.							
Silver Minor	Trinket		- 1	-1		None	In Cart Equipped (Valenk)	Various sources.	Silver Mana, Lowers Gravity interacts with lunar mana							
Etja-zemra	Weapon (Spear)						Equipped (Valenk)									
Skeel Crossbow	Weapon (Crossbow)		20 2x1		A Crossbow Made from a variety of Skeel, it can Reload itself Quickly, and can fire objects faster than most of your 1 means to date.		In Cart									
					I means to date. A Set of Magic tools made from bone and other materials for buying better the purpose of picking locks, but also doing some stuff related to electronics, minor surgery, magisech hacking, and general fine manipulation of small things in cramped 1 spaces.											
Lockpick+ Kit	Tool		20		related to electronics, minnor surgery, magitach hacking, and general fine manipulation of small things in cramped 1 spaces.		In Cart									
					I spaces. A Large gatting our made from a Vampinc Platinum Scopjon, it fires Bolts of Screaming Red death and consumes those for semon at Rate of 1 Fluid conceper shot. More than 20 Shots per turn and it may begin to overheat, can hold up to 2 Street of blood at a time, and 1 slowly consumes it even when not being used.											
					consumes blood for ammo at a Rate of 1 Fauld ounce per shot. More than 20 Shots per turn anfd it may begin to constant can hold up to 2 lives of blood at a time, and		Personal									
Scorpion Blaster MK 1	Weapon Gun		90		1 slowly consumes it even whne not being used A machine gun looted from the Bandit infested building, it is	None None	(Valentic)									
Chain turnet Description mech	Machine Machine		100		souvey consumes it even write not being used. A machine gan looked from the Bandt infested building, it is designed to be attached to a powered Chain. A class II Dwarven mech, equipped with a single fiame thoosever and a machine gan.	None None	in Cart									
Solventure Brand Alchemizer.			20			None	In Cart									
Sone arm.	Machine Prosthesis		6		A pair of simple bone arms. Lack of sensation reminds 1 Valenk of what he must do.	None	Equipped (Valenk) Equipped (Valenk)									
Cryskeel Prostetic Foot	Prosthesis		s		A prostetic foot made from cryskeel, It looks boney, and 1 uncomfortable, to remind you of what you must do.	None	Equipped (Valenk)									
Cryskeel Pegleg	Prosthesis		15		A peg leg made from Cryskeel, it's Craftsmanship is of the highest quality. Engravings on it Detail the history of 1 necromancy, as Valenk remembers it.	None	Equipped (Valenk)									
					neicomancy, as Valent remembers II. A Blaster Made from Cryskesia. Tempered Glass inhased with demonits, and a Restantum Plastnam alloy, also inhased with demonits, First of Sobat apinos per mans spect. The abols dead 162 damage each, +1 for each mans spect. If more than 4 Mans is spect, gur will begin to 2 overhead:											
					spent, the shots deal 1d2 damage each, +1 for each mana spent. If more than 4 Mana is spent, gun will begin to		Equipped									
Raranium Alloy Blaster (MK2) Giant Boulder helmet	Wespon (Gun) Armor (Helmet)		12			None None	Equipped (Wizard Butler)	•								
Cryskeel armor shards			200 24		1	None	in Cart									
Stick Suit	Full body armor.		55		A suit of armor Made of pipes and leather, it has a number 0 of special abilities, making it an incredible steath tool. A decive using systolecite and glass to project images 1 from memory.	None	menalizing!									
Mental image projector	Machine		- 1		A decive using psychosotie and glass to project images 1 from memory.	None	in Cart									
Unmelting Red warm Steel Gauntlet					a Pile of Steel, Red and sizzling, but only lukewarm to the 1 touch.		Equipped (Criminal	Alchemy, fusing a Sustained Flame charge with Phenix julos, then fusing the result with Steel in the iron fusion apparatus.								
	Pile		- 1				Skeleton) None	in the iron fusion apparatus.	Melting mana							
Bandit Truck	Vehicle		7000		A Large Bandt truck equipped with a radio, Diesel engine, 0 and Magicite Dual Type Energy Converter.		Perpose									
Plastic Cutlery	Eating Utensil		-1	100	00 A box filled to the brim with plastic forks, spoons and knives. A Crackpot III valve, with a lidded input bowl, And two	Paper box	Inventory (Stalking Skin)		Liquid mans which turns plastic into foam.							
Gas Extractor	Machine		50		threaded screws with closing valves as outputs, as well as		in Cart									
Sharp Cleaving Crystalline Katar			~		A Katana made from Wood Grain Crystal infused with Steel, and Edged with Cryskeel, it is enhanced with Sharp and		Equipped (Jeanne Rudamera)									
	(Sword)		17				Rudamers)		N.A.							
