ESOTERIKA

DANCE WITH THE THREADS OF REALITY

- IDENTITY -

OUTLINE

Delve into massive esoteric mechanical and progressive expansions with the additions of many mobs and items to evolve into a sage of hidden systems that all fit coherently into the surrealist nature of Lucid Blocks. (SKIP OUTLINE HERE)

[[This ideation document is largely a work-in-progress, there is tons of missing information as of now, but I am updating it everyday till it's done. Additionally, many ideations may not be implemented if this were to be developed as some may be impossible, too redundant, or would take too long to make.]]

Esoterika is a mod for the video game **Lucid Blocks** made by Eric Alfaro (Lucy B. Locks). Esoterika focuses on **massively increasing available content** through adding mobs, bosses, and items.

Esoterika does **not** add any new blocks, biomes, or dimensions. **Completely and holistically** targeted towards adding **unique**, ***esoteric*** **items** and mobs that fit nicely with Lucid Blocks' existing **surrealist theming**.

Esoterika does **not** change or modify existing items, biomes, or gameplay mechanics. *Only* touching what is **in of itself**, focusing on items that are ***separate*** **mechanics** *in of themselves*.

Esoterika does not add to the game's objective: Find all 13 tiamana leylines. Instead, Esoterika adds to the available pool of sandbox content adding more life, variety, and liminal strangeness to the inspiring world of Lucid Blocks.

The primary additions of the esoterika mod would be boiled down to these:

Esoterika | Divineonorium | Astral Cabinet | Psychamonicon

Esoterika - You begin the game with a new tab to the pre-existing four

(Apotheosis, Paraphernalia, Rosary, and Tome), which is Esoterika. This tab is used for enhancing/enchanting equipment and adding a whole new ‘layer’ of progression for items.

Divineonorium - An item that can be crafted, a sentient orb with omniscience made from multiple boss drop items. You must manage a relationship with it to ensure its effectiveness and usefulness. You can converse, embrace, compliment, and influence the Diveonorium. The primary usefulness of the Divineonorium is informational progression, whether of it telling you hints (compliment), granting a description of any item, block, mob in the game (converse), finding any block or mob in the game (influence), and gains increased potency for all the mentioned effects (embrace). You can also equip the Divineonorium into its dedicated slot on the Esoterika Tab, and then open its menu by pressing ‘N’ - when equipped in its dedicated slot, any item you have previously conversed with the Divineonorium gains a descriptor relaying what the Divineonorium had told you about that item. (see many examples below attached to each added item/mob).

Astral Cabinet - A late-game progression item that has a dedicated slot in the Esoterika tab. It provides a massive progression layer by making applicable mobs drop unique items called ‘Extratagems’ which can be socketed into the Astral Cabinet to grant the player unique passives. For example, killing a preta has a < 2% chance to drop a ‘Preta Extratagem’ which increases power by +3 when wielding maces when socketed into the Astral Cabinet.

Psychamonicon - The Psychamonicon is an essential epistemic aid, it is a very hard to obtain late-game item. When equipped as a paraphernalia, it removes the distortion and obscurement of items that would be crafted via apotheosis, they are just desaturated. Additionally, you will see an eye symbol next to the Apotheosis interface (same eye that you see when you obtain an item you’ve never had before), that lets you browse all recipes you’ve discovered with a search bar function.

These four expansive additions are gated behind the added mob content, attempting to make it a cohesive and meaningful mod in full.

Numerically, it adds:

12 new mobs (21 if you include variants).
80+ new items.
1 new block (2 if you count recolored/repurposed).
4 new systems.

Importantly, Esoterika, if it were to be made, is not just a mod but a full expansion for the game. The enormity of the mod warrants it to be modular and hence Esoterika will release in phases rather than in its entirety. These are the phases:

Esoterika - The core Esoterika tab added to the game, where weapons and

tools can be enhanced from a pool of ~25 different enchants (otherwise called Koans). Additionally, any core code architecture that would expand into the other mods (see below).

Esoterika Egonia - Introduces Egonian mobs and items as well as some additional added items and more possible Koans.

Esoterika Psychamonicon - Introduces a majority of the Esoterimon mobs as well as lots of esoteric items associated with them, adds the Psychamonicon Paraphernalia which can be crafted. And more Koans.

Esoterika Transcension - Introduces the rest of the Esoterimon mobs as well as the celestial mobs. The Astral Cabinet and Extratagem system are fully implemented with all of Esoterika Transcension items. And more Koans.

Esoterika Divineonorium - Introduces elementary primordial mobs, added items, more Koans, and the Divineonorium.

Once all complete, the full 'Esoterika Mod' will be released as a single total additive expansion pack for Lucid Blocks.

This document details Esoterika in FULL. If you wish to see the contents of individual mods you can click on the gold text above (WIP).

Additionally, the totality of this expansion will introduce three bosses in the game: Sovereign, Deus, and Impossibility.

