

	Description	Learned?	Required Tool	Reagent/Material	Spell Type	Prerequisite	Effect of additional mana	Origin	Element / Alignment
Valeric's Memories	Spells that have been learned by Valeric in his long years of exile.								
Splintered Life	Animate dead plants using magic.	Learned			Normal		Amount of plant growth and control of plant growth	Valeric's Memories	Neomantic
Raise Dead	Raise an Undead minion. Raise Three Types of undead minion: Minions, which are Preserved and Embalmed Maggot Zombies, Vampires, which are Blood fed Zombies who Suck to sustain them in between blood feedings. And Abominations which are the Fat Brats that absorb minerals they all automatically into their body, incorporating them.	Learned		Corpse/Skeleton Vampire Goat, Livid Mana, Living Thing	Normal		May be required	Valeric's Memories	Neomantic
Advanced Raise Dead II	Advanced version of the spell that automatically into their body, incorporating them.	Learned		Abomination Corpse, General Corpse.	Ritual	Raise Dead	May be Required	Valeric's Memories	Neomantic
Sustain Dead	Add days to a zombies subsistence.	Learned			Normal		Additional substance	Valeric's Memories	Neomantic
Mutate	Attempt to warp a creature flesh in any way you desire.	Learned			Normal		None	Valeric's Memories	Neomantic
Blood Bolt	Spend Health to gain mana. Reactions damaged and cast using neomantic. Harms living things based on how much of their health is missing.	Learned			Normal		None	Valeric's Memories	Neomantic
Rejuvenate	Rejuvenate	Learned			Normal		Amount of HP restored Or damage dealt	Valeric's Memories	Neomantic
Rise Life	Spend mana to send out a pulse of raw undried life energy. Allows for a living thing to be given Substance for every item this is used. Replenishing small amounts of blood, ATP and mana.	Learned			Normal		Strength in pulse	Valeric's Memories	Life
Sustain Living	Unleash the hidden potential of a loyal Minion who has a soul temporarily giving them a need of True power to draw from.	Learned			Normal		Strength of regeneration (Consumes mana per turn while active)	Valeric's Memories	Life
Awaken Soul	A refined version of Raw Life, it allows Small sounds on living things to be fused back together.	Learned			Normal		Speed of knitting	Valeric's Memories	Destiny
Energy Knitting	A refined lance of life magic, if hitting the stomach, or any other area will debilitate. Iflands them, causing damage over a long period, if it hits anywhere else, it causes a burst of hearing which penetrates the ears. Harms Undead	Learned	50% Chance to learn		Normal		Speed of knitting	Valeric's Memories	Life
Lively Lance	23% Chance to learn	Learned	10% Chance to learn to Kobolds, 50% chance to Kobolds as a spell that you have learned		Normal		Amount of HP restored Or damage dealt	Valeric's Memories	Life
Kobolds or Evil	Allows Valeric to learn a Clean version of any spell involving organic, restoring the past corruption and preserving essence, structure, and normally as much as possible.	Learned			Metamagical feat			Valeric's Past	Destiny
Gateway to the void of the last defense against the dark arts.	Creates a portal to another dimension for 1 Day, which as some point during that time may split out 1 Dying from this dimension, the object will always be harmless in a combat sense to damage, damage, or resistant. Throwing into the portal may influence it's result.	Learned	50% chance to learn	Cutting implement, Object to serve as a gateway	Ritual		None?	Remains Of Evil	Dimensional
Re-Dupe	Depicts a negative effect on the user, and repeats itself once for every point of mana used in the initial casting if the user is affected by another negative effect.	Learned			Normal		Additional Dispel	Defense against the dark arts.	Light
False Target	Creates an Illusion of the user that draws negative effects onto it by sacrificing a small amount of your own health.	Learned			Normal		Additional False targets, or Additional health can be used	Defense against the dark arts.	Light
Phieve	Places a veine token on the user, when the user's health dips to 0, the veine health is raised to 100% of health or a set point of mana spent casting it.	Learned	5% Chance to learn		Normal		None	Defense against the dark arts.	Light
Anti-Aura	Prevents Auras of any kind from affecting the user.	Learned	25% Chance to learn		Normal		None	Defense against the dark arts.	Light
Detection, Finding, and can be found									
Detect Object: Spikes	Attempts to divine the location of an object by analyzing its mana.	Learned			Normal		None	Divination, Finding what can be found	Holy
Detect Object: Sign	Creates a sign which will point in the direction of an object closest to it.	Learned			Normal		None	Divination, Finding what can be found	Holy
Detect Object: Clarity	Clarifies an object to a map, and the locations of every object like it will be marked on the map.	Learned		Map, Object	Crafting		None	Divination, Finding what can be found	Holy
Detect Action: Sign	Senses when a particular action is taken near the symbol, for a mile radius	Learned	30% Chance to learn					Divination, Finding what can be found	Holy
Gate: Object	Lets the user see the Past of an object.	Learned	10% chance to learn					Divination, Finding what can be found	Holy
Psistent Prediction	Lets the user see a possible future.	Learned	5% chance to learn					Divination, Finding what can be found	Holy
