

No Man's Sky

DNX Codex

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Solar System Codex Guide



Solar System Codex Guide

Here is a **Step by Step** on how to make your own **Solar System Codex**!
Note: For all potential Letter and Number Inputs for this section see **Page 5**.

We will be Deciphering this Example Code Here:

DNiX-SY5-KO-T2-L3-ZZ

☞ - If Applicable Inputs

☞ - Required Inputs

D

N

i

X



The Start of the Code can be Whatever you Want.

You could use the **Name of the System generated for itself** upon discovery or you can do like I did and make your own mark. You can also do both of these at the same time but keep in mind there's a **42 Character Limit for Names**.

I use **DNiX** for a shorthand of my full **Username Demittinix**.

S



First Icon is the Amount of Stars/Suns in the System.
In this example it's "S" for Singular.

Y



Second Icon is the Star Color
In this example it's "Y" for Yellow.

5



Third Icon is the Amount of Planets in the System.
In this example it's "5" for Five Planets.

K



Fourth Icon is the First Letter of the Alien Inhabitants of the System.
It can be (G)ek - (V)y'keen - (K)orvax.

O



Fifth Icon is the Economy Type of the System.
In this example it's "O" for Trading Economy.

T2



Sixth Icon is a Letter and Number Combo, it's the Economy Level of the System. In this example it's "T2" for an Average Economy.

L3



Seventh Icon is a Letter and Number Combo, it's the Conflict Level of the System. In this example it's "L3" for a High Level or (★★★) Conflict Level.

ZZ



Eighth Letter Combos are an Optional or an Extra Descriptor that can be skipped if none apply.

They can Represent a Fact or Opinion about the system.

In this Example it's "ZZ" meaning "Beautiful View" which of course is an Opinion but it's fun to add your own interpretation.



Solar System Codex

Example: DNiX-SY5-KO-T2-L3-ZZ

My Discovery: Number and Color of Stars with Number of Planets – First Letter of Alien Inhabitants with Economy Type – Economy Level – Conflict Level – Extras

Star Quantity	Star Color	Alien Inhabitants
Singular S	Yellow Y	Korvax K
Binary B	Red / Orange R	Gek G
Ternary T	Green G	Vy'keen V
	Blue B	
	Purple P	
Planet Number 1-6		

Economy Types

Trading – 0

Mercantile ,Trading, Shipping,
Commercial

Mining – 3

Mining, Minerals, Ore,
Extraction, Prospecting

Advanced Materials – 1

Advanced Materials, Material
Fusion, Ore, Alchemical, Metal

Manufacturing – 4

Manufacturing, Industrial,
Construction, Mass Production

Power Generation – 6

Power Generation, High
Voltage, Energy Supply, Fuel
Generation

Scientific – 2

Research , Scientific, Experimental,
Mathematical

Technology – 5

High Tech, Technology, Nano-
Construction, Engineering

Weak – T1 ★

Low Supply, Declining,
Destitute, Failing, Fledgling,
Struggling, Unsuccessful,
Unpromising

Economy Levels Average – T2 ★★

Medium Supply,
Adequate, Balanced, Comfortable,
Developing, Promising, Satisfactory,
Sustainable

Black Market Economy-T0

Strong – T3 ★★★

High Supply, Advanced, Affluent,
Booming, Flourishing, Opulent,
Prosperous, Wealthy

Conflict Levels

Low Level – L1 ★

Low, Gentle, Mild, Peaceful,
Relaxed, Stable, Trivial, Tranquil,
Unthreatening, Untroubled

Medium Level – L2 ★★

Medium, Belligerent, Boisterous,
Fractious, Intermittent, Rowdy,
Testy, Sporadic, Unruly, Unstable

High Level – L3 ★★★

High, Aggressive, Alarming, At
War, Critical, Dangerous,
Destructive, Formidable, Lawless,
Perilous

Outlaw System – L0

Pirate Controlled

Extras - Gas Giant - GG | Dissonant System - LH | Beautiful View - ZZ



Planet Codex Guide



Planet Codex Guide

Here is a **Step by Step** on how to make your own Planet Codex!
Note: For all potential Letter and Number Inputs for this section see **Pages 7-18**.

We will be Deciphering this Example Code Here:

DNX-I6R-F3-U2-S1-EX-AA1

☞ - If Applicable Inputs

☞ - Required Inputs

D
N
X



The Start of the Code can be Whatever you Want.

You could use the **Name of the Planet generated for itself** upon discovery or you can do like I did and make your own mark. You can also do both of these at the same time but keep in mind there's a **42 Character Limit for Names**.

I use **DNX** for a shorthand of my full **Username Demittinix**.

