* Remember!
  + The Nether is a dark, scary, and unforgiving place!
* Configurability
  + Block IDs
  + Item IDs
  + Drop Rarity
  + Whether to generate certain blocks
  + Disable certain mobs
  + Configure mob health/attack/speed/behavior
* Biomes
  + All biomes
    - Gravel no longer generates
    - Stalactites
      * Grows randomly on the bottom of ceilings. Falls if it detects a creature or player underneath. Deals 12/18/24 damage.
  + Standard nether
  + Fissures
    - Deep, wide canyons
    - Crawlers are abundant
  + Volcanoes
    - Blazes naturally spawn
    - Van Halen’s Eruption solo will play while the player is in the biome.
      * Just kidding.
  + Grottos
    - Pools of Niltherma goo from 7-16 blocks
      * Anti-thermal
      * Generates in caves/grottos on the ceiling
      * Coat bottom of minecart to prevent melting or shattering
      * Cover armor for fire resistance and freeze resistance
    - Shimmerwood trees
    - No mobs are able to spawn
      * Apparitions can still spawn outside grottos and enter
  + Voidscape
    - Biome full of holes into the abyss.
    - Void crystals generate near the bottom.
  + Searing Plateau – Hottest biome of the nether
    - Swelterrack is generated instead of netherrack.
    - Walking on any swelterrack will damage the player unless they have Niltherma covered boots.
    - Fire becomes blue and is guaranteed to set entities ablaze, even if protected by fire resistance potions.
    - Lava becomes almost white, will combust and instantly kill any entity that touches it
    - Can only survive in this biome for 2 minutes without a full set of Niltherma armor. Will combust in a brilliant flame when time runs out.
  + Frozen Scar – Coldest biome of the nether
    - Shiverrack is generated instead of netherrack.
    - Iced over, but still chaotic
    - Iced mobs will spawn
    - Can only last for 2 minutes without Niltherma armor. The player will be shattered after time runs out.
    - Shiverflow lakes are generated instead of lava.
      * Will deal major damage to any entity if touched.
      * Will flash freeze and shatter any entity that goes under.
      * If shiverflow and lava meet, crying obsidian is created.
* Structures
  + Tainted Hold
    - Generates in standard nether’s lava lakes
    - Prison Cells
    - Heavily guarded by marauders
    - Boss: Abomination
  + Scalding Acropolis
    - Generates in the Searing Plateau
    - Similar to Aether’s acropolis.
    - Boss: Burner
  + Glacial Palace
    - Generates in the Frozen Scar
    - Large palace like king jingaling from banjo tooie.
    - Boss:
* Bosses
  + Abomination
    - Appearance: Patchwerk?
    - HP: 400
    - Spits acid, applies wither. All out assault.
    - AI – 2 Phases:
      * Phase 1: while HP >= 100
        + Spit acid if far, hack with cleaver if close.
        + Damage: Spit: 4/6/8, Cleaver: 6/8/10.
      * Phase 2: HP < 100
  + Flare Duo
    - Appearance: Burners from Lunar? Blue/Red Fire
    - HP: 300 each
    - AI – 1 Phase:
      * Red melee, blue ranged.
  + NAME?
    - Appearance: ???
    - HP: 700
    - Throws giant ice snowflakes like destructo discs.
* New Blocks
  + Ash
    - Drops ash
  + Bone Pile
    - Shoveled for bones
  + Soul Slurry
    - Huge slowdown
  + Blightstone
    - Unstable, will poison if touched.
  + Crying Obsidian
    - Created when shiverflow and lava meet
  + Swelterrack
    - Searing Plateau variant of netherrack
  + Shiverrack
    - Frozen Scar variant of netherrack
    - Slows the player’s swing and movement speeds while touching.
  + Hazy Diamond
    - Compacted diamond tainted with The Haze.
  + Minerals:
    - Magma Crystal
      * Can also be crafted
      * Turns into a lava source block if lit on fire.
    - Abyss Crystal
      * Generates in Voidscape biomes.
    - Dust Cache
      * Generates in netherrack everywhere.
      * 100% - x2-8 Mystic Dust
      * 20% - x1-2 Ethereal Dust
  + “Surprise” Stone
    - Netherrack texture. When clicked or touched, spawns a Gazer.
* Plants
  + Rotwood Trees
    - 1x1 vertical, tall and thin, leaves scattered randomly along the trunk like patches of fur on a stray dog or cat. Soft lumber.
    - Wood is a diseased brown/orange mixture, and leaves are a sickly green.
    - Generates in standard nether and voidscape biomes.
  + Banewood Trees
    - 4 blocks thick, gnarled, no leaves. Hard lumber.
    - Wood is dark brown, almost black.
    - Generates in fissure and rarely in standard biomes.
  + Shimmerwood Tree
    - Thin, gold trunk. Leaves are silver. Emits a low light level.
    - Several spawn in grottos
  + Frostbark Tree
    - Standard size, chilled from the Frozen Scar. Drops pieces of bark instead of logs.
