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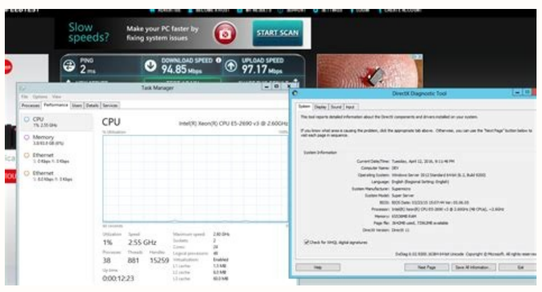

Arcane (Magicbees) Esotic (Magicbees) 8% Better than Xito Between the Half Crescent and Wax Gibous. Somnolente (Magicbees) rooted (Magicbees) Aguada (Magicbees) 16% overnight. Osmio (magicbees) Argentum (Magicbees) Cobalt (Magicbees) 11% None Ghostly (Forestry) Spectral (Forestry) Finished (Forestry) 2% None Pink (Gendustry) White (Gendustry) Red (Gendustry) 10% None Platinum (Magicbees) Nicel (Magicbees) Invar (Magicbees) 10% Requires Block Block as a foundation. White (Gendustry) Wintry (Forestry) Diligent (Forestry) 10% None Windy (Magicbees) Ethereal (Magicbees) 14% requires oak leaves as a foundation. Fiendish (forestry) (forestry) cultivated (forestry) 40% occurs within a lower biome. White Willow Silver Lime (Forestry) Birch (Forestry) 10% requires temperature between warm and hot. Turquoise (extrabees) Natural (extrabees) Prussian (extrabees) 5% None unstable (extrabees) Prehistoric (extrabees) 5% None tireless (Forestry) Diligent (Forestry) Cultivated (Forestry) 8% None Valuable (extrabees) (Extrabees) 2% None Vengeful (Forestry) Demonic (Forestry) Vindictive (Forestry) 8% NONE VENGEFUL (Forestry) Monastic (Forestry) Vindicphul 8% None Vindicative (Forestry) Monatics (Forestry) Demonic (Forestry) 4% None Virulent (extrabees) infectious (extrabees) 8% None Vis (Magicbees) EtÃ © challenge (Magicbees) 9% occurs between the expanding half and the exotic diminution (extrabees) water (extrabees) exotic (Forestry) 10% None Vacué (Magicbees) Ferrous (Magicbees) (Magicbees) 5% occur within a Magical Biome. Riddles (Forestry) Frugal (Forestry) 10% None Riddles (Forest) Forest (Forest) Frugal (Forest) 10% None ASENO (extrabees) Whitening (extrabees))seebcigaM( )seebcigaM(mubmulP)selatseroF(lairepmI)seebcigaM(ocirºÃA onugniN It requires Golden Block as a base. Robust (Extrabees) Tolerant (Extrabees) Not tired (ForesterÃa) 10% None Rockin' (Magicbees) Earth (Magicbees) 9% None Rooted (Magicbees) Eldritch (Magicbees) Forest (ForesterÃa) 15% Livingwood required as a base. Fiendish (Forestry) Sinister (Forestry) Tropical (Forestry) 40% Occurs within a lower biome. EsotÃ© Rich (Magicbees) Cultivated (ForesterÃa) Eldritch (Magicbees) 10% None EtÃ© (Magicbees) Arcano (Magicbees) Supernatural (Magicbees) 7% None Excited (Extrabees) Cultivated (ForesterÃa) Brave (ForesterÃa) 10% None ExÃ tico (Fores) Austera (Forestry) Tropical (Forestry) 12% None Cultivated (Extrabees) Farmerly (Forestry) Grassland (Forestry) 10% None Farmerly (Forestry) Rural (Forestry) Unweary (Forestry) 10% Occurs within a flat biome. Maroon (Extrabees) Forest (Forestry) Brave (Forestry) 5% None Happy (Forestry) Wintry (Forestry) Forest (Forestry) 10% Occurs between December 21 and December 27. PrehistÃ ³ Rich (Extrabees) Primitive (Extrabees) Old (Extrabees) 8% None Primitive (Extrabees) Old (Extrabees) Isolation (ForesterÃa) 8% None Prusian (Extrabees) Water (Extrabees) Brave (ForesterÃa) 5% None Pupils (Magicbees) Monastic (Forestry) Arcane (Magicbees) 10% None Pure (Magicbees) Transmutation ³ (Magicbees) Rejuvenating (Magicbees) cybees) 8% occurs within a magic biome. Sour Cherry White Willow (Forestry) Hill Cherry (Forestry) 10% None Star Anise Allspice (Extratrees) Nail (Extratrees) 10% None Starfruit Anise (Extratrees) Mango (Extratrees) 10% None Sugar Maple Spruce (Forestry) 5% None Swamp Gum Rose Rubber (Extracts) Yellow Meranti (ForesterÃa) 10% None Sweet Caste (ForesterÃa) Silver Cal (ForesterÃa) 10% 0% None Sweet Caste (ForesterÃa) Cherry (ForesterÃa) 10% None Sweet Crabapple Orchard eromacyS eromacyS onugniN %01)arutlucivliS(onadnuM ecrelA)arutlucivliS(elpaM raguS mugteewS onugniN %01))aÃretseroF(ecrA racºÃzA)sotcartxE(Ash comÃno (extra-real) Azúcar Maple (forestry) 10% None Mandarin Kumquat (extra-real) ManderÃn (extra-real) 10% None Teak Darkoak (forestry) Jungle (forestry) 10% None Wenge Cocobolo (forestry) Balsa (forestry) 10% None Western Hemlock bull pine (forestry) fir silver (extra-real) 10% ultimate rock height 80% 0.0 White Birch Birch (forestry) White Willow (forestry) 5% None OAW WHITE OBLATE (forestry) White Willow (forestry) 5% None White Poplar Silver Lima (forestry) White Willow (forestry) 5% None White Willow Oak (forestry) Birch (forestry) 10% requires temperature between hot and cold. Diamandi (MagicBees) Austere (Foresty) AURIC (MagicBees) 7% requires diamond block as a base. Imperial (forestry) noble (forestry) majestic (forestry) 8% None Indigo (ex-works) Maroon (ex-works) Prusian (ex-works) 5% None Diligent (forestry) Diligent (forestry) inadequate (forestry) 8% None infectious (ex-works) malicious (ex-works) Tropical (forestry) 8% None Infinite (gendley) EnergÃ© (ex-works) Silicone (Magicbees) 20% None Invar (Magicbees) NÃquel ferrous (MagicBees) 14% require an invar block as a base. Aluminum (Magicbees) worker (forestry) cultivated (forestry) 10% requires aluminum block as base. Mantiria (forestry) Marshy (forestry) Noble (forestry) 15% require a temperature. Forest (forestry) (forestry) Meadows (forestry) 15% None comÃn (forestry) Forest (forestry) Modest (forestry) 15% None comÃn (forestry) Forest (forestry) Tropical (forestry) 15% None comÃn (forestry) Forest (forestry) Forest (forestry) 15% None comÃn (forestry) Forest (forestry) Research ³ (forestry) 15% None ComÃ n (forestry) Forest (forestry) Marshy Forestry) 15% None ComNo (Forestry) Meadows Modest (forestry) 15% None ComÃn (forestry) Meadows (forestry) Tropical (forestry) 15% None ComÃn (forestry) Meadows (forestry) Research ³ (forestry) 15% None ComÃn (forestry) Meadows (forestry) Marshy (forestry) 15% None ComÃn (forestry) (forestry) (Forestry) Tropical (Forestry) 15% None ComÃn (Forestry) Modest (Forestry) 15% No ComÃn (Forestry) Modest (Forestry) 15% No ComÃn (Forestry) Tropical (Forestry) Wintry (Forestry) 15% No ComÃºn (Forestry) Tropical (Forestry) Forests) Marshes (Forestry) 15% No ComÃºn (Forestry) try (forestry) 15% None ComÃn (forestry) Water (forestry) Forests (forestry) 15% No ComÃn (forestry) Water (forestry) Meadows (forestry) 15% No ComÃn (forestry) Water (forestry) Modest (forestry) 15% No ComÃn (forestry) Water (forestry) 15% No ComÃn (forestry) Water (Extrabees) Tropical (forestry) 15% No ComÃ n (forestry) Water (forestry) 15% No ComÃn (forestry) Water (forestry) Wintry (forestry) 15% No ComÃn (forestry) Water (forestry) Rock (forestry) Extrabees) 15% No ComÃn (forestry) Water (forestry) Basalto (extrabees) 15% No ComÃºn (forestry) Rock (extrabees) Forest (forestry) 15% No ComÃºn (forestry) Rock (extrabees) Rock (forestry) (extrabees)) Meadows (Forestry) 15% None ComÃn (Forestry) Rock (Extrabees) Modest (Forestry) Modest (Forestry) Modest (Forestry) Modest (Forestry) Modest (Fores) 15% None ComÃn (ForesterÃa) Rock (Extrabees) Tropical (ForesterÃa) 15% None ComÃn (ForesterÃa) Rock (Extrabees) Marshy (ForesterÃa) 15% None ComÃºn (ForesterÃa) Rock (Extrabees) Wintry (ForesterÃa) 15% No ComÃn (ForesterÃa) Rock (Extrabees) Basalto (Extrabees) 15% No ComÃn (Forestry) Basalto (Extrabees) Forest (Forestry) 15% No ComÃn (Forestry) Basalto (Extrabees) Meadows (Forestry) 15% No ComÃn (Forestry) Basalto (Forestry) Modesto (Forestry) 15% No ComÃºn (Forestry) Culture) Basalt (Forestry) Tropical (Forestry) Tropical (Forestry)) 15% Nada ComÃºn (Forestry) Basalto (Extrabees) Marismas (Forestry) 15% Nada ComÃºn (Forestry) (Extrabees) Wintry (Silviculture) 15% Nothing ComNão (Forestry) Mystical (Forestry) Forest (Forestry) 15% Nothing ComÃºn (Forestry) Meadows (Forestry) 15% Ninguna ComÃºn (Forestry) Mystical (Magicbees) Modest (Forestry) 15% Ninguna ComÃºn (Forestry) Mystical (Magicbees) Wintry (Forestry) (Forestry) None comÃn (forest) mÃostic (magicbees) tropical (forest) 15% None comÃoscillum (forestry) MÃoscillum (Magicbees) Marshy (forest) 15% None ComÃºn (forestry) MÃstico (Magicbees) Roca (ex-works) 15% None ComÃºn (forestry) Mystical (MagicBees) Water (Ex-works) 15% None ComÃºn (forestry) MÃstico (Magicbees) Basalto (ex-works) 5% None ComÃn (Forestry) Virroso (Magicbees) Forest (Forestry) 15% None ComÃn (Forestry) Sample (Magicbees) Meadows (Forestry) 15% NONE (Foresty) Sorcerous (Magicbees) Modest (Forestry) 15% None ComÃn (Forestry) Sample (Magicbees) Research ³ (Forestry) 15% None ComÃ n (Forestry) Samposa (Magicbees) Pical (Forestry) 15% None comÃn (Forestry) Sorcerous (Magicbees) Marshy (Forestry) 15% None ComÃ±os (Forestry) Syrupy (Magicbees) Rock (ExWorks) 15% None ComÃºn (Forestry) Sorcerous (Magicbees) Water (ExWorks) 15% None ComÃ±os (Forestry) Symbols (Magicbees) Basalto (ExWorks) 15% None ComÃ±os (ExWorks) Unusual (MagicBees) Forest (Forestry) 1 5% None Unusual (MagicBees) Meadows (Forestry) 15% None Unusual (Magicbees) Modest (Forestry) 15% None Unusual (Forestry) ComÃn (Forestry) (Magicbees) Research ³ n (Forestry) 15% None Unusual (Forestry) ComÃn (Forestry) Unusual (Magicbees) Tropical (Forestry) 15% None Unusual (Forestry) ComÃn (Forestry) Magicbees) Marshy (Foresty) 15% None Unusual (Magicbees) Rock (ex-works) 15% None Unusual (Magicbees) Water (ex-works) 15% None Unusual (forest) comÃn (Magicbees) Basalto (ex-works) 15% None ComÃºn (forestry) Atuestra (Magicbees) Forest (forestry) 15% None ComÃºn (forestry) Atuestra (forestry) Magicbees) Meadows (forest) 15% None ComÃn (forestry) Attiuda (Magicbees) Modesto (forestry) 15% None ComÃn (forestry) In synonÃa (Magicbees) artseutA artseutA)arutlucivliS(nºÃmoC onugniN %51)ytseroF(yhsraM)seebcigaM(artseutA)latseroF (nºÃmoC onugniN %51)arutlucivlis(laciporT)seebcigaM(artseutA)arutlucivlis(nºÃmoC onugniN %51)arutlucivlis(Rock (Extrabees) 15% None ComÃno (Forestales) Tuned (Magicbees) Water (Extrabees) 15% None ComÃno (Forestales) Tuned (Magicbees) Basalto (Extrabees) 15% None