—

I



The Letter "I" is an Indicator for if a Planet has any "Infested" descriptions. If the **Planet doesn't have any "Infested" description skip this Input**.
Note: No matter the description name, the Letter is always "I".
In this example there's an "I" to indicate this Planet is indeed Infested.

6



The Number here is an indicator of the Planets Biome. Refer to the Planets Description, Weather, and Pages 8-18 for the Correct Input.
In this example there's a "6" to indicate this Planet is Frozen.

5



The Letter(s) here after the Planets Biome number is to represent a Biome Sub-Type. Sub-Types are in addition to the primary Biome Type.
If no Sub-Type is present skip this Input.
In this example there's a "R" to indicate the Planets Sub-Type is Reliquary.

—
F3



This Letter and Number Combo is the Flora Rarity of the Planet.
In this Example it's "F3" for High Flora Rarity.

—
U2



This Letter and Number Combo is the Fauna Rarity of the Planet.
In this example it's "U2" for Middle Fauna Rarity.

—
S1



This Letter and Number Combo is the Sentinel Activity of the Planet.
In this example it's "S1" for Low Sentinel Activity.

—
EX



The Letter(s) here indicates the Weather of the Planet.
In this example it's "EX" for Extreme Weather.
For Correct Inputs refer to pages 14 - 18.

—
A
A
1



These Letter Combos are an Optional or an Extra Descriptor that can be skipped if none apply. They can Represent a Fact or Opinion about the system.
In this Example it's "AA1" meaning "Has Butterflies" is a Fact.

You can have more than one Extra Description Input,
Ex. AA1-Y-N for "Has Butterflies (AA1), is Scary (Y) and Neat (N).



Planet Codex

Example: DNX-I6R-F3-U2-S1-EX-AA1

My Discovery: (I for Infested) – Biome – Biome Subtype – Flora Rarity – Fauna Rarity – Sentinel Activity – Weather – Extras

None – 0 None, Deficient, Undetected, Lacking, Absent, Nonexistent, Empty, Not Present, Devoid	Flora and Fauna Rarities Low – 1 Low, Scarce, Infrequent, Rare, Limited, Sporadic, Intermittent, Uncommon, Few, Sparse	Middle – 2 Medium, Average, Regular, Common, Typical, Ordinary, Occasional, Numerous, Fair, Moderate
High – 3 High, Abundant, Ample, Frequent, Full, Generous, Bountiful, Copious, Rich	Weird – 4 Unusual, Lost, Displaced, From Elsewhere, Uprooted, Misplaced, Forfeited, Between Worlds	Infested – 5 Infected, Diseased, Twisted, Screaming, Viral, Invasive

Sentinel Activity

Low – 1 Low, Absent, Infrequent, Intermittent, Irregular Patrols, Isolated, Limited, , Low Security, Few, Minimal, Missing, None, None Present, Not Present, Remote, Sparse, Spread Thin	High – 2 Attentive, Enforcing, Ever Present, Frequent, Observant, Regular Patrols, Requires Obedience, Unwavering, Require Orthodoxy	Aggressive – 3 Aggressive, Frenzied, Hateful, High Security, Hostile, Patrols, Zealous, Inescapable, Malicious, Threatening	Corrupted – 4 Corrupted, Answer to None, De-harmonized, Dissonant, Forsaken, Rebellious, Sharded from the Atlas
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Weather

Clear (No Storms) – C See Biome Weather Description for Input Pg. 0 - 0	Normal – N See Biome Weather Description for Input Pg. 0 - 0	Extreme – EX See Biome Weather Description for Input Pg. 0 - 0
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Extra Labels

Valuables Liked Animal Loved Animal Butterflies	V B A AA1	Other Insects Gas Giant Neat Scary	AA2 GG N Y	Rings Boss Battle	O F
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Biomes and Sub-Types



Biomes and Subtypes

Toxic – 5			5
Infested	Characteristics	Materials	
<ul style="list-style-type: none">- Infested- Caustic Nightmare- Toxic Horror	<ul style="list-style-type: none">- Toxic- Poisonous- Noxious- Corrosive- Acidic <ul style="list-style-type: none">- Acrid- Caustic- Blighted- Miasmatic- Rotting	<ul style="list-style-type: none">- Ammonia- Nitrogen- Fungal Mold- Jade Peas	
Frozen – 6			6
Infested	Characteristics	Materials	
<ul style="list-style-type: none">- Infested- Icy Abhorrence- Frozen Hell	<ul style="list-style-type: none">- Frozen- Icebound- Arctic- Glacial- Sub-Zero <ul style="list-style-type: none">- Icy- Freezing- Hiemal- Hyperborean- Frost-Bound	<ul style="list-style-type: none">- Dioxide- Radon- Frost Crystal- Frozen Tubers	
Volcanic– 7			7
Infested	Characteristics	Materials	
N/A	<ul style="list-style-type: none">- Volcanic- Magma- Erupting- Ash-Shrouded- Ashen- Tectonic- Imminent Core Destruction <ul style="list-style-type: none">- Violent- Unstable- Molten- Basalt- Flame-Ruptured- Obsidian Bead	<ul style="list-style-type: none">- Basalt- Pyrite- Sulphurine	
Scorched – 8			8
Infested	Characteristics	Materials	
<ul style="list-style-type: none">- Infested- Boiling Doom- Fiery Dreadworld- Corrupted	<ul style="list-style-type: none">- Scorched- Arid- Boiling- Torrid- High Temperature <ul style="list-style-type: none">- Charred- Hot- Fiery- Scalding	<ul style="list-style-type: none">- Phosphorus- Sulphurine- Solanium- Fireberry	



