The Nowhere Mod [Version α1 Design Grimoire]

Check Your Sanity at the Door—For What Is Learned Cannot Be Unlearned

About *Nowhere*

Nowhere is a place beyond reality, where life and death no longer take hold, a place no mortal is ever meant to see. Pieces sometimes leak out and into our reality, speaking whispers to people, giving knowledge beyond human reckoning. These people become insane, the knowledge of things that cannot be forever ingrained in their minds. Some people, however, seek this knowledge. If you are so bold or foolish as to cast your psyche aside, you too can tap into the majesty and terror of the unknowable.

The Nowhere mod adds many magical, bio-, and magi-technological constructs and tools to Minecraft. It draws inspiration from Silent Hill, Don't Starve, and other similar games and works of literature and philosophy.

The main themes at play in the Nowhere mod are sanity, sacrifice, and eldritch knowledge. Almost all of the concepts, tools, and structures revolve around slowly chipping away at the players' sanity as they go to, create, and learn what should never be.

Items highlighted in green are consideration notes to the programmers.
Items highlighted in orange are proposed or incomplete ideas that need refinement.

Concepts and Mechanics

Sanity

An invisibly-tracked statistic. As sanity drops, various visual and audio hallucinations will begin to occur. As it nears zero, ethereal versions of Nowhere hostiles will appear and attack the player. Once sanity reaches zero, the player will suffer a starvation and withering type effect and die. Defeating the shadows restores a small amount of sanity, as well as dying to complete insanity.

Sanity regenerates slowly when in well-lit areas and slowly drains when in dark areas.

Sanity can also be restored in small amounts from:
- Eating Cookies, Cakes, Watermelon, Golden Apples, Golden Carrots, and Glistering Melon
- Killing hostile entities

Sanity can be damaged in small amounts from:
- Eating Zombie Flesh
- Killing an 'innocent' creature (passive entities)
- Eating uncooked meats
- Standing near Pumpkins and Jack-o-Lanterns

Steps will need to be taken to make sure that the sanity restoration of death by complete insanity cannot be abused in the crafting of tools and constructs that use items made directly from consuming sanity. Perhaps enact a regen during day, poison during night effect. Perhaps also inflict a poisoning effect to it when looking at hostile entities.

Items

Blood

Blood of the living, used in the construction of many tools and constructs. Blood is collected in a Cauldron or similar construct added by this mod using a Blood-Letting Knife when near it. Blood can be put in Buckets (1000 mB) or in Glass Bottles (100 mB).

Bloodstained Paper

 A piece of paper soaked in Blood. Crafted by using a piece of Paper on a Cauldron with Blood in it. Consumes 100 mB of Blood from the cauldron.

Fragment of Sanity

 A piece of the player's psyche made manifest by a function of the Lemegeton Tract.

Thread of Life

 Otherworldly thread imbued with the spirit of the living. It is crafted in a Crafting Bench with two Fragments of Sanity on either side of a String.

Tools

Blood-Letting Knife

A small knife used in the collection of Blood. When standing near a Cauldron or similar construct added by this mod, the knife can be used to reduce the Player's health by two (one heart) and fill the Cauldron with 100 mB of Blood. It is crafted in an inventory or in a Crafting Bench with a Stick and Flint in a diagonal.

Lemegeton Tract

An esoteric tome, guide to the Nowhere mod and facilitator of many of the mods functions. It is created in an inventory or a Crafting Bench using one Leather and three Bloodstained Papers in the same manner as a vanilla Book.

Sword of Erebus

A sword crafted from Fragments of Sanity and a stick, like a normal sword. It consumes sanity to wield, but hits harder the lower the player's sanity is.

Pickaxe of Ourea

A pickaxe crafted from Fragments of Sanity and sticks, like a normal pickaxe. It consumes sanity to use, but it mines through effective materials faster the lower the player's sanity is.

Shovel of Gaia

A shovel crafted from a Fragment of Sanity and sticks, like a normal shovel. It consumes sanity to use, but it digs through effective materials faster the lower the player's sanity is.

Axe of Uranus

An axe crafted from Fragments of Sanity and sticks, like a normal axe. It consumes sanity to use, but it chops through effective materials faster the lower the player's sanity is.

Hoe of Pontus

A Hoe crafted from Fragments of Sanity and sticks, like a normal hoe. While tilling the ground does not become any easier with this than it does with a normal hoe, this has the ability to fertilise a crop by right-clicking while holding it. Doing so comes at a cost to your sanity.

Bow of Aether

A bow crafted from Threads of Life and sticks, like a normal bow. It is stronger than its vanilla counterpart (equivalent of Power I or II maybe?) and can ironsight or scope in on targets, however drawing the bow causes the player to lose sanity for however long until they fire the arrow.

Constructs

Iron Athanor

An alchemical device used for smelting ores. It is crafted in a Crafting Bench in a similar fashion to a Furnace: five Iron Ingots across the top and centre row (with a blank space in the middle square), two Gold Ingots in the bottom left and right spaces, and a Redstone Dust in the bottom centre space. It has an internal Water storage of 1000 mB (which must be filled to function, using 10 mB for every ore smelted). It can burn only Wood Logs, but does so at a substantially more efficient rate than the vanilla Furnace. Each Log burns for the smelting of six ores.

Infernal Athanor

An alchemical device used for smelting ores and upgrade to the Iron Athanor. It is crafted in a Crafting Bench using five Nether Bricks across the top row and bottom left and right spaces, two Blaze Rods on the centre left and right spaces, an Iron Athanor in the centre space, and a Netherrack block in the bottom centre space. Like its predecessor, it has an internal Water storage of 1000 mB, used 10 mB for each ore smelted. It can use either Wood Logs or Lava (stored in an Alchemical Globe attached to the bottom side of the Athanor) for fuel. Each Log burns for the smelting of six ores, or if Lava is being used, 10 mB for each ore smelted. The Infernal Athanor has a chance to double whatever ore is being smelted at the time.

Hemolytic Vessel

A vessel for collecting Blood and upgrade, in this sense, to the vanilla Cauldron. It is crafted in a Crafting Bench using seven Nether Quartz in a U configuration with a Cauldron in the centre space. It can hold 2000 mB of Blood, but no other liquids.

Appendix A—Additional Images

Iron Athanor

Infernal Athanor

Appendix B—Orphaned Concepts

Rite of Substitutiary Locomotion

"Giving life to things without". Maybe something like this could be used to make some things like walking chests, crafting tables, etc.

Mantle of Shadows

An item to show the player's sanity level