Randomly spawning rifts look like cracks that are a random color and are flat-3d (like anti-blocks) when mined, they drop a random essence, but when inside a containment bubble, cannot be mined. Instead, use a rift extractor, which will slowly (1 every 3-5 minutes) provide the same random essences. An essence combiner can mix essence to become more powerful (or different, if energy is lost). Very powerful nodes outside containment bubbles are can affect the world, depending on the types of essence contained. Rifts contain more than the essence that can be extracted.

Rift colors:

Red: redstone, fire, animal, nature

Orange: fire, lava, nature

Yellow: gold, nature

Green: earth, nature,

Blue: water, air, storm, clear, diamond, lapis

Purple: end, darkness

White: diamond, air, light, iron

Black: coal, darkness

Brown: earth, forest, iron

Crafted:

Forest + nature + animal = life

Darkness + nature = end

Life + nature = animal

Light + sky + fire + redstone = lightning

Light + sky + energy=lightning

Light + redstone + lightning = energy

Redstone + light + darkness = transmission

Redstone + energy = transmission

Fire + life=food

Redstone + gold + diamond + coal + iron + lapis = ore

Water + fire + earth + air + ore = world

Darkness + fire + world = nether

End + world + nether = reality

All Essences = God’s

Using essence on a rift can change the rift to the associated color, but adding essence without a color or with a matching color will add power to the node without changing its color. Using reality essence on a block will cause a large explosion (which cannot destroy rifts), but might create a new rift which has no essence stored, and is marked as artificial. Artificial rifts produce 2x the energy but no essence. Using a dimension’s essence will create a one-time portal (which looks like a gigantic vertical rift), or swap the areas of that dimension and the one you are in. Using reality essence on a naturally spawned rift (artificial rifts will just explode and collapse) will create a super-rift, which takes the player to the 5th dimension and is 10 times larger. After travelling through a super-rift, it shrinks into a portal rift, which can be activated again without explosion, but cannot be extracted from. The 5th dimension is completely made up of flat-3d color blocks associated with biomes called “<COLOR> rift biome.” To leave the 5th dimension, you must place a one-time portal or walk through a rift. All rifts in the 5th dimension are super-rifts. Distances in the 5th dimension are divided by 50, so 50 blocks in 5th dimension=1block overworld. mining the dimensional blocks will give the player colored essence, reality essence, and pure essence. Pure essence can be used to create containment bubbles, rift extractors, etc.

Most essences have uses, but must be focused. To focus an essence, add a lot of clear essences on a contained rift. It will explode, clearing all blocks inside the bubble, leaving a ball of essence (special block, not items) in the center. Removing the bubble will drop pure essence or focused essence. Combining focused and useful essence in specific amounts will create a focused essence of that color. Leaving the ball inside containment will allow it to slowly absorb nearby rifts, removing their essence, but adding to the chance of getting the drops. All focused essences need energy of their type, which can be provided by nearby rifts, rift energy wells, or pocket dimensions devoted to energy storage. To put rift energy in wells, use energy lasers within 10 blocks of a rift pointed at the well or a chain of lasers leading to the well. A rift well can hold only 1 type of essence, unless inside a containment bubble. To devote a pocket dimension, craft it with 8 pure essence. To add energy to a pocket rift (the name for a devoted dimension), use a pocket rift charging station on top of a powered essence crafter.

Crafting focused storm, lightning, and clear together will create unfocused weather. Crafting 5 focused reality and 4 focused pure essences together in a TNT pattern makes one ultimate essence.

Focused: focused cost – uses – energy cost:

Redstone: 5 - powers redstone while rtclk held – 1 per second

Fire: 50 - infinite flint and steel - 10

Animal: 1 - used in crafting

Nature: 15 - near-infinite bone meal (up to 500), cannot be automated

Lava: 30 – fills nearby furnaces’ fuel meters

Gold: 5 – used in crafting

Earth: 5 – creates dirt

Water: 1 –used in crafting

Air: 50 – allows VERY EXPENSIVE creative-like flight (50 energy per second or so)

Storm: 50 – used in crafting

Clear: 50 – used in crafting

Diamond: 50 – used in crafting

Lapis: 5 – used in crafting

End: 50 – used in crafting

Darkness: 1 – tells light levels (on HUD?)

Light: 50 – creates invisible light-emitting blocks

Iron: 10 – used in crafting

Coal: 10 – adds 10 seconds to a furnace 30 times

Forest: 5 – places saplings in the players inventory without using them up

Life: 30 – infinite bone meal

Lightning: 50 – summons lightning

Energy: 10 – used in crafting

Transmission: 5 – transfers 10 energy at a time like a bucket, cannot directly power things. Can rotate blocks.

Food: 50 – fills hunger bar -50 per piece

Ore: 50 - used in crafting

World: builder’s wand

Nether: 50- used in crafting

Weather: 50 - cycles weather - 1000

Reality: 50 – used in crafting

Pure: 50 – portable bed

Ultimate: 10 - places up to 10 natural rifts - 0

To create machines, an imbued stone circle must be created. To create an imbued stone, surround stone with 8 world essence. To create an imbued pillar, craft 3 stone with 2 world essence, 2 end essence, and 2 nether essence, where the stone is in the center slots, the world essence is in the middle of the sides, the nether on the bottom, and the end on top. Place 8 pillars in an octagon, each with one block of air between. On top, place a circle of stones. In the center of the circle, place an enchanting table. The structure will complete, and right clicking the essence crafter will bring up a crafting window that is 5\*5.

Containment bubble crafting:

To craft a tiny (1\*1) containment bubble, put a redstone block in the center, surrounded by pure essence, surrounded symmetrically by 4 world essence, 8 light essence, and iron blocks in the corners.