Biomes and Subtypes

XI

Lush – XI		
Infested	Characteristics	Materials
<ul style="list-style-type: none">- Infested Paradise- The Nest- Xeno Colony- Worm Ridden	<ul style="list-style-type: none">- Paradise (X I P) - Grassy- Rainy - Temperate- Verdant - Humid- Tropical - Overgrown- Viridescent - Flourishing- Bountiful	<ul style="list-style-type: none">- Paraffinium- Nitrogen- Star Bulb- Impulse Beans

X0-10

Note: Some other Biomes are undergoing Exotification		
Signs of Exotification include:		
<ul style="list-style-type: none">- The Presence of Bio-luminescent Grass and Flora- Objects normally found in Exotic Planets are Present and Plentiful- The Starship Computer showing an “Anomaly Strength”- Storms don't affect Hazard Protection- Abnormal Weather (Ex. Corrupted Blood)		

Exotic – (X)0-10		
M-Structure – X0	Shards – X1	Contour – X2
Ossified, Petrified, Calcified	Columned, Sharded, Pillared	Contoured, Cabled, Webbed
Bubble – X3	Fractal Cube – X4	Wire Cell – X5
Bubbling, Frothing, Foaming	Mechanical, Metallic, Metallurgic	Shattered, Fractured, Fragmented
Hexagon – X6	Bone Spire – X7	Beams – X8
Hexagonal, Plated, Scaly	Rattling, Spined, Skeletal	Fissured, Of Light, Breached
Irri Shells – X9	Hydro Garden – X10	Note: Exotic is both a Biome and a Biome Sub-Type. Add onto other inputs as of Sub-type when Applicable.
Finned, Bladed, Shell-Strewn	Fungal, Sporal, Capped	

MX

Mega Exotic – MX(RGB)		
Characteristics		
Mega Exotic Red – MXR	Mega Exotic Green – MXG	Mega Exotic Blue – MXB
<ul style="list-style-type: none">- Lost Red- [REDACTED]- Planetary Anomaly- Crimson- Stellar Corruption Detected	<ul style="list-style-type: none">- Lost Green- [REDACTED]- Planetary Anomaly- Chromatic Fog- Deathly Green Anomaly- Stellar Corruption Detected	<ul style="list-style-type: none">- Lost Blue- [REDACTED]- Planetary Anomaly- Chromatic Fog- Harsh Blue Globe- Frozen Anomaly- Ultramarine- Stellar Corruption Detected



Biomes and Subtypes

XX

Glitch – XX Characteristics

- Planetary Anomaly
- Crimson
- Malfunctioning
- Breached
- Infected
- [REDACTED]
- Glassy
- Thirsty
- Doomed
- Erased
- Temporary
- Corrupted

Sample Codes

DNX-X10-??-??-??-??

My Discovery – True Exotic Hydro Garden *Non Glitched Planet

DNX-XX5-??-??-??-??

My Discovery – Glitched Wire Cell *Glitched Planet with Required Exotic Sub-Type

DNX-MXG-??-??-??-??

My Discovery – Green Mega Exotic *Mega Exotic orbiting Green Star *Non Glitched

Stabilized Glitch Decorative Collectables

The Visions update introduced the current Exotic Sub-type with anomalous animals and the collectible stabilized glitch objects. Descriptions of Types of Planets needed to find them all is listed here. To collect, locate object and scan with Visor being less than 100u away.