Due to the enormity of this expansion, I likely will not begin developing it without a team of willing individuals.

- CORE MECHANICS -

~ ESOTERIKA ~

The Esoterika is a new tab added to the character menu alongside apotheosis, paraphernalia, rosary, and tome- it will be placed right after paraphernalia and right before the rosary.

This tab is a new system entirely for modifying items using synthesis instead

of making something new. It features three circles and a center piece socket for input, two sockets for tokens, and a larger socket indicating output. An image of how this interface would look is exampled here:



(forgive my lacking art skills lol)

Where the central circle (with the blue line going towards the output) is where you put the item you want to modify and on the three outer circles the items/blocks/etc that would modify the item. The output begins as a button showcasing a symbol associated with the modification- when pressed, a cool effect occurs where all the items melt and flow through the throughput lines until they converge with the center-piece, and then trickle down and form the output.

The two outer circles, the purple and blue, are sockets for modifying enchantment behavior. There are two essential new items added to the game in this base Esoterika mod: Essence Tokens, Wrathful Tokens and Divine Tokens. The Wrathful Token is placed in the purple socket and the Divine Token is placed in the blue socket. The Essence Token can be placed in either or and these tokens are consumed in enchantment. To enchant something you need to have a token slotted, and likely a large number of them.

For essence tokens, all items placed in the three outer sockets will converge into a singular enchantment but the essence token is required as a currency for crafting.

placing ONE token either wrathful or divine indicates you want two separate enchantments on a singular item, and having both wrathful and divine tokens indicates you want three separate enchantments on a singular item (which is the max). Items enchanted with Wrathful Tokens deal much more damage but have significantly reduced durability and items enchanted with divine tokens have much less damage but significantly increased durability, using both will make it take the item’s default durability and damage but with the added enchantments.

These tokens are a currency layer, all three of these tokens have a maximum stack size of 999 compared to the usual 50 or 5 of other items, additionally they have their own dedicated inventory slot located in the Esoterika Tab itself and will remain there (cannot be used for apotheosis or dropped after picked up). Enchantments can get incredibly pricey depending on what you’re doing, afterall, having three enchantments (divine + wrathful token) increases token cost by 4x, and having just one of wrathful or divine tokens is a 2x token cost. You can fill out the cost with essence tokens if you have just the 1 slot socketed, but if both sockets are wrathful and divine then you will have to cover the cost with the combined total of both.

All three of these tokens can be crafted, can be found, and are also importantly in rotation as a possible bud reward when you bloom. On bloom, there is a chance for 10x Essence Tokens, or 1x Wrathful or 1x divine tokens. There will never be two different token rewards in a bloom.

This is a new layer of experimentation for every paraphernalia, tool, and weapon. Items with high sulfurous may add the sulfurous enchantment which makes weapons ignite enemies or tools ignite surfaces or paraphernalia explodes when it breaks, etc.

To be more accurate to the theming of Lucid Blocks, these enchantments are

actually called ‘Koans’ - taking inspiration from ‘Zen Koans’ which are paradoxical anecdotes. When you form an enchanted weapon, such text of an existing zen koan will appear associated with the type of enchantment casted to add a higher degree of immersion.

Once all Koans are added from each mod expansion (Egonia, Psychamonicon, Transcension, Divineonorium) there should be an output of enchantment for almost every possible combination with a tool/weapon/paraphernalia given the adequate amount of tokens are present.

Beneath the Esoterika crafting interface, there lies six inventory sockets/slots, as earlier mentioned, the first of these three are token slots: Essence, Divine, Wrathful tokens. Where essence is in the middle and wrathful on the left and divine on the right.

But the other three beneath them is where the Astral Cabinet, Divineonorium, and Psychamonicon items go. You can right click these sockets and the Astral Cabinet/Divineonorium/Pschamonicon will be transported to your main inventory, you can right click those items from your main inventory for them to be sent back to the Esoterika tab.

When in the Esoterika Tab, they become hot-keyyed and you can open up their interface using the keyboard where “M” opens up the Mind-Map of the Psychamonicon, “N” opens up the Divineonorium interface, and “K” opens up the Astral Cabinet interface. (configurable in control options)

ESOTERIKA ENCHANTMENT LOGIC (WIP)			
WEAPONS			
COMBINATION	EFFECT	KOAN	COST

~ PSYCHAMONICON ~

The Psychamonicon is a gateway into one's own deeper subconscious and the realms that lie within the mind. This interface is opened when you right click the Psychamonicon in your hand or use the associated hot-key when slotted in the Esoterika tab (as earlier mentioned).

This interface presents the 'Mind-Map' where three "locations" if you will can be clicked: The Vault, The Left Hall, and The Right Hall.

The Vault - The Vault is where your inner subconscious is, it does not speak- it only stares into your soul- as if it is judging everything you amount too. Here you can view your 'Karmic Maxims' which are unique modifiers that are added based on how you play, and also a method to cleanse yourself of karma to remove all karmic modifiers.

