

Name	Description	Learned?	Required Tool	Reagent/Material	Spell Type	Prerequisite	Effect or Additional mana	Origin
Valerik's Memories	Spells that have been learned by Valerik in his long years of exile.	Learned						
Splintered Life	Animate dead plants using magic.	Learned			Normal	Amount of plant growth controls plant growth.	Valerik's Memories	
Raise Dead	Raise an Undead minion.	Learned		Corpse/Skeleton	Normal	May be required.	Valerik's Memories	
Sustain Dead	Add days to a zombie's immortality.	Learned			Normal	Additional substance.	Valerik's Memories	
Mutate	Attempt to warp a creature's flesh in any way you desire.	Learned			Normal	None.	Valerik's Memories	
Blood Bolt	Spend Health to gain mana.	Learned			Normal	None.	Valerik's Memories	
Requinate	Restore damaged and dead cells using recombination. Items being things based on how much of their health is missing.	Learned			Normal	Amount of HP restored. CO damage dealt.	Valerik's Memories	
Power Life	Spend mana to send out a pulse of raw combined energy.	Learned			Normal	Strength in pulse.	Valerik's Memories	
Sustain Living	Allows for a living thing to be given sustenance for every turn this is used. Representing small amounts of food, ATP, and mana.	Learned			Normal	Strength of regeneration. Additional health per turn while active.	Valerik's Memories	
Energy Knitting	A refined form of life magic, if hitting the stomach, or any other areas with blood vessels, it causes damage over a 50% period, if it hits anywhere else, it causes a small amount of damage. A burst of healing which penetrates the area. Items: Undead.	Learned	50% Chance to learn		Normal	Speed of Knitting.	Valerik's Memories	
Lively Lance	Defenses against the undead.	Learned	25% Chance to learn		Normal	Amount of HP restored. CO damage dealt.	Valerik's Memories	
Dispel	Dispels a negative effect on the user, and a spell cast by 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.	
False Target	Creates an illusion of the user that draws negative effects onto it by sacrificing a small amount of your own health.	Learned	5% Chance to learn		Normal	Additional False Target.	Defense against the dark arts.	
Phenix	Places a mana 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.	Learned	5% Chance to learn		Normal	None.	Defense against the dark arts.	
Anti-Aura	Prevents Auras of any kind from affecting the user.	Learned	25% Chance to learn		Normal	None.	Defense against the dark arts.	
Divination, Finding what can be found		Learned					Divination, Finding what can be found	
Detect Object: Spirit	Attempts to divine the location of an object by speaking its name.	Learned			Normal	None.	Divination, Finding what can be found	
Detect Object: Sight	Creates a sight which will point in the direction of an object.	Learned			Normal	None.	Divination, Finding what can be found	
Detect Object: Destiny	Sacrifices an object to a map and the location of every object it will be marked on that map.	Learned	25% Chance to learn	Map, Object	Crafting	None.	Divination, Finding what can be found	
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 his spell.	Learned			Normal	None.	Necromantic Study	
Bowser's Flame	Shows 10 changes of fire within your stomach, which can be mixed with any other spell you know and breathed out as either a fireball or a ball of flame.	Learned			Normal	Additional Flame Charge.	Bowser's Flame, a Dimensional guide to the elements part 1	
Magma Gulp	Shows a globe of molten lava in your stomach to help you learn, can be mixed with any other spell you know.	Learned	50% Chance to learn	Multible Object	Normal	Additional Magma Charge.	Bowser's Flame, a Dimensional guide to the elements part 1	