					A large sever var war in a Clear select to that can be clamped in place. There's an input valend for Mans that passes it through Flesh to make it bloodlike liquid. It's engraved with runes of flutate, Sustain Living and Raw Life, focused to always maximally encurage growth. It's limids is a Clinide of Life. It has another input valve with funnel for inputing limids.											
Sterile Nurturing Tissue Vat	Machine		200		always maximaly encurage growth. It's inside is a Circkle of Life. It has another input valve with funnel for inputing liquids.	None	in Cart		N.A.							
					Silver and glass microscope. Moving and focusing relies on very small animated bones rather than manual knobs, and											
					liquids. Silver and glass microscope. Moving and focusing relies on very small animated bones rather than manual knocks, and in addition to a normal eyepic in than any eye for use with lips (by) identify runes can be furned on and off, glass- mann based backlight. Has a Cincle of Life. Has a micropippete with Craft Cells runes. Has a Shaping Sigli											
	Medical Tool				(and depotate area is anaped to alone it is use)											
Necromantic Mind-controlling Microscope	Machine		300		Infused Psychocite causes cells under the scope to 1 Respond to Physichal commands.	None	In Cart		NA.							
10 S-Steel Daggers	Weapon (Knife)		100		Daggers Made from Spiral steel, The edge, while fine, has a High friction due to It's Structure.	None	14 Equipped (Various minions)		Steel Mana							
					Chairmail Jackets Made from Spiral steel mixed with normal steel. The micro gaps in the Chians made by Spiral steel's normal returns have filled with the normal		14 Equipped (Various									
30 S-Steel and Steel Chaimail Jackets	Body Clothing		400		33 variety, Improving durability. A Peg leg made of bone for the express purpose of Allowino	None	minions)		Steel Manu							
					30 variety, Improving durability. A Pige lige grade of bone for the express purpose of Allouing Valerix to Viláix after a mysterious fone did something to his leg. Lesving a portal to a strange void where the stump would end.		None									
Skeletal Peg leg	Prosthesis		5				ners already		Proper Death mans, Heals Undead, harms living things							
Etherial Shield With Spiral Steel Handle			9		1 The signate a massase chamber for storing basis. A Spiral sheel handle with a holographic magical shield. It is solid to mana, while solid objects pass through it. It is about 1 one and a half times as large as your arm, and half as wide.		With Name of									
					A paper Telescope with a pink earbud attached by a red wire, Coated in Clear Steel, it tells you what you are looking at											
Walascope	Object		- 1		1	None	in Cart		N.A.							
					"Alchemical Equipment -1 bottle", with Engraved Runes of S & whole burner of all bottles.	54										
					Alberincia Equipment -1 bottler, in Engrewed Danse et al. A shebis bunch of silver bottler, and jugs, and probably some They samples of a huge amount of resistants, and various to Valve compatible to the bubble and valves presumably silvesed. A distillation appearant engrewed with name of both Chadges Some assimilated bone parts to submitted shiff this string this Assimilation specific and submitted shiff this string the An unificial Thingsoft, "shade with identification scoral, and port 1 A prism of Refracting skeel-glass shiff, engraved with nurses:	ok dy										
					A castilation apparatus engraved with nurse of both Crackpo Some animated bone parts to automate stuff like stiming thir Mans Buffer	ot ng										
Spell Alchemy Table	Table, Machine		500		An undead "longue", fused with identification scroll, and pro 1 A prism of Refracting steel-glass stuff, engraved with runes of	ob of None	in Cart		NA.							
Wooden communication devices	g Haprisal-				A piece of wood, Transformed into a communication device.		1 Equipped (Wizard Butler) 1 With Nomada		NA.							
	Machine		20		A machine designed to Seperate materials into their pure 1 forms.	None	in Cart		NA NA							
					These 7 Devices can hold up to 105 Pounds of Food, and will convert it intip Mana and waste, They also contain a											
Food-to-Magic Engines	Machine		79		6 These are all on the Same Channel (CH f) A machine designed to Separate materials into their pure 1 forms. A machine designed to Separate materials into their pure 1 forms. These 7 Devices can hold up to 105 Pounds of Food, and will convent it nigh Mans and vasate, They also contain a system for facility mans directly to the Soot to Improve quality producing approximately 100 mans a day for 3 days 1 of machinery capacity.	None	in Cart		NA.							