For an example of Karmic Maxims: If you killed a bunch of innocent passive vermin/mobs such as Bubblebears and Fruit Femmes then you may gain the karmic maxim "Bloodrage" which increases your damage but reduces the effect of consumables and the mining speed of tools. Otherwise, if you spend a long time not killing a single mob you might get the maxim "Innocence" which gives you increased movement speed, jump height, and reduces fall damage but reduces your damage considerably.

There won't be that many karmic maxims, maybe about 10 or 15.

Alongside these karmic maxims, hate and faith character stats play a role into the visuals as well as the mechanic of cleansing.

To cleanse yourself of all karmic maxims, you can use "Bottled Baptism" which is a drop from

~ ASTRAL CABINET ~

The Astral Cabinet is a mechanic of progression in which you can harness essences of mobs that have crystallized into forms named 'Extratagems.' Almost all mobs in the game have an extratagem, but its drop is a very rare event.

The Astral Cabinet is an item that when crafted is immediately consumed, when you check the Esoterika tab in the character menu you will see a new button and symbol showcasing what looks like an open cabinet and a galaxy spewing out of it. Clicking on it will open the Astral Cabinet Menu.

This menu features one of six faces of a cube which can be rotated through four arrow buttons along each side of the screen (top, bottom, left, and right), the cube

rotating showcases another socket to which an extratagem can be inserted, meaning you can have up to six extratagems at once. However, this is balanced because each extratagem reduces max health in correspondence to its strength, as harnessing the power of other entities puts a burden on your very essence.

Extratagems have durability and gradually drain when socketed in the astral cabinet passively. Once an extratagem has been socketed, it cannot be taken out until it breaks.

Certain koans, items, paraphernalia, and even maxims and other extratagems can improve the chance and quantity of extratagems to be dropped by vermins or mobs.

ASTRAL CABINET EFFECTS(WIP)		
-/-		
EXTRATAGEM	EFFECT	COST
Bubblebear	+2 to mush, -1 mass, +1 speed	2 hp
Sunny	You can hold jump to gain extra height	2 hp
Komada	15% chance for incoming attacks to miss	4 hp
Agni	Hate wand radius is doubled	8 hp
Impossibility	Mining Speed +100%, increases drop quantity by 100%, hookshot velocity increased by 30%, all stats +5. The Extratagem takes as much hp as it takes to bring you down to 1 hp. This means that if you only have 2 hp, it will only cost you 1 hp, but if you have 250, it will take up 249 whole hit points.	x hp

~ DIVINEONORIUM ~

The Divineonorium is an item of divination that allows one to obtain the information of almost any block, item, or mob in the game- thus, it is an extremely late-game item meant for true completionists and lore enthusiasts. Instead of being straight-forward, the divineonorium is a sentient, omniscient entity that you must manage a relationship towards to ensure you get accurate and detailed information.

The Divineonorium has two meters:

Annoyance Sickness
Abandonment Sickness

The annoyance sickness increases when you use the divineonorium, and the more frequently you use it, the greater the amount it ticks up, meaning you must use it within intervals. The Divineonorium item icon slowly tints more red and purple compared to its usual golden, divine hue the more it is annoyed.

If annoyance sickness reaches the maximum, the Divineonorium will change to a ‘Hibernating Divineonorium’ - a deep reddish blue is on the icon and it has no functionality. You must wait two in-game days for it to return to the Divineonorium stage.

The abandonment sickness increases when you don’t use the divineonorium (and it's not in a hibernating state), this ticks at a very slow rate. Each time you compliment or embrace the Divineonorium, abandonment sickness goes down by a certain percentage. As the abandonment sickness increases it will tint towards a light cyan and sickly green color.

If abandonment sickness reaches maximum, the Divineonorium will turn into a "Crying Divineonorium”- You can still use it but the only functionality that remains is ‘embrace.’ Embracing will reduce the Abandonment Sickness by 25% but you can only reduce the abandonment sickness this way once every in-game day. Abandonment sickness must reach 0% for it to return to being a ‘Divineonorium’

If abandonment OR annoyance sickness reaches above 75% or the combined total between the two would equal 75 or more, then the Divineonorium will no longer give accurate information upon conversing and much greater inaccuracy to influence.

Right-clicking or interacting with the Divineonorium in your hand will open up the Divineonorium menu screen, which is an esoteric, fleshy, and celestial themed screen.

