

A Guide to Specialized Chemicals and Toxins

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This was made and tested on bee code, custom WS code, and forks of TG.

Table of Contents

Medicine.....	3
The Chemist's Stimulant.....	4
The Chemist's Remedial.....	5
The Debtors Unhinge.....	6
Straub's Patented Bath Salts.....	7
The Quick-Fix.....	8
Toxins.....	9
The Bone-Hurty Mix.....	10
The Laconic Compound.....	11
The Lynch-Mix.....	12
The Sudden Death Patch.....	13
Grenades.....	14
Hell's Mix.....	15
Mime's Misery.....	16
9-Bang.....	17
Poor Man's QGP.....	18
Applicable Explosives.....	19

Medicine

This section is dedicated to Medicines

The Chemist's Stimulant

Recipe:

9u (9.9u) Methamphetamine
9u (9.9u) Bath Salts
6u (6.29u) Happiness
5u (5.03) Miner's Salve
6u (6.29u) Ephinephrine*
13u (12.58u) Mannitol

Go for the amount in the brackets if possible. If not, round to the number shown before brackets.

*or Ephedrine if you want faster speed but you drop things

Effects on the human body:

Methamphetamine(Meth): *Reduces stun times by about 300%. Allows the user to quickly recover stamina while dealing a small amount of Brain damage.*

Bath Salts: *Makes the subject nearly impervious to stuns, and gives psychotic brawling.*

Happiness: *Suppresses phobias and fills you with ecstatic emotional numbness. Removes jitteriness, confusion and disgust. Causes 0.2 brain damage per tick.*

Miner's Salve: *A very strong painkiller, with a side-effect of stomach-cramps.*

Ephedrine/Epinephrine: *Reduces stun times, (Epinephrine increases run speed), and stabilizes crit. minor stamina regeneration buff. Prevents oxygen damage from going over 35. If the patient is in crit, slowly heals toxins, brute, and burn. (Epinephrine makes you drop items)*

Mannitol: *Quickly heals brain damage with an effect of 2 brain-damage per sec.*

Strategy:

Digest as pill (50u) to gain superhuman speed, pretty much no stun-time, no pain. Makes your mood stable and neutral, and fights against brain damage. The perfect stimulant for prolonged combat. There's **no** downsides to this chemical compound.

With Crank and Happiness being so slow at metabolizing, you should only take a pill every 37 seconds. Otherwise, you'll be prone to addiction. If that isn't a worry, you can take 2 pills, MAX, every 37 seconds, or you'll overdose.

Warning: Addictions come with risk of dizziness, loss of motor functions, feeling faint, feeling disoriented, and may also lead to loss of life.

The Chemist's Remedial

Recipe:

4.2u Cryostylane
10u (8.4u*) Cryoxadone
10.5u Oxygen

* A minimum of 8.4u Cryoxadone is required to cool at 0K. Everything after that is just optimal healing.

Effects on the human body:

Cryostylane: *Cools down temperature, as long as there is enough oxygen to react with.*

Cryoxadone: *It heals all types of damage very swiftly (except clone damage, which is healed very slowly), but only when in a very cold environment. Is more effective in colder environments.*

Oxygen (liquid): *Requires for Cryostylane to function.*

Strategy:

Inject/Drink as liquid/digest as pill(s) for effects of healing. Take a pill of oxygen, then the cryostylane & cryoxadone. Otherwise, it'll react before entering the subject.

The Debtors Unhinge

Recipe:

2.07u Salbutamol
13.2u Mannitol*
6.6u Bath Salts
4.14u Salicyclic Acid
4.14u Oxandrolone
3.31u Miner's Salve
8.27u Neurine*
8.27u Antitoxin*

*Remove if you're not concerned about brain damage or toxin damage

Effects on the human body:

Salbumatol:	<i>Quickly heals 6 oxy damage per second.</i>
Mannitol:	<i>Quickly heals brain damage.</i>
Bath Salts:	<i>Makes the subject nearly impervious to stuns, and gives psychotic brawling.</i>
Salicyclic Acid:	<i>Quickly heals 6 brute damage per second.</i>
Oxandrolone:	<i>Quickly heals 6 burn damage per second.</i>
Miner's Salve:	<i>Makes the subject unable to feel pain, and heals slowly.</i>
Neurine:	<i>Cures brain traumas and reforms damaged brain connections.</i>
Antitoxin:	<i>Quickly heals 6 toxin damage per second</i>

Strategy:

Implant pills in teeth, activate for 41.4 seconds of pure strength. After 41.4 seconds, take another pill. This will ensure no addictions/overdoses. Do note that your brain activity will probably drop after intake, so make sure to grab some extra mannitol if you plan on popping a few of 'em.

Straub's Patented Bath Salts

Recipe:

20.0u Mannitol
7.5u Bath Salts
22.5u Neurine

Effects on the human body:

Mannitol:	<i>Quickly heals brain damage.</i>
Bath Salts:	<i>Makes the subject nearly impervious to stuns, and gives psychotic brawling.</i>
Neurine:	<i>Cures brain traumas and reforms damaged brain connections.</i>

Strategy:

Implant pills in teeth. After use, you will have 75 brain damage, which is just below the threshold.

Source: <https://www.youtube.com/watch?v=5bW11GIO2Sc>

“usually for my superhuman mixes i use multiple pills at once. My bath salts mix is 7.5u bath salts, 22.5u neurone and 20u mannitol. That mix only gets you 75 brain damage, not enough for severe traumas and it heals a bit of brain damage after the salts are metabolized. The neurine quickly removes any traumas you get.” - Technical Override

The Quick-Fix

Recipe:

1.64u Salbutamol
6.57u Mannitol*
3.29u Salicyclic Acid
3.29u Oxandrolone
2.63u Miner's Salve
6.57u Neurine
6.57u Carthatoline
3.29u Potassium Iodide
3.29u Epinephrine
1u Mutadone
1u Oculine
1u Inacusiate

Effects on the human body:

Salbumatol:	<i>Quickly heals 6 oxy damage per second.</i>
Mannitol:	<i>Quickly heals brain damage.</i>
Salicyclic Acid:	<i>Quickly heals 6 brute damage per second.</i>
Oxandrolone:	<i>Quickly heals 6 burn damage per second.</i>
Miner's Salve:	<i>Makes the subject unable to feel pain, and heals slowly.</i>
Neurine:	<i>Cures brain traumas and reforms damaged brain connections.</i>
Carthatoline:	<i>Quickly Heals 6 toxin damage per second.</i>
Potassium Iodide:	<i>Reduces low radiation damage very effectively.</i>
Epinephrine:	<i>20% each tick to reduce stun, minor stamina regen, prevents oxy damage from going above 35. If subject is in crit, slowly heals toxins, brute, and burn damage.</i>
Mutadone:	<i>Heals your genetic mutations.</i>
Oculine:	<i>Quickly heals eye damage and reverts blindness.</i>
Inacusiate:	<i>Instantly removes ear damage.</i>

Strategy:

Implant pills in teeth, activate for 33 seconds of healing. That'll heal 54 Oxy, 108 Burn & Brute, and 216 toxin and brain damage, if the math is correct (Which it probably isn't). And it'll fix your genetic shitshow, fix your eyesight, and fix your ears. And numb the pain. It'll heal everything, except cellular damage.

Toxins

This section is dedicated to Toxins

The Bone-Hurty Mix

Recipe:

0.1u fanciulli
0.1u branca menta
0.4u neurotoxin
4.4u sulfonal
5u bone hurting juice

Effects on the human body:

Fanciulli: *Causes a minor tick of stamina damage.*

Branca Menta: *Causes a moderate tick of stamina damage [when drank].*

Neurotoxin: *Drugs you, makes you dizzy, deals up to 75% brain damage over time, randomly causes you to drop items and take stamina damage. After 5 cycles starts randomly paralyzing your limbs. After deals more brain damage but without limit. After 50 cycles 15% chance per cycle to give you a heart attack. 30 cycles (over 20 units) it has a*

Sulfonal: *1 toxin damage every 2 cycles, knocks you out after 22 cycles.*

Bone Hurting Juice: *Does 7.5 stamina damage per tick. If you're a skeleton or a plasmaman, it will deal additional 0.5 brute damage per tick.*

Strategy:

Inject/feed target for more potency, or use in grenade along with smoke to cause instant knockout/paralysis. If going with the nade option, crank the amount of ingredients up.