Immunity Flame	Learn sheer control over your fire, if it will only but what you will it to, even if spell infused.	Learned	25% chance to learn	Metamagical Fuel	Normal	Study of Bowser's Flame, a Dimensional guide to the elements part 1	None	Bowser's Flame, a Dimensional guide to the elements part 1
Detect Bones	Causes Bones to emit a Powerful light, used and used by the user of the spell, making them glow for 100% chance to learn.	Learned			Normal	Area of effect.	Hellfire, Dagger's Necromantic Notes	
Near Death	Forces a reduced Lance of back Magic through the Target, this spell is incapable of killing, only weakening.	Learned			Normal	Damage dealt (Dbl cannot kill).	Hellfire, Dagger's Necromantic Notes	
Advanced Raise Dead	Attempts to clarify and methodically only raise the necessary parts of a minion, restoring health, cost, increasing future chance, passively increases Resurrection precision, allowing for specific Bioelements in a minion, and restoration of organs.	Learned			Metamagical Fuel	None.	Hellfire, Dagger's Necromantic Notes	
Death Infusion	Expects an object with death magic, which can be used to animate bones, create and other will animate dead things. Severely and sparsely will expand it. Animation present, back as well what they harvest.	Learned	50% Chance to learn		Crafting	Quality and power of infusion.	Hellfire, Dagger's Necromantic Notes	
True Resurrection (Heaven Dagger)	Bring me to a corpse, Restoring that body, mind and spirit to the land of the living.	Learned	50% Chance to learn	1 Corpse, 1 Willing Soul, and 12 Pounds of Fresh soil.	Ritual	None.	Hellfire, Dagger's Necromantic Notes	
Call Spirit	Attempts to request the presence of a soul from the afterlife, they may have demands of their own, or favors to be done.	Learned	25% Chance to learn		Normal	None?	Hellfire, Dagger's Necromantic Notes	
Black Wager	Summons a minion of death to the plane of the living, who will attack whenever it is closer to death. Stronger minions increase the risk, and the damage. Specify mana spent when casting.	Learned	10% Chance to learn		Normal	Power of minion.	Hellfire, Dagger's Necromantic Notes	
True Resurrection (Valk's Mark)	Divinity a Spell of your own, to bring life to dead things. Represents of your Dreams, the Pathed Necromancer needs his own style.	Learned	25% Chance to learn		Ritual	???	Necromantic Study	
Blood Rituals, and the creation of living weapons.		Learned					Blood Rituals, 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 Circle	Use blood to create a circle that transforms blood poured onto it into ambient magic.	Learned		Blood	Ritual	None.	Blood Rituals, and the creation of living weapons.	
Ritual Of Bloodsteel	Transforms any metal object into a bloodsteel weapon, a.k.a. Bloodsteel objects generate life energy when used, healing the user.	Learned		Blood, Metal Object, Ambient blood mana	Ritual	May be required.	Blood Rituals, and the creation of living weapons.	
Ritual Of Living Metal	Transforms any metal object into a living metal weapon, if these objects are seared and retain memories of before that.	Learned		Metal Object, Ambient blood mana	Ritual	May be required.	Blood Rituals, and the creation of living weapons.	
Ritual Of Valk's Offering	Temporarily makes a blood circle function blood into function objects of value equal to the blood sacrificed.	Learned	5% Chance to learn	Blood Circle	Ambient blood magic, Blood	Ritual	May be required.	Blood Rituals, and the creation of living weapons.