The Divineonorium, as aforementioned, has four methods of interaction:

Influence
Embrace
Compliment
Converse
(and depart, which just leaves the menu- if you open it just to not do anything and depart, it will raise abandonment sickness by 5%)

Influence - Opens up a dialogue text input box where you can input literally any string of text, if the text matches an existing block or mob and such block or mob exists within a radius equal to the player’s render distance then a waypoint will be placed in a proximity close to the mob/block. When embraced, the accuracy to which this waypoint is placed increases- if abandonment sickness and annoyance sickness are at 0%, and the Divineonorium feels loved, then this waypoint is pin-point accurate to the exact coordinates of the closest of the associated mob/block and

follows the mob if moving. This waypoint disappears upon your arrival to the location or influencing the Divineonorium to search for something else or after 5 minutes.

Embrace - Hold the Divineonorium tight, it will feel loved for the next 30 minutes. While it feels loved, the accuracy of 'influence' increases, it increases your luck with 'compliment,' and abandonment sickness goes down by a lot. If you embrace more than once within 30 minutes, annoyance sickness will rise by 10%, and the more frequently you embrace the larger the amount, up to 30% on embrace. Everytime you embrace, there will be a text indicating how it feels: "It feels lonely" - "It feels normal" - "It feels loved" - "It feels irritated" - "It feels annoyed"

Compliment - Compliment the Divineonorium, it will feel appreciated for the next 30 minutes. While it feels appreciated the rate at which abandonment or annoyance increases is reduced by 15%. Complimenting it more than once within 5 minutes will reduce this bonus by 5% and can reach the negatives up to -15%. After complimenting it, it will tell you a random fact- these facts can be incredibly obvious and primitive, some vague and cryptic, others crystal clear- sometimes and rarely, information about specific incredible apotheosis recipes, or 'secret behaviors' of things will be told. (For example, the fact that the 'Gate' entity becomes immune to attacks of vermin if on a guard cube/harmony cube).

Converse - Opens up a dialogue text input box where you can input literally any string of text, if the text matches an existing block, item, or mob there will be a descriptive detailing output for the corresponding item/mob/block/etc. Of course, to cover the entirety of Lucid Blocks supply of entities, blocks, etc- it will be far too much, and thus the vast majority of non-functional items will have a 'pool' of random descriptions in which are general but still immersive.

- MOBS -

KEY

Divineonorium Description:

In every mob detailing, there exists a section within a box that looks like this:

"EXAMPLE TEXT"

These detail what the Divineonorium will output when you converse that mob with it.

The Divinonorium, when using the converse option, outputs gradually useful information in a sequence (1) is the first that will be said when conversed with, (2) the second, and (∞) meaning it repeats thereafter.

Aggression (Aggro):

P = Passive
N = Neutral
H = Hostile
? = Variable (variants)
S = Player/self
V = Mobs/vermin
- = "to"
V! = Conditional (specific vermin)
N! = Conditional (can be triggered by other means besides attacking)
TP = True Passive (Passive to all)
TN = True Neutral (Neutral to all)
TH = True Hostile (Hostile to all)

I.e N-S = Neutral to Player or H-V! = Hostile to some vermin.

Drops:

Golden 'x' are links to the associated item that the mob drops, the item itself references the mob and details the drop chance if applicable in its own description.

Links:

Anything with **gold** text is a hyperlink to somewhere else in the document.

Anything with a **blue** text is a link to another website.

Rating:

Difficulty is how powerful a mob is, and how precarious and dangerous it is for a player to face it.

Utility is how useful a mob is, that its drops or functionality is an intended component for the player.

Novelty is how unique of an experience a mob is, that it is something with greater intrinsic experiential value.

~ EGONIAN ~

"FORMLESS, AIMLESS EGOS DRIFTING IN THEIR MINDLESSNESS, THEIR NON-CORPOREAL ESSENCES ONLY VISIBLE DUE TO THEIR IMPOSSIBLE ONTOLOGY DISTORTING THE SPACE

★ RATING

DIFFICULTY	UTILITY	NOVELTY

VIEWED THROUGH THEM..." (1)

"...THEY ARE RARE, BUT WHEN FOUND THEY ARE ALWAYS WISPING AROUND WITH DEMENTED SIMPLICITY IN MORE TRANQUIL DOMAINS..." (2)

"...THEIR PRESENCE DISSOLVES INTO EITHER AN EGONIAN BEAD OR A FORMLESS SHAPE. THEY ARE NIGH INVISIBLE AND FOUND FAR FROM ACTION. FLYING, FRAGILE, NON-CORPOREAL SENTIENCES." (∞)

HP	AGGRO	DROPS
15	N-S|P-V	x|x

NOTES:
* **Significantly** increased spawn chance if the player is holding a faith wand.

* **Massively** increased spawn chance if the player is equipped with an Egonian Anklet Paraphernalia.

* Classification: Egonian

* Origin: Esoterika Egonia

3 / 10	5 / 10	5 / 10

★ BEHAVIOR

Egonians spawn in calmer biomes such as 'farms' where hostile mobs rarely spawn. Egonians themselves spawn very infrequently, with a 0.0888% chance to spawn at any time in these biomes. The Egonian is a neutral entity, meaning it does fight back once attacked. It floats and roams around, its audio is that of overlapping talking voices distorted, twisted, and reverberated to sound like 'conversational' static.