					1 at maximum capacity. The table contains a bowl sunker into the table like a sink, with a vaulted lid with an animated hinge of bone, and a tray hole with a value in it, to minimize the energy needed to maintain the vanuer.	,										
					pressure. A mass of carettings feasith the Bowl to be artiglet. A mass of carettings feasith the Bowl to be artiglet. A cascipped file inside this area. A mass of carettings facilities and a golden core are strained in the second form of the second facilities. There is also a large melting bowl to the active that a valve into the shadings open and a cascipped sign. There is also a pair of hundred paid like the cores on the core contractive below, and on top of each of them are a pair of manufactured and the second form of the second facilities and the second facilities the purpose of manufacturing second disclosure through.											
					Shaping Sigil, Changing Sigil, and a golem core are installed in it. Therefore also a large within house.											
					i nem's also a large meiting bowl to the side with a valve into the shaping cage and a crackpot sigil. There's also a pair of hands just like the ones on the											
Shanina T-44-	Martin				necromancer table, and on top of each of them are a pair of rats arms shaped to be more human for the purpose of manipulation armal of financial them.	None	in Cort		N.A.							
Shaping Table	Machine Large Chest Armor				cloak.		-n carr		N.A. Black mans, which is absorbed into the acrop. It is enchantment is no more however.							
Robe scraps	_		10			None	in Cart		however.							
					A staff made of wood, topped with a wooden Bobcat skull, and an actual Cyclopic Rat skull. A rose created through Dead magic preas from the year social. It is encicled with a Band of Psychocia, allowing it to channel Psychic mans. It also has a Crysteel Spike, and a 5 Silver needle, enchanted with infuse and mutate.											
Catrat Roserod	Staff		7		channel Psychic mans. It also has a Cryskeel Spike, and a 1 Silver needle, enchanted with infuse and mutate.	None	Equipped (Valenk)		NA.							
Sodybag Selt	Det				A belt made from an old bodybag, capable of holding 5	None	nersining!		N.A.							
	Goggles				A pair of Goggles made form silver, inset with purple commitmen. It is compliant formation the world arrand the	Ľ	Equipped (Wizard Butler)									
			4				(Wizard Buder)		N.A. Blue Flaming mans, cool to the touch, intereifies Existing momentum.							
Scouling Goggles																
Scouling Goggles Sholgun Headache	Head Armor Machine		3		A Circlet made of Gunmetal, it is enchanted to improve 1 headbutts performed by the wearer.	None	in Cart									
Scouting Goggles	Head Armor		3				In Cart		NA.							
Scouling Goggles Sholgun Headache	Head Armor Machine		3		A Lincel Hable or Cultifield, if it ill discriminal to improve 1 headcular performed by the execu- 1 an explored seeigned to Truse materials in liquid form. It is equipped with two tropics, where two objects can be inserted equipped with two tropics, where two objects can be inserted framed in the central chambles. Mans can be used on one of 1 the Inputs, due to Purse of sustaining appells inside.		In Cart									

			Constituents								Material /							
Type	Form Robot	Amount in % (if applicable)	Weight in pounds	Size (in pixels) (Dis	ount (incl (terms)	Description	Container	Location	Obtained From	Refects	Material / chemical composition / N exact mineral h	lecromantic - solv index						
Zombified mech	Robot		1340				None	In Cart										
	Weapon, Hand Armor					A set of silver gauntlets enchanted with Magic Reflecting Magic, with a Skystone scythe Fused to the left one				Skystone scythe reflects Mana which causes weightlessness, Stealing away it's minor gravitational field								
Scythe & Gauntiets	Armor		3		- 1	A set of silver geuntlets enchanted with Magic Reflecting Magic, with a Skystone scythe Fused to the left one permanently. A Demonic weapon capable of generating a 7 Foot long Thomset Energy Whip, whith can be controlled by the Wester.	None	In Cart		minor gravitational field								
Demon's Grip	Cylender, Pole		2		1	Thomsed Energy Whip, whith can be controlled by the Wielder.	None	Equipped (Wizard Butler)		NA.								
						A fabulously Good bed, Missing It's Duvet, and Pillows. It is misted with a few droplets of Ossis Water												
						Welder. A thirbitally Good bed, Missing I's Dovet, and Pillows. It is missed with a few droplete of Clasis Water. It is missed with a few droplete of Clasis Water. It is installed with a skull containing man and runss of rejulvation at the head of the bed to weakly but efficiently apply the efficient high coulete. The skull also has The moss than the Claw on it is head. Generating a bit of harbitacregorier mans as it cells. Consoling, and Waters. It is misses at Soft, Consoling, and Waters.												
						nose from the Cave on it's head, Generating a bit of hallucensoenic mans.												
						The matress is Soft, Comforting, and Warm It is decorated with gold and platinum to make it even more												
Inspiring Fabulous bed Tin Soup ladle	Bed Cooking Tool		500		1	fabulous.	None None	in Cart in Cart		N.A. Rain Mana								
Brawler's Blaster Dwarven extruder	Weapon (Gun) Machine				1					N.A. Rain Mana Essedingly strong light mans, Causes damage. N.A.								
