

The Nowhere Mod [Version α2 Design Grimoire]

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

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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.

Items

White Claudia

A flower of dubious mystical properties. It is created by using Bone Meal on a Poppy (or Rose in pre-1.7.2 versions) planted on a Soul Sand block that is adjacent cardinally to a Water Source block. Like other flowers, breaking the White Claudia will drop the item of itself.

Faustian Quill

A special pen used for scribing arcane texts. The raw power that can be channeled through these, unfortunately, makes them very fragile. It is crafted in an inventory or a Crafting Bench using a Feather, Flint, and Bottle of Blood.

Tools

Scythe of Tartarus

A scythe named for death, and crafted from three Fragments of Sanity across the top row, and two sticks in the centre and bottom left or right slot. The scythe hits harder than a sword, but is slow (constant mining fatigue effect maybe). With right-click, it will hit in a small area in front of the player. Attacking with the scythe damages sanity, the AoE mode more so.

_____ of Chaos

Initial thought is that this would be a big sword, like a claymore. How it would be made or what special effects it has are unknown at this time.

Constructs

Alchemical Globe

A storage ampoule, primarily for Lava as an optional extension of the Infernal and Otherworldly Athanors but it can also be used to hold Aglaophotis. It is crafted in a Crafting Bench with four Nether Quartz and four Glass Panes alternating around the outside of the crafting grid. It can hold 4000 mB of Lava or 1000 mB of Aglaophotis.

Voidal Resonator

An optional extension piece of the upgraded Athanors, it affixes to the top side. It is crafted in a Crafting Bench with four Ender Pearls and four Glowstone Dusts alternating around an Endstone block in the centre. The Resonator allows for the alloying of ores with other reagents.

Hemostatic Conduit

An optional extension piece of the Hemolytic and Ichor Vessels, it affixes to bottom side. It is crafted in a Crafting Bench using two Blaze Powder, Redstone Dusts, and Glowstone Dusts in sequence around a Gold Ingot in the centre space. When a Blood-Letting Knife is used near a Vessel with this extension attached, the Vessel will fill with 20 mb of Blood instead of the normal 10 mB, but will only deal one point of damage (half a heart).

Voidal Famine

An optional extension piece of the Hemolytic and Ichor Vessels, it affixes to the mouth of the basin. It is crafted in a Crafting Bench using four End Stone blocks in the corners, four Blaze Rods in the cardinal spaces, and an Eye of Ender in the centre space. With this attached, any nearby passive entities will be consumed to fill the Vessel with 20 mB of Blood for each heart the entity has. Their death drop items, however, are lost.

Scriba Arcana

A writing desk used to channel the knowledge of the unknowable. Such knowledge comes at a price. It is crafted in a Crafting Bench with (from left to right, top to bottom) a White Claudia, two Fragments of Sanity, three Wood Planks, and two Wood Slabs flanking an empty space at the bottom centre. For more information about the Tomes that are created with this, see the dedicated section.

Dominion Plinth

Structure upon which Gargoyles can be mounted in order to function. Must be at least two blocks tall. Crafted in a Crafting Bench with Wood Planks in the four corners, Fences in the cardinal spaces, and a Fragment of Sanity in the centre space.

Psychosculpere

A masonry station used to channel the spirits that exist beyond existence. When using this you will truly be able to give life to your sculptures. It is crafted in a Crafting Bench using six Stone Bricks in the left and right columns, a Stone Brick Slab in the centre space, and two Fragments of Sanity in the top and bottom centre spaces. For more information about the Gargoyles that are created with this, see the dedicated section.

Tomes

Tomes are produced using the Scriba Arcana. Within its interface you'll see a slot for Leather, Paper, Threads of Life, Faustian Quills, unique reagents, and an internal tank for Blood (5000 mB). Tomes all require at least one Leather, nine Paper, one Thread of Life, one Faustian Quill, and 1000 mB of Blood. The unique reagent will determine the Tome produced. Adding more pages and Blood will result in a Tome with more uses (one more use for every nine additional Papers and 1000 mB of Blood, up to the maximum of five uses).

The Gilgamesh Treatise

With each use this Tome will either deal a single point of damage, low, medium, or high amounts of damage to nearby enemies.

The Eden Doctrine

With each use this Tome will fertilise the area surrounding the player.

The Umbral Resolution

When used during the day, it will advance time to dusk.

The Astral Pledge

When used at night, it will advance time to dawn.

Gargoyles

Gargoyles are produced using the Psychosculpere. Magitech constructs with varying functions. Similar perhaps to fetishes from Witchery, Golems and Lamps from Thaumcraft, and Flickers from Ars Magica. In terms of design, perhaps they would not be 'mobile' but can reach from their mounting place (or move similarly to the Moblin laser-eye sculptures in the Forbidden Fortress in Wind Waker).

Scarborough Faire

Increases the growth speed of nearby crops.

Rodin's Gift

Grants an attack boost to nearby players.

Alraune's Thorns

Damages nearby enemies.

Interdiction Construct

Pushes away a customisable selection of entities (mobs, players, hostiles).

Appendix A—Additional Images

Alchemical Globe