They actively seek dropped items, they will consume them if they get the chance, this will destroy the dropped item. Killing the Egonian will drop all of their consumed contents. If the Egonian despawns, the items it consumed disappears with it.

★ APPEARANCE

Egonians are almost entirely transparent and invisible, save for a shader that adds a very subtle 'glowing rim' and a distortion of the space within, making objects viewed through it stretched and estranged.

★ ATTACK

Egonians can attack, they deal only 1 damage on hit but they poison the player, making the player receive 1 damage every 1.5 seconds for 3 seconds, this stacks up to 2 times (2 damage every 1.5 seconds).

~ INCARNATION ~

"FOUNDATIONAL ESSENCES OF ONTOLOGY MANIFESTED INTO ELEMENTAL FLESH. THE ELEMENTARY PRIMORDIALS ARE OF FIVE NATURES- EACH DISSOLVING INTO ITS OWN SCULPTURE." (1)

"INCARNATIONS ARE BEINGS MOST RELATIVE TO KOMADA AND AGNI, AS THAT SUGGESTS, THEY WILL BE NEAR THEM BUT THE SPECIFIC FORM OF THE INCARNATE VARIES BETWEEN THE BOUNDLESS STRETCH OF DISTANCE FROM THE BEGINNING." (2)

"ELEMENTARY PRIMORDIALS, THE TRUE

★ RATING

DIFFICULTY	UTILITY	NOVELTY
? / 10	8 / 10	? / 10

★ BEHAVIOR

Incarnations spawn anywhere where Komada and Agni spawn but only after the total playtime of the 'Qualia' or world is above 1 hour and you have 10+ hate. Besides chaos, order, and energy, incarnates attack all vermin besides ones that it would probably lose too and will not attack Komada or Agni.

MANIFESTATIONS OF FOUNDATIONAL ESSENCES. THE FIVE FORMS OF INCARNATES; ENERGY, MATERIAL, VOID, CHAOS, AND ORDER." (∞)

HP	AGGRO	DROPS
?	?-S|?-V!	x|x|x

NOTES:
* Incarnations gain increased damage and max health the longer they've been alive for (slow process).

* Incarnations naturally regenerate health rapidly if they haven't been damaged for 5 or more seconds.

* Classification: elementary primordial

* Origin: Esoterika Divineonorium

★ APPEARANCE

Incarnations are elementary primordials- beings whose essence is of foundational elemency: Energy, Material, Void, Chaos, Order. Their appearance matches their variants but all of them look somewhat alike: A two-part torso with a tall cone-shaped head and stretched cylindrical arms and legs, five floating jagged hands made of warped cylinders, uncannily barely humanoid, its movement causes delayed ghost trails, making it look almost blurry. Its ambient audio is deep, distorted, and ominous.

★ ATTACK

While the exact contents of the projectile is dependent on the variant of incarnate, an incarnate's attack (if they can attack) is launching a projectile of their element towards the player.

VARIANTS

ENERGY	(Difficulty: 0 / 10 | Utility: 8 / 10 | Novelty: 1 / 10) (HP: 15 | AGGRO: TP | DROPS: Primordial Statuette (Energy)) BEHAVIOR: Instead of hate, you require 10+ faith. APPEARANCE CHANGES: Color shifted to a bright yellow, more emissive one. BEHAVIOR: Only roams. Its ambient audio changes to be brighter. UTILITY: Brightens areas with their light, standing near one removes status effects (such as poison, fragmentation, or distortion).
MATERIAL	(Difficulty: 6 / 10 | Utility: 8 / 10 | Novelty: 5 / 10) (HP: 20 | AGGRO: N-S , H-V! | DROPS: Primordial Statuette (Material)) APPEARANCE CHANGES: Gains an amalgamation of block textures BEHAVIOR: Higher chance of spawning in more normal and stable biomes. ATTACK: Shoots a random block at you, some blocks deal more/less damage or have bonus effects. (i.e sun block may ignite you on fire).
	(Difficulty: 6 / 10 | Utility: 8 / 10 | Novelty: 3 / 10) (HP: 30 | AGGRO: N-S , H-V! | DROPS: Primordial Statuette (Void)) APPEARANCE CHANGES: Gains an eldritch wisping shadow shader. BEHAVIOR: Highest chance of spawning in more unstable and abstract biomes. ATTACK: Shoots an invisible slow-moving homing elongated pyramid projectile every 1.4s