Get ripped in 20 turns with Wilyandry		Learned					Get ripped in 20 days with Wilyandry	
Mighty Flex	Allows the being around you to strain in your magi gain. Means to enhance the strength of allies. Causes constant strain on the user's body, increasing their spirit.	Learned	100% chance to learn.		Normal	Area of effect.	Get ripped in 20 days with Wilyandry	
Emberite	Adrenaline in the user's body while under the effects of this spell increase gain. Specify percentage of Mana/mana.	Learned	45% chance to learn.		Normal	Greater Gain for a given % Wilyandry	Get ripped in 20 days with Wilyandry	
Magic Muscle	Casting spells gives you a temporary increase in mana. This lasts for three turns and can stack up to three times.	Learned	30% chance to learn.		Metamagical Fuel	Emberite	None	Get ripped in 20 days with Wilyandry
Warp Space	Creates a bubble which is larger on the inside. The percentage of increase determines the mana cost. Note: this is not a dimensional bubble. The bubble is inside a physical object.	Learned			Normal	Area of effect and intensity.	Dimensional magics, a Primer	
Teleport	Transports the user to an area in three-dimensional space. Specify how many body heights away the teleported is. The spell will not function if the area in question is occupied by dense solid matter.	Learned	45% chance to learn		Normal	Warp Space	Distance	Dimensional magics, a Primer
Scarfold gateway	Creates a road in space, which acts not as a road on occasion. Traveling objects into the road increases that chance. The road disappears 10% after creation unless stabilized with the name of the road is connected to.	Learned	10% chance to learn.	Cutting implement	Normal	Warp Space, Transport	None?	Dimensional magics, a Primer
Actual Fireball	Creates a 100% fire ball.	Learned	100% Chance to learn		Normal	None.	Book of real spells	
Real Lightning	Calls down lightning with invisible force.	Learned	100% Chance to learn		Normal	None.	Book of real spells	
Great Shield	Creates a shield that provides a soft wall to magical attacks.	Learned	25% Chance to learn		Normal	Size of shield.	Book of real spells	
Super Over Spell	The most powerful spell in the world!	Learned	45% Chance to learn		Normal	None?	Book of real spells	
Defenses (includer scroll)		Learned						

Name	Description	Learned?	Required Tool	Reagent/Material	Spell Type	Prerequisite	Effect of additional mana	Origin
Metal Mallet	Activates the deersven extruder. Making whatever you put into it.	learned	Deersven extruder		None		None	Deersven extruder scroll
Craft Sword	Activates the deersven extruder. Crafting an object from Material inside.	learned	Deersven extruder		None		None	Deersven extruder scroll
Purify	Activates the deersven extruder. Crafting an object from Material inside.	learned	Deersven extruder		None		None	Deersven extruder scroll
Salvage	Activates the deersven extruder. Crafting an object from Material inside.	learned	Deersven extruder		None		None	Deersven extruder scroll
Craft Bar	Activates the deersven extruder. Crafting an object from Material inside.	learned	Deersven extruder		None		None	Deersven extruder scroll
Craft Rod	Activates the deersven extruder. Crafting an object from Material inside.	learned	Deersven extruder		None		None	Deersven extruder scroll
Craft Basic Shape	Activates the deersven extruder. Crafting an object from Material inside.	learned	Deersven extruder		None		None	Deersven extruder scroll
Craft Pipe	Activates the deersven extruder. Crafting an object from Material inside.	learned	Deersven extruder		None		None	Deersven extruder scroll
Craft Valve	Activates the deersven extruder. Crafting an object from Material inside.	learned	Deersven extruder		None		None	Deersven extruder scroll
Craft Wire	Activates the deersven extruder. Crafting an object from Material inside.	learned	Deersven extruder		None		None	Deersven extruder scroll
Craft Channnel Sheet	Activates the deersven extruder. Crafting an object from Material inside.	learned	Deersven extruder		None		None	Deersven extruder scroll