Eye Spy	See through the eyes of one undead minion, you can control them at an unlimited distance as long as they are under the effects of this spell.	Learned			Normal		None	Neomantic Study	Neomantic
Knock's Flame, a Dimensional guide to the elements part I									
Flame Intake	Stores 10 charges of fire within your stomach, which can be released as fire, other uses you know and invented out as either a fireball or a good flame.	Learned			Normal		Additional Flame charges	Knock's Flame, a Dimensional guide to the elements part I	Chaotic neutral
Magma Out	Store a globule of molten lava in your stomach to heat up user. Can be inhaled with any other spell you know.	Learned	50% Chance to learn	Meltable Object	Normal		Additional Magma charges	Study of Knock's Flame, a Dimensional guide to the elements part I	Chaotic neutral
Immunity Flame	Learn when control over your fire, it will not hurt what you will hit it, even if spell released.	Learned			Metamagical Feat		None	Study of Knock's Flame, a Dimensional guide to the elements part I	Neutral
Heffem Dagep's Neomantic Name									
Detect Bones	Causes Bones to emit a Powerful light, sound and color when near the user if the spell making finding them a breeze. 100% chance to learn	Learned			Normal		Area of effect	Heffem Dagep's Neomantic Name	Neomantic
Near Death	Force a refined Lance of black Magic through the Target. The spell is incapable of killing. Only weakening.	Learned			Normal		Damage dealt (20% cannot kill)	Heffem Dagep's Neomantic Name	Death
Advanced Raise Dead	Allows one to Cavalify and mechanically only using the necessary parts of a minion, Reducing Mana cost, but increasing further enhance precision, allowing for specific Blueprints in a minion, and magic, which can be used in appropriate bonuses. Shields and armor all about death magic. Swords and spears will exploit it. Ranged weapons will fire in place of Ammunition or Hellfire Ammunition present. Tools will kill what they harvest.	Learned			Metamagical Feat		None	Heffem Dagep's Neomantic Name	Neomantic
True Resurrection (Heffem Dagep)	Bring life to a corpse, Restoring that body, mind and spirit to the land of the living	Learned	50% Chance to learn		Ritual	1 Corpse, 1 Willing Soul, and 12 Pounds of fresh soil.		Heffem Dagep's Neomantic Name	Life
Call Spirit	Attempts to request the presence of a soul from the afterlife. They will be drawn back to their own or previous to prevent them from escape from a plane of torment.	Learned	25% Chance to learn		Normal		None?	Heffem Dagep's Neomantic Name	Neomantic
Black Wager	Summons a minion of death to the plane of the living, who will attack the user. Stronger minions increase the risk, and the damage. Specify mana spent when casting	Learned	10% Chance to learn		Normal			Heffem Dagep's Neomantic Name	Death
True Resurrection (Valeric Herken)	Cast a spell of your own, to bring life to dead things. Reagents of your choosing, the Preferred Ritual, it's all up to you. Every Neomantic needs his own spell of this spell.	Learned	25% Chance to learn		Ritual		???	Neomantic Study	
Blind (mana) and the creation of living weapons.									
Deep Quaff	Absorb ambient blood magic as Mana.	Learned			Normal		None	Blood Rituals, and the creation of living weapons	Blood
Blood Circle	Use blood to create a circle that transforms blood power into a living ambient magic.	Learned			Ritual		None	Blood Rituals, and the creation of living weapons.	Blood
Ritual Of Bloodsteel	Transforms any metal object into a Bloodsteel object, generating life energy when used, healing the user.	Learned		Blood Circle	Ritual	Blood, Metal Object, Ambient blood mana	May be required	Blood Rituals, and the creation of living weapons.	Blood
Ritual Of Living Metal	Transforms any metal object into a Living metal version of it. These objects are sentient and retain memories of before their awakening.	Learned		Blood Circle	Ritual	Metal Object, Ambient blood mana	May be required	Blood Rituals, and the creation of living weapons.	Life

	Description	Learned?	Required Tool	Reagent/Material	Spell Type	Prerequisites	Effect of additional mana	Origin	Element / Alignment
Soulbound	Causes an object to always return to its owner's possession unless sold or traded away.	Learned			Crafting		Quality and Durability of Enchant.	Artifice, Theory is not practice	Destiny
Elemental Enchanting	Elemental versions of spells can now be added to objects, an example would be adding "Lightning Near death" to a sword in your case.	Learned			Metamagical Fiat		Quality and Durability of Enchant.	Artifice, Theory is not practice	Arcane
Perspectivity	Allows objects to be made one, and they can be switched between as well.	45% chance to learn			Crafting		Variance	Artifice, Theory is not practice	Arcane
Craft Wondrous Object	Turns any object into an artifact. Increases item's quality and spell durability immensely.	5% chance to learn			Crafting		Quality and Durability of Enchant.	Artifice, Theory is not practice	Destiny
The offering of Being and Helios									
Self Proclaim	Causes a voice to announce your good and evil deeds of note, grants the user 10,000 DPM for free, but forever curses them to be incomprehensible to normal mana, along with this spell only being able to be used once per person it inevitably ends with the user cutting the person around him in some sort of dark mana from them, or teaching the spell to enemy forces and then stealing their newfound dark mana.	Learned			Normal	None		The offering of Being and Helios	Holy