VOID	that deals 2 damage each. The projectile is only visible by its shadow.
CHAOS	(Difficulty: 8 / 10 | Utility: 8 / 10 | Novelty: 3 / 10) (HP: 60 | AGGRO: H-S , H-V! | DROPS: Primordial Statuette (Chaos), Chaos Halo) APPEARANCE CHANGES: Gains an amalgamation of very rare block textures with fractal halo BEHAVIOR: Highest chance of spawning in MOST unstable and abstract biomes. Has MUCH slower turn speed and movement speed, is much larger. ATTACK: Shoots an intense death ray for 1.6s that deals random 1-5 damage every 0.3s while in its path, the death ray destroys blocks in its path as well. BEHAVIOR: Attacks passive or neutral vermin, but not hostile ones unless they attack the chaos incarnate first.
ORDER	(Difficulty: 8 / 10 | Utility: 8 / 10 | Novelty: 3 / 10) (HP: 60 | AGGRO: H-S , H-V! | DROPS: Primordial Statuette (Chaos), Order Halo) APPEARANCE CHANGES: Glowing pure white with a golden halo. BEHAVIOR: Highest chance of spawning in MOST unstable and abstract biomes. Has MUCH slower turn speed and movement speed, is much larger. ATTACK: Shoots an intense death ray for 1.6s that deals stable 3 damage every 0.3s while in its path, it heals the Order Incarnate for 50% of the damage it deals. Does not destroy blocks. IMMUNITY: cannot be afflicted with status effects such as poison or ignition or otherwise. BEHAVIOR: Attacks all hostile vermin (besides Agni) and nothing else.

~ EPISTEMIC ~

- (1)
- (2)
- (∞)

HP	AGGRO	DROPS
45	N!-S | P-V	x|x|x

NOTES:

* Periodically produces and drops parchment.

* Classification: Esoterimon

★ RATING

DIFFICULTY	UTILITY	NOVELTY
7 / 10	8 / 10	4 / 10

★ BEHAVIOR

Spawns near tiamana leylines. Hovers 0.5 blocks off the ground and glides but does not fly. Upon being spawned, it is static and unmoving, it always looks directly at the player but has a somewhat slow turning speed, making it more eerie. If its core (the slit/rift) is stared at for more than 5 seconds, the Epistemic becomes aggro'd. The Epistemic can teleport when not in the player's line of sight, although limitedly (cooldown + min-max distance (player-relative) limit)

★ APPEARANCE

* Origin: Esoterika Psychamonicon

A 2D animated sprite slit in the fabric of reality with an emissive purple fog leaking from the rift, within this rift are eyes a-synchroniously blinking. This rift is surrounded by orbiting rings that look like glass (like a gyroscope) and three geometric shapes always orbit the outside of these rings. Effect of parchment floating around the entity, getting tugged by the movement of the gyroscopic rings alongside the geometric shapes. A particle effect of pitch black In-world letters of the alphabet falls out of the rift and tails with its movement. Audio-wise the epistemic has the sound of paper being crumpled heavily and that this audio is distorted, muffled, filtered, all sorts of effects on it with a periodical 'shimmering' of windchimes sound added to it.

★ ATTACK

If the player is in melee distance, the Epistemic will shotgun blast its three orbiting geometric shapes for 2 damage each (up to 6 damage). Otherwise, if the player stares at the Epistemic's core for more than 2 seconds after being aggro'd, they get dealt 1 damage every second longer staring at the epistemic's core. FOV reduces and random divineonorium log snippets appear on screen the longer you stare at the Epistemic and such effects slowly fade away after not staring at the epistemic.

~ DOGMA ~

- (1)
- (2)
- (∞)

HP	AGGRO	DROPS

NOTES:

* Classification: Elementary Primordial

* Origin: Esoterika Divineonorium

★ RATING

DIFFICULTY	UTILITY	NOVELTY

★ BEHAVIOR

WIP

★ APPEARANCE

★ ATTACK

VARIANTS

COLLAPSING DOGMA	(Difficulty: / 10 | Utility: / 10 | Novelty: / 10) (HP: | AGGRO: | DROPS:)
DOGMA	(Difficulty: / 10 | Utility: / 10 | Novelty: / 10) (HP: | AGGRO: | DROPS:)

~ DOUBT ~

- (1)
- (2)
- (∞)

HP	AGGRO	DROPS

NOTES:

* Classification: Esoterimon

* Origin: Esoterika Psychamonicon

★ RATING

DIFFICULTY	UTILITY	NOVELTY

★ BEHAVIOR

WIP

★ APPEARANCE

★ ATTACK

~ DISCIPLE ~

"ESOTERIMONS THAT WORSHIP THE HIGH CELESTIALS." (1)

"" (2)

"" (∞)

HP	AGGRO	DROPS

NOTES:

* Classification: Esoterimon

* Origin: Esoterika Transcension

★ RATING

DIFFICULTY	UTILITY	NOVELTY

★ BEHAVIOR

★ APPEARANCE

★ ATTACK

VARIANTS

ACOLYTE	(Difficulty: / 10 | Utility: / 10 | Novelty: / 10) (HP: | AGGRO: | DROPS:)
HERETIC	(Difficulty: / 10 | Utility: / 10 | Novelty: / 10) (HP: | AGGRO: | DROPS:)