- Ossified Star – Ossified Planet, Petrified Planet, Calcified Planet – X0
- Glitching Separator – Columned Moon, Pillared Planet, Sharded Planet – X1
- Cable Pod – Contoured Planet, Cabled Planet, Webbed Planet – X2
- Bubble Cluster – Bubbling Moon, Frothing Planet, Foaming Planet – X3
- Terbium Growth – Metallurgic Planet, Metallic Planet, Mechanical Planet – X4
- Electric Cube – Fractured Moon, Shattered Planet, Fractured Planet – X5
- Hexplate Bush – Glass Planet, Hexagonal Planet, Scaly Planet – X6
- Rattle Spine – Spined Planet, Skeletal Planet, Rattling Planet – X7
- Light Fissure – Fissured Planet, Planet of Light, Breached Planet – X8
- Capillary Shell – Bladed Planet, Shell Strewn Moon, Finned Planet – X9
- Calcishroom – Capped Planet, Fungal Planet, Sporal Planet – X10

Fun Facts

Though they are called “Stabilized Glitch Objects” you do not require a Glitched Planet to find them only a True Exotic or any Exotic Sub-type Planet.

Collectibles make audible sound, few are loud, others quiet, and some silent.

Certain Collectibles are color customizable after discovery.

They are only decorative items for your base or freighter.



Biomes and Subtypes

Dissonant – LH

Description

Dissonant Planets are characterized by a violet haze and luminous violet crystals. These crystals contain Atlantideum, Radiant Shards, and a unique variant contains Echo Seeds. They can be found in any color of Star System.

This Sub-Type also has Gravitino Balls as well as strange machines called Dissonance Resonators, protected by corrupted Sentinels. The Sentinels found here are both drones and quadrupeds of varying sizes. These Sentinels do not attack on sight, but will if provoked with violence or resource extraction in their presence.

Important points of interests include wrecks of Sentinel Interceptors, which can be restored and used as personal Starships. Harmonic Camps that house Sentinel Multi-Tools that can be recovered and Harmonic Scrap featuring the head of an unbuilt Autophage.

LH

Underwater / Water World – WW

Description

Covered in 80 - 100% water, Waterworlds are home to a specific Flora, Fauna, fish and other aquatic creatures such as crabs, jellyfish and Abyssal Horrors.

The Flora is variable depending on the Planet but it's likely to be scarce. Finding rock formations and gigantic crystals are common. However, there's always a bio-luminescent plant which makes it possible to obtain Bags of Kelp.

Aquatic minerals usually contain Salt or Chlorine (instead of Ferrite Dust), Flora contains mostly Cyto-Phosphate (instead of Carbon).

Characteristics

- Aquatic
- Waterlocked
- Marine
- Endless Seas
- Waterworld
- Drowning
- Oceanic
- Tidal

Materials

- Crystal Sulphide
- Armored Clams
- Lithium
- Sea Glass

WW

The Reliquary – R

Description

Planet Description gives hints to what biome this Sub-Type resides on.

Flora and Fauna here are Numerous and Paradise-like.

Has many Stone Ruins that can be mined for Polished Stone.

Blueprint for Constructable Relics from Memory Stones can only be found here.

Characteristics

- LUSH RUINED - Abandoned Paradise - Overgrown - Overgrown Relic - The Reliquary
- BARREN RUINED - Abandoned - Ruined - Ruined Dustbowl - Abandoned Desert
- SCORCHED RUINED - Ruined - Scorched Relic - Lost to Fire - Abandoned Crucible
- FROZEN RUINED - Abandoned - Icy Ruin - Frozen Relic
- TOXIC RUINED - Abandoned - Bleached Ruin - Decaying Ruin
- RADIOACTIVE RUINED - Ruined - Claimed By Decay - Mutating Relic
- DEAD RUINED - Abandoned

R

Gas Giants – GG

Description

Gaseous planets, unlike any other planetary biome, are exclusive to purple systems and can only be found as Giant Planets.

These Planets have constant electromagnetic storms, thick fog and rocks floating around tornadoes. Gas Giants will have any Biomes extreme weather.

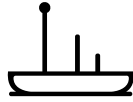
Players will have difficulty using their jet-pack within this Sub-Type due to the high gravity atmosphere.

Gas Giants harbor no Fauna due to their extreme weather, however Sentinels can still survive.

Materials

- Crystallized Helium
- Activated Quartzite
- Storm Crystals

GG



Planetary Weathers



Weather Information

The Weather influences the intensity of a Planets environmental hazard. The more intense the Weather the faster your Hazard Protection in your suit depletes. Storms last about 5 real-time minutes and venturing through Extreme Storms can net you valuable loot.

When Hazard Protection is Activated

Heat Value to activate hazard shield: more than 60 °C / 140°F

Cold Value to activate hazard shield: less than -20 °C / -4°F

Radiation Value to activate hazard shield: more than 4 RAD

Toxicity Value to activate hazard shield: more than 40 Tox

The harsher the temperature, radiation, or environmental toxins the faster your Hazard Protection depletes.

Depending on the nature of the Planet your suit's protection can last less than 40 seconds on Normal difficulty and less than 12 seconds on Survival / Permadeath.