Craft Dagger	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Tetrachrome	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Gauntlet	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Crown	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Hat	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Attach Hat	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Metal Delicate	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Metal Non-metal	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Apply Leaf	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Nail	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Sore	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Bolt	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Connector Chip	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Mace	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Hammer	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Crossbow Bolt	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Metal Bolt	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Chain	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Spell Alloy	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Shield	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Platemail Chest	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Platemail Gloves	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Platemail Leggings	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Gear	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Spring	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft Axid	Activates the deersven extruder. Crafting an object from Material inside.	100% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Craft piston parts	Activates the deersven extruder. Crafting an object from Material inside.	75% Chance to learn	Deersven extruder		None		None	Deersven extruder scroll
Magnetic Object	Activates the deersven extruder. Crafting an object from Material inside.	20% Chance to Learn	Deersven extruder		None		None	Deersven extruder scroll
Herbcraft								
Cycle Of Life	Draw a circle where organic materials can be easily manipulated	learned		Source of Carbon, Water, and Sulfur	Normal		None	Humusroll
Craft Cells	Creates the most basic form of organic life	learned			Crafting		None	Humusroll
Craft Tissue	Combine and align cells to form tissue. 50% chance to learn	learned			Crafting		None	Humusroll
Craft Organ	Combine several tissues to make an organ.	25% Chance to learn		Carbon, Water, Sulfur, iron and Sol.	Crafting		None	Humusroll
False Life	Use organic compounds to create a fake creature.	25% Chance to learn			Crafting		None?	Humusroll
Alchemical signs for dummies								
Crackpot Sign I	Engraves a magical symbol on a solid container. Objects placed inside will slowly melt into their liquid form.	learned	Implement for engraving		Crafting		None	Alchemical sign for dummies
Crackpot Sign II	Engraves a magically powerful symbol on a solid container. Objects placed inside will melt into their pure atomic form.	learned	Implement for engraving		Crafting		None	Alchemical sign for dummies
Fusion Sign	Draw a symbol on the ground which will fuse the concept of two objects placed inside.	learned			Crafting		None?	Alchemical sign for dummies
Changing Sign	Draw a symbol on the ground, which allows you to manipulate a solid lump of matter like clay.	learned			Crafting		None	Alchemical sign for dummies
Shaping Sign	Allows a source of control to manipulate any fully liquid object when placed on a large container with a small mouth.	learned	Implement for engraving		Crafting		None	Reverse Engineering
Inflation Sign	Engraves a rune which inflates one object into another.	learned	Implement for engraving		Crafting		None	Magical Study
Crackpot Sign II	Engraves a magical symbol on a solid container. Objects placed inside will slowly melt into their pure chemical form.	75% Chance to learn	Implement for engraving		Crafting		None	Alchemical sign for dummies
Separation Sign	Draw a symbol on the ground which will split an object into two objects of equal value.	75% Chance to learn			Crafting		None	Alchemical sign for dummies
Frankenstein Sign	Engraves a sign on an object which allows being and crafted objects to be manipulated physically without causing death or infection.	10% Chance to learn	Implement for engraving		Crafting		None	Identification Scroll
Golem creation, a step by step process								
Craft Golem Core	Transform an object into a golem core, the material used affects the core's potential.	learned		Object	Crafting		Quality of core	Golem creation, a step by step process
Craft Golem	Transform a Statue of any material into a golem. The statue must already be in the intended shape.	learned		Statue, Golem Core	Crafting		None	Golem creation, a step by step process
Craft Secondary Core	Create a golem core designed to serve as a backup when a golems main core is damaged.	50% Chance to learn		Object	Crafting		Quality of core	Golem creation, a step by step process
