The Alchemical Codex

This tome will guide you through the long path to alchemical engineering feats which will allow the user infinite power. First, you will need to build your alchemical engine. Be warned, however, as a simple mistake can cause catastrophic and lasting damage to a large area around the engine.

# The Alchemical Engine

This machine is the device used for almost all work as an alchemist. It is a rather large device, consisting of multiple, much smaller parts.

Mistakes in assembling or utilizing your alchemical engine can permanently damage anything within 100 metres of the device. Only one alchemist has ever survived an explosion to report the damage. First, a large rift, at least 30 times wider than non-alchemical rifts. Second, a dark void encompassing an 80-100 meter sphere. Third, the rift collapses and spills the Bleck world as much as it can into ours, and sending miniscule rifts flying at velocities high enough to penetrate many layers of rock. Finally, the entire void decays over around 5 days until nothing but extra-dimensional debris is left.

The first part you will need is the Simple Casing which will contain the reactions you assemble in the engine. Built by applying 8 cups diamond essence to an iron cube with a side length of about 1 meter. This can be upgraded to become alternate casings required for more complex functions of the alchemical engine.

The second casing type is Acceptance Casing. This type of casing will absorb items on the outside of the system and incorporate them into the reaction.

The third type of casing is Bombardment Casing. This type of casing will cause the elements in its line of sight to react immediately upon receiving a redstone pulse. The product will appear at the farthest available space inside the line of sight.

The fourth type of casing is Viewport Casing. This type of casing is clear, and will allow you to understand the reactions taking place.

The fifth type of casing is Sector-Split Casing. This type of casing will separate an engine into multiple chambers. Bombardment casings only apply their effects to the sector they are in, and adjacent products will move to the sector indicated by a red panel. Only one can be placed in a 3\*3\*3 diamond-type area.

The sixth type of casing is Runic Casing. This type of casing will transport redstone signals to a remote location in the same engine, allowing easier connections between components.

The seventh and eighth casing types are Push Casings and Pull Casings. These casings will push or pull the elements in their line of sight, respectively.

The final group of casings is the Transmutation Group. These casings will mutate elements directly in their line of sight: for instance a 3\*3\*3 engine with an aer transmitter on the bottom center will apply it’s mutations to the elements in the center column of the engine.

If at any point any elements collide with casings, other elements, or the air outside the engine, the engine will explode! The explosion can be contained with very high-complexity alchemical constructions known as Suppression Casings. These casings can surround the engine, or be incorporated directly into it. They will block micro-rifts, calm alchemical disaster rifts, and prevent WorldBleed.

# Alchemy Basics

This section will (hopefully) guide you to apprentice-level skill without an instructor or master.

## Elements

Elements may or may not fit into the periodic table, but they always exist as tiny particles that can react to form other elements, or products.

## Reactants

Reactants are simply the refined inputs, they also can be called elements.

## Common middle-products

Unknown

## Volatile reactions

There exist reactions that will cause an engine to immediately explode, rather than producing anything.

## Waste products

Any product that does nothing useful or that is less valuable than its tier of difficulty.

## Brewing

Brewing works differently to other alchemy, as it is done using large amounts of chemicals in a vat, rather than in a vacuum. To start, just assemble an alchemical engine with water inside.

# Alchemical Constructs

The results of reactions are known as Alchemical Constructs. These may be useful, or just waste products.

## Simple constructs

These are the constructs that apprentices are urged to use as practice, since they require small engines and not much thinking.

The first useful thing many aspiring alchemists achieve is simply transmuting life into coal. This can be accomplished by inputting living matter into an engine configured to extract its carbon, then reacting 3 carbon directly into the output acceptance panel to produce one pound of useable coal.

## Brewed constructs

## Complex constructs

Ideas; vantablack, etc.