Dwarven extruder Stump seat	Machine Chair		70 390 23		- 1		None None None	In Cart In Cart In Cart Equipped (Criminal		N.A. Green liquid mana								
								Equipped (Criminal		Exceedingly strong light mans, Causes damage.								
Glass cannons	Weapon (Gun) Cooking Tool				7		None	Skeletons)		Steel mana								
Schlosod (Vosr Containers			1		1		None	in cart		See nana								
Fridge	Container		200		- 1	A large refridgerator powered by electricity		None										
Tin bottle	Container				0			nemaining										
Tiny Glass Phial	Container					A Glass cylender with a cone bottom and top, with anouther stopper made with glass as well.		None remaining!		Glass Mana								
	Container				0	A Clear Steel Canister Designed to hold gasses, They are	None			Cass Mars								
Clear Steel Gas Canlaters	Container		12		6	to attach to an appropriate device.	None											
Corson Chast	Container		60			A cheer Made or sheet metal, with a pase at the top having a hinge to serve as the opening. It is enchanted so as to research Elech and remark as long as nearble.	None			Steel mana								
Organ Chest Tiny Glass Phial	Container Container				-	A Glass cylender with a cone bottom and top, with anouther shoreer made with class as used.	None			Glass Mana								
Makeshift Iron Pot			200		1		None	In Cart										
Sorting Treasure Chest 8 Treasure Chests	Container	NA.	50 400		- 1		None None	in Cart in Cart in Cart		Telkinetic mana N.A. N.A.								
	Container	nA.	400					in Cart										
Crackpot I Silver Bowls Documents Map of Eadleshein King's permission Scroll about Death melon	_		100		5		None	- Car		NA.								
Map of Eadlestein King's permission	Paper Sheet Paper Sheet				1		None None	In Cart In Cart		Green liquid mana Green liquid mana Green liquid mana								
	Paper Sheet Paper Sheet Paper Sheet Paper Sheet				- 1		None None None	in Cart in Cart in Cart		Green liquid mana Green liquid mana								
Scroll about Additional dwarven	Paper Sheet Paper Sheet						None None	in Cart		Green liquid mana Green liquid mana								
Scroll about Frankenstein sigil Scroll about Additional dwarven extruder commands. Scrolls about "Perfectly Usable waves" Scroll about Shimmering scale.	Days Sheet				- 1			n Cont		Company Contracts								
Scroll about Shimmering scale.	Paper Sheet				1		None None None None None None None None	in Cart		Green liquid mana								
Scroll about March Lich Seed Scroll about Skeel Shelder the turde.	Paper Sheet Paper Sheet				1		None None	in Cart in Cart		Green liquid mana Green liquid mana								
Shelder the turbe.	Paper Sheet				- 1		None	In Cart		Green liquid mana								
Swollen muscle Scroll about Mechanisms	Paper Sheet				1		None	in Cart		Green liquid mana								
Scroll about Robot Scroll about Miracle Serum	Paper Sheet Paper Sheet				1		None None	In Cart		Green liquid mana Green liquid mana								
Research notes; Heiflam Daged Necromanic Spells. Scroll about Necromancer's grave. Scroll about Glass Cannons Scroll about Dwarven Extruder	Paper Sheet				1		None	In Cart		Green liquid mana								
Scroll about Necromancer's grave.					1		None			Green louid mana								
Scroll about Glass Cannons	Paper Sheet				- 1		None	In Cart		Green liquid mana								
Scroll about Skeleton Spell	Paper Sheet Paper Sheet Paper Sheet Paper Sheet Paper Sheet				1		None None None None None	in Cart in Cart in Cart in Cart in Cart		Green liquid mana Green liquid mana Green liquid mana Green liquid mana Green liquid mana								
Scroll about Fenti's Core	Paper Sheet				1	1 Sword (Anv) 1 Piece of metal (Anv) 1 Written demand	None	In Cart		Green liquid mana								
Alchemical recipe for "Caliber"						(any) "A Good weapon for a fool who thinks himself King,"	None			Green louid mana								
Alchemical recipe for "Caliber"	Paper Sheet				- 1		None	None		Green liquid mana								
Sheets of blank paper Junk	Paper Sheet				0		None			Green Iquid mana								
Junk						The weapon form of An eternally endebted Demon. This shotgun fines Skulls, and skull like bones with incredible												
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Operation	Description	Queue	Completion Condition	Value	Time since start/checkup (days)	Status	Needs	Minions assigned	Intended Output	Efficency estimate								
Blood Spear feeding	The blood spear must be quenched in blood at least once per day, ot it will become to hot and violently electrical to use.		Quenched yet?	N			Blood		Continued ownership of Blood Spear	,								
Rotator	This magic Crystal needs to be harvested every 100 Ticks, cleaning the exess Redplatinum so it does not cover the Angmallen wires.		Reach 100%	39					Gold mana created Redplatinum Crystals.									