Alter Core	Alter a golem core more precisely in order to give it specific, or unusual properties.	learned			Crafting		None	Golem creation, a step by step process
Artificing Theory and practice								
Adjactivity	Allows you to change the nature of an object, or to add an adjective to it. If the spell is attached, then it may duplicate.	learned			Crafting		Quality and Durability of Enchant	Artificing Theory is not practice
Enchant Object	Allows any spell to be infused into an object, allowing crafted items for passive ones, and allowing crafted mana from the user for Active ones.	learned			Crafting	Adjactivity	Quality and Durability of Enchant	Artificing Theory is not practice
The offering of Baling and Helios								
Self Proclaim	Causes a voice to announce your good and evil deeds of mana grants the user 10,000 Dark mana for free. Not for use on normal mana, along with this spell any being able to be used once per person. Eventually, even with the user controlling the process, anyone in some effort to drain dark mana from them, or making the spell to create foods and then making their manor dark.	learned			Normal		None	The offering of Baling and Helios
Spell 1. Evil	a ball that causes every spell cast to help another spell being in a region and the amount of mana the user and being in question get the	5% chance to learn			Normal		None	The offering of Baling and Helios
Spell 1. Good	Draws mana of any kind from a target, the upper limit of mana obtained is their current mana.	5% chance to learn			Normal		None	The offering of Baling and Helios
Spell 2. Evil	can call out to any beings that know you, and request mana from them telepathically	5% chance to learn			Normal		None	The offering of Baling and Helios
Spell 2. Good	a Transforms the nearest being from the user into a portal for mana energy, and sends that energy into a portal for mana energy, and sends that energy into a portal for mana energy. The more the user requests casting it, the more powerful the Baling's waver is and the longer it lasts.	5% chance to learn			Normal		None	The offering of Baling and Helios

Name	Description	Learned?	Required Tool	Reagent/Material	Spell Type	Prerequisite	Effect of additional mana	Origin
Spell 3: Good	Transforms the user into a weapon temporarily, the weapon deals 100% of user health, damage with only health, and grants the user 10% sword techniques, strategies skills and mana to the wielder.	5% chance to learn			Normal	None		The offering of Selene and Helice
Clear								
Summon	Call out to a being's Will, summoning it into an avatar made from your mana.	learned			Normal	Strength and size of Avatar. Additional information, along with requiring additional power.	Custom the Oro Wizard	
Craft Identification scroll	Turns a piece of paper into a scroll capable of identifying objects on command.	learned		Paper	Crafting			Reverse Engineering
Craft Wooden Communication Device	Transform two pieces of wood from the same tree into Connected magical devices which can transfer words at great distance.	learned		Multiple pieces of wood from the same tree.	Crafting	None		Reverse Engineering

Name	Description / origin	Assigned task	Number	Equipment	Status conditions	Special Information	Special Information Values	Average Health points Per unit	Health points Total	Sustenance Type	Sustenance	Location
Other Sustenance Types												
Wizard Butler		Buttering	1	Lvl 1 Shady Slave, Lvl 1 Enchanter Tube Sword Wooden Communication Device (Cl 1) Scouting goggles		Sappers, 4 Arms, 1 Eye, Made of wood, Mustache, Wizard Staff		44	44	Magic (Soul)	N.A	Nearby
Fogmats, inert Ghasty Quads: Newbore		None	1	M2 Mechanical Gun	Covered in Spores	Golem, Internal mana storage	Golem Core at 100% status	N.A.	N.A.	Blood (Inert)	N.A	0 Nearby
Zombified mech		None	1	3 Sulf, Ruff, Injuring, Bleeding, Poison, Warm, Heavy, Long, Scurry, Protective, Doves/Burrow	NEEDS PILOT	An advanced Deacon Mech, Infected with flesh and necromantic energy, Inspiring to sleep in, like a rascal bed, but not		800	800	Magic (Inert)	N.A	0 Nearby
Action Based Sustenance												
Bone Spiders		None	10			A swarm of fat sized Bone spiders, equipped with a Pair of scisors, a felle, and a saw made of bone. Internal organs. Partially made of wood. Bug shape. Curable. Can carry a lot of weight		2	20	Magic		100 Nearby
Luggage		Mine iron	1			A workbench capable of Manipulating Living and undead things without rendering them dead or inert		90	90	Magic		100 Nearby