Atmospheric Events and their Benefits

Firestorms improve jet-pack duration.

Blizzards prevent the Mining Beam from overheating.

Toxic Rainstorms provide increased dense toxic gases that can be recirculated for additional stamina duration.

A Radioactive Supercell increases Terrain Manipulator yields.

There are Five atmospheric events that can occur in conjunction with an ongoing storm.

Lightning: It can occur with any storm, occasionally striking the ground and are indicated with an "Electrical Disturbance" Exosuit warning. If a player is too close it will cause damage.

Tornadoes: Tornadoes can rarely occur with storms, and is indicated with an "Extreme Wind Event" Exosuit warning. Tornadoes will pick up nearby players and creatures. Players can die due to fall damage by being flung onto the ground at high speed.

Firestorms: They occur in high heat conditions. The ground will spontaneously combust into flames in random areas and the fire will damage the player if they get too close but the fire dissipates after a storm subsides.

Meteor Showers: Can occur independently of a storm at the horizon, or as its own event close to the player. Direct meteor strikes damage the player, though the incoming strike zone is indicated with a red circle on the Planet's surface.

Gravitational Event: This event will exhibit a sudden low-gravity shift on the Planet allowing for larger jet-pack jumps. This event is accompanied by the occasional appearance of glowing purple orbs, rising from the ground and rising into the air before disappearing.

Unlike other types of storms, they do not pose any particular danger. However, returning to normal gravity at the end of the storm can be a potential risk if the player is in the air at the time and is unable to cushion the fall via jet-pack or an upgraded shield.

Extreme Weather Protection and Valuables

When a player lands on an extreme weather Planet, the weather description is written in red to indicate extreme storm potential. These types of Planet have Stellar Metals; Copper in Yellow colored Star systems, Cadmium in Red systems, Emeril in Green systems, and Indium in Blue systems. When scanning a Planet in Space, if you find Activated Copper, Activated Cadmium, Activated Emeril or Activated Indium in the resources list, that Planet has extreme Biome and Weather.

Some also have Storm Crystals as a valuable resource that can only be gathered during an extreme storm. Outside of stormy conditions they are an unharvestable rock. Beware of activated Crystals as they attract lightning strikes.

Taking shelter from Extreme Storms is crucial to survival, especially if you are low on Sodium based refueling options. You can hide in caves, your Starship, a Minotaur, or any structure with a roof. In a pinch dig down with your Terrain Manipulator until your Hazard Protection begins to restore.



Weathers

Inputs: Clear "C" / Normal "N" / Extreme "EX"

*May contain Weathers from Scorched Biome

Barren – 1

Clear (No Storms)

- Clear
- Baked
- Dry Gusts
- Icy Nights
- Moistureless
- Sterile
- Unclouded Skies
- Withered

Normal

- Blasted Atmosphere
- Ceaseless Drought
- Dust-Choked Winds
- Freezing Night Winds
- Highly Variable Temperatures
- Infrequent Dust Storms
- Intermittent Wind Blasting
- Occasional Sandstorms
- Parched Sands
- Sporadic Grit Storms

Extreme

- Billowing Dust Storms
- Blasted Atmosphere
- Choking Sandstorms
- Dead Wastes
- Extreme Wind Blasting
- Hazardous Temperature Extremes
- Howling Gales
- Lung-Burning Night Wind
- Planetwide Desiccation
- Sand Blizzards

Dead – 2

N/A

Irradiated – 3

Clear (No Storms)

- Contaminated Puddles
- Gamma Dust
- Irradiated Winds
- Nuclidic Atmosphere
- Radioactive Damp
- Radioactive Humidity
- Unstable Atmosphere
- Volatile Winds

Normal

- Energetic Storms
- Irradiated Downpours
- Irradiated Storm
- Occasional Radiation Outbursts
- Particulate Winds
- Radioactive Dust Storms
- Reactive Rain
- Unstable Fog
- Volatile Windstorms

Extreme

- Contaminated Squalls
- Enormous Nuclear Storms
- Extreme Atmospheric Decay
- Extreme Radioactivity
- Extreme Thermonuclear Fog
- Frequent Particle Eruptions
- Gamma Cyclones
- Irradiated Thunderstorms
- Planet-Wide Radiation Storms
- Roaring Nuclear Winds

Marsh – 4

*May contain Weathers from Toxic Biome

Clear (No Storms)

- Gentle Mist
- Humid
- Tropical Winds
- Warm Fog
- Temperature Murk
- Mild Damp
- Warm Dewdrops
- Tepid Damp
- Sweaty Drizzle
- Muggy Haze

Normal

- Tropical Storms
- Occasional Boiling Fog
- Superheated Mists
- Painful Mist
- Infrequent Torrents
- Oppressive
- Soggy Danger
- Sticky Heat
- Clammy Menace
- Hazardous Moisture