CorroÃdo (Extrabees) Resistant (Extrabees) Winter (Forestal) 5% None CorroÃdo (Extrabees) Resistant (Extrabees) Modest (Forestal) 5% None Corrosive (Extrabees) Malicious (Extrabees) Viscosity (Extrabees) 10% None Creepy (Extrabees) Desolate (Extrabees) Modest (Forest) 15% None Crumbled (Magicbees) Unusual (Magicbees) Mutable (Magicbees) 9% None Cultivated (Forest) ComÃn (Forest) Forest (Forest) 12% None Cultivated (Forest) ComÃºn (Forest) Meadows (Forest) 12% None Cultivated (Forest) Modest (Forest) 12% None Cultivated (Forest) (Forest) 12% None Cultivated (Forest) ComÃn (Forest) Winter (Forest) 12% None Cultivated (Forest) ComÃn (Forest) Marisma (Forest) 12% None Cultivated (Forest) Water (Extrabees) ComÃ n (Forest) 12% None Cultivated (Forest) Rock (Extrabees) ComÃºn (Forest) 12% None Cultivated (Forest) MÃ (Magic) Bees) ComÃn (Forest) 12% None Cultivated (Forest) Sorcerosa (Magicbees) ComÃn (Forest) 12% None Cultivated (Forest) Unusual (Magicbees) ComÃn (Forest) 12% None Cultivated (Forest) Tuned (Magicbees) ComÃ n (Forest) 12% None Industrial (Forest) Cuprum (Magicbees) Prados (Forest) 12% % Requires Copper Block as foundation. Agrario (Forestal) AgrÃcola (Forestal) Industrioso (Forestal) 6% Occurs within a flat biome. Birds (Magicbees) ComÃ n (Forest) Skulking (Magicbees) 12% It occurs within a forest biome. Frugal (Forest) Modest (Forest) Fiendish (Forest) 10% Requires temperature between Hot and Infernal. Stained (Extrabees) Black (Extrabees) OcÃ© (Extrabees) 8% None Stannum (Magicbees) Industrious (Forestry) Forest (Forestry) 12% Requires Block of ThisÃ±o as Enchanted (Magicbees) Cultivated (Forestry) Eldritch (Magicbees) 10% None Cobalt (Magicbees) Imperial (Forestry) Infernal (Magicbees) 11% Requires Cobalt Block as a base. Fruity (Extrabees) Sweetened (Extrabees) Prosperity (Extrabees) 5% None Fucsia (Extrabees) Indigo (Extrabees) Lavender (Extrabees) 5% None FÃngian (Extrabees) Sodden (Extrabees) Smoke (Extrabees) 8% None FÃngian (Extrabees) Bees) Boggy (Forestry) Miry (Forestry) 8% None Furious (Extrabees) Basalto (Extrabees) Fiendish (Forestry) 30% Is restricted to similar biomes to NETHER. White Willow Oak (Forestry) Silver Lime (Forestry) 10% Requires Hot to Hot temperature. Brown (Gendustria) Tropical (Forestry) Diligent (Forestry) 10% None Caffeinated (Extrabees) AgrÃcola (Forestry) Tropical (Forestry) 10% None Carbon (Magicbees) Spiteful (Magicbees) Stannum (Magicbees) 12% Requires carbÃ ³ n ore as a base. Furious (Extrabees) Demon (ForesterÃa) 20% It is restricted to biomes similar to NETHER. Spatial (Extrabees) Spatial (Extrabees) Spectral (ForesterÃa) 5% None Radioactive (Extrabees) Nuclear (Extrabees) Bright (Extrabees) 5% None Radioactive (Extrabees) Nuclear (Extrabees) Bright (Extrabees) 5% None Ravening (Magicbees) Big Bad (Magicbees) Vis (Magicbees) 20% None Red (Gendustria) ComÃn (ForesterÃa) Diligent (ForesterÃa) 10% None Refined Extrabees) Distillate (Extrabees) Olive (Extrabees) 8% None Rejuvenator (Magicbees) Tuned (Magicbees) Vis (Magicbees) 8% No Relic (Extrabees) PrehistÃ ³ (Extrabees) Imperial (ForesterÃa) 8% No Resilient (Extrabees) Robusta (Extrabees) Industrial (ForesterÃa) 6% No Resinosa (Extrabees) Primary (Extrabees) Miry (ForesterÃa) 8% No Ripening ³ n (Ex Extrabees) Sweetened (Extrabees) Growth (Extrabees) 5% None RÃo (Extrabees) Water (Extrabees) Diligent (ForesterÃa) It is restricted to biomas similar to River. Fermented Farmer (Forestry) Meadows (Forestry) 10% None Ferrous (Forestry) Comincial (Silviculture) (Forestry) (Forestry) 12% Requires Iron Block as foundation. Invisible (Magicbees) Mastic (Magicbees) Mutable (Magicbees) 15% None Jaded (Extrabees) Finished (Forestry) Relic (Extrabees) 2% Can only be bred by jadedcat Lapis (Extrabees) Resilient (Extrabees) Imperial (Forestry) 5% None Lavender (Extrabees) Maro On (Extrabees) Bleached (Extrabees) 5% None Lead (Extrabees) Resilient (Extrabees) Meadows (Forestry) 5% None Lead (Extrabees) Resilient (Extrabees) Modest (Forestry) 5% None Leporine (Forestry) Meadows (Forestry) Forest (Forestry) 10% It takes place between 29 March and 15 April. During the New Moon Purple (Gendustry) Red (Gendustry) Blue (Gendustry) 10% None Pyro (Magicbees) Dante (Magicbees) Carbon (Magicbees) 8% Happens within a lower biome. Caustic (Extrabees) Corrosive (Extrabees) Fiendish (Forestry) 8% None Celebratory (Extrabees) Austere (Forestry) Excited (Extrabees) 5% None Certus (Magicbees) Silicon (Magicbees) AE Skystone (Magicbees) 13% None Chaotic (Magicbees) Ethereal (Magicbees) Supernatural (Magicbees) 8% It requires Entropy Crystal Cluster as foundation. Rusty (Extrabees) Resilient (Extrabees) Meadows (Forestry) 5% None Rusty (Extrabees) Resilient (Extrabees) Forest (Forestry) 5% None Saffron (Extrabees) Meadows (Forestry) Valiant (Forestry) 5% None Sapphire (Extrabees) Lapis (Extrabees) Water (Extrabees) 5% None Taste (Magicbees) Pupil (Magicbees) Academic (Magicbees) 6% None Academic (Magicbees) Arcane Students (Magicbees) 8% None Isolated (Forestal) Monastic (Forestal) Austere (Forestal) 12% None Sepia (Extrabees) Marshy (Forestal)) Brave (Forest) 5% None Shaded (Extrabees) Rock (Extrabees) Sinister (Forest) 10% None Sheep (Magicbees) Swine (Magicbees) Skulking (Magicbees) 13% Happens inside a plains biome. Water (Magicbees) Water (Magicbees) Water (Magicbees) 8% Requires Water Crystal Cluster as Blackboard (extrabees) Ã ‰ Bano (extrabees) bleached (extrabees) 5% None None (Magicbees) Ghastly (Magicbees) Odious (Magicbees) 7% Happens within a lower biome. It requires dry humidity. Oily (Extrabees) Primeval (Extrabees) Ocean (Extrabees) 8% None Oily (Extrabees) Primeval (Extrabees) Frugal (Forestry) 8% None Orange (Gendindustria) Yellow (Gendindustria) Red (Gendindustria) 10% None Order (Magicbees) Ethereal (Magic Bees) Arcane (Magic Bees) (agicbees) 8% Requires to Ask Crystal Cluster as a Base. Ruby (Extrabees) Lapis (Extrabees) Modest (Forestry) 5% None Rural (Forestry) Meadows (Forestry) Diligent (Forestry) 12% Happens within a flat biome. Big Bad (Magicbees) Skulking (Magicbees) Mysterious (Magicbees) 7% During the Full Moon Black (Gendustria) White (Gendustria) Diligent (Forestry) 10% None Whitened (Extrabees) Wintry (Forestry) Brave (Forestry) (a) 5% None Blizzy (Magic) Bees) Skulking (Magicbees) Wintry (Forestry) 12% None Flower (Extrabees) Prosperity (Extrabees) Industrious (Forestry) 8% None Flower (Magicbees) BotBotanic (Magicbees) Earthen (Magic Cicbees) 12% None Blue (Industry) Forest (Industry) Forestry) Diligent (Forestry) 10% None Bloodonium (Extrabees) Yellorium (Extrabees) Cyanite (Extrabees) 5% None Boggy (Forestry) Marshy (Forestry) Miry (Forestry) (a) 9% Requires warm temperature. Avenger (Forestry) Avenger (Forestry) Vindictive (Forestry) 4% Unknown (Magicbees) Ethereal (Magicbees) Tuned (Magicbees) 10% None Blue (Extrabees) Prussian (Extrabees) Bleached (Extrabees) 5% None Barren (Extrabees) Common (Forestry) 8% None Batty (Magicbees) Skulking (Magicbees) Windy (Magicbees) 9% None Beefy (Magicbees) Common (Forestry) Skulking (Magicbees) 12% Happens inside a bi flatoma. During the night. Noble (Forestry) Common (Forestry) Cultivated (Forestry) 10% None Nuclear (Extrabees) Unstable (Extrabees) Oxidized (Extrabees) 5% Nuclear (Extrabees) Unstable (Extrabees) CorroÃdo (Extrabees) 5% None Nuclear (Extrabees) Unstable (Extrabees) Born (Extrabees) 5% None Nuclear (Extrabees) (Extrabees) (Extrabees) lusered (extrabees) 5% Nuclear (extrabees) unstable (extrabees) Lead (extrabees) 5% None Ocean (extrabees) Water (extrabees) Diligent (Forestry) 10% is restricted to ocean biomes. Catty (Magicbees) Aviculture (Magicbees) AraÃ ± a (Magicbees) 15% occurs within a jungle biome. Homeless (Magicbees) Unnamed (Magicbees) 6% None Fossilized (extrabees) Primitive (extrabees) Growing (extrabees) 8% None Fossilized (extrabees) Primitive (extrabees) Rural (Forestry) 8% None Friends (Extra Bees) Wintry (Forestry) Diligent (Forestry) 10% None Frugal (Forestry) Modest (Forestry) Sinister (Forestry) 16% Requires Temperature Between Hot and Hell. Magenta (Gendustria) Blue (Gendustria) Pink (Gendustria) 10% None Majestic (Forestry) Noble (Forestry) Cultivated (Forestry) 8% None Malicious (Forertry) 10% None Manyullyn (Magicbees) Ardite (Magicbees)) Cobalt (Magicbees) 9% Requires Manyullyn block as a basis. Diamond (extrabees) Lapis (extrabees) Cultivated (Forestry) 5% None Diligent (Forestry) Common (Forestry) Cultivated (Forestry) 10% None Distilled (extrabees) Industry (Silviculture) 8% None Doctorate (Magicbees) Timely) Timely (magicbees) Timely) Lordly (Magicbees) 7% None Draconico (Magicbees) Abandoned (Magicbees) 6% occur within a final biome. Bright (Extrabees) Dazzling (Forestry) 2% None Shiny (extrabees) Lead (extrabees) Majestic (Forestry) 2% None Surprising (Magicbees) Shouldering (Magicbees) Windy (Magicbees) 13% None Silicon (Magicbees) Silicon

(Magicbees) Bees) AE Skystone (Magicbees) Ferrous (Magicbees) 17% None Sinister (Forestry) Cultivated (Forestry) Modesto (Forestry) 60% It occurs within a biome leuqÃN leuqÃN .esab omoc sollirdal ereiuqeR %41)seebcigaM(laerehtE)seebcigaM(larutanerboS)seebcigaM(nehtraE .esab omoc retsulC latsyrC eriF ereiuqeR %8)seebcigaM(yeriF)seebcigaM(yeriF)seebcigaM(singI Ferrous (Magicbees) Esoteric (Magicbees) 14% Requires Ferrous Block as a base. Requires Aura Node as a base. Cyan (Gendustry) Blue (Gendustry) Green (Gendustry) 10% None Cyanite (Extrabees) Nuclear (Extrabees) Yellorium (Extrabees) 5% No Moisture (Extrabees) Water (Extrabees) Miry (Forestry) 10% None Dante (Magicbees) Smoldering (Magicbees) Austere (Forestry) 12% Occurs within a lower biome. Fiendish (Forest) Sinister (Forest) Modest (Forest) 40% Occurs within a lower biome. Fiendish (Forestry) Basalto (Extrabees) Sinister (Forestry) 40% It is restricted to NETHER type biomes. Light Blue (Gendustry) White (Gendustry) Blue (Gendustry) 10% None Light Gray (Gendustry) Gray (Gendustry) White (Gendustry) 10% None Natural Lustered (Extrabees) Bleached (Extrabees) 5% None White (Gendustry) Green (Gendustry) 10% None SeÃ±orÃo (Magicbees) Imperial (Forestry) Timely (Magicbees) 8% None Lustered (Extrabees) Resilient (Extrabees) Forest (Forestry) (al) 5% None Lustered (Extrabees) Resilient (Extrabees) Marshy (Forestal) 5% None Lux (Magicbees) Smoldering (Magicbees) Infernal (Magicbees) 12% Requires Glowstone as a base. Ice (Forest) Industrial (Forest) Winter (Forest) 12% Requires temperature between Ice and FrÃo. Amber (Extrabees) Maroon (Extrabees) Saffron (Extrabees) 5% None Amped (Magicbees) Shocking (Magicbees) Windy (Magicbees) 8% None Ancient (Extrabees) Noble (Forestry) Diligent (Forestry) 10% None Apatine (Magicbees) Rural (Forestry) Cuprum (Magicbees) 12% Requires Apatite Block as a base. Dark Rock (Extrabees) Shading (Extrabees) (Extrabees) 8% None Desolate (Extrabees) Decomposer (Extrabees) Meadows (Forestry) 15% None Decomposer (Extrabees) Â rios (Extrabees) Marshy (Forestry) 15% None DemÃ ³ nico (Forestry) Sinister (Forestry) Fiendish (Forestry) 25% Occurs within a lower biome. Dangerous (Removable) ocitÃmreH ocitÃmreH onugniN %5)seebartxE(odaloseD)yrtseroF(dednE)yrtseroF(dedulceS)seebartxE(lamronbA enoN %8)seebcigaM(sselemaN)seebcigaM(noivilbO)seebcigaM(denodnabA)s(noitidnoC ecnahC Y eeB X eeB Z eeB snoitatuM eeB erutlucipA)yp.noitatum_eert_nwodkram gnisu yllacitamotua detareneg elbaT[enoN %5)yrtseroF(ralpoP)yrtseroF(ynobE eltryM doowarbeZ enoN %01)yrtseroF(ynobE eltryM)yrtseroF(kopaK itnareM wolleY enoN %01)yrtseroF(yrrehC lliH)yrtseroF(emiL revliS yrrehC dliW enoN %01)yrtseroF(hcriB)seertartxE(hsA nommoC maebetihW .noitadnuof a sa retsulC latsyrC htraE seriuqeR %8)seebcigaM(nehtraE)seebcigaM(nehtraE)seebcigaM(muloS enoN %8)yrtseroF(yggoB)seebartxE(pmaD)seebartxE(neddoS .emoib niatnuom a nihtiw sruccO %21)seebcigaM(gniklukS)yrtseroF(nommoC)seebcigaM(enicroP .noitadnuof a sa kcolB eznorB seriuqeR %21)seebcigaM(murpuC)seebcigaM(munnatS)seebcigaM(deznorB .noitadnuof a sa kcolB murtcelE seriuqeR %01)seebcigaM(mutnegrA)seebcigaM(ciruA)seebcigaM(murtcelE enoN %21)yrtseroF(detavitluC)seebcigaM(denuttA)seebcigaM(hctirdlE enoN %21)yrtseroF(detavitluC)seebcigaM(lausunU)seebcigaM(hctirdlE enoN %21)yrtseroF(detavitluC)seebcigaM(suorecroS)seebcigaM(hctirdlE enoN %21)yrtseroF(detavitluC)seebcigaM(lacitsyM)seebcigaM(hctirdlE enoN %8)seebartxE(suoniseR)seebartxE(dellitsiD)seebartxE(citsalE enoN %8)yrtseroF(laciporT)yrtseroF(citoxE)yrtseroF(cinedE enoN %5)yrtseroF(tnailaV)seebartxE(kcoR)seebartxE(ynobE .3 rebmevoN dna 51 rebotcO neewteb sruccO %01)yrtseroF(nommoC)yrtseroF(retsiniS)yrtseroF(ykcirT enoN %9)seebcigaM(elbatuM)seebcigaM(lausunU)seebcigaM(gnitumsnarT enoN %21)yrtseroF(tnegiliD)seebartxE(kcoR)seebartxE(tnareloT .noitadnuof a sa etidrA fo kcolB seriuqeR %9)seebcigaM(lanrefnI)yrtseroF(suoirtsudnI)seebcigaM(etidrA .emoib tserof a nihtiw sruccO %6)yrtseroF(tnailaV)yrtseroF(tsafdaetS)yrtseroF(cioreH enoN %8)yrtseroF(dedulceS)yrtseroF(citsanoM 5% None Absolute (exworks) Frigid (exworks) 10% None Abyssal (exworks) Shaded (exworks) Obsessed (exworks) 8% None Acid (exworks) Corrosive (exworks) CAUZIC (exworks) 4% None AER (Magicbees) Windy (Magicbees) Windy (Magicbees) 8% requires a crystal clasp as a basis. 1 Nugget = 16MB 1 Lingot = 144MB 1 Obsidian Block = 288MB 1 Gem = 640MB 1 Bucket = 1000MB 1 Block (Metal) = 1296 MB Unless otherwise specified, the amounts of ingredients are in number of Lingots where the ingredient is a metal and in number of Articles where the ingredient is an element ³ Alloy Ingredients of aluminum latÃ ³ n (576MB: (4) Aluminum: 3, copper: â â 1 aluminum (432MB: (3) Aluminum: 5, iron, 2, obsidian (block): 2 Bronze (576MB: 4. Copper: 3, thisÃ±o: 1 Electrum (288MB: 2) Gold: 1, Silver: 1 Enderium (576 MB: 4) Resonant link: 1000MB, Brilliant: 1, Silver: 1, TIN: 2 Fairy (288MB: 2) Ardite: 1, Blood: 144MB, obsidian (block): 1 invar (432MB: 3) Iron: 2, Nickel: 1 LUMIO (576 MB: 4) Energetic gloss stone: 1000MB, Silver: 1, TIN: 3 Manyllyn (144MB: 1) Ardite: 1, Cobalt: 1 Obsidian (288MB: 2 Blocks) Wash: 1000MB, Water: 1000MB Pig Iron (144MB: 1) Blood: 80 MB, Iron: 1, Emeralda Liquidated: 640MB | Emerald: 1 pokefennium (288MB: 2) Blood: 288MB, cobalt: 1, iron: 1 man primordial (288MB) Draconium: 2, Fairy: 1, XP liquid: 1000MB, PokeFennium: 1 Signalum (576MB: 4) Flakes: 3 , Redstone: 1000MB, Silver: 1 Metal Material Types of Articles Lingots Machine Machine Mod Aluminum Smithertery Tinker's Construct Aluminum Smoiltery Tinker's Construct Bronze Smeltery Tinker Construction Copper Smeltery Tinker Construction Electrum Scultery Thermal Foundation Enderio Smitery Foundation ³ Foundation Gold Smeltery