  + Bramble
    - Grows with banewood trees in the fissure
    - Deals 2 damage to any entity that collides
    - Drops nothing
* Mobs
  + Netherwyrm
    - Appearance: Small grubs with big teeth.
    - Spawn: Light levels < 7, Common
    - Behavior: Aggressive. Digs into netherrack and hides until player comes close enough. When player gets out of range, it digs back into a nearby block again.
    - Health: 6
    - Damage: 1/2/4
    - Drops:
      * 100% - Netherrack Powder x2-6
      * 15% - Magma Crystal x1-2
  + Daemons
    - Appearance: NEEDS APPEARANCE
    - Spawn: Light Levels < 4, Rare
    - Behavior: Passive unless within 4/8/16 blocks. Regenerates health. Stays phased until the player is within aggro range, then un-phases and attacks. Phases out 4/3/2 seconds after it reaches critical health until at full health again. Immune to fire/lava.
    - Health: 50 (Critical: <= 10)
    - Damage: 3/6/10
    - Drops:
      * 100% - Phase Shard x2-4
  + Marauder
    - Appearance: Cloaked undead thing.
    - Spawn: In active fortresses.
    - Behavoir: Aggressive, shoots arrows, attacks with swords. Behaves in a pack like wolves or pig zombies.
    - Health: 16
    - Damage: 4/6/8
    - Drops:
      * 100% - Dunno
  + Apparition
    - Appearance: Transparent and blue. No actual face, but sharp claws and wisps of energy protruding from the bottom like a ghast’s tentacles.
    - Spawn: Anywhere, moderately rare.
    - Behavior: Aggressive, but does not attack. Can only be killed with gold, elemental, or energy tools. e.g.: gold sword, gold hoe, pickaxe of the forge, vesper sword. When touched by the player, the player’s speed is increased tenfold and their controls are cycled (Forward becomes right, right becomes back, etc.), as well as uncontrollable movement and jumping for 20 seconds. After the 20 seconds are up and the Apparition hasn’t been killed, it despawns.
    - Health: 1
    - Drops:
      * 100% - Mystic Dust x3-12
      * 20% - Ethereal Dust x1
  + Gazer
    - Appearance: A fast flying eye with teeth around it, as well as tentacles protruding from the back.
    - Spawn: From “surprise blocks.”
    - Health: 10
    - Damage: 4/5/6 if touched, projectiles: 2/3/4 direct.
    - Behavior: Aggressive. Shoots goop at the player which poisons its target.
    - Drops:
      * 100% - Cloudy Lens x0-1
      * 50% - Gazer Tentacle x2-4
      * 10% - Crystal Lens x1
  + Crawler
    - Appearance: Bug-like, sharp feet that dig into where it walks.
    - Spawn: Netherrack, light levels < 7.
    - Health: 6
    - Damage: 3/4/5
    - Behavior: Crawls along sides of walls and on ceilings.
    - Drops:
      * NEEDS DROPS
  + NEEDS NAME
    - Appearance: Humanoid and slender, like taller redeads from Ocarina of Time. Walks on hands and feet.
    - Spawn: Soul Sand, light levels < 7. Extremely rare.
    - Health: 12
    - Damage: 3/6/12
    - Drops:
      * NEEDS DROPS
  + Flame Sprite
    - Appearance: Similar to the flame dancers in OoT Fire Temple.
    - Spawn: Lava, rarely
    - Behavior: Passive. Glides over lava. Sets the player on fire if touched. Will jump over narrow bridges to get to the other side. Immune to fire/lava.
    - Health: 4
    - Drops:
      * 100% - Blaze powder x1-3
      * 10% - Iron block x1
* Vanilla Changes
  + Blocks
    - Netherrack
      * Corrupt smooth/cobblestone
    - Gravel
      * No longer generates in the nether.
  + Mobs
    - Zombie Pigmen
      * Spawn rate decreased.
      * Drops
        + 100% - Gold Nugget x0-2
        + 5% - Gold Sword x1
    - Ghast
      * Spawn rate slightly increased.
      * Drops:
        + 100% - Ghast Tear x1-4
        + 100% - Gunpowder x6-20
        + 5% - Ghast Pearl x1
    - Blaze
      * Naturally spawns in volcano biomes.
      * Drops:
        + 100% - Blaze Rod x0-4
    - Magma Cube
      * Drops:
        + 100% - Magma Cream x1-4
      * Spawn rate highly increased
      * Speed increased
  + Items
    - Minecart
      * Can be used as a boat in lava for a maximum of 30 seconds, then will melt.
* Items
  + Vesper Pickaxe
    - Will drop 3x amount normally mined. (Save it for valuables!)
    - Strength: Diamond + 1
    - Speed: Gold + 2 (IC2’s Diamond Drill)
    - Durability: Infinite, requires fuel (durability bar = 4 uses, recharges when fuel is consumed)
    - Fuel: 1x glowstone dust per 4 blocks mined.
