























Cooker

An EZ Cooker can be also be used to create most Cooker recipes that have three or fewer ingredients. A Creation Station may be used instead of a Cooker for most but not all recipes.

Result	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5
					
Aggressive Antibiotics × 2	Anti-Bodies	Moldy Bread			
Skill: Biotech 70					
Effect: Cures up to Lvl 4 Disease					
					
 Amino Goop	 Pineal Gland	 Pineal Gland	Exotic Proteins	Mutagens	
Skill: Biotech 100					
Effect: +400% PSI Regeneration for 100 turns, deals 10 damage if used by human or tarka					
					
Anti-Venom × 3	Poison Gland	Serum			
Skill: Medical 50					
Effect: Cures up to 3 levels of Poison.					
					
Bacon and Eggs	Star-Bacon	Egg			
Skill: Biotech 65					
Effect: +85 food (+35 over <i>ingredients</i>)					
					

 Baked Avian Scent Gland  Avian Carcass

Skill: Biotech 65 (Can not be made with EZ Cooker)

Effect: +135 food (+70 over *ingredients*), drops 1 Bone Slivers after consumption



Base Paste



Fat Strips



Fat Strips




Bone Slivers


Skill: Biotech 75

Effect: Protection vs Acid (Proteans, etc.) for 6 turns. Does not fade with time. Stacks with itself.



 Berserker Serum



 Adrenal Sack



Serum



 Pineal Gland



Giant Mitochondria

Skill: Biotech 110

Effect: increases movement speed by 1, might by 20, melee damage dealt by 100%, all damage taken by 50%, grants 1 additional attack per moment and causes Berserk for 20 turns. After expiring Slows character for 5 turns.




 Bird of Feasting



 Avian Carcass



 Ancient Herbs



 Edible Roots



 Apples



Morrighi Flavor Oils

Skill: Biotech 100

Effect: +300 food (+185 over *ingredients*), restores 100 health and 100 psi, +50 max food capacity, increases random stat (might/finesse/brains) by 1, leaves 1 Bone Slivers and 3 Leftovers after consumption. Can inflict unconscious state for 5-10 turns.



Blandwich



Moldy Bread



Raw Meat



Rotten Cheese

Skill: Biotech 75

Effect: +120 food (+40 over *ingredients*)





MG Pineal
Gland

MG Pineal
Gland

Hiver Brain
Crystal

Exotic Proteins

Giant
Mitochondria

MG Brain Soup

Skill: Biotech 120

Effect: +50 food and restores 50 Psi Points



MG Hofnuts



MG Hofnuts



MG Melosian
Chocolate

Brutella

Skill: Biotech 105

Effect: +120 food (+10 over *ingredients*), restores 80 health and 80 psi



Brutwich



Brutella



Tarka
Warbread

Skill: Biotech 75

Effect: +190 food (+20 over *ingredients*), restores 80 health and 80 psi



Bugboy



G Kirt'ch
Grubs



Kutar Oatmix

Skill: Biotech 75

Effect: +145 food (+65 over *ingredients*), +120 food to Liir (+40 above *ingredients*), non-edible by humans



Burnt Ribs



G Ribs

Skill: Biotech 85

Effect: +65 food (+10 over *ingredients*), leaves 1 Bone after consumption



Skill: Biotech 100

Effect: +150 food (-100 below ingredients), restores 200 health, grants 500 experience



Cluck
L'Orange



Avian
Carcass



Nova Fruit



Nova Fruit

Skill: Biotech 90

Effect: +165 food (+40 over ingredients), Restores 60 health, leaves 1 Bone Slivers after consumption



Cooked Meat



Raw Meat

Skill: Biotech 20

Effect: +50 food (+20 over ingredients)



Counter
Poison



Serum



Shrooms



M'kkosian
Fungus Shards



M'kkosian
Fungus Shards

Skill: Biotech 115

Effect: Completely cures Poison, but gives double hunger rate for 25 rounds.



Damper Patch



Giant
Mitochondria



Scent Gland

Skill: Biotech 80

Effect: Cures 125 Radiation



Deli Sotswich



TLC
Salad



Tarka
Warbread

Skill: Biotech 75

Effect: +250 food (*same as ingredients*), +20 max food capacity



MG Dembo Jam



MG Laybliss Berries



MG Laybliss Berries



MG Laybliss Berries



MG Laybliss Berries

Skill: Biotech 85

Effect: +150 food (+50 over *ingredients*), boosts next Disease check



G Dermal Enzymes



G Scale Cells



Mutagens



Exotic Proteins

Skill: Biotech 95

Effect: Humans and Liir gain 45 natural Armor and are Slowed for 100 moments



MG Dried Fruit



MG Laybliss Berries



MG Apples



MG Bh'azhnazh Fruit

Skill: Biotech 65

Effect: +75 food (*same as ingredients*), boosts next Disease check



Egg Nog



Egg



Egg



Exotic Proteins

Skill: Biotech 80

Effect: +180 Food per Egg Nog, +360 food total (+310 over ingredients)