Minecraft Invar Smeltery Foundation³ Thermal Foundation Iron Smeltery Minecraft Smeltery Industrial Craft 2 Lumium Fundación TÃ © RMICA Foundation of Bright Induction Foundation TÃ © RMICA tuN lisarB onugniN %01)seertartxE(nºÃmoC osilA)seertartxE(nºÃmoC joB ed obecA onugniN %01)seertartxE(aseubmarF)sotcartxE (yrrebkcalB yrrebeulB onugniN %5)aÃretseroF(aicacA treseD)aÃretseroF(aslaB eohaM eulB onugniN %01)seertartxE(anaznaM drahcrO)aÃretseroF(argen amulP onugniN %01)seertartxE(ajor allesorg)seertartxE(argen azerec argen allesorg onugniN %01)seertartxE(aseubmarF)seertartxE yrrehC kcalB yrrebkcalB onugniN %01)arutlucivlis(laC revliS)arutlucivlis(aslaB yrrebkcalB onugniN %01)arutlucivlis(yrrehC lliH)arutlucivlis(ynobE eltryM yrrehC kcalB onugniN %01)arutlucivlis(avleS)arutlucivlis(ananaB aslaB onugniN %01)sotcartxe(nºÃmoc osilA)arutlucivlis(ecrelA riF maslaB dnuM onugniN %01)aÃretseroF(allinaVaicacA)aÃretseroF(aceT aslaB onugniN %01)aÃretseroF(elboR)aÃretseroF(egneW odacavA onugniN %01)sotcartxE(nºÃmoC ayaH)sotcartxE(nºÃmoC redlA nepsA onugniN %01)sotcartxE(n³ÃtocoleM)aÃretseroF(aleuriC euqocirablA onugniN %01)aÃretseroF(nºÃmoC lagoN)aÃretseroF(aleuriC ardnemlA onugniN %01)sotcartxE(ovalC)aÃretseroF(kaeT ecipsllA onugniN %01)aÃretseroF(elboR)aÃretseroF(lagoN nºÃmoC atolleb ed elboR)s(n³ÃicidnoC ecnahC Y eerT X eerT Z eerT snoitatuM eerT erutlucirobrA 61 - â xiulF esneD 42 â xiulF 23 - â enotsdeR 23 6904 VH 61 2918 4201 VM 61 8402 652 VL elbac led dutignoL)t/FR(elbac ed aicnerefsnarT)t/FR(OI levin ed odoN elbac led sedadeiporp y rotcennoC gnireenignE evisremnI yrtseroF niT noitadnuoF lamrehT revliS noitadnuoF lamrehT mulangiS noitadnuoF lamrehT muimuL noitadnuoF lamrehT norI n³ÃicadnuF noitadnuoF lamrehT ravnI noitadnuoF lamrehT dloG noitadnuoF lamrehT suorreF noitadnuoF lamrehT muirednE noitadnuoF lamrehT murtcelE yrtseroF reppoC yrtseroF ecnorB doM lairetaM elbaT gnidnuF sâreknIT nu ne sejanargne odnazilitu odaerC sraeG tcurtsnoC sâreknIT yretlemS niT tfarcliaR ecanroH tsalB leetS 2 tfarC lairtsudnI yretlemS revliS noitadnuoF lamrehT yretlemS Haya (Extratrees) Selva (ForesterÃa) 10% Ninguno Brazilwood Myrtle Ebony (ForesterÃa) Teca (ForesterÃa) 10% Ninguno Buddhaâs Hand Citron Citron 0.06 fo kcordeb morf thgieh muminiM %01)yrtseroF(ecurpS)seertartxE(riF revliS rif-salguoD enoN %01)yrtseroF(aslaB)yrtseroF(kaeT aicacA treseD enoN %5)yrtseroF(ayapaP)yrtseroF(elgnuJ mlaP etaD enoN %01)yrtseroF(hcriB)seertartxE(elppA drahcrO raeP detavitluC enoN %01)seertartxE(mulP yrrehC)seertartxE(yrrebkcalB yrrebnarC enoN %01)yrtseroF(ecurpS)seertartxE(hceeB nommoC hceeB reppoC enoN %01)yrtseroF(ecurpS)yrtseroF(hcraL enadnuM weY nommoC enoN %01)yrtseroF(yrrehC)yrtseroF(emiL revliS tunlaW nommoC enoN %01)seertartxE(redlA nommoC)seertartxE(nepsA nawoR nommoC enoN %01)yrtseroF(hcraL enadnuM)seertartxE(hsA nommoC maebnroH nommoC enoN %01)seertartxE(nawoR nommoC)seertartxE(redlA nommoC ylloH nommoC enoN %01)seertartxE(nepsA)seertartxE(hceeB nommoC lezaH nommoC enoN %01)seertartxE(nawoR nommoC)seertartxE(hceeB nommoC nrohtwaH nommoC enoN %01)yrtseroF(eniP lluB)seertartxE(hsA nommoC mlE nommoC enoN %01)yrtseroF(kaO)yrtseroF(hcriB hceeB nommoC enoN %01)yrtseroF(ecurpS)yrtseroF(emiL revliS hsA nommoC enoN %01)seertartxE(hceeB nommoC)yrtseroF(hcriB redlA nommoC enoN %01)yrtseroF(elgnuJ)yrtseroF(yrrehC lliH eeffoC enoN %01)seertartxE(tuN lizarB)yrtseroF(aslaB tunocoC enoN %01)yrtseroF(kaOkraD)yrtseroF(aicacA treseD olobocoC enoN %5)yrtseroF(eniP lluB)yrtseroF(hcraL enadnuM aiouqeS tsaoC enoN %01)yrtseroF(kaeT)seertartxE(eeffoC evolC enoN %01)yrtseroF(nomeL)seertartxE(olemoP nortiC enoN %01)seertartxE(doowesoR)yrtseroF(kaeT nomanniC enoN %01)seertartxE(ogkniG)seertartxE(lezaH nommoC reppeP illihC enoN %01)yrtseroF(yrrehC lliH)yrtseroF(mulP mulP yrrehC enoN %01)yrtseroF(kaO)yrtseroF(kaeT wehsaC enoN %01)seertartxE(ogkniG)seertartxE(lezaH nommoC tuneldnaC enoN %01)yrtseroF(yrrehC lliH)yrtseroF(tunlaW nommoC tunrettuB enoN %01)yrtseroF(hcraL enadnuM)yrtseroF(ecurpS eniP lluB enoN %01)seertartxE(enirednaM ynobE eltryM onugniN %01)arutlucivlis(arutlucivlis(elboR)arutlucivlis(ecrelA enadnuM onugniN %01)arutlucivlis(ecrelA enadnuM onugniN %01)arutlucivlis(avleS)sotcartxE(latnediccO kcolmeH elzzuP yeknoM onugniN %01)sotcartxE(ajnaraN)arutlucivlis(avleS ognaM onugniN %01)arutlucivlis(yrrehC lliH)selobrÃ artxE(olemoP enirednaM enoN %01)yrtseroF(kopaK)seertartxE(doowesoR doowgoL enoN %01)yrtseroF(aeciP)yrtseroF(eniP lluB eniP yllolboL enoN %01)seertartxE(emiL yeK)seertartxE(olemoP emiL enoN %5)yrtseroF(yrrehC lliH)yrtseroF(emiL revliS L onugniN %01)arutlucivlis(eniP lluB sserpyC noswaL onugniN %01)arutlucivlis(yrrehC lliH)sotcartxe(enirednaM tauqmuK onugniN %01)arutlucivlis(n³ÃmiL)arutlucivlis(yrrehC lliH emiL yeK onugniN %01)arutlucivlis(aceT)arutlucivlis(elgnuJ kopaK onugniN %01)sotcartxE)aÃretseroF( )aÃretseroF( )aÃretseroF( )aÃretseroF(riF