

# UTILITY SUPPLEMENTS

## PLANTS



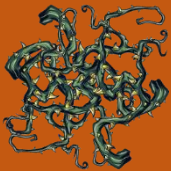
### STINKROOT

A genetically modified flower that gives off an awful toxic smell. It uses a localised toxic gas defence mechanism to defend itself. This can have a poor effect on your colonists if they breath in this gas for any length of time; it can effect breathing and consciousness amongst other unpleasant things, raiders, other NPC faction members and animals (that can breathe) will equally be effected, but animals tend to flee from this plant. (Note animals following a master will not flee).



### STINKROOT LEAVES

The leaves it produces are not very nutritious and highly toxic. These properties can be chemically extracted however and used in the development of other toxins.



### TANGLEROOT

Tangleroot is an aggressive genetically modified vine. It has very sharp thorns that the plant can use to grapple and constrict targets that wander into its path, which can be a laboured exercise. It also gives off a gaseous vapour.

The alkaloids the plant uses are toxic and can be debilitating, effect consciousness and manipulation. With severe exposure the toxin has a chance to infect the target host with an illness akin to muscle parasites. There is also a chance for chemical damage in the brain. The toxin can ultimately be lethal.

The Tangleroot thorns can be harvested and used to create concentrated versions of the plant toxin.

When fully mature Tangleroot can "creep" and will sporadically invade neighbouring cells.

Tangleroot toxins do not affect insects or mechanoids.

## CHEMICALS AND TOXINS



### ACID GAS

Will cause acid burns as injuries, these inflicted more so to mechanoids, then variably with animals and humanoids and insectoids having a marginal resilience to the effects of the gas due to their chitin.

The acid will also damage items, buildings, plants etc and has a mod option to consider if the acid degrades neighbouring edifices (walls, obstacles etc as applicable).

#### DELIVERY MECHANISMS



### AMMONIA FERTILISER

Can be used to spray onto plants and other vegetation to improve growth.

#### DELIVERY MECHANISMS



### ANTIFREEZE

A liquid foam used to help clear snow over time.

#### DELIVERY MECHANISMS





## BLIGHT KILLER LIQUID

This chemical allows you to produce a layer of foam that specifically attacks blight on plants. It is fast acting, but also depends on how long the blight has been left to take hold on the plant prior to its application. It is made using Chemfuel, Phenol, Neutroamine and Stinkroot leaves.

### DELIVERY MECHANISMS



## FILTH KILLER LIQUID

Filth killer foam is a very potent active detergent that can be used to passively clean areas. Made from Chemfuel, Phenol and Herbal Medicine.

### DELIVERY MECHANISMS



## GLOW LIQUID

An unstable liquid that when exposed to air will give off some luminescence for a period of time.

### DELIVERY MECHANISMS





## INSECT KILLER LIQUID

Insect Killer foam is toxic in nature to all "insectoids". It breaks down their epidermis of chitinous plating exposing intermediate areas and inner fluids which then reacts with the toxin in a combustible; the use of this toxin can be very effective in handling insect scenarios, but best used with caution due to the fires. Made from Chemfuel, Phenol and Insect Jelly (genetic component).

### DELIVERY MECHANISMS



## MIND KILLER LIQUID

Mind killer is a concentrated liquid that releases a faster acting form of the Stinkroot Gas. It can be weaponised as a mortar shell that can be further used in an IDE trap and as a grenade. Made from Chemfuel, Phenol and Stinkroot leaves.

### DELIVERY MECHANISMS



## PLANT KILLER LIQUID

Plant killer foam will act against all plants except those of a medical nature that seem to offer a natural resilience to the toxins used. Made using Chemfuel, Phenol and Stinkroot leaves.

### DELIVERY MECHANISMS





## TANGLE KILLER LIQUID

Tangle Killer is a concentrated liquid of the Tangleroot plant toxin, and it is much more faster acting. This can be weaponised in a mortar shell and IDE trap, also in grenade form. Made from Chemfuel, Phenol and Tangleroot thorns.

### DELIVERY MECHANISMS



## TEAR GAS

Tear Gas can be helpful in diminishing the capability of a victim (especially sight) whilst causing some painful irritation. Associated items are available as trade items, but if you have the social supplements mod loaded then you can utilise chilli peppers to make them.

### DELIVERY MECHANISMS



## TREE KILLER LIQUID

Tree killer foam is more refined than plant killer and is more selective in targeting trees and plants that are considered as weeds (Miscellaneous plant category). It is a bit more effective than plant killer and is made from Chemfuel, Phenol, Stinkroot leaves and uses Wood as an additional ingredient to provide genetic selection.

### DELIVERY MECHANISMS





## WEED KILLER LIQUID

Weed killer is even more selective than its tree killer counterpart, selectively targeting only plants that are considered as weeds. Ingredients include Chemfuel, Phenol, Stinkroot Leaves and Hay (genetic component).

### DELIVERY MECHANISMS



## DRUGS



## TANGLETHORN JUICE

Tangleroot thorns can also be used to provide an anti-toxin in the form of Tangleroot Juice when mixed with Neutroamine.

## APPAREL



## GAS MASK

A mask that protects the wearer from toxic gasses and other air-borne contaminants. The filters wear out quickly, so it is recommended to wear this only when necessary.