*2015 New Year special



Energy Drink



Exotic Proteins



Giant Mitochondria



Primordial Soup

Skill: Biotech 75

Effect: +50 food, +1 Move & boosts health regeneration by 200% for 100 turns



ME Epic Bacon Sotswich



Hero Sotswich



Star-Bacon



Star-Bacon



Star-Bacon



Star-Bacon

Skill: Biotech 130

Effect: +450 food (+200 over base ingredients, or +50 over Hero Sotswich + bacon), +15 food capacity



P Faux Roast



P Fungal Meat



P Fungal Meat



P Fungal Meat



Bindings



Bindings

Skill: Biotech 115

Effect: +200 food (+50 over ingredients), restores 50 health



F Fauxtato Salad



ME Edible Roots



Egg



G Lipid Optimizer

Skill: Biotech 90

Effect: +190 food (+95 over ingredients), +50 maximum food capacity



F Fire and Ice Truffles



G Ice Gems



G Nova Fruit



ME Melosian Chocolate

Skill: Biotech 110

Effect: +55 food (-20 below ingredients), immunity to cold for 100 turns, food consumption becomes 0 for for 100 turns.



Fondue



Safe Cheese



Safe Cheese



Bone Slivers




Stale Bread

Skill: Biotech 80

Effect: +160 food (+40 over ingredients), restores 25 health



 Food Pellet
× 2

Fat Strips

Primordial
Soup

Skill: Biotech 75

Effect: +35 food per pellet (*70 food in total, +55 over ingredients*)



**Fortifying
Sandwich**

Safe
Cheese

Safe Meat

Stale Bread

Skill: Biotech 55

Effect: +150 food (*+30 over ingredients*)



 **Grilled
Cheese**

Stale Bread

Safe Cheese

Skill: Biotech 75

Effect: +90 food (*+10 over ingredients*)



**Gronch Heart
Elixir**

Gronch
Heart


Giant
Mitochondria


Scent Gland


Skill: Biotech 75

Effect: Gives 200 (220?) food and increases a random stat with +1.



 **Healing
Salve**

 Ancient
Herbs

 Edible
Roots

Skill: Biotech 85

Effect: regenerates 10 health per turn for 20 turns.





Cooked
Meat

Hiver Cheese

Tarka Warbread

Hero Sotswich


Skill: Biotech 60

Effect: +300 food (+110 over ingredients)



 **Hoolari Soup**
× 3



 **Hoolari**
Gourd



Morrigi Flavor
Oils

Skill: Biotech 70

Effect: +65 food, +195 food in total. Prior to Osmium, it also gave +30 maximum food capacity.



Hum Gum × 3



Exotic
Proteins



Sonic Nodule

Skill: Biotech 70

Effect: Cures Confusion, Berserk, Stun and Fear.



 **Icedream Bar**




 **Ice Gems**



 **Ice Gems**



 **Laybliss**
Berries




Bone Slivers

Skill: Biotech 110

Effect: +35 food (-60 below ingredients), cures ALL statuses (Poison, Disease, Fear etc)



 **Imperial**
Special




Ko'Grappa
Stonecrab



Ku'Sulto
Lobstercake



 **Bh'azhnazh**
Fruit

Skill: Biotech 80

Effect: +200 food (+95 over ingredients), +1 might to Tarka



 **Infini Food**



MB Ancient
Herbs

MB Pineal
Gland

Giant
Mitochondria

Skill: Biotech 75

Effect: +100 food

BUG: Will not work in a Creation Station (tested in version 1.6.2, it gives the wrong workspace message "The recipe is valid, but it requires the proper workspace.")



MB Maybe Back
Ribs



MB StarBeQue
Sauce



Scent Gland



MB Ribs



MB Ribs

Skill: Biotech 90

Effect: +175 food (+35 food over base ingredients or +65 over Ribs and StarBeQue Sauce), 20% chance to increase Power by 1, leaves 1 Bone after consumption



MB Mitochondrial
Stimulator



Serum



Giant
Mitochondria



MB Chemo Slugs



MB Omni Gland

Skill: Biotech 110

Effect: +1 food, food Consumption becomes 0 for 150 turns



MB Neural
Webbing



Raw Meat



Acid Sack

Skill: Necro Tech 85

Effect:



MB Nutbutter × 3



MB Hofnuts



MB Hofnuts



Morrighi Flavor
Oils

Skill: Biotech 105

Effect: +100 food per Nutbutter, +300 food total (+200 over ingredients), restores 100 health and 10 psi





Safe
Cheese

Egg

Egg

Omelette

Skill: Biotech 65

Effect: +105 food (+15 over *ingredients*)



Pheromone Bait



Disease
Extract



Scent Gland

Skill: Biotech 75

Effect: Grenade, causes Confusion and Berserk on Organics



Pit Stew



MG Tainted
Meat



MG Ancient
Herbs



MG Edible Roots



MG Tainted Meat



Fat Strips

Skill: Biotech 105

Effect: +300 food (+145 over *ingredients*), +1 to random stat (might/finesse/power/brain), can cause Lvl 6 Poison



Powabar



Nutbutter



Zytokot
Fungibar



MG Melosian
Chocolate

Skill: Biotech 105

Effect: +40 food (-130 below *ingredients*), increases speed by 1 and gives 300% health regeneration for 50 turns.