revliS)seertartxE(yrrebpsaR repinuJ enoN %01)aÃretseroF(aceT)aÃretseroF(aslaB okorI enoN %01)aÃretseroF(kaOkraD)aÃretseroF(kaeT epI enoN %01)aÃretseroF(ludebA)aÃretseroF(laC revliS yrrehC lliH enoN %01)aÃretseroF(elboR L revliS yrrehC lliH enoN %01)seertartxE(nepsA)yrtseroF(wolliW etihW wollaS taerG 0,06 ed acor ed ohcel le edsed aminÃm arutlA %01)yrtseroF(onadnuM ecrelA)seertartxE(riF revliS radeC taerG enoN %01)seertartxE(ajnaraN)seertartxE(olemoP enoN %01)yrtseroF(egneW)reididnarG ed)aÃretseroF(aslaB baboaB onugniN %01)sotartxE(n³ÃmiL)sotartxE(yrrebpsaR yrrebesooG onugniN %01)sotartxE(ajnaraN)sotartartxE(yrrebpsaR yrrebpsaR nedloG onugniN %01)aÃretseroF(laC revliS)aÃretseroF(egneW ogkniG onugniN %01)sotcartxE)seertartxE(elppabarC teewS)seertartxE(anaznaM drahcrO elppabarC gnirewolF onugniN %01)yrtseroF(n³ÃmiL)seertartxE(emiL yeK emiL regniF onugniN %01)seertartxE(nepsA)seertartxE(redlA nommoC yrrebredlA onugniN %01)seertartxE(nommoC redlA)seertartxE(lezaH nommoC lezaH (ForesterÃa) Kapok (ForesterÃa) 10 % Ninguno Nectarine Ciruela (ForesterÃa) MelocotÃ3n (Extracts) 10 % Ninguno Nutmeg Teak (ForesterÃa) Clavo Clavo 10% None Old Fustic Myrtle Ebony (Forestry) Teak (Forestry) 10% None Olive Hill Cherry (Silviculture) Common Alder (Extratreales) 10% None Orange Grapefruit (Extratreados) ManderÃn (Extratreals) 10% None Orchard Apple Oak (Foresty) Hill Cherry (Forestry) 10% None Osange-Orange Ancient Fustic (Extratreal) Kapok (Forestry) 10% None Padauk Acaciavanilla (Forestry) Jungle (Forestry) 10% None Papaya Jungle (Forestry) Hill Cherry (Forestry) 5% None Peach Plum (Forestry) CastaÃ ± o Sweet (Forestry) 10% None Pecan Common Beech (Extratreales) Birch (Forestry) 10% None Pink Igory Rose Gum (Extratreales) Brazilwood (Extratreales) 10% None Planten Plana (extraratreated) teak (Forestry) 10% None Plum Limon (Forestry) Cherry (Forestry) 5% None Grapefruit Hill Cherry (Forestry) Limon (Silviculture) 10% None Prairie Crabapple Orchard Apple (Extratreal) Birch (Forestry) 10% None Purplehea RT Brazilwood (Extratreales) Kapok (Forestry) 10% None Rainbow Gum Rose Gum (Extratreales) Balsa (Forestry) 10% None Raspberry Hill Cherry (Silviculture) Elderberry (Extratrees) 10% None Red Banana Banana (Extratreados) Kapok (Foresty) 10 % None Network Maple Sugar Maple (Forestry) Silvery Lima (Forestry) 10% None Redcurrant Hill Cherry (Silviculture) Elderberry (Extratreales) 10% None Pink Rubber Balsa (Forestry) Jungle (Forestry) 10% None Palvilate MYRTLE) teak (forestry) 10% None Satsuma Kumquat (Extratreales) ManderÃn (Extratreals) 10% None Silver Fir Pine (Forestry) Balsam Fir (Extratreales) 10% None Silver Lime Birch (Forestry) Oak (Forestry) 15% None Sipiri Kapok (Forestry) Yellow meranti (forestry) 10% requires temperature between calendar and heat. Sticky (outflowers) viscous (outflows) glutinous (outflows) 8% without azúcar %8 %8)arutlucivlis(otsedom)arutlucivlis(lairepmi)seebcigaM(mutnegrA .etnaugnem anul aidem al y suobbiG gninaW ehT ertne otix©Å rojeM %8)seebcigaM(odatnacnE)seebcigaM(odatnacnE)seebcigaM(odatnacne)seebcigaM(larutanerbos onugniN %51)arutlucivlis(larur)sojabartxe(odazludne Silver Block as a base. Soul (Magicbees) Conscious (Magicbees) Spawn (Magicbees) 7% None Spatial (Extrabees) Abnormal (Extrabees) HermÃ© (ForesterÃa) 5% None Spectral (ForesterÃa) HermÃ© (ForesterÃa) Finished (ForesterÃa) 4% None AraÃ±a (Magicbees) Tropical (Forestry) Skulking (Magicbees) 10% None Spirit (Magicbees) Ethereal (Magicbees) Conscious (Magicbees) 8% None Spirit (Magicbees) Tuned (Magicbees) Conscious (Magicbees) 8% None Spiteful (Magicbees) Infernal (Magicbees) Infernal (Magicbees) Odious (Magicbees) 7% Occurs within a lower biome. (Magicbees) Supernatural (Magicbees) EtÃ© (Magicbees) 14% Requires water as a base. Plumbum (Magicbees) Stannum (Magicbees) ComÃno (ForesterÃa) 10% Lead block required as a base. Austere (Forestry) Modest (Forestry) Frugal (Forestry) 8% Requires temperature between Hot and Hell. Derpious (Gendustry) Marshy (Forestry) Cultivated (Forestry) 10% None Desolate (Extrabees) Â Rid (Extrabees) EstÃ© Ril (Extrabees) 8% None Destabilized (Magicbees) Spiteful (Magicbees) Industrious (Forestry) 12% Requires Mineral Redstone as a base. Gelid (Magicbees) Blizzy (Magicbees) Ice (ForesterÃa) 8% None Ghastly (Magicbees) TC Batty (Magicbees) EtÃ© (Magicbees) 9% None Glacial (ForesterÃa) Ice (ForesterÃa) Winter (ForesterÃa) 8% Requires temperature between ice and frÃo . Floral (Magicbees) BotBotanic (Magicbees) Flower (Magicbees) 8% None Flux (Magicbees) Certus (Magicbees) AE Skystone (Magicbees) 17% None Flow (Magicbees) Transmutation ³ (Magicbees) CapacitaciÃ n (Magicbees) CapacitaciÃ n (Magic) CapacitaciÃ ³ (Magic) CapacitaciÃ ³ n (Magicbees) CapacitaciÃ ³ (Magic) CapacitaciÃ ³ (Magic) Ace 11% During the New Moon Flow (Magicbees) TE Electrum (Magicbees) TE Destabilized (Magicbees) 10% Requires