Spell 1, Evil	A ball that causes every spell cast to hit another spell being in a random act of kindness to the user and being in question get the most.	5% chance to learn			Normal	None		The offering of Being and Helios	Holy
Spell 1, Good	Drains mana of any kind from a target, the upper limit of mana drained is post control mana.	5% chance to learn			Normal	None		The offering of Being and Helios	Holy
Spell 2, Evil	can call out to any beings that know the user and request that they transform the request being thing that the user cares about into pure energy, and forces that energy into a portal for summoning Being to be used to one's enemies. The more the user requests casting it, the more powerful the Being's avatar is and the longer it lasts.	5% chance to learn			Normal	None		The offering of Being and Helios	Holy
Spell 3, Good	Transforms the user into a weapon temporarily, the weapon deals their own raw health in damage with every attack, and grants the user 100% of their skills, techniques, strategies skills and mana to the weapon.	5% chance to learn			Normal	None		The offering of Being and Helios	Holy
Other									
Summon	Call out to a being's Will, summoning it to an avatar made from your dream.	Learned			Normal		Strength and size of Avatar.	Dubin the Old Wizard	Dimensional
Craft Identification scroll	Turns a piece of paper into a scroll capable of specifying objects on command.	Learned		Paper	Crafting		Additional information, along with requiring additional paper.	Reverse Engineering	Arcane
Craft Wooden Communication Device	Transforms two pieces of wood from the same tree into Connected magical devices, which can transfer sound at great distance.	Learned		Multiple pieces of wood from the same tree	Crafting		None	Reverse Engineering	Arcane
Spectergram	Allows the user to send a ghost of their self to a being by naming them or describing them, leaving a trail behind to the target and decreasing the mana cost.	Learned			Ritual/Normal	May be required		Study of magic	Arcane
Gate Sign	Creates a sign around a hole, valve or pipe that Controls several options for linking, changing and adding mana flow through it.	Learned			Crafting	May be required		Study of Signs	Arcane
Stunt image	Creates a fake Stunt program of whatever the caster desires upon casting.	Learned			Normal			Study of False Target	Light

Name	Description / Origin	Assigned task	Number	Equipment	Status conditions	Special information	Special information Value	Size (pixels)	Chemistries	Guastmate Weight (g per unit)	Average Health points per unit	Health points	Sustenance Type	Sustenance	Location
Other Sustenance Types															
Fingernails, heart	None	None	1	2 Mechanical 1 Cut	Covered in Spores	Dangerous Fingernails attached to Skin like Golem, Internal metal storage	Golem Core at 100% status	1x1			N.A.	N.A.	Blood (Heart)	N.A.	0 Nearity
Chubby Ooze	None	None	1	3 Soft, Bulky, Inspiring				8x4			110	110	Magic (Golem)	N.A.	Nearity
Neurore	None	None	1	3 Soft, Bulky, Inspiring											
Zorified mech	None	None	1	1 Cover/Steel	NEEDS PILOT	An advanced Dwarven Mech, Infused with flesh and machinery, Inspiring to sleep in, the a neural net, but not		32x25			800	800	Magic (Heart)	N.A.	0 Nearity
Action Based Sustenance															
Vampire Scorpion	A vampire scorpion based of Platium dust and Fly like liquid mana. Exoskeleton partially infused with Clear Steel. Scinger enhanced with Water Telescope and infused with glass carapace. Scinger has access wire and foot. Silver Glass being it be. Feet with rubber wheel of each, iron tread glass on belly to ride chains.	None	1	1				5x8			35	35			100 Nearity
Death Hourglass	A Simple Glass and iron Hourglass Filled With enchanted bone dust	None	1	1				2x3			2	5	5 Magic		100 Nearity
Passer Beak	A Hallow beak designed to fit over machinery and status using a glass core attached to it	None	1	1			Golem Core at 100% status				15	15	15 Magic		100 Nearity
Crackerfly	A hollow moth infused with Clear Steel, and enhanced with the ability to store spells which it otherwise itself casting	None	4	4				1x1			1	4	4 Magic		12 Nearity
Bone Spiders	None	None	1	1		A swarm of fat soled Bone spiders, equipped with a pair of scissers, a Spike, and a saw made of bone.		2x3			2	2	2 Magic		100 Nearity
Luggage	Mine iron	None	1	1		Internal storage. Partially made of wood. Dup storage. Durable. Can carry a lot of weight					90	90	90 Magic		40 Nearity
Neomechanic's Workbench	Ready to use	None	1	1		A workbench capable of Manufacturing Living and undead things without requiring them dead or inert.					N.A.	N.A.	Magic		100 Nearity
Skeleton Duo	None	None	2	2 S-Steel Steel Chained and 2 S-Steel 2 Daggers	Covered in Poison	Two skeletons, Otherwise unremarkable		14x8			36	72	Magic		200 Nearity
Criminal Skeletons	None	None	5	5 Lvl 2 Glass 1 Red Warm Steel Chained 5 S-Steel Steel Chained 5 S-Steel Daggers		A large group of Skeletons, otherwise unremarkable. Their leader is infused with clear steel, and wields a Mallet garnted.		14x8			9	42	Magic		600 Nearity
Biclops	None	None	1	1 S-Steel Steel Chained and 1 S-Steel Daggers		Also headed Skeleton made from two smaller ones.					110	110	Magic		100 Nearity
Shovel Eight	Mine iron	None	2	2 S-Steel Steel Chained and 2 S-Steel Daggers		Spoothead Creatures Made of Bone. With four arms each and metal spoon sockets. They are capable of Digging at great speed.					30	59	Magic		80 Nearity