MG Protein
Shake



Egg



Primordial
Soup



Raw Meat



Exotic Proteins

Skill: Biotech 115

Effect: +55 food (same as ingredients) and 10% chance to gain +1 Might



Pungent Meat



Raw Meat




Scent Gland


Skill: Biotech 40

Effect: +60 food (+30 over ingredients)




 Rib
Sandwich



 Bread



 Burnt Ribs

Skill: Biotech 55

Effect: +115 food (+25 over ingredients)



Roast Beast



Bindings



Bindings



Raw Meat



Raw Meat



Raw Meat


Skill: Biotech 90

Effect: +220 food (+130 over ingredients)



 Sammich



 Bread



Raw Meat


Skill: Biotech 55

Effect: +75 food (+20 over ingredients)



 Sammich × 5



 Bread



 Baked
Avian

Skill: Biotech 65

Effect: +75 food per sammich, +375 food total (+215 over ingredients)



Seafood Platter



Ku'Sulto
Lobstercake



Soylent Vines



Wuuna Sea
Cucumber

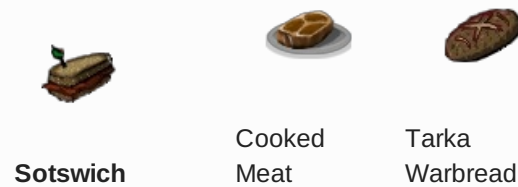
Skill: Biotech 75

Effect: +200 food, (+70 over *ingredients*), cures 150 Radiation and 3 levels of Poison.



Skill: Biotech 85

Effect: +180 (-110 below *ingredients*), restores 20 health and 20 psi



Skill: Biotech 0 (recipe can't fail)

Effect: +160 food (+40 over *ingredients*)



Skill: Biotech 90

Effect: +125 food (+15 over *ingredients*), cures up to 5 levels of Poison, Disease and Radiation



Skill: Biotech 85

Effect: +50 food (-20 below *ingredients*), cures ALL statuses (Poison, Disease, Fear etc), gives +1 move for 40 turns (stacks with Energy Drinks)



Skill: Biotech 95

Effect: +280 food (+20 over *ingredients*), restores 150 health



G StarBeQue
Sauce



G Nova
Fruit



Morrigi Flavor
Oils



MG Ancient
Herbs



Primordial Soup

Skill: Biotech 95

Effect: Ingredient



P Steak N
Shrooms



Raw Meat



P Shrooms



P Shrooms

Skill: Biotech 80

Effect: +150 food (+90 over ingredients)



**Steroidal
Enhancers**



Exotic
Proteins



Mutagens



Scent Gland



Vitamins

Skill: Biotech 90

Effect: +1 Might if you pass Medical check of 60. 50% chance to drain 1 Brains if you fail check



G Steroidal
Venom



G Adrenal
Sack



Serum



Poison Gland



G Scale Cells



G Chemo
Slugs

Skill: Biotech 120

Effect: grants +50 might, +30 natural armour, -30 to all non-combat skills and +200 maximum HP for 100 turns. Inflicts lvl 2 Poison when effect ends.



Stinkwich



Moldy Bread



Pungent Meat



Chozanti Brie

Skill: Biotech 75

Effect: +150 food (+20 over ingredients), cures Confusion and Stun



P Stuffed
Mushrooms



Stale Bread



P Shrooms



P Shrooms

Skill: Biotech 80

Effect: +100 food (+30 over *ingredients*)



J TLC Salad



G Baked
Avian



Egg



G Lipid
Optimizer

Skill: Biotech 95

Effect: +200 food (+10 food over *ingredients*), +40 food capacity, leaves 1 Bone Slivers after consumption



MG Trail Mix



MG Dried
Fruit



MG Melosian
Chocolate



MG Hofnuts

Skill: Biotech 90

Effect: +125 food (-10 over *ingredients*), restores a 10 Psi, cures up to 1 lvl of Poison and Disease



G Turkey
Lasagna



G Leftovers



G Leftovers



Hiver Cheese

Skill: Biotech 95

Effect: +200 food (+50 over *ingredients*)



P Unspeakable
Hoagie



Tarka
Warbread



P Fungal
Meat



Chozanti Brie

Skill: Biotech 95






Effect: +230 food (60 over *ingredients*)

Lab







The state of an item is disregarded when it is used as an ingredient. All Bio-Mods are lost. The durability

will be that of a brand new item. A weapon will always come with a full magazine, so it is recommended to unload it before crafting.






All new recipes in the Gold Edition may also be crafted at an AI Lab or Creation Station.

Result	Ingredient 1	Ingredient 2	Ingredient 3	Ingredient 4	Ingredient 5
 + Ablative Plate	 + Shedding Carapace	 Bindings	 Bindings	 Electronic Parts	






Skill: Electronics 110
Effect: Armor. 95 armor, 60 durability. Cannot be repaired. Makes Shedding Carapace wearable by Humans, Tarka and Zuul.

