Table of contents:

# People

This section contains information about notable wizards, as well as groups of people.

# Places

This section has several subsections, all of which contain information about places of interest

# Things

This section contains information about general topics and items

# Magic

This section contains information about items involving magic

## People

### Wizards

# Bleck

### Groups/other

# The drifters

The drifters are a group of people who have a disease known only as the disease of drifters. The disease’s information can be found in the magic section. These people can be found in side T, and if you see one, you may want to run. Although their disease is most likely not contagious, they come from a place known as the continent of titans (see places), and most people there are hostile to the drifters because their search for a cure to their disease can be invasive to the governments and religions of those people. The drifter may mistake you for one of these hostiles. The cure to their disease is presumed to be a gem guarded by “Judgement”, in the abyss.

# The Zu

The Zu are residents of the Zu territory in side E, part of the fez continuum (see places), and their language, known as Zuish, is extremely helpful to cryptographers. They are strictly 2-d, so you will not see them.

# The Fez’

The Fez’ are residents of the Zu territory in side F, part of the fez continuum (see places), and their number system is extremely helpful to cryptographers. They are strictly 2-d, so you will not see them.

# The Hexahedronaut

The Hexahedronaut is a special Fez’ child who looks after the great hexahedron, the keeper of the fez continuum. He has the ability to see the 3rd dimension.

# The hexahedron (fez continuum)

A large 3-d keeper of the 5-d fez continuum. This brain-like cube of gold is responsible for keeping sides F, E, and Z together enough to interact without being so close as to annihilate each other.

## Places

# The continent of titans (side T)

# **To get there, a human must assemble a monolith in the 4th dimension. The monolith contains: 4 large pillars made of carborundum, gold, diamond, and essence blocks; a centerpiece of vantablack flooring with and alchemical construct known as “White Bedrock”, created with god’s essences, carborundum, diamonds, and vantablack; and 4 gigantic alchemical disaster zones exactly 300 blocks away in each perfect cardinal direction, with even larger white obsidian pillars, infused with a drifter’s blood. When the monolith is complete and a drifter steps into the center, the large pillars activate, bringing you to the continent of titans.**

# The fez continuum (sides F, E, and Z)

# The 1st, 2nd, and 5th dimensions

# The abyss (side N)

Once inside side T, a human has the opportunity to help the world’s people by finding the drifters’ cure, by defeating the 4 guardians, one in each sector, to activate the large monoliths. They must also find 4 of 8 crystals from each sector. Finding all 8, or finding technology and mythology can also be rewarding. Once in the abyss, no creature has returned, save for those who are immediately removed from their timeline. It is theorized that drifters may be humans who have come into the drifter world, and stayed to long. The removal may be the way for them to be cured, as well as bring their new knowledge to their own people.

# Bleck’s world (side X)

## Things

## Magic

# The disease of the drifters

The disease of the drifters does not seem to be contagious or genetic, instead randomly appearing in every generation of humans in the continent of titans, only once or twice. The diseases effects range from extremely horrible, to godly. First, the drifter will constantly cough up blood, which is bright pink, but slowly fades to black. Their skin is blue, and the bloody coughs increase in frequency with age. Once the blood is blackened, some drifter blood will evaporate, while some will allow “Judgment” to escape momentarily. The drifters also emit energy similar to that of “Judgment”, allowing them to use the magic in the drifting cloaks, swords, and companions. They also have the ability to drift, as implied by their name. Drifting is an action that uses great focus, and tires the user quickly. It allows a drifter to warp around 3 meters, and repeat this process many times until they lose focus, hit something, wish to stop, or get too tired to safely continue. A drifter also cannot practically die, because whenever they do, the travel backwards in time with new knowledge of their opponent. If a person can kill the drifter, it means the drifter has tried every possible strategy and could not win. Finally, the disease provides visions directly from the imagination of “Judgment”, allowing them to see the abyss, and driving them to find “Judgment”, the reason for which is unexplained. Humans have been known to acquire the disease by directly coming into contact with “Judgment” for long enough periods of time to absorb his energy, then killing a drifter.

# Drifting items

Drifting items are items the drifters, “Judgment”, and people who have been HIGHLY infected with their energy can use, which allow the user to gain strange abilities such as drifting with greater ease, and dealing more damage with the same tools. The items’ effects do not stack with themselves, but they can be combined. Drifters in particular have special connections with the companions that allow them to psychically gain information from them. A companion which has been pinged will show a symbol above themselves. When you see this symbol, a drifter has received information about themselves that you usually have passively, like health, stamina, ammunition, etc.

# Vampirism

A combination of genetic disease and normal disease, vampirism has both positive and negative effects.

# Magic gems

These gems are essentially different essence mixtures left to crystalize. The longer essences are left inside a mixer, the larger and more powerful a gem becomes. Different staff shapes hold different combinations of gems, and gems have unique properties, for instance a fire essence pool left alone will become a gem of Ignaize, which creates a huge, sudden plume of flame directly next to its user, while focused fire essence will cause sparks like flint and steel at will.

# Alchemy

To begin learning about alchemy, craft an alchemical codex, by surrounding a book with 4 gold blocks, and 4 diamond blocks in the corners.