**Categories of Resources the Monsters Receive**

**Flesh** – Resources that flesh-eating monsters would eat. Categories would include flesh, blood, and pelts.

**Souls** – Resources that spirit-like monsters would consume or use. Categories would include different types of souls such as living souls, cursed souls, or demon souls.

**Magic** – Monsters that need to be summoned by spells. Categories would include blood magic materials, death magic materials, and curse materials.

**Disease** – Monsters that produce diseases. Categories would be skin disease, organ disease, and mental disease.

**Trinkets** – Monsters that are lured by magical trinkets. Categories would be talismans, dolls, and books.

**Bargaining** – Players would have to bargain with the lord of the undead or merchant to grow monsters.

#1 Flesh

Description: Flesh is the rough naming for all organic resources. From flesh and blood, bones and marrow, even rotten flesh or congealed blood fall under the Flesh category.

Fresh Flesh

Fresh Blood

Fresh Bones

Fresh bones from a body. It was believed that witches used bones for their spells, and that the fresher they were, the more magic they held. While this doesn’t have any magic in it, it’s a nice way to help undead build themselves.

Rotten Flesh

Rotten flesh taken from a decaying body. While it holds no magic, undead will chew it up. It’s a lot like a chew toy for dogs, but for undead.

Bone Marrow

Bone Marrow is very nutritious and soft, it’s sometimes used in soup to help with the flavor. Undead will just eat it raw.

Ancient Blood

Blood from some ancient being, the blood doesn’t congeal and it almost like a kind of syrup. Undead treasure the taste it brings.

Rune Carved Bone

#2 Souls

Description: Souls are similar to flesh, only it’s the beings of living things. While most religions claim the soul is immortal and trapped within flesh, necromancers practice using both flesh and souls in their ceremonies. The souls of mortals can be called Dregs, while the souls of higher of eldritch beings are more powerful and potent.

Mortal Souls

Ancient Soul

The soul of some ancient being, the power it held in life is diminished but there is still some great power held within this soul.

Clown Souls (Everyone knows Clowns are eldritch monsters from the abyss at the end of time)

The soul of an eldritch being. The being this soul is from has slinked it’s way into the world from the abyss. It holds great power.

Faded Soul (Just in case Clown Souls isn’t approved by FromSoft)

Ascendent Soul

Heavenly Soul (Not sure about this one, vaguely religious but could work a non-religion related description into it)

Pristine Soul (Similar to Heavenly Soul in an idea I had for description.)

#3 Magic

Description: Magic is immaterial and harvesting magic is in itself a challenge. It requires concentration from a skilled gatherer and a suitable container to put the purified magic in. Magic is everywhere like a fine mist, but can be pressurized and purified into different types of magic. Magic use and gathering is, ironically, a very exact science.

Dark Magic

Primal Magic

Necromantic Magic

Raw Magic

Raw magic, magic is like a mist in the world, spread out, this magic has been pressurized but not purified, exposing this to something that isn’t magic absorbent could cause untold damage.

Eldritch Magic

Magic obtained from a place where something from beyond lurked, or where the veil is weak. Obtaining this kind of magic is hard, because there is always a risk of attracting attention from the source.

Unbalanced Magic

Elemental Magic

Celtic Runes as a test bed for tracing game.