 MG Absorber Weave	 MG Scaleskin	 MG Scaleskin	 Superconductors	 Nano-Wire	 MG String Sinks
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Skill: Engineering 100
Effect: Armor. 40 armor, 40 durability, 75% dmg reduction from energy and laser weapons

 G Absorption Plate	 G Absorption Scale	 G Graphene Plates	 Nano-Wire	 Chitin	
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Skill: Engineering 100
Effect: Armor. Makes Absorption Scale wearable by Humans, Tarka, Hiver and Zuul. 30 armor, 30 durability, 50% damage reduction from energy and laser weapons. Unlike Absorption Scale doesn't recharge energy weapons

 Adamantium Claws	 Adamantium Resin	 Cyber Connectors	 Living Steel Remnant	 Nano-Wire	
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Skill: Mechanical 110
Effect: Melee Weapon, replaces Fists. 8 damage, 100 penetration. Cannot be used as a weapon by Liir.

					
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Adamantium
Sword

Adamantium
Resin

Bindings


Lightning
Blade

Unstable
Isotopes

Skill: Mechanical 115

Effect: Blade Weapon. 9-15 AoE damage, 150 penetration, 200 durability.



 **Adrenal
Implant**




Mutagens



Anti-Bodies



 **Neural
Transmitters**



Cyber
Connectors

Skill: Biotech 125

Effect: If you pass Medical check of 115, every time you kill an Organic monster you get 3 PSI Points (stack whit itself). Damage + Stunned and lose all past adrenal implant effects (PSI bonus per kill) if you fail check.



AyKay Rifle



Rifle Parts



Structural Rods



Welding Goo



Bindings



Servos

Skill: Mechanical 90

Effect: Assault Weapon, breaks quickly but good for spending excess ammo. 6-10 damage, 50 penetration, 20 durability.



**Ballistic Repair
Kit**



Electronic
Parts



Rifle Parts



Servos


Skill: Mechanical 75

Effect: Repairs ballistic firearms. Effectiveness: 70%, 5 charges.




 **Bio-Blaster**




 **Energy
Tap**



 **Biocontroller**



 **Omni
Gland**



Photonic
Amplifier



 **Scaleskin**

Skill: Biotech 125

Effect: Pistol weapon, consumes 5 points from your food gauge instead of ammo. 10-13 damage, 80 penetration, 30 durability.



G Blowdart Rifle



G Bone



Bindings



Compression
Chamber



ME Myomer
Bundles



Energy Cell

Skill: Mechanical 110

Effect: Rifle Weapon. 3-6 damage (0 vs mecha), 40 penetration, 30 durability. Inflicts lvl 9 Poison. Uses Poison Darts as ammo.



Blunderbuss



Rifle Parts



Compression
Chamber



Welding Goo



Duct Tape



Sparker

Skill: Mechanical 80

Effect: Rifle Weapon, shotgun type. Breaks quickly but good for spending excess ammo. 30-35 damage, 20 penetration, 15 durability.



G Bone Dagger



G Bone



Bindings



Razorteeth

Skill: Mechanical 85

Effect: Knife Weapon. 3-5 damage, 15 penetration, 10 health.



Bypass Circuit
× 2



Cybernetic
Brain



Electronic Parts

Skill: Electronics 70

Effect: +20% to next Electronics skill check. Multiple crafts are great to level Electronics.



ME Caltrops × 3



Bone Slivers



Bone Slivers



Casing
Fragments



Bindings



Bindings

Skill: Mechanical 80

Effect: Grenade. Slows Organic movement by 1 in the area for 3 turns. 3 range, 2 damage, 5 penetration.



**Chitin Plate
Armor**



Bindings



Composite
Cloth



Chitin



Chitin



Chitin

Skill: Mechanical 110

Effect: Armor. 80 armor, 180 durability.



 **Cleaver
Assault Rifle**



Assault Rifle



 **Quantum
Splitter**



Welding Goo

Skill: Mechanical 110

Effect:



 **Cleaver Auto
Pistol**



Auto Pistol



 **Quantum
Splitter**



Welding Goo

Skill: Mechanical 105

Effect: consumes 1 ammo per 2 shots.



 **Cleaver Auto
Rifle**



Auto Rifle



 **Quantum
Splitter**




Welding Goo

Skill: >Mechanical 115

Effect:



 **Cleaver Auto-
Shotgun**



Auto-
Shotgun



 **Quantum
Splitter**



Welding Goo

Skill: Mechanical 110

Effect: -2 Damage, -5 Penetration, -1 Bio-Mod slot, consumes 1 ammo per 2 shot volley.



 **Cleaver
Machine Pistol**



**Machine
Pistol**



 **Quantum
Splitter**



Welding Goo

Skill: Mechanical 115

Effect: -5 Penetration, -1 Bio-Mod slot, +5 Clip Size, consumes 2 ammo per 3 shot volley.




 **Cleaver Mag
Pistol**



Mag Pistol



 **Quantum
Splitter**



Welding Goo

Skill: Mechanical 110

Effect: -10 Penetration, -1 Bio-Mod slot, consumes 1 ammo per 2 shots.