Extreme

- Death Fog
- Sultry Disaster
- Cataclysmic Monsoons
- Mists of Annihilation
- All-Consuming Fog
- Liquid Hell
- Storms of Desolation
- Melting Deluges
- Boiling Catastrophe
- Damp Misery



Weathers

Inputs: Clear "C" / Normal "N" / Extreme "EX"

Toxic – 5

5

Clear (No Storms)

- Acid Rain
- Caustic Moisture
- Choking Clouds
- Corrosive Damp
- Poison Rain
- Poisonous Gas
- Stinging Atmosphere
- Stinging Puddles
- Toxic Clouds
- Toxic Damp

Normal

- Acidic Dust Pockets
- Alkaline Cloudbursts
- Atmospheric Corruption
- Caustic Winds
- Corrosive Sleet Storms
- Dangerously Toxic Rain
- Infrequent Toxic Drizzle
- Lethal Atmosphere
- Occasional Acid Storms
- Passing Toxic Fronts
- Poison Flurries
- Toxic Outbreaks

Extreme

- Acidic Deluges
- Caustic Floods
- Corrosive Cyclones
- Corrosive Rainstorms
- Corrosive Storms
- Frequent Toxic Floods
- Noxious Gas Storms
- Pouring Toxic Rain
- Torrential Acid
- Bone-Stripping Acid Storms
- Toxic Monsoons
- Toxic Superstorms

Frozen – 6

*Extreme weather does not mean that a Frozen Planet has extreme storms. Extreme storms are quite rare.

6

Clear (No Storms)

- Crisp
- Freezing
- Frost
- Icy
- Permafrost
- Powder Snow
- Snowy
- Wintry

Normal

- Drifting Snowstorms
- Frozen Clouds
- Harsh, Icy Winds
- Icy Blasts
- Ice Storms
- Infrequent Blizzards
- Migratory Blizzards
- Occasional Snowfall
- Outbreaks of Frozen Rain
- Wandering Frosts

Extreme

- Deep Freeze
- Frequent Blizzards
- Hazardous Whiteouts
- Howling Blizzards
- Icy Tempests
- Ice Storms
- Intense Cold
- Raging Snowstorms
- Roaring Ice Storms
- Supercooled Storms

Volcanic – 7

7

Clear (No Storms)

- Sulphurous Haze
- Ash Wisps
- Drifting Smog
- Cinderfalls
- Ash Plumes
- Choking Ash
- Burning Mists
- Sulfur Flumes
- Enveloping Ash
- Ashen Winds

Normal

- Heated Gas Pockets
- Occasional Firestorms
- Incendiary Winds
- Unpredictable Conflagrations
- Drifting Firestorms
- Pillars of Flame
- Magma Geysers
- Plumes of Fire
- Molten Rain
- Tectonic Storms
- Smothering Ash

Extreme

- Frequent Firestorms
- Walls of Flame
- Clouds of Fire
- Ashen Destruction
- Magma Rain
- Basalt Hail
- Explosive Gas Eruptions
- Lethal Ash Storms
- Sulphurous Inferno
- Colossal Firestorms
- Obsidian Doom



Weathers

Inputs: Clear "C" / Normal "N" / Extreme "EX"

Scorched – 8

Clear (No Storms)

- Parched
- Overly Warm
- Sunny
- Dehydrated
- Unending Sunlight
- Direct Sunlight
- Heated Atmosphere
- Sweltering

Normal

- Infrequent Heat Storms
- Rare Firestorms
- Superheated Gas Pockets
- Wandering Hot Spots
- Atmospheric Heat Instabilities
- Direct Sunlight
- Heated Atmosphere
- Occasional Ash Storms
- Dangerously Hot
- Burning Air

Extreme

- Extreme Heat
- Burning Gas Clouds
- Intense Heat
- Superheated Air
- Scalding Heat
- Inferno Winds
- Firestorms
- Combustible Dust
- Incendiary Dust
- Self-Igniting Storms

8

Lush – XI

*Extreme weather does not mean that a Lush Planet has extreme storms. Extreme storms are quite rare.

Clear (No Storms)

- Temperate
- Light Showers
- Mild Rain
- Refreshing Breeze
- Humid
- Pleasant
- Balmy
- Mellow
- Beautiful
- Blissful

Normal

- Boiling Puddles
- Sweltering Damp
- Superheated Drizzle
- Dangerously Hot Fog
- Choking Humidity
- Mostly Calm
- Occasional Scalding Cloudbursts
- Usually Mild
- Blistering Damp
- Lethal Humidity Outbreaks

Extreme

- Boiling Superstorms
- Intense Heatbursts
- Superheated Rain
- Boiling Monsoons
- Broiling Humidity
- Painfully Hot Rain
- Torrential Heat
- Blistering Floods
- Scalding Rainstorms
- Torrid Deluges

XI

*Warning – This area may be incomplete or incorrect. I must explore more to gather data. For any Travelers willing to share their data with me please message me. dnxcodex@demittinix.com

Exotic– X0-10

*Rarely contains Weathers from Scorched and Mega Exotic Biomes.