Electricity Block Flow as a base. Sinister (Forestry) Cultivated (Forestry) oretsuA oretsuA)seebcigaM(idlaremsE onugniN %8)aÃretseroF(etnegiliD)seebartxE(odaticxE)seebartxE(ocit©ÃgrenE .REHTEN a seralimis samoib a egnirtser eS %06)arutlucivlis(odavitluC)seebartxE(otlasaB)arutlucivlis(ortseiniS .roirefni amoib nu ed ortned errucO %06)arutlucivlis(esoR aegnardyH aillemaC %5 muinareG dihcrO aelazA %01 muinareG yppoP aluciruA %01 piluT ysiaD retsA %5 yppoP sirI aigeliuqA %5 esoR aigeliuqA enomenA %5 sirI aegnardyH aehtlA %5 muinareG muillA suhtnapagA ecnahC Y rewolF X rewolF Z rewolF snoitatuM rewolF ynatoB)yp.noitatum_eeb_nwodkram gnisu yllacitamotua detareneg elbaT[enoN %01)yrtseroF(tnegiliD)yrtseroF(tsedoM)yrtsudneG(wolleY enoN %5)yrtseroF(lagurF)seebartxE(raelcuN)seebartxE(muirolleY .emoib rehten a nihtiw sruccO %9)seebcigaM(hctirdlE)seebcigaM(lanrefnI)seebcigaM(lufetaH enoN %01)yrtseroF(tnegiliD)yrtseroF(tseroF)seebartxE(gniworG enoN %21)seebcigaM(nehtraE)seebcigaM(gniredluomS)seebcigaM(dednuorG enoN %01)yrtsudneG(wolleY)yrtsudneG(eulB)yrtsudneG(neerG enoN %01)yrtsudneG(etihW)yrtsudneG(kcalB)yrtsudneG(yarG enoN %51)yrtseroF(tseroF)seebartxE(nerraB)seebartxE(gniwanG enoN %8)yrtseroF(citoxE)seebartxE(suocsiV)seebartxE(suonitulG enoN %5)seebartxE(deticxE)seebartxE(suoiruF)seebartxE(gnirewolG enoN %2)yrtseroF(citsejaM)seebartxE(deretsuL)seebartxE(gnirettilG enoN %2)yrtseroF(citsejaM)seebartxE(dedorroC)seebartxE(gnirettilG enoN %2)yrtseroF(citsejaM)seebartxE(ytsuR)seebartxE(gnirettilG .noitadnuof a sa avaL seriuqeR %41)seebcigaM(laerehtE)seebcigaM(larutanrepuS)seebcigaM(yeriF .noitadnuof a sa enotS ykS seriuqeR %02)seebcigaM(ydniW)seebcigaM(nehtraE)seebcigaM(enotsykS enoN %21)seebcigaM(hctirdlE)yrtseroF(tsedoM)seebcigaM(gniklukS enoN %51)yrtseroF(tseroF)seebartxE(etaloseD)seebartxE(latelekS .ytidimuh pmaD seriuqeR .emoib rehten a nihtiw sruccO %6)seebcigaM(lufetipS)yrtseroF(cinomeD)seebcigaM(gnirehtiW tnecserC gnixaW dna tnecserC gninaW eht neewteb sruccO %9)seebcigaM(yltsahG)seebcigaM(laerehtE)seebcigaM(ypsiW enoN %21)seebcigaM(noivilbO)seebcigaM(munitalP)seebcigaM(emosniW .noitadnuof a sa dlaremE fo kcolB seriuqeR %6)seebcigaM(mutnegrA Clavel Dianthus rose 5% crisantemo geranium rose 10% conoflower tulipe de maÃz aciano 5% de madeja de maÃz del diente de maÃz al 10% dandelil diente de leÃ³n 10% dalia margarita allium 15% delphinium lilac bluet 5% dianthus tulip amapola 15% edelweiss peonÃa Bluet 5% Olviden-Nots OrquÃdea Bluet 10% Foxglove Lilac Zinnia 5% Fucsia Foxglove Dahlia 5% Gaillardia Diente de leÃ³n Marigold 5% Geranium Tulip Orchid 15% Goldenrod Lila Marigold 10% Hollyhock Delphinium Lavender 5% Hydrangea Peony Bluet 10% Iris Orchid Viola 10% Lavanda Allium Viola 10% Lily Lily Tulip Chrysanthemum 5% Marigold Daisy Dandelion 10% Pansy Tulip Viola 5% Peony Peony Lilac 5% Petunia Tulip Dahlia 5% Primrose Crisantemo Auricula 5% Scabious Allium Flower 5% Viola OrquÃdea Amapola 15% Yarrow Dandelion Orchid 10% Zinnia Dahlia Marigold 5% [La tabla se generÃ³ automÃ¡ticamente usando Markdown_Flower_mutation.py] Dreaming (Magicbees) Windy (Magicbees) somnolente (Magicbees) 8% durante la noche. Emeralda (extrabajos) Lapis (extrabajos) Bosque (forestal) 5% Ninguno Empoderamiento (Magicbees) VIS (Magicbees) Rejuvenecimiento (Magicbees) 6% Mejor Ã©xito durante la Luna Llena. Bovina (extrabajos) agricultura (silvicultura) Agua (extrabajos) 10% Ninguno Braney (Magicbees) Skulking (Magicbees) Pupila (Magicbees) 9% Ninguno Bronceado (Magicbees) STANNUM (Magicbees) Cuprum (Magicbees) 12% requiere bloqueo de bronce como base . Nexus (Magicbees) Rejuveneciendo (Magicbees) Empoderamiento (Magicbees) El 10% ocurre dentro de un bioma mÃ¡gico. Macable (Magicbees) Inusual (Magicbees) Elditch (Magicbees) 12% Ninguno Misterioso (Magicbees) Elditch (Magicbees) EsotÃ©rico (Magicbees) 8% Ninguno MÃstico (extrabajos) Noble (silvicultura) MonÃ¡stico (silvicultura) 5% Ninguno Nombre sin nombre (Magicbees) Ethereal (MagicBees) ObliviÃ³n (MagicBees) 10% Ninguno Natural (extrabajos) Tropical (silvicultura) Valiente (silvicultura) 5% Ninguno NUESTROS RELOJERO (Magicbees) Feufy Shooting (Magicbees) 12% occurs within a biome of plains. Enchanted (Magicbees) Elditch (Magicbees) Enchanted Enchanted 8% None Novelty (Magicbees) Winsome (Magicbees) Carbon (Magicbees) 8% requires endory block as a basis. Sweetening (extrabands) Valiente (Forestry) Diligent (Silviculture) 15% None Footwear (Overflowers) (Overflowers) Marshy (Silviculture) 5% None Footwear (Overflowers) Tropical (Silviculture) 5% None Tary (Exceptions) Distilled (Exception) Fossilized (Overflows) 8% None Próspero (Exception) Inadequate Cultivation 10% None Timely (Magicbees) Ethhereal (Magicbees) 8% None TipSy (Forestry) Investigation (Forestry) Prados (Foresty) Forestry) 10% occurs between December 27 and January 2. two.

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