 **Cleaver Mag
Rifle**



Mag Rifle



 **Quantum
Splitter**



Welding Goo

Skill: Mechanical 110

Effect: -10 Penetration, -1 Bio-Mod slot, consumes 2 ammo per 3 shot volley.



 **Cleaver
Scattergun**



Scattergun



 **Quantum
Splitter**



Welding Goo

Skill: Mechanical 105

Effect: -2 Damage, -10 Penetration, -1 Bio-Mod slot, consumes 5 ammo per 3 shot volley.



Cyber Scrambler



**Cybernetic
Brain**



Electronic Parts



Energy Cell

Skill: Electronics 65

Effect: Grenade which makes Mecha go Berserk.





Diagnostic Chip

Skill: Computers 65

Effect: Identifies a single random bio mod. One use.



P **Disruptor Plate**



Duct Tape



Composite Cloth



P **Crusader Armor**



Reflex Micro-Furnace



Duct Tape

Skill: Engineering 105

Effect:



Door Spike



Giant Mitochondria



Punch Claw



Shotgun Shells



Shotgun Shells

Skill: Mechanical 60

Effect: Use next to doors to cause large damage to them.



ME **Emergency Teleporter x 2**



ME String Sinks



Superconductors



ME Tachyon Capacitors



ME Quantum Capacitors



Energy Cell

Skill: Engineering 110

ME Effect:Teleports to a random, possibly unexplored area on the current Floor.



E **Enduro Laser Carbine**



Laser Carbine



ME Quantum Capacitors



Nano-Wire

Skill: Engineering 105

E Effect: -2 Damage, -5 Penetration, -1 Bio Mod Slot, Increased Ammo Capacity



E **Enduro Laser**



Laser Pistol




ME Quantum Capacitors




Nano-Wire

Pistol

Skill: Engineering 110

 **Effect:** +5 Ammo Capacity, -10 Penetration, -1 Bio Mod Slot




 **Enduro Laser Rifle**



Laser Rifle




 Quantum Capacitors



Nano-Wire

Skill: Engineering 105

 **Effect:** -1 Bio Mod slot, -2 Damage, -10 Penetration, +15 Ammo Capacity




Enduro Laser Sword



Laser Sword




 Quantum Capacitors



Nano-Wire

Skill: Engineering 115

 **Effect:** -1 Bio Mod slot, -2 Damage, -10 Penetration, +5 Ammo Capacity



Energy Backpack



Bindings



Energy Cell



Energy Cell



Energy Cell



Energy Cell

Skill: Electronics 65

Effect: Reloads most Rifle and Assault energy Weapons.



Energy System Tuner



Electronic Parts



Gun Parts



Optics



Superconductors

Skill: Mechanical 75

Effect: Repairs non-melee energy Weapons.



 **Etthi Vessel**




 Etthi Crystal



 Etthi Crystal



 Neural Webbing



Sonic Nodule

Skill: Necro Tech 85

Effect:



P Faux Tag



Electronic
Parts



Electronic Parts



**P Specimen
Tag**



**P System
Transponder**

Skill: Electronics 105

Effect: Lets you register as a lab specimen to security elements for 10 turns or until the player attacks.



G Fear Lantern



**G Hoolari
Gourd**



Scent Gland



Sparker



Razorteeth

Skill: Biotech 80

Effect:



MG Firebomb



Sparker



Fuel Cell



Fuel Cell



Bindings

Skill: Engineering 100

MG Effect: Grenade which sets creatures on Fire.



**Flechette
Rounds × 90**



Superconduc
tors



Rifle Rounds
× 100

Skill: Engineering 100

Effect:



Force Field Belt



Superconduc
tors



MG String Sinks



Utility Belt



Reflex Micro-
Furnace



Duct Tape


Skill: Engineering 120

Effect: Belt



Pistol Rounds



 Goop Rounds
x 5

Pistol
Rounds

Exotic
Proteins

Giant
Mitochondria

Skill: Mechanical 60

Effect: Reloads 3-P Restraint Gun



Grav Boots



Bindings



Combat Boots



Element X



Energy Cell



Superconductors

Skill: Electronics 100

Effect: Can walk over detected floor Traps and will not trigger undetected ones.



Grenade



Casing
Fragments



Shotgun Shells



Shotgun
Shells



Shotgun Shells



Sparker

Skill: Mechanical 85

Effect: Standard grenade. Can be converted into a **Mine Trap**.



Hand Stunner



Energy Cell



Gun Parts



Electronic
Parts



Sonic Nodule


Skill: Electronics 90

Effect: Pistol weapon with Stun AoE.




 **Harmonic
Resonator**



 **Adaptive
Crystals**



 **String Sinks**



Superconductors

Skill: Electronics 115

 **Effect:** Absorbs one Von Neumann Probe attack or Disintegration Bay backlash.



 **Harpy Drone**



Photonic
Amplifier



Combat
Processors



Casing
Fragments



Reflex Micro-
Furnace



Element X











Skill: Engineering 110

 Effect:

					
Heavy Cannon	Adamantium Resin	Cannon Parts	Reflex Micro-Furnace	Servos	Superconductors






Skill: Mechanical 110

Effect: Heavy Weapon which requires specialised Armor to use.