Clear (No Storms)

- Invisible Mist
- Internal Rain
- Lost Clouds
- Crimson Heat
- Winds of Glass
- Thirsty Clouds
- Obsidian Heat
- Memories of Frost
- Haunted Frost
- Indetectable Burning
- [REDACTED]
- Anomalous

X0-10

Mega Exotic – MX(RGB)

*Any of these can be Clear, Normal, or Extreme

Red Star

- Burning Crimson
- Scarlet Rain
- Fevered Clouds
- Carmine Winds
- Red Mist
- Flaming Hail
- Vermillion Storms
- Rain of Atlas
- Angered Clouds
- Blood Rain

Green Star

- Bilious Storms
- Deadly Pressure Variations
- Harsh Toxic Winds
- Corrupted Blood
- Infinite Toxic Mist
- Echoes of Acid
- Poison Cyclones
- Inescapable Toxins
- Clouds of Haunted Green
- Invisible Jade Winds

Blue Star

- Frozen Mists
- Electric Rain
- Azure Storms
- Extreme Low Pressure
- All-Consuming Cold
- Winds from Beyond
- Unfathomable Storms
- Unimaginable Blue
- Ultramarine Winds
- Inverted Superstorms

MX



Bonus Material

- Differences Between Glitched, Exotic, and Mega Exotic Pg 1
- A Guide to Fishing Pg 2
- More Coming Soon....



Differences Between Glitched, Exotic, and Mega Exotic

Information on these types of Planets on the internet are complicated to decipher and understand. The Characteristic tags found when you scan a planet from space, then on land their weathers and overall features can be used to tell them all apart so you can use the right Codex Inputs.

Glitched

Glitched is a type of Planet Biome not a game error. Input is an "X", Glitched Planets always have an Exotic Planet Biome as a Sub-type. The only way to tell if a Planet is Glitched and not just Exotic is by it's description Characteristic when you scan the Planet from space. These are the only Glitched Planet descriptions.

-[REDACTED]	-Thirsty
-Crimson	-Doomed
-Malfunctioning	-Erased
-Breached	-Temporary
-Infected	-Corrupted
-Glassy	

Exotic

Exotic is the only Biome that's both a Main Biome and a Biome Sub-type. There are **11** Exotic variants total. Currently only one variant can appear on a Planet at a time. A Planet that has one of the Characteristic descriptions from page 11 and doesn't have a Glitched Planet or Mega Exotic Planets description is just an Exotic Planet. These are also known as True Exotic worlds.

An examples would be a Planet that when scanned says " Mechanical Moon", this would be a True Exotic Planet. It's input would be **X4** because it's the only Biome present.

A Planet when scanned that says " Malfunctioning Planet", is a Glitched Planet. To know it's full Input for the codex you would have to land on it and see what Exotic Sub-type it has. After landing you notice vast amounts of Bubbles, this would be the Exotic Sub-type Bubble. It's full input is now **XX3**. An **X** to indicate Glitched, and an **X3** for Exotic Bubbles. You put Sub-type inputs right after the Main Biome Input which is Malfunctioning, a Glitched Characteristic.

Rarely other Main Biomes can have an Exotic Sub-type. There have been reports of Barren and Lush Planets showcasing Exotic Characteristics when landed on. A "Humid Planet", which is a Lush Characteristic description that has Sharded Pillars on its surface would be **XI** or Lush Planet with an added **X1** for Exotic Sharded Sub-Type. Full Input would be **XXIX1**.

Mega Exotic

Mega Exotic despite it having a similar name to the Biome Exotic it's considered it's own Biome entirely. A Mega Exotic biome has some key things to look for to define it apart from Glitched and Exotic Planet types.

First thing is that Mega Exotic Planets have a unique scanned description from space, like Glitched worlds these only appear when a Planet is Mega Exotic, they are matched to the Color of the Star they orbit. See bottom of page 11 for all Characteristic descriptions.

Second they have Mega Exotic only Weather Descriptions. See page 18 for Mega Exotic only Weathers. Third is Mega Exotic Planets typically have water where True Exotics don't.

Mega Exotics typically look like a Lush Biome on the surface; thick colorful grass with forests. They also tend to have giant rocks and Flora. Although having giant rocks and Flora is not a requirement for a Planet to be the Mega Exotic Biome type. Mega Exotics unlike Glitched and True Exotics do not have ground deposits of Gold, unless you find a Mega Exotic with an Exotic Biome Sub-Type present then due to the Exotic Sub-type it could then have Gold deposits.