	A giant Vat made of Silver, Designed to grow tissues and organs using raw material and magic.	Misc Flesh	Reach 100%	59					Large Stomach									
Giant silver	A massive Silver pot Engraved With runes of	200 Pounds of	Reach 100%	1009					Glass									
Food-to-Magic	Magical Engines coverting	250 pounds of		0% mana,145						2.9 mana per unit food, 100 per day								
Food-to-Magic Engines	Magical Engines coverting Food into mana instantly	250 pounds of fat tissue	Harvest Mana.	0% mana, 0 pounds left					Around 75 Mana	0.71 mana per unit food, near- instant								
Bone Plants (50)	A plant that thrives on mana, Growing delicious peppers and Hardy Bones.		Sustain Plant for at least (3) Days		0 0	Healthy, Fertilized Infused (Green)			Marrow Peppers, Bones									
Gourd seed	A Gourd Plant, Found near an Oasis		Sustain Plant until Visually Complete			Healthy, Fertilized Infused (Green)	Sunlight.		Gourds									
Red Hot seed	A Spicy Seed, Found near an oasis.		Sustain Plant until Visually Complete			Healthy, Fertilized Infused (Green)	Sunlight.		Spicy Pappers.									
Berry seed	A berry seed, Found in nature		Sustain Plant until Visually Complete			Healthy, Fertilized Infused (Green)	Sunlight.		Berries, Berry Bush.									
	A Plant Created from the union of Gourds and Berries.		Sustain Plant until 5 Days			Healthy, Fertilized Infused (Green)			24 Gourdberries									
Iron + Platinum Mine	A Makeshift Mine Created under the Foundations of Eadlestien		Minions Bring Materials to surface safety and successfully		NA.	Searching		1 Shovel Blights, Luggage	Iron, Platinum									
Brick shaping	The Minions carve 200 Pound bricks from your boulders.		You tell them to stop.						Bricks									
part Deux	more bandits.		Wait 1 Day		0 0			Wizard Butler, Big zombie	Live bandits									
Harvest Scrap	Minions Begin Removing nubble and Transporting anything of value back to the cave.							Shovel Blight, Silver Robot.	Assorted Scrap/Tech									
Crafting Operations	Operations which require Direct Action on Valerik's part.																	
			Reaches at least 20% (The higher it gets, The more															
	Dead mana Strored in a tiny Cryskeel marble	10 Mana	anomalous it becomes.)	129					Dead Mana									

Name	Source	Form	Color/Appearance	Description	Attunement leve
	Flesh and bones that are not part of a living thing		Dark Purple, Gooy and inconsistant, like jelly.	The basis of Necrmancy, This mana type is the one Valerik is most accustomed to, and he is capable of casting most spells through it and absorbing it with little to no consequense. It is a false life, and an anathema to it to boot, capable of preserving biomass and animating	
Death	anymore.	Liquid	inconsistant, like jeny.	it.	I
Iron	Iron objects	Ray	Pale Blue, Gently shimmering	This mana is Sticky, and capable of Lifting objects under the control of something. It has this effect the most on iron.	ı
Carbon	Various objects made of pure carbon, diamonds, charcoal, coal.	Liquid	Light Blue to Deep blue, glowing strongly	Life mana, Most commonly associated with living things, it serves the purpose of suplementing all organic chemical processes in an organism, and along side nutrients, is essencial to Eukariotic life.	
04.50.1	onarosa, ocai:	Liquid	goming cucingly	This type of mana is creatd from steel, and is attracted to the piece of steel that attuned it, If steel is allowed to absorb large amounts of	
Steel	Objects made of Steel	Ray	White, smoky looking	ambient mana in this way, over a long period of time it eventually becomes sapient in a sense.	1
Copper	Objects made of Copper	Ray	Orange to deep brown, Smooth uniform color	Earth, Time, These are both associated with copper,	I
Shelled Ghost (mana)	Psychocite then steel	Ray	Pink Dark Purple, Human and nonhuman faces manifest	This mana wants to be absorbed by the steel that attuned it similar to normal steel atuuned mana, but it can also retain memories an infformation like psychocite. This mana is incredibly Caustic to both other magics and matter.,	II
Purple Demon (mana)	Demonite	Ray	on it.	consuming them on impact.	I
Silk	Silk	Liquid	Liquid, Uniform color.	An especially Sticky mana liquid, it also asdheres to itself, making strong magical threads.	I
Decay	Plastic	Liquid	Black, Bubbling.	This mana is a liquid which causes Plastic and other especially weak materials to resolve ito a foam.	ı
Light	Glass	Ray	Bright white. generates light.	This mana type creates a gentle white light.	ı
Gravity	Rubber	Liquid	Clear Purple, Almost blue	When mana is attuned to Rubber, It creates a gravity generating liquid, which can attract things to it.	
o.u.i.g	, vasso	Liquid	Invisible, If expecially strong it can be seen as a Shimmer in the air.	This is how almost all mana will appear originally, every wizard breathes air after all, right?	