Scythe	None	None	1	1		A long Bone with a Duffin made of bone extending out of it. Capable of being independently. And can suck into a Spine staff.		8x8			10	10	Magic		100 Nearity
Identification pen	Identify our stuff as we make it	None	1	1 87% ink 1 S-Steel Steel Chained		A tiny ink pen made from Magically Enhanced bone. Capable of identifying things, writing them down, and connecting with a pool of information known only as "Big Brain"		1x3			1	1	Magic		100 Nearity
One Armed Metal Combat Weapon	None	None	1	1 S-Steel Steel Chained and 1 S-Steel Daggers	Missing Arm	A Skeleton coated in Metal, Thick and Heavy		14x8			80	80	Magic		100 Nearity
Dup Based Sustenance															
Great Cargo Worm	None	None	1	1		A sheet of skin infused with clear steel. Given sharp claws, and enhanced to be able to eat it from another health who is not aware of it will eat it from another health to regain it's inviolability effect.		15x50		1500	1250	1250	Flash		0 Nearity
Stalking Skin	None	None	1	1		A Fat undead spider with a skeletal hand attached to the back of it's head. Slippery Steel armor plates all over it and platinum caps on it's large capable of handling sustenance to return for an electric shock.		14x8			10	5	Magic		1 Nearity
Armored Anabolic Spider	None	None	1	1		Slucking Platium Fungus, Slippery Steel Plating									
Big Zombie	None	None	1	1		A massive bulk of a Zombie, Filled with flesh and fat, with few measure arms, and long leg.					4	4	4 Flash		2 Nearity
Wolf Zombie Pack	None	None	3	3		A pack of undead Wolves, Led by a Golem Head. Made from a Barndi Zombie and an alpha male.					132	132	Flash		2 Nearity
Barndi Zombies	None	None	1	1		A Group of Undead Bandit Complex. Otherwise unremarkable		14x8			12	74	Flash		2 Nearity
Magic engine Mark 1	None	None	1	1							N.A.	N.A.	Flash		2 Nearity
Famul	None	None	1	1							N.A.	N.A.	Flash		12 Nearity
Fat Fly Zombie	None	None	1	1		A large undead fly. With a simple communication device all in its body and covered in it's designed for slow and light above all else		2x2			1	0	Magic		0 Nearity
Brain Stone	None	None	1	1		An animated Brain, Otherwise unremarkable					8	8	Magic		0 Nearity
Non-Consumed															
Stick Golem 1.0	A Small golem Made from spiral steel and a Silicon core. It is about as large as a normal human when unfolded, but can collapse down into a small case with a handle.	None	0	4 crystal shortwords			Golem Core at 100% status	14x8			15	0	Magic (Golem)	N.A.	
Stick Golem 2.0	A golem with a simple spherical iron core and Spiral Steel body. Similar to the heavy stick monon except a shorter body and a scissor-like legs for balance and aiding in its iron for climbing. Also has unremarkable electronic circuit for attack, digging and demolition, enhanced with Glass Shaping Sight.	None	2	2			Golem Core at 100% status	12x8			20	40	Magic (Golem)	N.A.	Nearity
Silver Robot	This is a three eyed Transport and combat drone. It has two onboard machine guns and an emergency self-destruct feature. It is made of Metal plates. Servo motors. A Magpie Golem Core. And a powerful battery. Its purpose is to transport Goods. Many times a superior 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 cases.	None	1	1	2 Mechanical Machine Guns		Golem Core at 95%				110	110	Magic (Golem)	N.A.	Nearity

Name	Description / origin	Health	Mana	Questimate Weight in pounds	Status conditions	Equipment	Properties to remember	Quote	Assigned task	Sustenance	Location	Spellability list
Gallar'rit	A Full blooded demon who is also a paladin	566	10	500		Enhanced Golden Platemail, Enchanted Clear Steel Visor, &δββολος ερπυς. The Devil Wing	Flight, Detect Evil, Huge and strong			Fine	Nearby	Curse of Painful fire, Curse of Bottomless stomach, Curse of Wizard eyes, Curse of Postcognition, Curse of Bats, Curse of Random polymorph, Curse of Overwhelming blessing, Curse of Igniting touch, Curse of Necrosis, Curse of Pain, Curse of Spoken truth, Curse of Polymorph, Curse of the vampire, Curse of the Werewolf, Curse of the Mummy, Curse of Fles, Isaac's Curse, Curse of Vines, Curse of Frost, Medusa's curse, Curse of Snagjaw, Curse of Fodders, Flame Inhale, Bless, Blessa, Blessaga, Awaken, Minor Miracle, Purify, Turn undead, Tap Cannon, Fiero Slash.
Dublin	An Orc who is also a wizard	160	10	230		Wizard Robe, Wizard Hat, Staff, Cryskeel Dagger, Spell Quiver				Fine	Nearby	Fire Lib 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 strength, Flight			Fine	Nearby	
Harkim Salva	A young Boy with budding necromantic prowess and great strength. Currently under the tutelage of Hellfam Daged.	60	0	160		Noble Clothing infused with Cryskeel Chainmail, Symmetrical Elaborate Aiming Arcane Platinum Telescope, Cryskeel Dagger.	Young kid			Fine	Nearby	Water, Flame Inhale, Immunity Flame, Bless, Natural Necromancer.
Commander Chief	A Soldier/Guard of Eadlesien. He is well versed in a number of things that a guard and commander should be.	240	7	258		Bandit clothing, GSG-gun, Combat knife, More?	Knowledge of Eadlesien, 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.	239	1d3+1 per turn in combat.	800		LVL 1 Sturdy Staff, Light waver Wooden Communication device (CH 1), Scouting goggles, 2 Mk2 RPA Blasters	1 Platinum finger, 1 Dementite Finger, 4 arms, Flight, Spider climbing, Ludicrously durable, Huge and strong			Fine	Nearby	Legendary Channeling Control, Four armed novice.