The Laconic Compound

Recipe:

2.5 Sulfonal
4u Fentanyl
1u Mute Toxin
2u Cyanide
5u Formaldehyde

Effects on the human body:

Sulfonal: *1 toxin damage every 2 cycles, knocks you out after 22 cycles.*

Fentanyl: *Will deal 1 toxin and 3 brain damage per tick, knocks the user unconscious after 36 seconds.*

Mute Toxin: *Makes the subject unable to speak.*

Cyanide: *Causes headaches and sickness at first, followed by failure of cellular respiration leading to cardiac arrest, suffocating its target.*

Formaldehyde: *Causes a moderate amount of Toxin damage over time. Has a chance to turn into 5 to 15 units of Histamine.*

Strategy:

Use in syringe to silently subdue your target, or feed increased amount to subject via pill/liquid form. Smoke is also an option.

The Lynch-Mix

Recipe:

3.6u Chloral Hydrate

11.4u Cyanide

Effects on the human body:

Chloral Hydrate: *Knocks subject out.*

Cyanide: *Causes headaches and sickness at first, followed by failure of cellular respiration leading to cardiac arrest, suffocating its target.*

Quick-Make Guide:

3 Parts Chlorine

1 Part Ethanol

1 Part Water

1 Part Welding Fuel

1 Part Carbon

4 Parts Hydrogen

1 Part Nitrogen

3 Parts Oxygen

Heat to 380K

Remove residue in chem-master

Strategy:

Use the quick-make guide to make the chems, then set the heater to way over 380 to quickly heat the chems.

Then, in the chem-master, filter, for a standard 15u syringe, the specified amount of cyanide and chloral hydrate into a beaker, for use in a syringe.

If you're using a piercing syringe (10u), filter 6.4u Cyanide instead.

You need at least 3.6u Chloral Hydrate to knock somebody out.

Use in syringe to sedate and kill.

The Sudden Death Patch

Recipe:

10u Plasma*
10u Virus Plasma*
10u Weakened Virus Plasma*
5u Miner's Salve
2.5u Morphine

*or any kind of toxin that will down the subject before the morphine and miner's salve wear off.

Effects on the human body:

(Weakened) (Virus) Plasma:	<i>Does toxin damage.</i>
Miner's Salve:	<i>Makes the subject impervious to pain.</i>
Morphine:	<i>Negates the slowdown of damage.</i>

Strategy:

Apply via patch and wait 1 minute. Subject won't know what hit em, as they can't feel the pain nor realize any slowdown in movement. Subject will die very quickly. Idea taken from <https://www.youtube.com/watch?v=OWQJnmoOea0>

Grenades

This section is dedicated to Grenades

*Please note that the order of the chemicals is **VERY** important. This is due to how SS13 loads chemicals, mixing them in a virtual beaker from the top of the list to the bottom.*

Hell's Mix

Recipe:

- 2 Parts Fluorosulfuric Acid
- 1 Part Foam Surfactant
- 1 Part Thermite
- 1 Part Phlogiston
- 1 Part Napalm
- 1 Part Liquid Dark Matter
- 1 Part Space Lube
- 1 Part Sulphuric Acid

Effects on the human body:

This grenade mix will burn through anyone, destroy masks and headwear, heat everyone and everything up in a huge fireball, and drag anyone and anything into it. Much like the admin-nade that burns everything and everyone.

Strategy:

Simply activate a grenade with the beakers below, and it will explode into a fireball.