Thaum	Air Aluminum-magnesium	Wave		It is also the basic mana for all Incantation based spellcasting.	Ω
Magnet	alloy	Ray	Grey	This type of mana decrades into a weak magnetism over time.	I
Strobing light mana	Tempered Glass	Ray	Bright white, Mana stutters out of the glass, giving a strobe effect.	While merely a subset of Glass mana, it is still worth noting that Tempered clear materials Generate a Strobe effect with mana.	I
Decay II	Nylon	Liquid	Black.	This material is similar to plastic in that it causes Nylon to degrade into chunks.	
Demi			Pitch Black	This mana creates a sort of vacume, which draws mana in. obviously, this property makes Aluminum stars the most common in our universe.	
Osmose	Aluminum	Ray	Dorle Crov	This mana type Draws in heat until it's thermal temperature is equal to	1
Osmose	magnesium	Ray	Dark Grey	it's thaums, at which point it dissolved, releasing the stored heat. This material absorbs any mana you put into it, never to be seen	1
	Oasis Water	None	None	again. This liquid is identicle to the other leather liquids you have	
Infusing Perspire	Brown Crystal	Liquid	Clear, glistening	encountered, only it is absaobed into the material shortly after creation.	1
	Dark Dragon Hide	Presumably Liquid	Rainbow-shimmer	This material absorbs mana at an astonishing rate, leaving little mana-to-study.	
	Raritanium	Ray	Unknown, Most is consumed.	This material absorbs mana at an astonishing rate, leaving little manato-study.	
Perspire	Human Leather	Liquid	Clear Liquid	A fairly useless mana which seems to serve the purpose of "Magical persperation"	ı
Denlinata	Ciliana	Dev	Minito	This mana tries to resolve into more silicon, and if left on a piece of it, will do so, based on the amount of mana left.	
Replicate	Silicon	Ray	White	This mana influenses the winds with astonishing radius, With enough mana, one could create whirlwinds and such, and with enough control	ı
Wind Terrible Wind	Topaz Topaz Goode	Ray	Yellow Gray Yellow	could resolve it into even sharpened winds. The impurities in this Geode have interfeare with the mana, making it elucible had weak.	II
remble wind	Topaz Geode	Ray	Grey Yellow	sluggish and weak. This mana functions very similarly to both steel and bone mana, being attracted to itself, and being a liquid death mana, it may have some	II
Infusing Death	Cryskeel	Liquid	Purple	effect on cryskeel if enough of it is infused.	1
Returning Gold	Angmallen	Ray	Smokey Gold	This mana Absorbs Gold mana into itself until the entire mass is a larger mass of pure gold mana.	I
Psychic	Psychocite	Ray	Purple	This mana has a number of properties, It can record information, images, memories, and thoughts into itself, and impint this ont oa piece of psychocite, and then be retrived by applying more to the piece that is storing the information. the info laden mana has a number of uses on it's own as well, which are functionally limitless.	1
Earth Pains	. Sycholic	. cay	Light Grey	This mana increases and then decreases the Structural streength of whatever it is applied to, weak mana increases it, and stronger mana decreases it, ventually reaching the point where it dissolves most	,
	Stone	Ray	,	things into rubble.	I
Toxin	Etherial Paper	Same	Same	This material functions like Normal paper, only it is made of magic. This mana is highly toxic and Causes hallucinations, like the material	
	Mercury	Ray	Lime Green	it is made of.	I

Name	Source	Form	Color/Appearance	Description	Attunement leve
Strength of the Grave	Calcium	Liquid	Royal Purple	This liquid death mana improves the strength of what is applied to temporarily.	1
Burden	Lead	Ray	Dark Magenta	This mana increases the weight of what it hits temporarily, until the mana burns itself up	ı
				This mana serves the purpose of a lubricant, and tastes terrible. it is	
Grease	Baconite	Liquid	Pink/white streaks	very slow to reattune This mana is very much so tied to the moon, And causes strange things to happen relating to gravity. This effect is intensified under	I
Silver	Purified Silver	Ray	Pale White	moonlight and with lunar ambience. Some beings can use Silver and lunar mana to transform into much more powerful forms.	ı
Lightning	Platinum	Ray	Pale pink, White, Yellow, Blue, Purple	This mana Burns itself up creating Strong electricity, Which usually arcs to the nearest object that it can resolve through.	ı
				This mana attracts water vapor, Creating clouds and rain clouds as it	
Rain	Tin	Ray	Greyish blue	dissapates. the lightning mana created by this impure platinum is Jittery and slow to respond, the Lightning itself even follows this, Stopping about	I
Delayed Lightning	Poor Platinum	Ray	Light Pink	halfway throug han arc, before Finishing.	I
Anti	Skeel	Liquid	Yellow, Pulsating	This mana consumes Both life and Death mana, Transforming it all into Skeel mana, After a while however, it degrades back into it's original mana type, leaving a creature unharmed.	1
				This mana creates a Strong warm mana, Which harms Vampires and Feeds plants in the same way sunlight does, after all, it is what the sun is made of.	