Honey	A class IX artificial intelligence core that holograms as an anthropomorphic Dragon.	10	0	650			Control Golem, Maximize Efficiency, Combat Calculations.			Fine	Nearby	
Jeanne Rudamera	A Female Bandit recruited by Valenk through Trial by Combat. She has been transformed into a Vampire using a smetless ritual, altered in nature by Valenk.	239		179		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 coes, Sharp Cleaving Crystalline Katana	Desert knowlege, Bandit rituals, Desert Race, Mind/illusion/quickkill ver Vampire			100	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 experimentation?	
Bandit	Human?	A bandit captured and restrained by Wizard butler	Poor	40	3	Tied up, Gagged	Bandit Clothes, Scavengy mask.	Twisted Crazy experimentation?	
Rabbit	Rabbit	A mundane rabbit, somehow found in the desert.	Fine	4	2	Tied up		Twisted Crazy experimentation?	
Scorpions	Scorpion	A group of 10 Scorpions	Fine	11	1	Caged		Twisted Crazy experimentation?	
Scormoth Critter	Scormoth	A scorpion fused wiht a moth.	Fine	2	1				

Type	Form	Amount or % (if applicable)	Customize (change in pounds)	Size (in peaks)	Amount (distinct items)	Description	Container	Location	Observed From	Reflects	Material / Chemical / Biological / Exact mineral	Microscopic / Holy relic
Zombified mech	Weapon		1340			A set of silver gauntlets underlaid with Magic-Reflecting Magic, with a Glycerine waxy Fuel to the left one.	None	in Cart		N.A.		
Scythe & Gauntlets	Weapon		3			A custom-revision gauntlet or gauntlets of Frost ring. Trained Energy Whip, which can be controlled by the wielder.	None	in Cart		N.A.		
Demian's Glop	Chemical		Phi			A Reddium-Gold bead, blurring it's Overt, and Filters. It is mixed with a few strands of Glass Wire. It is mixed with a Reddium-Gold bead, blurring it's Overt, and Filters. It is mixed with a few strands of Glass Wire. It is mixed with a Reddium-Gold bead, blurring it's Overt, and Filters. It is mixed with a few strands of Glass Wire.	None	in Cart		N.A.		
Impaling Felonious bed	Bed		500			1 bed.	None	in Cart		N.A.		
Tea Soap balls	Cooking tool		1			1 bed.	None	in Cart		N.A.		
Shawn's Shaber	Weapon (Gun)		70			1 bed.	None	in Cart		N.A.		
Overseer's Hat	Machine		250			1 bed.	None	in Cart		N.A.		
Slump seat	Chair		25			1 bed.	None	in Cart		N.A.		
Glass cannons	Weapon (Gun)		6			1 bed.	None	in Cart		N.A.		
Submersible job	Cooking tool		1			1 bed.	None	in Cart		N.A.		
Refrigerator	Container		200			1 A large refrigerator powered by electricity.	None	in Cart		N.A.		
Tea bottle	Container		0			1 A Glass container with a cone bottom and top, with another.	None	in Cart		N.A.		
A Tea Glass Phil	Container		5			1 A Glass container with a cone bottom and top, with another.	None	in Cart		N.A.		
Clean Steel Gas Containers	Container		12			1 A Clean Steel Container Designed to hold gases. They are equipped with valves to close off, and a flashback arrester.	None	in Cart		N.A.		
Digital Chair	Container		80			1 A Chair made of steel metal, with a plate of the top having a digital display on the front. It is connected to a pressure tank and engine as long as possible.	None	in Cart		N.A.		
Tea Glass Phil	Container		5			1 A Glass container with a cone bottom and top, with another.	None	in Cart		N.A.		
Machinist Lion Pad	Container		200			1 A slapper made with glass as well.	None	in Cart		N.A.		
Sorting Treasure Chest	Container		50			1 A chest.	None	in Cart		N.A.		
3 Treasure Chests	Container		400			3 A chest.	None	in Cart		N.A.		
Custom Chair Book	Container		100			1 A chair.	None	in Cart		N.A.		
Map of Cadmon	Paper Sheet		1			1 A map.	None	in Cart		N.A.		
King's permission	Paper Sheet		1			1 A paper.	None	in Cart		N.A.		
Scroll about Death notes	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Scroll about Frankenstein's egg	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Scroll about Additional answers to other questions	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Scroll about "The Wickedly Usable"	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Scroll about Steamers, and	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Scroll about March, Lethal Seed	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Scroll about Steel	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Shower for beds	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Sealman made	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Scroll about Mechanisms	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Scroll about Robots	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Scroll about Atomic Serum	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Research notes, Hoffman Degree	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Neocomm's Opals	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Scroll about Neocomm's's Opals	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Scroll about Glass Containers	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Scroll about Overcast Clocks	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Scroll about Skeleton Doll	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Scroll about Fairy's Cure	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Alchemical recipe for "Cabbie"	Paper Sheet		1			1 A scroll.	None	in Cart		N.A.		
Shawn's Blank paper	Paper Sheet		0			1 A scroll.	None	in Cart		N.A.		
Blank							None	in Cart		N.A.		
Skat Shotgun	Weapon (Gun)		50	3x7		The weapon form of an already exploded Demos. The form is a 10 inch. They either on impact, releasing a strong Payload.	None	in Cart		N.A.		
Showering robes	File	100%	2	20		1 A long clear robe, which transmits light and mana along the robe.	None	in Cart		N.A.		