One thing Mega Exotic Planets share with True Exotic and Glitched Planets is the possibility of having a Chromatic View.

Mega Exotics also share 2 Planetary Characteristic descriptions with Glitched Planets, [Redacted] and "Planetary Anomaly". To tell which one is which look into their Weather descriptions, size of rocks and Flora, presence of Lush Biome grass and Flora, if they have water (Glitched Planets do not have water), and whether they have an Exotic Subtype on their surface to determine the correct Codex input.

The Mega Exotic input is MX with an added R,G,B, and maybe a P color add-on which is determined by the Color of the Star it Orbits. MXR (RedStar) / MXG (GreenStar) / MXB (BlueStar) / Worlds Part 2 Update MXP? (PurpleStar)



Guide to Fishing

Fishing came to No Man's Sky on September 4th, 2024 as the games 221st update. Using the Angling Equipment Multi-tool upgrade you can collect Fish and Flotsam resources. There's 211 different fishes to find not including Flotsam discoveries. Here is information and tips for fishing!

Getting Started

The variety of aquatic life ranges vastly from common minnow-like fish to huge alien marine mammals. Catches vary greatly from Planet-to-Planet. To catch them all requires fishing in certain Biomes, time of day/night, during stormy weather, water depth, and with a variety of different baits.

To start fishing you need a Fishing Rig, go to the Anomaly and purchase the blueprint at the Multi-Tool Vendor for 1 Nanite. Then it takes x3 Carbon Nanotubes 1X Di-hydrogen Jelly, and 60x Chromatic Metal to craft.

Fishing Basics

To fish Select the rig with "G", then aim your crosshair at some nearby water and press left mouse button to cast your line into it.

After you cast your line three translucent white fish will spawn near. One of the fish will get close and nibble, turning the line's color from white/yellow to green. When it's green press Left Mouse Button to reel in it in. If you press Left mouse button while the line is white/yellow it will reel in without any fish, this can be useful to save your bait. This will also force three new fish to spawn when you cast next. Just be sure to do it before too much nibbling occurs.

The three fish that appear in the water can help you determine what kind of fish you are going to get. The odd one out that's the largest will be the one reeled in. So if 2 small and 1 medium fish spawn you'll get the medium fish. Sometimes they'll all be the same size which indicates what size your getting, 3/3 large fish is a large fish guaranteed.

Water depth is the key to the size potential of the fish, the deeper the water the larger the fish. Although if you want to catch smaller fish you must find shallower water. In addition to fish you may find inanimate objects. Such objects include procedurally generated messages in bottles and water-damaged technology upgrades.

Bait and Equipment

To help capture fish you can use bait. You can store bait in your Bait Box that came with your fishing rig by pressing "X" and navigating to "Access Bait Box". You can add Crafted Fishing Bait, caught fish, cooking ingredients, and Edible Products inside. A tooltip below the added item will show the increased chances of catching bigger fish, rarer fish, or fish that can only be caught under certain fishing conditions. You will learn the blueprints of crafted baits as soon as you get the Fishing Rig blueprint.

The blueprint for the Exo-Skiff can be purchased at the Exosuit upgrade merchant on the Anomaly for Nanites. It's a deployable static fishing platform. It's summoned like any other vehicle via the Quick Menu by pressing "X". It includes a Cold Storage for fish and bait onboard. It allows you to stand on deep water and is color customizable.

Landing your Starship on the water with the Aqua-Jets landing gear upgrade makes it so when Storms come along you can enter for quick recovery, unlike the Exo-Skiff which has no environmental protection.

The blueprint for the Automated Trap can be bought on the Anomaly for 1 Salvaged Data.
It's crafted with x50 Salt, x3 Metal Plating, and x1 Ion Battery.

This trap catches up to four inventory slots worth of fish. You are able to place 3 per Planet. Weather and Water Depth seem to be excluded from factors determining what fish it can catch. It only takes account of the Planet's Biome but is much less like to catch rare fish.

What to do with Fish?

Fish can be released into the water for Nanites, used for bait, sold for Units, and as an ingredient in the Nutrient Processor. The rarer the fish the more Units it can be sold for as well as creating healthier foods in the Nutrient Processor. Fish follow the usual scale from "C" to "S" tier for quality. Their weight in Kilograms does not have any affect on it's value. The most valuable fish you've caught will be placed in your Players Catalogue.



Coming Soon...

- StarShip Guide
- Multitool Guide
- Flora and Fauna Guide
- and More

For Questions and Suggestions

Email Me → dnxcodex@demittinix.com