GT New Horizons

Extreme Entity Crusher

The **Extreme Entity Crusher** (EEC) is a multiblock that functions as an automatic mob farm. Despite what it says in the tooltip it does not spawn mobs or other entities, instead each work cycle it generates a certain amount of items from the corresponding drop table and puts them directly into the output bus. This is very efficient lag reduction method, and it is recommended to replace all other mob farms with EEC when possible. Prior to 2.5, this multiblock was called the Extreme Extermination Chamber.

Multiblock Structure

A Extreme Entity Crusher is a hollow 5x7x5 structure.

Requires:

- 1 Extreme Entity Crusher (controller); front, bottom layer's edge center
- 35-46 Solid Steel Machine Casings, variable: top and bottom layers
- 20 Steel Frame Box: edges of vertical walls
- 9 Diamond Spikes: 3x3 center of layer 2 (from bottom to up)
- 60 Glass (HV-tier or above): 4 3x5 windows in each vertical wall
- 1 Maintenance Hatch; anywhere on bottom layer
- 1+ Energy Hatch (HV+, limited by glass tier); anywhere on bottom layer
- 1+ Output Bus (any); anywhere on bottom layer, optional
- 1+ Output Hatch (any), anywhere on bottom layer, optional

Extreme Entity Crusher	
Mod	GregTech
Type	Tile Entity
Relevant Quest	An Industrial Mobfarm
Tier	EV
Size	5x5x7 (LxWxH)

Note that the multi needs a minimum of 1 EV amp to process recipes. When using HV-tiered glass the multi needs a minimum of 2 HV energy hatches supplied with 2 HV Amps each which overclocks the multi to EV. Farming mobs that spawn infernal increases the power usage by a factor of 8. Thus raising the minimum to 8 HV energy hatches with HV-tiered glass or 4 EV hatches with EV-tiered glass (it'll draw 8A EV, enough for continuous infernal spawns). Infernal spawn behavior can be toggled in the controller UI or by shift-right clicking with a screwdriver. If the powered spawner being used contains an infernal mob it will always spawn infernal disregarding this setting. If the EEC still isn't forming, try removing the input bus.
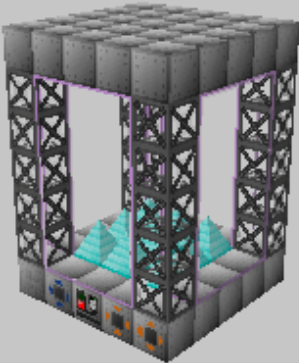
A non-empty EnderIO powered spawner must be put into the EEC controller. Turn the EEC on in GUI or with a Soft Mallet, and the items will start appearing in the Output Bus. You may also put an enchanted weapon into the controller, and EEC will apply the Looting enchant on the weapon to increase the amount of generated items. Some items in drop tables only generate when the weapon has a specific enchant applied, so also check that. Besides items, each operation produces 120mB of Liquid XP, which goes into Output Hatch.

Processing time depends on the amount of HP the mob has, the damage of the machine (9) and the damage of the weapon inserted into the controller. The damage is applied to the HP every 0.5sec, the minimum time for every "kill" is 2.5sec. Even though the minimum processing time is 5sec the player might see increase in the amount of drops after adding a good weapon if the machine didn't cap out it's 2kills/5sec earlier.

Ritual Mode

Ritual Mode is a setting that allows EEC to produce Life Essence (LP, blood) to fill the Blood Magic altar, in addition to normal production.

To enable Ritual Mode you must have a working Well of Suffering (WoS) ritual centered and above the EEC, also a Blood Magic Altar should be within 10 blocks vertically and 5 blocks horizontally of the Master Ritual Stone. After that you need to turn the Ritual Mode on in EEC GUI.

If the Extreme Entity Crusher does not work, refer to troubleshooting guide. A specific condition where EEC refuses to work is some mobs can only be generated as Infernals (more powerful mob version), which raises voltage requirements. Check mob info in NEI and adjust your power supply if necessary.

Recommended Mobs

Mob	Location	Loot
Redcap Sapper	Twilight Forest Hollow Hills	Diamonds, Gallium, Coal, Gold, Thaumcraft shards
Staballoy Construct	Toxic Everglades (Or eq. Witchery Biome)	Titanium, Uranium 238
Witch (non-Vanilla)	Overworld	Redstone, Glowstone, Sugar, Glass (Bottles)
King/Queen Ghast	Nether	Gold, Emeralds, Ghast Tear
Twilight Wraith	Twilight Forest	Glowstone
Demon Grunt	Spawned with Convocation of the Damned	Life and Soul shards
Earth Elemental[1]	Summoned with arcane plinth	Demon Blood Shard
Snow Guardian	Twilight Forest	Steelleaf, Knightmetal, Ironwood (all as armor)
Enderman	Overworld, End	Enderpearls
Inferno	Nether Fortress, Blaze Spawners	Blaze Powder (Direct), Blaze Rod
Cultist (TC)	TC Monoliths	Knowledge Fragments, Void Seeds
Giant Skeleton	Skeleton Variant	Bones
Giant Zombie	Zombie Variant	Rotten Flesh
Eldritch Guardian	TC Warp Events, Outer Lands	Eldritch Eyes, Ethereal Essence
Blizz	Europa	Blizz dust, Cryotheum dust
Dirt Creeper	Overworld	Dirt
Lava Monster	Lava Pools	Lava, Coal
Wisp	Thaumcraft Structures	Ethereal Essence
Oreboar	Thaumic Horizons Creature Infusion	Stone
Ender Guardian	The End	Obsidian
Slime Beetle	Twilight Forest Hollow Hills	All Slime Variants, Presmelted Alu
Spider	Overworld	String, Spider Eyes

1. Any Blood Magic Elemental works the same