    - Recipe: vvv, glg, xlx
      * v = Vesper Crystal, g = Gold Ingot , l = Shimmerwood Log, x = Nothing
  + Vesper Sword
    - Drop chances are tripled (cap at 100%), as well as the materials dropped. Has a 3% chance to completely annihilate the mob, instantly killing it and dropping the max loot obtainable from it.
    - Damage: 12
    - Durability: Infinite, requires fuel (durability bar = 1 use, recharges when fuel is consumed)
    - Fuel: 1x glowstone dust per hit
    - Cool annihilation effect
    - Recipe: eve, mvm, xlx
      * v = Vesper crystal
      * l = Shimmerwood log
      * e = Ethereal dust
      * m = Mystic dust
  + Vesper Crystal
    - Recipe: ere, mhm, ere
      * h = Hazy diamond
      * m = Mystic dust
      * r = Redstone
      * e = End stone
  + Portal Finder
    - Points to your portal
  + Instant Portal
    - Activate for an instant, single-use portal to the nether or to the overworld.
    - Crafting:
      * ooo, ofo, ooo
      * o = Obsidian
      * f = Flint and steel
  + Mystic Dust
    - Dropped from apparitions
  + Ethereal Dust
    - Rare drop from apparitions
  + Phase Shard
    - Dropped by demons
    - Use to phase out – Appear invisible to mobs/other players for 15 seconds. Costs 2/3/4 hearts to use
  + Flickering Cord
    - Crafted (yields 2):
      * gpg, mtm, gpg
      * g = glowstone dust
      * p = phase shard
      * m = mystic dust
      * t = gazer tentacle
  + Particle Bow
    - Damage: 8 (14 crit)
    - Durability: Infinite, requires fuel.
    - Shoots Straight
    - Can lock on to mobs by pressing V when the crosshairs are over the mob. When locked on, it will use x3 durability.
    - Can be fully repaired by surrounding with ethereal and mystic dusts, both in an X or + shape.
    - Recipe: ece, vbv, pfp
    - c = Crystal Lens
    - f = Flickering Cord
    - p = Phase Crystal
    - e = Ethereal Dust
    - v = Vesper Crystal
    - b = Bow
  + Mystic Shot
    - Basic ammo for particle bow.
    - Crafting: Mystic powder above a stick. Yields 4 mystic shot.
  + Blazing Shot
    - Fire infused ammo. Deals double damage to creatures in the Frozen Scar.
    - Lights non-Searing Plateau mobs ablaze
  + Cryo Shot
    - Ice infused ammo. Deals double damage to creatres in the Searing Plateau.
    - Freezes non-Frozen Scar mobs.
  + Ghast Pearl
    - Crafted or rare drop from ghast:
      * ggg, gdg, ggg
      * g = ghast tear
      * d = diamond
  + Shining Onyx
    - Crafted:
      * ogo, ava, ogo
      * o = Crying Obsidian
      * g = Glowstone Block
      * a = Abyss Crystal
      * v = Vesper Crystal
  + Lucent Pearl
    - Crafted:
      * sgs, ghg, sgs
      * s = Shining Onyx
      * h = Hazy diamond
      * g = Ghast pearl
    - Removes the effect of The Haze if equipped
* Potions
  + Vanilla brewing stand still available.
  + Alchemic Vat
    - Brews up to 3 potions at once.
    - Accepts water, lava, or shiverflow as liquids.
    - Logs accepted:
      * Vanilla – medium temps
      * Rotwood – low temps
      * Banewood – extremely high temps
      * Shimmerwood – high temps
      * Frostbark – negative temps
* Mechanics
  + The Haze
    - Throughout the nether
    - Vanilla tools take triple the durability loss when used
    - Pickaxes lose a power level:
      * Wood picks can’t mine anything
      * Stone picks can only mine stone
      * Iron picks can mine stone and low tier materials
      * Diamond/gold picks can mine stone, low, and medium tier materials.
      * Vesper picks can mine anything but highest tier materials.
  + Block contamination
    - * When surrounded by certain blocks, non-nether blocks will begin to degrade into a different block.
      * (Block to be transformed + surrounding block (time) result (time) result… etc.
        + Cobblestone + Netherrack (10-20 minutes) Blightstone (1-2 minutes) Netherrack
        + Sand + Liquid Ghast Tears (5-10 minutes) Soul sand (5-10 minutes) Soul slurry
        + Diamond block + Netherrack (1-3 minutes) Hazy diamond
  + Buffs
    - BUFFS GO HERE
  + Debuffs
    - Liquefy – Granted on entrance to the Searing Plateau. 2:00 countdown, player bursts into flames and dies when timer stops.
    - Chilled – Granted on entrance to the Frozen Scar. 2:00 countdown, player is flash frozen and dies when timer stops.
    - Haze – Granted on entrance to the nether. See The Haze in the Mechanics section.
    - Frost – Swing speed reduced to 50%