					
 Heavy Silencer	Rifle Parts	 Scaleskin	Duct Tape	 Scaleskin	 Vibranite





Skill: Mechanical 90

Effect: Used to craft Silenced Auto Rifle and Silenced Machine Pistol.

				
Heavy Slug-Thrower	Mag Rifle	Reflex Micro-Furnace	Nano-Wire	Superconductors






Skill: Mechanical 70

Effect: Assault Weapon. Uses crafted ammo.

			
Heavy Slugs x 15	Element X	Molecular Neutronium	Shell Casings

Skill: Mechanical 85


Effect: Reloads Heavy Slug Thrower.

			
 Heavymag Assault Rifle	Assault Rifle	Casing Fragments	Duct Tape

Skill: Mechanical 110

 Effect:



 **Heavymag**
Auto Pistol



Auto Pistol



Casing
Fragments



Duct Tape

Skill: Mechanical 105

 **Effect:** +10 Clip Size, -5 Accuracy



 **Heavymag**
Auto Rifle



Auto Rifle




Casing
Fragments




Duct Tape

Skill: Mechanical 105

 **Effect:** +8 Clip Size, -5 Accuracy, -1 Bio Mod Slot, +5 Durability



 **Heavymag**
Auto-Shotgun



Auto-
Shotgun




Casing
Fragments




Duct Tape

Skill: Mechanical 100

 **Effect:** Increases clip to 30, Durability +5, Accuracy -5, Bio-mods -1.



 **Heavymag**
Gauss Pistol



Mag Pistol




Casing
Fragments



Duct Tape

Skill: Mechanical 110

 **Effect:**



 **Heavymag**
Gauss Rifle



Mag Rifle



Casing
Fragments



Duct Tape

Skill: Mechanical 105

Effect: Increases clip to 72, Durability +5, Accuracy -5, Bio-mods -1.




Casing



Duct Tape

Fragments

 **Effect:**



Duct Tape

Effect: Increases clip to 150, Durability +5, Accuracy -5, Bio-mods -1.



Welding Goo

 **Effect:**



Welding Goo

 Effect:



Shotgun Shells

Effect: Use next to doors to inflict medium damage to them.



Adamantium
Resin

Effect: Armor. 50 armor, 60 durability. Reduces Blunt and Balistic damage. Wearable by Humans,

Hiver, Tarka and Zuul.



MG Improved Exo Armor



MG Neural Netting



MG Neural Transmitters



Structural Rods



Reflex Micro-Furnace



MG Myomer Bundles

Skill: Engineering 140

MG Effect: Armor. Crafted using Engineering check.



Improved Lockpick x3



Bindings



Bone Slivers



Razorteeth

Skill: Mechanical 50

Effect: +15% on next lockpicking checks. Single use.



Improved Med-Kit



Antibiotics



Bindings



Bone Slivers



Serum

Skill: Medical 75

Effect: Similar to the standard Terran Med-Kit, restores health depending on your Medical skill.



G Kinetic Plate



G Kinetic Scale



G Vibranite



Nano-Wire



Chitin

Skill: Engineering 95

G Effect:



Laser Rifle



Bindings



Photonic Amplifier



MG Quantum Capacitors



Rifle Parts



Superconductors

Skill: Electronics 90

Effect: Rifle Weapon, also an ingredients for other advanced recipes.



Lifter Pack



Composite Cloth



Element X



Energy Cell



Nano-Wire

Skill: Electronics 100

Effect: +12 inventory. Only 1 Lifter pack can be equipped, but it does not take any equipment slot.



MG Lightning Blade



MG String Sinks



Living Steel Remnant



Sar



Welding Goo



MG AM Cells

Skill: Engineering 100

MG Effect: Blade Weapon. Chance to Stun. Crafted using Engineering check. Can be found in all versions but only crafted starting with the Mindgames Expansion.



G Liquidator



Rifle Parts



Welding Goo



Compression Chamber



Servos

Skill: Mechanical 110



Effect: Heavy Weapon with acid cone attack. Using Acid Sacks as ammo (1 Acid Sack giving 4 charges)



Lure



Ethi Crystal



Raw Meat



Scent Gland



Sonic Nodule

Skill: Necro Tech 90

Effect:



M'kkose Darter



Primordial Soup



Compression Chamber



Rifle Parts



P M'kkosian Fungus Shards



Duct Tape

Skill: Mechanical 110

G Effect: A darter that fires 2 darts that inflict the spore status in its targets (Using only 1 dart ammo per use, when shooting twice). Very useful against unarmored and low-armored targets due to spore status.



Mine Trap



Cyber
Connectors



Grenade



Sparker

Skill: Traps 65

Effect: Sets a Mine Trap on the floor. A good alternative if your Melee (Grenade) skill is much lower than your Traps skill.



Neutronium
Stormer



Auto-
Shotgun



Molecular
Neutronium



Rifle Parts



Element X



Servos

Skill: Engineering 110

Effect: +30 Durability, -2 Bio Mod Slots, +5 Damage , +60 Penetration. Using same shotgun ammo, but usable only with Brawler PBA or similar armours allowing usage of heavy weapons. Also has a knockback chance. Doesn't work in Gold Edition.