Solar Papal Water	Gold	Ray	Bright Golden	This clear mana seems to renel water	I
Repel Water Add Momentum	Shimmering Scales	Liquid	Clear	This clear mana seems to repel water. This mana Seems to resolve in momentum, Adding it to whatever it	1
	Fat	Liquid	Pale Yellow	touches	I
Plant Life	Plants	Liquid	Green	This is the Life mana of Plants, Similar and different fro their organic brethern, it can be used for healing just as well. but	I
Frizz	Shiny Dust	Ray	Red, pulsating	This mana pops and Explodes like fireworks, Burning itself up quickly	I
Ebon Fuma	Ink	Liquid	Smokey Black	This mana seems to absorb light, dimming the area around it.	ı
Foul Fume	Fertilizer	Liquid	Brown Purple	This mana produces a terrible smell, As far as you can tell anyway, the whole thing smells.	I
Stick	Pig Iron	Liquid	Pale Magenta	This mana is incredible sticky, Adhering to a lot of things.	ı
Dim Light	Coins (alloy?)	Ray	Dim Yellow	This mana produces a weak warm light.	I
Restore Cloth	Burlap	Liquid	Tan, Dry looking, like wax.	This liquid mana seems to improve the Strength of the Burlap fibers, Maybe a type of Death mana?	1
Unease	Purple Gem	Ray	Purple, Looks Eerry	This mana seems to invoke spooky feelings in living things.	ı
222	Hala Cayorad Stana	Pov	Transparant, Green.	This mana seems to want to be inside that stone, Letting it Be drawn	
???	Hole Covered Stone	Ray		to it does not do anything either though on it's own. This mana cools the area around it, the concentration and thaums Determine the radius and Power of cooling effect.	I
Chill	Saphire	Ray	Blue	· ·	I
Repel Iron	Iron tinged glass	Ray	Light green	This mana seems to serve little to no purpose, It repells Iron however, Which could be interesting.	ı
Plant Energy	March Lich seeds/peppers/plant	Liquid	Yellow	This seems to be a variation of death mana which resolves into a sort of life mana as it grows into maturity. Probably for the best, otherwise nobody but me could eat it!	ı
Hot Liquid				A red liquid mana which generates a lot of heat, not enough to harm,	
Hallucinate	Fire Flower + derived Hallucenagenic plants,	Liquid	Red, Opaque	but definately hot. It seems to be the life mana equivilant for this plant.	I
	Moss, mushroom.	Liquid	Light blue, Glowing	Blue liquid mana. Causes Hallucenagenic effect	I
Smoke	Metal pellets	Ray	Brown	A smokey brown mana which seems to serve no purpose.	I
Melt	Unmelting Red warm Steel Gauntlet	Ray	Bright red	This mana seems to lower the melting point of whatever it comes in contact with. ambience causes the material itself to melt severely. Mana is absorbed into these robes, repairing them, Necromantic	1
Restore Robes	Ludicrously Colorful Robes	Liquid	None	fibers designed by Valerik in the past make this mana har to come by, it can only repair The cloak itself however, and is basically death mana for all other purposes.	I
Increase Momentum	Shotgun Headache	Ray	Blue, Flaming	A Blue flame like mana which intensifies existing momentum, being absorbed into the object in question in the process.	I
Float	Skystone	Ray	Light Grey with a hint of blue	This mana reduces gravity in whatever it touches, Ambience causes skystone to be permenantly weightless.	
Beam	,	,		This mana creates a while light and a combination of weak death, Kinetic energy, and heat. Causing damage to whatever it hits.	
	Glass cannons	Ray	Incredible white	Gallar'nt lets you reflect some from his blade though. It Is a purple flaming mana, Some bizzare combination of holy and unholy energy that feels like it is teetering to one or the other. It apparently Resists evil, according to Wailascopography, you don't know much else about	I
	διάβολος φτερό; The Devil			it though, Perhaps for the best.	