Necromechanics Workbench		Ready to use	1			Twin skeletons, Otherwise unremarkable		N.A.	N.A.	Magic		100 Nearby
Skeleton Duv		None	2	2 S-Steel Chest Chaimnal jackets and 2 S-Steel Daggers	Covered in Poison	A skeleton warped into the shape of a Catapult		36	72	Magic		200 Nearby
Compact Skeleton Catapult		None	1	5 Lvl 2 Glass Cannons, 1 Red Warm Iron Catalyst, 5 S-Steel Steel Chaimnal jackets 5 S-Steel Daggers		A large group of Skeletons, otherwise unremarkable. Their leader is infused with clear steel and wields a Molten gauntlet.		8	8	Magic		100 Nearby
Criminal Skeletons		None	5	1 S-Steel Steel Chaimnal jacket and 1 S-Steel Dagger		A two headed Skeleton made from two smaller ones. Squashed Creatures Made of Bone. With four arms each and Metal Spined Shoulders. They are capable of Digging at great Speed		9	45	Magic		620 Nearby
Biopsys		None	1	2 S-Steel Steel Chaimnal jackets and 2 S-Steel Daggers		A leg Bone With a Sythe made of Bone extending out of it. Capable of Acting Independently, and can suffer into a Sythe staff.		110	110	Magic		100 Nearby
Shovel Blights		Mine iron	2			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"		30	59	Magic		200 Nearby
Soythp		None	1			A Skeleton coated in Metal Thick and Heavy		10	10	Magic		100 Nearby
Identification pen		Identify our stuff as we make it	1	1 67% Ink				1	1	Magic		100 Nearby
One Armed Metal Coated Skeleton		None	1	1 S-Steel Steel Chaimnal jacket and 1 S-Steel Dagger	Missing Arm			80	80	Magic		100 Nearby
Big Baster Sustenance												
Stalking Skin		None	1			A sheet of skin infused with clear steel. Given sharp claws, and enhanced to be nearly invisible. Someone who is not aware of it will not see it. It can sacrifice health to regain its invisibility effect.		10	10	Magic		3
Armored Acrobatic Spider		None	1	Shocking Platinum Fungus Slippery Steel Fleing		A Fat sized undead Spider with a skeletal head attached to the back of its head. Slippery Steel armor plates all over it and platinum caps on its large capable of sacrificing sustenance in return for an electric shock.		5	5	Flesh		4
Big Zombie		None	1	Large Spiked Destructive Boulder		A massive hulk of a Zombie. Filled with flesh and fat, with two massive arms, and two tiny legs.		132	132	Flesh		14
Wolf Zombie Pack		None	3			Jack of undead Wolves, Led by a Central Wolf Made from a Black Zombie and an alpha male.		20	59	Flesh		2 Nearby, Gutter next 4 with Nomads
Bandit Zombies		None	3	3 S-Steel Steel Chaimnal jackets and 3 S-Steel Daggers		A Group of Undead Bandit Corpses, Otherwise unremarkable		12	36	Flesh		4 Nearby
Muscle engine Mark 1		None	1					N.A.	N.A.	Flesh		4 Nearby
Fatml		None	1					N.A.	N.A.	Flesh		14 Nearby
Fat Fly Zombie		None	1			A Large undead fly, with a wooden communication device on its back and wings covering it. It is designed for Speed and Agility above all else.		1	1	Magic		1 Nearby
Brain Slime		None	1			An animated Brain, Otherwise unremarkable.		8	8	Magic	0 Days	Nearby
Non-Undead												
Silver Robot		This is a three eyed Transport and combat drone. It has two onboard machine guns and an emergency Self-destruct button. It is made of Metal plates, Servo motors, A Magnet, Golem Core, And a powerful battery. Its purpose is to transport Goods safely within a specified area, usually used in reconaissance, or espionage. It is worth a great deal, and as such one can only be afforded by nobility in most cases.	1	2 Mechanical Machine Guns		Golem Core at 98%		110	110	Magic (Golem)	N.A	Nearby

Name	Description / origin	Health	Mana	Status conditions	Equipment	Assigned task	Sustinance	Location
Gallar'nt	A Full blooded demon who is also a paladin	570	10		Golden Platemail, διάβολος φτερό; The Devil Wing		Great	Nearby
Dublin	An Orc who is also a wizard	160	23		Wizard Robe, Wizard Hat, Stave		Great	Nearby
Fairy Berzerker	An absurdly strong fairy, slobbering with rage and wielding a titanic sword	45	14	Overburdened	Tiny Adamantium Armor, Supermassive Greatsword		Great	Nearby
Harkim Salva	A young Boy with budding necromantic prowess and great strength, Currently under the tutilage of Heilfam Daged.	55	6		Noble Clothing.		Great	Nearby

Name	Species	Description	Sustiance	Health	Mana	Status	Equipment	Assigned purpose
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 10 Liters Stable blood pressure: 100 (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.	Fine	40	2	Tied up, Gagged, Missing Teeth	Bandit Clothes, Scavengy mask.	Twisted Crazy experementation?