Flux Platform	Box	300%	400			1 A box.	None	in Cart		N.A.		
Long clear robe	File	100%	1	1		1 A long clear robe, which transmits light and mana along the robe.	None	in Cart		N.A.		
Reflecting Glass Chalk	Chalk		1	1		1 A Piece of Glass which reflects light through it.	None	in Cart		N.A.		
Glass chunks	Shards		1	1		3 Several shards of glass.	None	in Cart		N.A.		
Clear mana tube	Tube		2			1 A clear mana tube, which transmits light and mana along the tube.	None	in Cart		N.A.		
Shawl	File	100%	6			1 A shawl.	None	in Cart		N.A.		
Grey covered stone	Stone		1			1 A stone.	None	in Cart		N.A.		
Scattered green stones	File		8			8 A stone.	None	in Cart		N.A.		
Duff's math	File		2			2 A file.	None	in Cart		N.A.		
Flames pipe Gem	Gemstone		1			1 A gemstone.	None	in Cart		N.A.		
Hiss covered stone	Bed	100%	8			1 A stone.	None	in Cart		N.A.		
Magik regulator	Mechanical component	100%	1			1 A regulator.	None	in Cart		N.A.		
Electrical pump	Mechanical component	100%	1			1 A pump.	None	in Cart		N.A.		
Life Energy Drainer Pump	Mechanical component	100%	1			1 A pump.	None	in Cart		N.A.		
Shiny Dust	File	100%	3			3 A dust.	None	in Cart		N.A.		
Charcoal	Stick	800%	8			8 A charcoal.	None	in Cart		N.A.		
Clean Steel Restored plate	Plate		1			1 A plate.	None	in Cart		N.A.		
Clean Steel Scrambled sheet	Sheet		1			1 A sheet.	None	in Cart		N.A.		
Reflecting Silver Pipe	Pipe	50%	25			25 A pipe.	None	in Cart		N.A.		
Machined Platinum Scales	Scale		1			1 A scale.	None	in Cart		N.A.		
Magnifying glass	Tool		1			1 A magnifying glass.	None	in Cart		N.A.		
Platinum Forks	Eating utensil		1			1 A fork.	None	in Cart		N.A.		
Platinum Spoon	Eating utensil		1			1 A spoon.	None	in Cart		N.A.		
Platinum Knives	Eating utensil		1			1 A knife.	None	in Cart		N.A.		
Platinum Spoon	Eating utensil		1			1 A spoon.	None	in Cart		N.A.		
Shattered Pocket Watch	Watch		2			2 A watch.	None	in Cart		N.A.		
Overcast	Component		1			1 A component.	None	in Cart		N.A.		
Steel Sword	Weapon (Sword)		25			25 A sword.	None	in Cart		N.A.		
Copper Beadable Table	Furniture		1			1 A table.	None	in Cart		N.A.		
WCD (WCD)	Box		4			4 A box.	None	in Cart		N.A.		
Hill or Ve	Box		1			1 A box.	None	in Cart		N.A.		
Band Mach	File	100%	1			1 A file.	None	in Cart		N.A.		
Lead Sheet	File		1			1 A sheet.	None	in Cart		N.A.		
Ethanol Paper Sheet	Paper Sheet		1	hd		1 A sheet.	None	in Cart		N.A.		
Visible Gemstone Clusters	Crystal Cluster		3			3 A cluster.	None	in Cart		N.A.		
Brown Crystal Bar	Bar		1			1 A bar.	None	in Cart		N.A.		

Operation	Description	Queue	Completion Condition	Value	Time since start/checked (days)	Status	Needs	Missions assigned	Intended Output	Efficiency estimate
Blood Spear feeding	The blood spear must be quenched as blood at least once per day, or it will overheat and become inoperable. This mag. Crystal needs to be harvested every 100 Tons, cleaning the spear. Replenishment on it does not cover the degradation when.		Quenched per?	N	0		Blood		Continued ownership of Blood Spear	
Ambience Reactor	A giant vat made of Silver. Designed to grow tissues and organs in a sterile material and mag.		Reach 100%	2%	0				Gold mana created. Replenishment Crystals.	
Tissue Vat	A massive Silver pot. Engineered with runes of Cracked II	Max. Flux	Reach 100%	5%	0				Large Stomach	
Crackpot II	Magical Engines covering Food into mana	200 Pounds of	100%		3				Glass	
Food-to-Magic Engines	Magical Engines covering Food into mana instantly	200 pounds of	0% mana left		4				Around 100 Mana	2.8 mana per unit food, 100 per day
Food-to-Magic Engines	Magical Engines covering Food into mana instantly	200 pounds of	0% mana left		4				Around 75 Mana	0.71 mana per unit food, reassemble
Bone Plants (D)	A plant that thrives on mana. Growing infectious spores and body bones.		Sustain Plant until Healthy Complete		0				Healthy Fertilized 0: Mused (Green)	Manure Peppers, Bones
Gourd seed	A Cloud Plant. Found near an Oasis		Sustain Plant until Healthy Complete						Healthy Fertilized 7: Mused (Green)	Sunlight, Gourds
Red hot seed	A Spicy Seed. Found near an oasis.		Sustain Plant until Healthy Complete						Healthy Fertilized 7: Mused (Green)	Sunlight, Spicy Peppers.
Berry seed	A berry seed. Found in nature		Sustain Plant until Healthy Complete						Healthy Fertilized 6: Mused (Green)	Sunlight, Berries, Berry Bush.