Overload Rifle



Laser Rifle



Superconducto
rs



Unstable
Isotopes



Bindings

Skill: Engineering 95

Effect:




 **Pistol Rounds**
x 45



Shell
Casings




 **Shotgun**
Shells x 30



Duct Tape

Skill: Mechanical 95

 **Effect:** Converts 30 Shotgun Shells into 45 Pistol Rounds



 **Pistol Rounds**
x 110



Heavy Claw



Rifle Rounds
x 100



Bindings

Skill: Mechanical 110

 **Effect:** Converts 100 Rifle Rounds into 110 Pistol Rounds



 Chemo



 Injector





**Quantum Scan
Helmet**




Casing
Fragments



Optics



 Quantum
Capacitors



Electronic Parts

Skill: Electronics 105

Effect: Helmet. Permanently (360 degree) see through everything (except invisibility) in your maximum sight range (12 tiles).



 **Quantum
Splitter × 3**



Razorteeth



Molecular
Neutronium



Nano-Wire

Skill: Engineering 115

 **Effect:** 3 Quantum Splitters



R G Special



Duct Tape



Duct Tape



Duct Tape



Bone Slivers



Bone Slivers

Skill: Mechanical 55

Effect: Armor which offers poor protection but has high durability. Better than nothing.



Rage Beam



Rifle Parts



Hiver Brain
Crystal



Sonic
Nodule



Bindings

Skill: Electronics 100

Effect: Single target Rifle Weapon which causes Berserk.

Tip: Good source for Energy Backpacks. Save up ingredients. (Cyborg Hiver Queen can provide you with more rifle parts than you know what to do with if you let it spawn Hiver Workers). Craft when electronics is sufficiently high. Unload weapon and you have your Energy Backpack.



Razor Fists



Bindings



Composite
Cloth



Razorteeth

Skill: Mechanical 80

Effect: Melee Weapon. Grants 5-10 armor when equipped and replaces Fists.



P Regen Patch



G Adrenal Sack



Med Patch



Giant Mitochondria

Skill: Medical 105

Effect: Healing over time about 10 HP per turn (last 10 turns). can't be created in gold edition.



G Regen Plate



G Nurturing Embrace



G Biocontroller



MG Scaleskin



G Omni Gland

Skill: Biotech 115

G **Effect:** makes the armor wearable for Human, Tarka and Hiver only, light armor, +2 healing



Rifle (heavymag)



Rifle



Casing Fragments



Duct Tape

Skill: Mechanical 80

Effect: expand magazine +4, doesn't work in gold edition



Rifle Rounds
× 25



Shell Casings



Shotgun Shells
× 30



Welding Goo

Skill: Mechanical 100

Effect: Converting 30 Shotgun Shells into 25 Rifle Rounds



Rifle Rounds
× 70



Heavy Claw



High Calibre Rounds × 60



Bindings

Skill: Mechanical 115

Effect: Converting 60 High Calibre Rounds into 70 Rifle Rounds



Rosetta Brain



Softscreen



Hiver Brain Crystal











Logic Circuits



Energy Cell











Skill: Electronics 75

Effect: Bonus to next Decryption tasks, which includes Tesseract wells and Creation stations.


					
 Seismic Boots	 Vibranite	Sonic Nodule	Combat Boots	Reflex Micro-Furnace	Superconductors



Skill: Engineering 110

 **Effect:**

					
 Seismic Gloves	 Vibranite	Sonic Nodule	Composite Cloth	 AM Cells	 Quantum Capacitors

Skill: Engineering 100

 **Effect:** Does 15x2 damage to doors and mechs.

					
Sharpening Kit	Heavy Claw	Heavy Claw	Razorteeth	Razorteeth	Bindings






Skill: Mechanical 65

Effect: Repairs Hammers, Knives, Blades, and Crowbars. But not Spears. Has 5 uses, poor efficiency.

		
 Shell Casings x 3	Living Steel Remnant	Heavy Claw







Skill: Mechanical 90

 **Effect:** 3 Shell Casings

			
 Shotgun Shells x 70	Shell Casings	Rifle Rounds x 100	Bindings

Skill: Mechanical 90

 **Effect:**

				
 Shotgun	Shell Casings	Shell Casings	Pistol Rounds	Bindings

Skill: Mechanical 90

Effect:



Silenced Auto Rifle



Heavy Silencer



Welding Goo



Welding Goo



Structural Rods

Skill: Mechanical 70

Effect:



Silenced Machine Pistol



Heavy Silencer



Welding Goo

Skill: >Mechanical 70

Effect: Good for using up excess pistol ammo. 3 shot volley using 5 ammo per volley. Magazine size: 25.



