# The Nowhere Mod [Version α3 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.

# Items

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### White Claudia Powder
A powder created by crafting a White Claudia.

### Aglaophotis
A liquid that is crucial in opening the Porta Nihilo.  It is crafted in a Crafting Bench, surrounding a bucket of Blood with eight White Claudia Powders (producing a bucket of Aglaophotis).

### Flauros Piece
 One of five parts of the Flauros, the key to opening the Porta Nihilo.  It is crafted in a Crafting Bench with a Glass Block in the centre and four Gold Ingots and Obsidian Blocks alternating around it.

### Flauros
The key to opening the Porta Nihilo.  It is crafted in a Crafting Bench with five Flauros Pieces along the centre column and bottom row.  To function, it needs to be placed on top of a Focus Pedestal that is placed on top of an Alchemical Globe filled with Aglaophotis.

### Focus Pedestal
The stand upon which the Flauros is placed to open the Porta Nihilo.  It is crafted in a Crafting Bench with seven Iron Ingots across the top and bottom rows and the centre column.  To function, it needs to be placed on top of an Alchemical Globe filled with Aglaophotis and below a Flauros.

### Piece of a Broken Dream
Acquisition method unknown.  Use unknown.  Possibly for something related to travel to Nowhere.

### Spectrophobic Mirror
A mirror with a fear of mirrors: it doesn't reflect the world as you know it.  It is crafted in a Crafting Bench with four Glass Panes in the cardinal spaces, two Ender Pearls and two Nether Quartz in alternating corners, and a Fragment of Sanity in the centre space.

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# Constructs

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## Otherworldly Athanor

An alchemical device used for smelting ores and upgrade to the Infernal Athanor.  It is crafted from an Infernal Athanor and Nowhere components.  It is fueled only by Fragments of Sanity.  It always at least doubles whatever ore is being smelted, with a chance to triple, quadruple, or rarely quintuple it.  So that the Alchemical Globe does not become obsolete, this construct may use it as part of a multi-block structure.

## Ichor Vessel

A vessel for collection Blood and upgrade to the Hemolytic Vessel.  It is crafted from a Hemolytic Vessel and Nowhere components.  It can hold 4000 mB of Blood, as well as convert 4000 mB of Blood into one Fragment of Sanity.

## Iatrochemical Alembic

A special kind of Brewing Stand used to craft Nowhere mod specific Potions.  When filled with two reagents, it will produce a single Potion.

## Forbidden Lectern

A special kind of Enchantment Table used to grant Nowhere mod specific Enchantments using Fragments of Sanity.

## Porta Nihilo

The gateway to Nowhere, opened with a Flauros, Focus Pedestal, and Aglaophotis-filled Alchemical Globe.  It is constructed of eighteen Spectrophobic Mirrors, placed centred in a formation of a row of three, three rows of four, and another row of three to form a rough vertical circle.  When activated, it will form a kind of hole in the world (akin to Thaumcraft's Portable Hole) with an animated texture like that of Twilight Princess's Mirror of Twilight or Skyward Sword's Door of TIme.

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# Nowhere

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*Nowhere* is the eponymous dimension added by the Nowhere Mod.  It is accessed via the Porta Nihilo.  It is a shadowy landscape shrouded in fog, a forbidding and hostile reflection of the overworld.

It may be generated using the world seed provided at the world's creation.  Steps might need to be taken to possibly allow for a 'plugin' for other mods that add biomes, such as Biomes O'Plenty.  It may be that, so long as no new mobs are added, the only thing that might need to be changed would be desaturating the colour and adding the fog effects.

It may be generated based mostly on vanilla biomes, with some more Silent Hill- or other inspiration mythos-styled biomes appearing, or entirely new biome generation.

## Biomes

Assiah Ascent

This biome appears sparingly, and only guaranteed to appear on the Nowhere end of the Porta Nihilo.  No hostile entities will spawn in this area and the area appears as a desaturated and foggy overworld plains biome with no trees or vegetation.

"Plains"

Replacing the overworld seed's version of all the plains variants, this biome is generated in a similar manner, but with rusted and bloodied metal instead of grass and dirt. Trees will be replaced by giant rusty windmills.

## Denizens

### Grey Child

A grey, deformed, childlike monster. It moves and attacks like a Baby Zombie, which it essentially replaces in Nowhere.

### Bloody Garland

A strange plant-like monster, it appears to be a tumorous mass of vines and thorns covered in blood.  It moves and attacks like a Zombie, which it essentially replaces in Nowhere.

### Bound Corpse

A grey, deformed monster resembling a humanoid locked in a straightjacket of its own skin. It moves and attacks at range like a Skeleton, which it essentially replaces, however its attacks are a dark ball/spray which can sometimes cause a brief Wither debuff.

### Asphyxia

A shambling corpse, bloated with putrid gas. It moves and attacks like a Creeper, which it essentially replaces in Nowhere, dealing damage and causing a Poison debuff when it detonates.

### Schizm

A tall, two-headed monster. It essentially replaces the Enderman, attacking like it, however it is always hostile to the player.

### Swarm

An insectoid creature, fast and spry, appearing as a combination between beetle and leech. It moves and attacks like a Spider, which it essentially replaces in Nowhere. Smaller versions of it also appear, essentially replacing Jungle Spiders. These also sometimes cause a Poison debuff when attacking.

### Immolation

A charred and burning corpse. It moves and attacks like the Zombie Pigman, which it essentially replaces within Nowhere, however it always can appear within the dimension, is always hostile, and can often cause the player to catch fire when attacked.

### Constricted

A doglike creature, body covered in what appears to be serpents. It moves and attacks like the Wolf, which it essentially replaces, however it is always hostile. It also replaces the Ocelot in Nowhere.

### Screamer

A small winged creature with the appearance of a stricken and emaciated bird, it emits a scream-like sound when flying. It essentially replaces the Bat in Nowhere, except is hostile and attacks the player.

### Flutter

A small winged creature with the appearance of a bird bound by numerous serpents. It essentially replaces the Chicken in Nowhere, except is hostile and attacks the player.

## Abstraction

A horrid creature appearing as skin and sinew stretched across a frame with four legs. It essentially replaces the Pig, except is hostile and attacks the player.  A larger version of this also replaces the Cow.

## Manifestation

A dark, mostly transparent copy of the player.  It moves at the same speed as the player and attacks like the player would with a sword for medium damage (iron or gold sword level).

# Appendix A—Additional Images

## Alchemical Globe
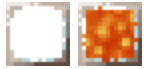
 

# Appendix B—Orphaned Concepts

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### 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

### Libris Oculus

Just a loose idea at this time. The name translates to 'Library of Eyes'. I imagine an area like Limbo in the dimensional doors mod with eyes in the dark always staring at you.  Perhaps this would have some sort of functionality with the Forbidden Lectern?

### The Dollhouse

A structure in which small representations of players and mobs can be acted upon.  Unsure at this time how it could really be used.

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