Nephilima	Wing	Ray	Purple Flames		I

Name	Source	Form	Color/Appearance	Description	Attunement leve
	Steel then gold	Ray	Pale Yellow, streaked with so	A ray type mana which is attracted to both the steel it was originally attuned to, and the gold that it was attuned to secondly, It floats between them, burning itself into a warm light. It is very powerful light though.	П
	Gold then copper	Ray	Black	"If I am not mistaken, This mana type actually draws in light, like a highly specific black hole. The light can still orbit around and escape, but the effect is a Black shape which shoots off light. Upon impact this mana dissapates, releasing all the light in one concentrated burst."	II
	Gold then glass	Ray	Hazy, clear blue	"A ray type mana which repells matter. One of the basic ways of making magical tools such as a mage hand."	II
	Silver then lead	Ray	Navy/wavy	"A rather useless mana type used only by apprentices wanting a prank, it creates an unstable gravity field, whilto while not strong enough to do anything useful is more than enough to disorient someone not prepared for it, or at least give them a sense of vertigo."	II
	Tin then Saphire	Ray	Shining Cyan	"I already know this one. I am a Wizard after all. It is a mana type which when released from immediate control, Condenses, and then explodes into a type of non mana energy which drains away heat to the oint where it can create ice from Moisture in the air."	II
	Gold then Pig Iron	Liquid	Pale yellow liquid, which bed	"This mana actually dissapates into a nonmana, Cognealed sunlight, which is a magical reagent used in all soers of things, from boiling it into sunstone, to Crystalizing it into Solarium Crystals. Even in it's liquid state it has uses, since it shares so many aspects with it's ray based bretheren. Such as Heat, Luminescence, and Production of Skin based Vitamins when Used as an ointment."	II
	_			"This mana seems to serve the purpose of aiding in lubricating the yes alongside it's natural lubricants, it also provides a sort of	
Optic	Eyes	Liquid	Clear	additional focus for eyes that have been slightly damaged." "A Pink Liquid mana which seems to serve the purpose of being a Redundancy in the brain's normal functions, it interacts wiht the soul it	I
	Brain	Liquid	Pink	is connected to frequently, and leaves a brain upon death." This is a Liquid type mana which seems to be exceedingly light, and	1
				with a bit of nudging, carries the hair with it, it consumes itself as fast as it is produced, and seems to be the cause of people's hair becoming weightless when they exude an incredible amount of	
	Hair Ceberosinal fluid	Liquid Wave/Liquid	Clear, Hazy when intense Invisible, Pink when Liquid	power." "This mana seems to also be a wave type, though it resolves into a purple Liquid mana which while not death mana, grants the controller some telikinetic effect."	
	Urine	Liquid	Purple	"Disguisting Purple liquid, smells terrible, Next."	I
	Exoskeleton	Liquid	Clear purple	"A Type of weak Death mana which seems to serve the purpose of warding off some predators."	1
	Compund eye	Liquid	Clear Invisible, Light blue when	"This is functionally similar to notmal eye mana."	I
	Water	Wave	intense	"How peculiar, anouther wave type mana."	I
	Enamel	Liquid	Purple, green, yellow	"A Purple Green liquid mana, it Seems to serve the purpose of Strengthening the teeth and breaking down food, it makes them very unhealthy looking however."	ı
	Lightbulb filament	Ray	Grey	"This mana type seems to resolve in radiation, depending on how dense it is. it quickly burns itself out however, to an absurd degree."	I
	Stomach acid	Liquid	Yellowish green	"A strong death mana, it seems to serve the purpose of breaking down living matter in an organism."	I
	Spit	Liquid	Clear	"A weak death mana which helps to break down food." "Death mana, it seems to consume it and grow larger."	I
	Puss	Liquid	Purple	"A Brown Liquid or ray mana, depending on the amount of present biomass. It serves little purpose than to be absorbed into the soil and	I
Fertile	Dirt	Liquid/Ray	Brown	to feed plants that can magically metabolize it."	I
				"This ray mana type seems to Degrade the sand even further, making it easy to grind into a fine powder. this is likely a function of the Silica, which has a similar effect."	
Dissolve	Sand	Ray	Yellow, Bright.	It does not fully attune solar mana on contact, causing it to heat up the area even more."	I
Cloud	Tin	Ray	Dull pale Blue	This mana type attracts Condensation and water vapor, Creating an artificial rain cloud surrounding enough of it	
	Gadget crystal			Unelectrified it seems to Reflect a kinetic force that covers the entire object, being pushed AWAY from the mana in question unlike normal Raritanium, Electrified mana slides off of it without being attuned	