Blood Cattle	Human?	A bandit captured and mutated by Valerik to serve as a source of renewable blood, His brain has been mutated to induce docile tendencies.	Very Poor	7	0	Mutated, Docile	Bandit Clothes, Scavengy mask.	Blood Production

Type	Form	Amount in % (if applicable)	Quantities (height in position)	Amount (Olefin Bar)	Description	Container	Reflects	Location	Obtained From	Material / composition / used material
Impregnating Fabulous bed	Bed		500		A hollowed Green bed, Mimopy (O) Green, and Fibrous. It is made with a few drops of Green Water. It is made with a bed covering from and some of the material of the head of the bed to make it perfectly apply the effect while you sleep. The bed also has the rods from the Green and Fibrous, containing a lot of hydrocarbonic resin. The material is Soft, Comforting, and Warm. It is recommended with gold and platinum to make it even more.	None	N.A.	In Cart		
Ta Group water	Coating Tool		1			None	None	In Cart		
Shower's Basket	Weapon (Gun)		70			None	Extinguishing strong light	In Cart		
Deer's water	Machina		300			None	N.A.	In Cart		
Shark's water	Chair		25			None	Extinguishing strong light	In Cart		
7 Glass canons	Weapon (Gun)		7			None	Extinguishing strong light	In Cart		
Reduction paper	Coating Tool		1			None	None	In Cart		
Containers										
Clear Steel Gas Canisters	Container		12		A Clear Steel Canister Designed to hold gases. They are equipped with valves to close off, and a threaded screw to be used for an appropriate device.	None	None			
Chop's Chest	Container		80		A Chest made of wood metal, with a plate at the top having a hole to serve as the opening. It is equipped so as to prevent it from being open as long as possible.	None	Steel metal			
Try Glass Pistol	Container		1		A Glass cylinder with a cone bottom and top, with another cylinder made with glass as well.	None	Clear Glass			
Makethill Iron Pot	Container		200			None	Telluric metal	In Cart		
Spring Treason Chest	Container		50			None	N.A.	In Cart		
8 Treason Chests	Container	N.A.	400			None	N.A.	In Cart		
Cracked Silver Boxes	Container		100			None	N.A.	In Cart		
Documents										
Map of Gallinore	Paper Sheet		1			None	Green liquid means	In Cart		
King's permission	Paper Sheet		1			None	Green liquid means	In Cart		
Scroll about Death mask	Paper Sheet		1			None	Green liquid means	In Cart		
Scroll about Frankenstein's egg	Paper Sheet		1			None	Green liquid means	In Cart		
Scroll about Additional Deer's water	Paper Sheet		1			None	Green liquid means	In Cart		
Scroll about "Pencil" Liquid water	Paper Sheet		1			None	Green liquid means	In Cart		
Scroll about Steamers' acids	Paper Sheet		1			None	Green liquid means	In Cart		
Scroll about March Lich Seed	Paper Sheet		1			None	Green liquid means	In Cart		
Scroll about Steel	Paper Sheet		1			None	Green liquid means	In Cart		
Shedder the table	Paper Sheet		1			None	Green liquid means	In Cart		
Seal's machine	Paper Sheet		1			None	Green liquid means	In Cart		
Scroll about Mechanisms	Paper Sheet		1			None	Green liquid means	In Cart		
Scroll about Robots	Paper Sheet		1			None	Green liquid means	In Cart		
Scroll about Mosaic Screen	Paper Sheet		1			None	Green liquid means	In Cart		
Research notes, Hoffman David Necromancer's Spell	Paper Sheet		1			None	Green liquid means	In Cart		
Scroll about Necromancer's Spell	Paper Sheet		1			None	Green liquid means	In Cart		
Scroll about Glass Canons	Paper Sheet		1			None	Green liquid means	In Cart		
Scroll about Deceitful Estimate	Paper Sheet		1			None	Green liquid means	In Cart		
Scroll about Deceitful Spell	Paper Sheet		1			None	Green liquid means	In Cart		
Scroll about Fern's Cure	Paper Sheet		1			None	Green liquid means	In Cart		
Alchemical recipe for "Caliban"	Paper Sheet		1		1 Support (Any) 1 Piece of metal (Any) 1 Written demand (Any) 1 "A Good weapon for a fool who thinks himself King"	None	Green liquid means	In Cart		
Sheets of blank paper	Paper Sheet		300			None	Green liquid means	In Cart		