Silenced Pistol



Silencer



Welding Goo

Skill: Mechanical 70

Effect:



Silencer



Gun Parts



Bindings



Bindings



Bone

Skill: Mechanical 90

Effect:



Siren



Ethhi Vessel



Pineal Gland



Scent Gland



Sonic Nodule

Skill: Necro Tech 95

Effect:



Smart Assault Rifle

Assault Rifle

Combat Processors

Nano-Wire

Myomer Bundles

Skill: Computer 115

Effect: -10 durability, +20 accuracy, +5 penetration



Smart Auto Pistol

Auto Pistol

Combat Processors

Nano-Wire

Myomer Bundles

Skill: Computer 105

Effect: -7 durability, +20 accuracy



Smart Auto Rifle

Auto Rifle

Combat Processors

Nano-Wire

Myomer Bundles

Skill: Computer 115

Effect: -10 durability, +20 accuracy, +5 penetration



Smart Laser Carbine

Laser Carbine

Combat Processors

Nano-Wire

Myomer Bundles

Skill: Computer 115

Effect: -7 durability, +20 accuracy, +5 penetration



Smart Laser Pistol

Laser Pistol

Combat Processors

Nano-Wire

Myomer Bundles

Skill: Computer 115

Effect: -5 durability, +20 accuracy, +5 penetration



Smart Laser Rifle

Laser Rifle








Combat Processors

Nano-Wire

Myomer Bundles








Skill: Computer 115

 **Effect:** +20 Accuracy, +5 Penetration, -1 Bio Mod Slot, -8 Durability


				
 Smart Machine Pistol	Machine Pistol	Combat Processors	Nano-Wire	 Myomer Bundles








Skill: Computer 115

 **Effect:**

				
 Smart Mag Pistol	Mag Pistol	Combat Processors	Nano-Wire	 Myomer Bundles

Skill: Computer 115

 **Effect:** -6 durability, +20 accuracy, +5 penetration

				
 Smart Mag Rifle	Mag Rifle	Combat Processors	Nano-Wire	 Myomer Bundles





Skill: Computer 115

Effect:

				
 Smart Rifle	Rifle	Combat Processors	Nano-Wire	 Myomer Bundles

Skill: Computer 115

Effect:

			
Sniper Rifle	Rifle	Bindings	Optics

Skill: Mechanical 70

Effect: Rifle Weapon, allows a regular Rifle to tackle higher armor creatures.

				
	 Bone	 M'kkosian Fungus Shards	Bindings	Bindings

Spore Dagger

Skill: Mechanical 95 **Effect:** Knife. Chance to inflict Spores



G Squawker Drone



Optics



MG Neural Transmitters



Casing Fragments



Hiver Brain Crystal



Element X

Skill: Engineering 100

G **Effect:** +15 bonus to ranged combat skills, 360 degree vision. 4 charges (rechargeable). 20 Turns per charge. Equip Location: Drone



Targeting Dart



Electronic Parts



P Specimen Tag



Darts

Skill: Electronics 105

Effect: Dart



Targeting Helm



Casing Fragments



Optics



Logic Circuits



Bindings

Skill: Electronics 95

Effect: Helmet. +15 bonus to pistol, rifle, assault weapon and heavy weapon skills.



MG Turret



Auto Pistol



Combat Processors



Casing Fragments



Welding Goo



Optics

Skill: Engineering 90

MG **Effect:** Creates a Mk1 Light Turret in your inventory (bulky; size 2x3). Crafted using Engineering check.



P Turret Override



Electronic Parts



Energy Cell



P System Transponder

Skill: Electronics 110

Effect: Subverts the nearest turret to fight for you.



Undead Abomination



Etthi Vessel



Raw Meat



Ribs



Hiver Brain Crystal



Punch Claw

Skill: Necro Tech 120

Effect:



Undead Humanoid



Etthi Vessel



Raw Meat



Raw Meat



Bone



Heavy Claw

Skill: Necro Tech 110

Effect:



Undead Vermin



Etthi Crystal



Bone Slivers



Bindings



Tainted Meat

Skill: Necro Tech 105

Effect:



Venom Sword



Sword



Poison Gland



Poison Gland



Poison Gland



Duct Tape

Skill: Mechanical 75

Effect: Blade Weapon. Causes Lvl.5 Poison. -10 penetration, using Poison Glands as ammo.



X-Rifle



Laser Rifle



Photonic Amplifier



X-Ray Transducer



Bindings

Skill: Electronics 115

Effect: Rifle Weapon. Causes 75 Radiation. +5 Accuracy, +4 Damage, +30 Penetration, -10 Clip Size. Can penetrate almost everything and has a great damage parameters - best weapon to destroy heavily armoured targets with high HP.

Purifier

Result	Ingredient
--------	------------



Burnt Ribs



Ribs

Skill: *Biotech 85*

Effect: +65 over ingredients



Medicinal Nuts



Hofnuts

Skill: *Computers*

Effect: -30 over ingredients



Safe Cheese



Rotten Cheese

Skill: *Computers*

Effect: +10 over ingredients



Safe Meat



Raw Meat

Skill: *Computers*

Effect: +10 over ingredients



Safe Meat



Tainted Meat

Skill: *Biotech*

Effect: -20 over ingredients



Stale Bread



Moldy Bread

Skill: *Biotech*

Effect: +20 over ingredients



Star-Bacon



Fat Strips

Skill: *Computers*

Effect: *+10 over ingredients*