~ SOVEREIGN ~

(1)

(2)

(∞)

HP	AGGRO	DROPS
		x

NOTES:

* Classification: Celestial

* Origin: Esoterika Transcension

★ RATING

DIFFICULTY	UTILITY	NOVELTY
12 / 10		

★ BEHAVIOR

WIP

★ APPEARANCE

★ ATTACK

~ DEUS ~

(1)

(2)

(∞)

HP	AGGRO	DROPS
		x

NOTES:

* Classification: Celestial

* Origin: Esoterika Transcension

★ RATING

DIFFICULTY	UTILITY	NOVELTY
11 / 10		

★ BEHAVIOR

WIP

★ APPEARANCE

★ ATTACK

~ IMPOSSIBILITY ~

- (1)
- (2)
- (∞)

HP	AGGRO	DROPS
1000	N!-S	x|x

NOTES:

* This is designed to be the hardest boss entity in the game and is expected to be taken on by players that already have the Dematerializer (which means they killed Sovereign, which likely means they have a good level of advancement on the Esoterika progression systems).

* If you die to the impossibility, the torus will not appear in the sky again until you reload the game.

* If you kill the impossibility, it will never show up in the sky again until you respawn it using the Capsule.

* Classification: Elementary Primordial

* Origin: Esoterika Divineonorium

★ RATING

DIFFICULTY	UTILITY	NOVELTY
??? / 10		

★ DESCRIPTION

The torus in the sky that we all know (from the vanilla base game), is actually an entity. If you anger it, it will descend. It is a massive, 60+ block tall torus entity.

If you aim The Dematerializer weapon at the Impossibility it will become enraged and a cinematic effect of it falling from the sky dramatically will take effect. It has two phases, Torus Phase and Impossibility Phase.

It has two health bars with 600 being the first one and 400 being the second one, the health bar changes when the second form is revealed.

Torus Phase:

After falling from the sky, it performs its attack patterns on the player. It has three fractal-textured orbs socketed inside holes of its shape, attacking these will make it enter a moment of vulnerability.

As these sockets deplete, visual effects in the far distance will begin to appear, the distortion of mountains, the fragmentation of the sky, or certain psychedelic shaders may appear, as if reality itself was dissolving.

On attacking one of its orbs with a fully charged shot of the dematerializer -

if it was in the middle of the sky (floating smash) attack: The Impossibility will fall and cement itself for eight seconds, during this time you can unleash as much damage as you can. If it was in the middle of a roll, it would fall over to its flat surface for ten seconds, if it was in the middle of a squish, it would stop where it was and be vulnerable. After getting out of vulnerability, it will immediately spring into the air, hover, and then begin Move 1 again, but much faster than before.

When it has all six sockets, it will only do MOVE 1, if it has less than

6, it will do MOVE 1 and MOVE 2, if it has less than 3, it will start doing MOVE 3 as well.

Transition:

Similar to how the player enters the vanilla clonaqualia and how everything becomes covered darkness, the same happens here and we are transported to another dimension - the ‘heart of potential’

Here, all sorts of visual anomalies, shifting biomes, kaleidoscopic shaders, fractal-scapes, etc are apparent as the background, and this sets the arena for the fight.

Impossibility Phase:

For the appearance- an attempt to render an extradimensional object (4D maybe 5D shape) or at least a grand visual illusion of such, but distorted, fragmented, twisted. Limbs of any kind, amorphous between all, ever-shifting shoot out of it, abyssal rifts can tear in reality and more of these limbs can appear.

These limb tendrils when the player gets too close deals 10 damage on a snap and will grapple/root the player which the player has to damage it for 10 damage for it to let go.

★ **ATTACK**

TORUS PHASE:

MOVE 1:

Floats into the sky and hovers over the player to then violently land on the ground, creating a ‘ravine’ of its shape as block damage and dealing 10 damage to the player with a huge knockback shockwave.

MOVE 2:

Rolls like a wheel, its colossal form chasing the player and dealing 12 damage to the player if they are in the Impossibility’s path.

MOVE 3:

Will fall flat attempting to make the player be in the middle of the torus hole and will begin shrinking, increasing in speed gradually until squishing the player for 20 damage unless the player avoids it.

IMPOSSIBILITY PHASE:

MOVE 1:

Launches 12 homing missiles that initially scatter out of the Impossibility. These homing missiles die out after 10 seconds. These missiles create lasting distortions when they blow up, going near these distortions deals 2 damage a second, these distortions last for an additional 11 seconds. Each direct hit of a missile deals 4 damage.

MOVE 2:

All limbs everywhere extend, acting as ‘beams’ or ‘lazers’ or ‘poles’ that are slightly delayed from one another in their stretch and extension- they appear from all directions- making the player have to dodge and weave through these beams. These beams remain as obstacles that can damage the player and last for 7 seconds before they return back to their rifts as regular limb tendrils.