Beaker 1:

- 1 Part Oil*
- 1 Part Radium
- 6 Parts Sulphuric Acid
- 1 Part Ethanol
- 1 Part Welding Fuel
- 2 Parts Oxygen
- 6 Parts Water
- 1 Part Silicon

Beaker 2:

- 7 Parts Fluorine
- 3 Parts Carbon
- 1 Part Aluminium
- 1 Part Iron
- 2 Parts Stable Plasma
- 1 Part Phosphorus
- 1 Part Chlorine
- 2 Part Potassium
- 2 part Hydrogen

Please note that the order of the chemicals is VERY important. You want to make the chemicals in the order shown above, so, for example, the potassium doesn't mix with water when activated. This is due to how SS13 loads chemicals, mixing them in a virtual beaker from the top of the list to the bottom.

* If going with a large beaker's full, just make oil, remove 10u to get 5u, and continue with the rest of the recipe.

Mime's Misery

Recipe:

- 1 Part Mute Toxin
- 1 Part Impedrezene
- 1 Part Cyanide
- 1 Part Formaldehyde
- 1 Part Smoke
- 1 Part Miner's Salve

Effects on the human body:

This grenade mix will mute everyone exposed to the smoke, turn them braindead, shut down their lungs, deal insane amounts of toxin damage, a little brute damage, and will literally give people a heart attack. Very deadly, but in a more "quiet" way; They won't even know they're hurt.

Strategy:

Simply activate a grenade with the beakers below, and it will release the deadly compound.

Beaker 1:

- 1 Part Welding Fuel
- 1 Part Carbon
- 1 Part Hydrogen
- 3 Parts Water
- 1 Part Mercury
- 1 Part Oxygen
- 2 Parts Sugar
- 1 Part Formaldehyde*

Beaker 2:

- 2 Parts Uranium
- 1 Part Carbon
- 1 Part Phosphorus
- 1 Part Potassium
- 3 Parts Cyanide*
- 2 Parts Formaldehyde*

* Premake the Formaldehyde and Cyanide, unless using a Pyro Grenade.

9-Bang

Recipe:

- 2 Parts Flash Powder
- 2 Parts Sonic Powder
- 2 Parts Liquid Dark Matter

Effects on the human body:

This grenade mix will flashbang anyone in its radius, make them deaf, and throw them at the grenade.

Strategy:

Simply activate a grenade with the beakers below, and it will flashbang and draw in everyone in the room

Beaker 1:

- 2 Parts Aluminum
- 2 Parts Carbon
- 2 Parts Oxygen
- 2 Parts Radium

Beaker 2:

- 2 Parts Sulfur
- 2 Parts Cola
- 2 Parts Potassium
- 2 Parts Stable Plasma
- 2 Parts Phosphorus

Poor Man's QGP

Recipe:

- 18 Parts Black Powder (Gunpowder)
- 5 Parts Foam Surfactant
- 6 Parts Phlogiston
- 6 Parts Napalm
- 5 Parts Water

Effects on the human body:

This grenade mix will cause fire, get inside people, and make them blow up. A poor man's Quark Gluon Plasma.

Strategy:

Heat to 450K, so it blows up easier.

Beaker 1:

- 3 Parts Blackpowder (Gunpowder)*
- 6 Parts Phlogiston
- 5 Parts Foam Surfactant
- 6 Parts Napalm

Beaker 2:

- 5 Parts Water
- 15 Parts Blackpowder (Gunpowder)*

3 Parts Ethanol

* Premake the Blackpowder(Gunpowder), and make sure not to blow it up with hot charcoal.

Applicable Explosives

Recipe:

- 1 Part Phlogiston
- 1 Part Chlorine Trifluoride
- 4 Parts Thermite
- 1 Part Foam Surfactant (Fluorosurfactant)

Effects on the human body:

This grenade mix will burn through target walls/airlocks.

Strategy:

Simply activate a grenade with the beakers below, throw it at an airlock/wall, and it will explode.

—— Beaker 1:

- 1 Part Phosphorus
- 3 Parts Aluminium
- 3 Parts Iron
- 3 Parts Oxygen

—— Beaker 2:

- 5 Parts Fluorine
- 2 Parts Sulphuric Acid
- 2 Parts Carbon
- 1 Part Stable Plasma
- 1 Part Chlorine