To craft a small (3\*3), surround 9 tiny bubbles with 12 pure essence, and 4 iron blocks in the corners

To craft a 5\*5, surround 9 smalls with 12 tiny bubbles, and 4 diamonds in the corners

To craft a medium (10\*10), surround a 5\*5 with 9 smalls, and surround that with 12 focused pure essence, and 4 diamond blocks in the corners

To craft a large (15\*15), surround a medium with 9 5\*5s and surround that with 12 pure essences, and 4 diamond blocks in the corners

To craft a huge (20\*20), surround a large with 4mediums, and 4 diamond blocks in the corners, surround that with 16 pure essence

To craft a gigantic (50\*50), surround a huge with 20 huge bubbles, and 4 ultimate essence in the corners

Other Crafting:

Surrounding a crafting table with 8 pure essence and 12 redstone with 4 transmission essence in the corners makes a crafting relic

Surrounding an ender pearl with 8 diamond blocks, and surrounding that with 12 world essence and 4 reality essence in the corners creates an ender relic

Surrounding a rift tome with 24 diamond blocks makes a grand tome, which can be in the center of a plus shape of pure essence, x shape of focused essence, and the rest of the table filled with any essence to make a grimoire, and surrounding with 24 god’s essence creates a grand grimoire, which can be used to make an essence crafter into a knowledge crafter. The grimoire tiers show all the knowledge in the previous levels, and the special grimoire only items.

3\*3 crafting:

Surrounding a book with 4 of any essence makes a rift tome

Surrounding a diamond with 4 redstone and 4 of any essence in the corners makes a rift reader (to see the amount/types of essence(s) in a rift)

Surrounding a diamond pickaxe with 4 essence makes an imbued pickaxe, which mines slightly faster than diamond with fortune 1

Surrounding a redstone block with 4 imbued pickaxes and 4 chests makes a rift extractor

1 redstone makes 1 grain of sand

1 sand makes 20 grains of sand

1 red sand makes 100 grains of sand

1 gravel makes 500 grains of sand

1 soul sand makes 1200 grains of sand

Sand grains stack up to 72000

1 glass in the middle with 2 sticks on the sides, 2 gold on the top and bottom, and 4 gold nuggets makes an hourglass.

Other machines:

The Alchemical Jukebox is a multi-block of 3\*3\*3 white bedrock, with 4 1\*1\*5 vantablack pillars 1 block away. This structure sends a dark heart energy pulse a certain configurable distance away, and will replace all sound in the area with a random bass-heavy, slightly evil electro-swing song, for example: aftermath, caravan palace; midnight, swingrowers. Outside the area, the sound cuts off from 100% volume music, 0% Minecraft volume to 0% music, normal Minecraft volume.

An hourglass can hold 5 stacks of sand grains. Sand grains slowly move from top 5 slots to bottom 5. When all sand is on the bottom, a redstone pulse can be measured. Right clicking with a redstone torch will make it toggle instead of pulsing. Right clicking with a piston will make it auto-flip when all sand is on bottom. A piston push from 2 blocks below will move all sand to top. A piston push from 2 blocks above will flip. Right clicking with a comparator will make the signal gradually get stronger. Right clicking with a dye will color it, wood planks will texture it. Right clicking with glass will show a meter measuring how many grains are on the top/60.

A crafting relic is an item that will circle the player’s feet when it is in their inventory. If the player presses C, the relic will be called in front of them, and they can right click one of the favorites to craft it, left click one to remove it, and right click the relic itself to add one. Left clicking the relic will allow you to pin a recipe, it will show above the relic in idle mode. C will return the relic to idle mode.

An ender relic is an item that will circle above the player’s head when it is in their inventory. If the player presses X, the relic expands to form a bubble around the player’s head. This will allow the player to see, and teleport to, nearby rifts. Right click teleports line-of-sight, left click on a rift teleports to that rift. X again slides more of the relic in front of the player, and they can teleport to any vanilla dimension by clicking a piece of netherrack, dirt, or end stone. Pressing shift and right clicking in mode 2 allows the player to teleport any whitelisted entity in line-of-sight to themselves. X a third time returns the relic to Idle.

A potion relic is an item that will hover at a player’s side while it is in their inventory. If the player presses z, it will open a 3-slot gui. Adding a potion or essence to the middle slot will put the effect points in the top slot. Inserting god’s essence in the bottom slot will increase the time a single point will last, at the cost of 1 god’s essence per day. Default: 1sec, god’s essence: 30sec.

Toolbelt relic

Potion relic – certain energy types = effect type

Pet relic – calls &sets target

Portable hole

Shield relic –aoe armour

Sword gems – enchantments:

Aoe

Poison/wither

Redead

Range

Gems and relics have their own inventory tabs

Animal: 10 - give a random type of meat (steak, chicken, mutten, etc.), spawn random animal – 10

Gold: 10 - cycle through colors in blocks like wool and plastic – 0

Water: 5 - get rid of fall damage for as many times as you have water - 0

Storm: 10 - cycle through weather – 20

Clear: 10 - turn certain blocks into glass and set all weather to clear – 25

Diamond: 5 - used to reinforce blocks - 200 Lapis: 10 - Increase EXP by 1 exp orb per energy - 1 End 20 - spawn 1 enderman per 10 energy and turn cobblestone to endstone (1 energy per block) - 1-10 Iron: 20 - Increase or refill durability in usable items - 200 Energy: 10 - completely charge electric costing items - 100 Ore: 25 - Spawn random oredictonary ore - 50 Nether 10 - spawn a multi-block netherportal, 2\*5 - 50 Reality: 20 - (later) - 100