GourdBerry Plants	A Plant Created from the union of Gourds and Berries.		Sustain Plant until 5 Days	1					Healthy Fertilized 6: Mused (Green)	24 Gourdberries
Iron + Platinum Mine	A Mawwell Mine Created under the Foundations of Maw.		Missions Bring Materials to surface safely and necessarily		NA	Searching			1 Shovel (Blighs, Logistics)	Iron, Platinum
Brick shaping	The Mirona came 200 Pound bricks from your location. You tell them to stop.		You tell them to stop			2				Bricks
Handi-captain part Deca	Wizard Butler and Big zombie do to create more handi. Missions Begin Transporting rubble and Transporting anything of value back to the cave.		Wait 1 Day	0	0				Wizard Butler, Big zombie	Live handi
Harvest Scrap									Shovel Right, Silver Robot	Assembled Scrap/Tech
Exciting Operations	Operations which require Direct Action on Valem's end.									
Dead Mana Plant	Dead mana Bleed to a tiny Crystal marble	10 Mana	Reaches at least 20% (The higher it gets, the more pronounced it becomes.)	12%	4					Dead Mana

Name	Source	Form	Color/Appearance	Description	Attunement level
Death	Flesh and bones that are not part of a living thing anymore.	Liquid	Dark Purple, Gooy and inconsistant, like jelly.	The basis of Necrancy, 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 consequence. It is a false life, and an anathema to it to boot, capable of preserving biomass and animating it.	I
Iron	Iron objects	Ray	Pale Blue, Gently shimmering	This mana is Sticky, and capable of Lifting objects under the control of something. It has this effect the most on iron.	I
Carbon	Various objects made of pure carbon, diamonds, charcoal, coal.	Liquid	Light Blue to Deep blue, glowing strongly	Life mana, Most commonly associated with living things, it serves the purpose of supplementing all organic chemical processes in an organism, and along side nutrients, is essential to Eukariotic life.	I
Steel	Objects made of Steel	Ray	White, smoky looking	This type of mana is created from steel, and is attracted to the piece of steel that attuned it, If steel is allowed to absorb large amounts of ambient mana in this way, over a long period of time it eventually becomes sapient in a sense.	I
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	This mana wants to be absorbed by the steel that attuned it similar to normal steel attuned mana, but it can also retain memories and information like psychocite.	II
Purple Demon (mana)	Demonite	Ray	Dark Purple, Human and nonhuman faces manifest on it.	This mana is incredibly Caustic to both other magics and matter., consuming them on impact.	I
Silk	Silk	Liquid	Liquid, Uniform color.	An especially Sticky mana liquid, it also adheres 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 into a foam.	I
Light	Glass	Ray	Bright white. generates light.	This mana type creates a gentle white light.	I
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.	I
Thaum	Air	Wave	Invisible, If especially 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? It is also the basic mana for all Incantation based spellcasting.	Ω
Magnet	Aluminum-magnesium alloy	Ray	Grey	This type of mana degrades 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.	I
Demi	Aluminum	Ray	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.	I
Osmose	magnesium	Ray	Dark Grey	This mana type Draws in heat until it's thermal temperature is equal to it's thaums, at which point it dissolves, releasing the stored heat.	I
	Oasis-Water	None	None	This material absorbs any mana you put into it, never to be seen again.	
Infusing Perspire	Brown Crystal	Liquid	Clear, glistening	This liquid is identical to the other leather liquids you have encountered, only it is absorbed into the material shortly after creation.	I
	Dark-Dragon Hide	Presumably-Liquid	Rainbow shimmer	This material absorbs mana at an astonishing rate, leaving little mana to study.	
	Raritanium	Ray	Unknown, Most is consumed.	This material absorbs mana at an astonishing rate, leaving little mana to study.	
Perspire	Human Leather	Liquid	Clear Liquid	A fairly useless mana which seems to serve the purpose of "Magical perspiration"	I
Replicate	Silicon	Ray	White	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.	I
Wind	Topaz	Ray	Yellow	This mana influences the winds with astonishing radius, With enough mana, one could create whirlwinds and such, and with enough control could resolve it into even sharpened winds.	I
Terrible Wind	Topaz Geode	Ray	Grey Yellow	The impurities in this Geode have interfere with the mana, making it sluggish and weak.	II
Infusing Death	Cryskel	Liquid	Purple	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 effect on cryskel if enough of it is infused.	I
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 imprint this onto a piece of psychocite, and then be retrieved by applying more to the piece that is storing the information. the info laden mana has a number of uses on its own as well, which are functionally limitless.	I
Earth Pains	Stone	Ray	Light Grey	This mana increases and then decreases the Structural strength of whatever it is applied to, weak mana increases it, and stronger mana decreases it, ventually reaching the point where it dissolves most things into rubble.	I
	Etherial Paper	Same	Same	This material functions like Normal paper, only it is made of magic.	
Toxin	Mercury	Ray	Lime Green	This mana is highly toxic and Causes hallucinations, like the material it is made of.	I

Name	Source	Form	Color/Appearance	Description	Attunement level
Strength of the Grave	Calcium	Liquid	Royal Purple	This liquid death mana improves the strength of what is applied to temporarily.	I
Burden	Lead	Ray	Dark Magenta	This mana increases the weight of what it hits temporarily, until the mana burns itself up	I
Grease	Baconite	Liquid	Pink/white streaks	This mana serves the purpose of a lubricant, and tastes terrible. it is very slow to reattune	I
Silver	Purified Silver	Ray	Pale White	This mana is very much so tied to the moon, And causes strange things to happen relating to gravity. This effect is intensified under moonlight and with lunar ambience. Some beings can use Silver and lunar mana to transform into much more powerful forms.	I
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.	I
Rain	Tin	Ray	Greyish blue	This mana attracts water vapor, Creating clouds and rain clouds as it dissipates.	I
Delayed Lightning	Poor Platinum	Ray	Light Pink	the lightning mana created by this impure platinum is Jittery and slow to respond, the Lightning itself even follows this, Stopping about halfway through than 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.	I
Solar	Gold	Ray	Bright Golden	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.	I
Repel Water	Shimmering Scales	Liquid	Clear	This clear mana seems to repel water.	I
Add Momentum	Fat	Liquid	Pale Yellow	This mana Seems to resolve in momentum, Adding it to whatever it touches	I
Plant Life	Plants	Liquid	Green	This is the Life mana of Plants, Similar and different from their organic brethren, 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	Ink	Liquid	Smokey Black	This mana seems to absorb light, dimming the area around it.	I
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.	I
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?	I
Unease	Purple Gem	Ray	Purple, Looks Eery	This mana seems to invoke spooky feelings in living things.	I
???	Hole Covered Stone	Ray	Transparant, Green.	This mana seems to want to be inside that stone, Letting it Be drawn to it does not do anything either though on it's own.	I
Chill	Saphire	Ray	Blue	This mana cools the area around it, the concentration and thaums Determine the radius and Power of cooling effect.	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.	I
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!	I
Hot Liquid	Fire Flower + derived	Liquid	Red, Opaque	A red liquid mana which generates a lot of heat, not enough to harm, but definately hot. It seems to be the life mana equivalent for this plant.	I
Hallucinate	Hallucenagenic plants, 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.	I
Restore Robes	Ludicrously Colorful Robes	Liquid	None	Mana is absorbed into these robes, repairing them, Necromantic fibers designed by Valerik in the past make this mana hard 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 permanently weightless.	I
Beam	Glass cannons	Ray	Incredible white	This mana creates a white light and a combination of weak death, Kinetic energy, and heat. Causing damage to whatever it hits.	I
Nephilima	δίαβολος φτερό; The Devil Wing	Ray	Purple Flames	Gallarnt 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 it though, Perhaps for the best.	I
	Gold then steel	Ray	Pale white	"Mage light. common wizard tool, it slowly burns itself away into light energy, but stays in a ball for easy transportation."	II

Name	Source	Form	Color/Appearance	Description	Attunement level
	Steel then gold	Ray	Pale Yellow, streaked with silver	A ray type mana which is attracted to both the steel it was originally attuned to, and the gold that it was attuned to secondly. It floats between them, burning itself into a warm light. It is very powerful light though.	II
	Gold then copper	Ray	Black	"If I am not mistaken, This mana type actually draws in light, like a highly specific black hole, The light can still orbit around and escape, but the effect is a Black shape which shoots off light. Upon impact this mana dissipates, releasing all the light in one concentrated burst."	II
	Gold then glass	Ray	Hazy, clear blue	"A ray type mana which repels 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, which 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 Sapphire	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 point where it can create ice from Moisture in the air."	II
	Gold then Pig Iron	Liquid	Pale yellow liquid, which becomes black when heated	"This mana actually dissipates 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 brethren. Such as Heat, Luminescence, and Production of Skin based Vitamins when Used as an ointment."	II
Optic	Eyes	Liquid	Clear	"This mana seems to serve the purpose of aiding in lubricating the eyes alongside it's natural lubricants, it also provides a sort of additional focus for eyes that have been slightly damaged."	I
	Brain	Liquid	Pink	"A Pink Liquid mana which seems to serve the purpose of being a Redundancy in the brain's normal functions, it interacts with the soul it is connected to frequently, and leaves a brain upon death."	I
	Hair	Liquid	Clear, Hazy when intense	This is a Liquid type mana which seems to be exceedingly light, and 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 power."	I
	Cerberosinal fluid	Wave/Liquid	Invisible, Pink when Liquid	"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 telekinetic effect."	I
	Urine	Liquid	Purple	"Disgusting Purple liquid, smells terrible, Next."	I
	Exoskeleton	Liquid	Clear purple	"A Type of weak Death mana which seems to serve the purpose of warding off some predators."	I
	Compound eye	Liquid	Clear	"This is functionally similar to normal eye mana."	I
	Water	Wave	Invisible, Light blue when intense	"How peculiar, another 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."	I
	Lightbulb filament	Ray	Grey	"This mana type seems to resolve in radiation, depending on how dense it is. it quickly burns itself out however, to an absurd degree."	I
	Stomach acid	Liquid	Yellowish green	"A strong death mana, it seems to serve the purpose of breaking down living matter in an organism."	I
	Spit	Liquid	Clear	"A weak death mana which helps to break down food."	I
	Puss	Liquid	Purple	"Death mana, it seems to consume it and grow larger."	I
Fertile	Dirt	Liquid/Ray	Brown	"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 to feed plants that can magically metabolize it."	I
Dissolve	Sand	Ray	Yellow, Bright.	"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."	I
Cloud	Tin	Ray	Dull pale Blue	This mana type attracts Condensation and water vapor, Creating an artificial rain cloud surrounding enough of it	I
	Gadget crystal			Un electrified 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	I