MOVE 2.1 (happen at the same time, though this is delayed with a cast time):

The impossibility expands, and unleashes a massive fractal missile from its core, launching upwards and then as it drops the missile is aiming towards the player, a prediction effect of where it’s going to land and its damage radius is displayed on the ground.

MOVE 3:

The impossibility expands massively, and then exhausts itself like a balloon let go, it releases an inky fog of death that lingers for 6 deaths along its balloon trail that slowly and subtly aims for the player. This death fog deals 5 damage and this continues until the Impossibility reaches back to its default size.

MOVE ~:

This happens all the time, regardless of what move it is - the environment is changing constantly, an obstacle course presents itself everywhere, what once was perfectly flat terrain a massive wall could build at a time, entire holes could occur into the ground, the world could shift into a grid, mountains appear, etc.

~ ODELL ~

(1)

(2)

(∞)

★ RATING

DIFFICULTY	UTILITY	NOVELTY

HP	AGGRO	DROPS
50	TP	x

NOTES:

* Classification: Egonian

* Origin: Esoterika Egonia

4 / 10	4 / 10	4 / 10

★ **BEHAVIOR**

Roams and is completely passive not harming anything. If the player were to attack it, it will start running away and ringing its bell- its loud and ghastly bell will cause all creatures that can attack within a 30 block radius to be aggro'd to you, making them all start attacking you instantly. The bell is somewhat slow moving. Any vermin near the Odell while its ringing is healed for 1 hp / second. It has a lot of health so defeating it may take a while.

★ **APPEARANCE**

A floating bell about 3 blocks tall and 2 blocks wide, it has a blue ghostly filter on it and makes a metallic sound as it moves.

★ **ATTACK**

N/A

~ GATE ~

"AN UNMOVING, IMMORTAL YET SKITTISH EGO THAT INSTEAD OF RUNNING AWAY DISSIPATES INTO A MUCH MORE NON-CORPOREAL FORM" (1)

" (2)

" (∞)

HP	AGGRO	DROPS
N/A	TP	(Notes)

NOTES:

* Drops '5x Gate Capsule' if killed (only possible via the Leviathan).

* If you put the Door on a 'Guard Cube' or 'Harmony Cube' hostile mobs will no longer be able to open it.

★ **RATING**

DIFFICULTY	UTILITY	NOVELTY
0 / 10	5 / 10	3 / 10

★ **BEHAVIOR**

Immortal to all forms of damage, the only way for a gate to be killed is from The Leviathan. The GATE is functionally a door, and otherwise replaces the need for a dedicated 'door' block via a mob due to this behavior: Although immortal, if one were to attack it, its fog will disperse and become slightly non-corporeal, allowing one to fully pass through it. Hostile mobs hence can also open this door if they attack the door meaning it is only effective to a degree.

★ **APPEARANCE**

An inky, foggy mist shrouds what looks like the charcoal of most ancient and beautiful wood. It is flatter, rectangular, and completely static and unmoving, it makes a distorted, delayed, and reverberated 'waterfall' noise when in close proximity.

* Formed Key makes it a portal.

* Classification: Egonian

* Origin: Esoterika Egonia

★ ATTACK

N/A

~ GUILT ~

(1)

(2)

(∞)

HP	AGGRO	DROPS
?	TH	x|x

NOTES:

* Only spawns if hate is above 10

*

* Classification: Esoterimon

* Origin: Esoterika Psychamonicon

★ RATING

DIFFICULTY	UTILITY	NOVELTY
6 / 10	4 / 10	5 / 10

★ BEHAVIOR

Spawns in any ocean/sea/aquatic area that is DEEP and spawns in the deeper sections of the water, it will start moving towards the player the moment it spawns. It is normally a slow creature but upon being within 5 block distance away from the player it will snag and snap onto the player, wrapping its tendrils (HUD effect) and start dragging the player down into the oceanic depths. The player can use their weapon during this dragging down process and attack the Guilt. Each tentacle of the GUILT has 5 health, and the sphere core of it has 25 health. For each tendril destroyed you get 1 Tungsten Appendage that drops. If the GUILT loses all tentacles it will start fleeing quickly. The Core has 10% damage mitigation per tentacle it has (meaning it can only be damaged once it has less than 10 tentacles, if it has 9, then it has 90% mitigation, if it has 3, 30%, etc). After it first pulls you down into the water, it won't pull you down again. And It also won't pull you down if you are already in the deep sections of the water/ocean.

★ APPEARANCE

A tormented being, a sphere with the distorted texture of a human face in agony with twelve tendrils spewing out of it. The sphere itself is about 1.5 block radius and the tendrils span out to be 5 blocks long. It is a horrifying entity to look at and it makes distorted gargles when close and when far away makes horrifying 'bloop' sounds.

★ ATTACK

Snaps a tendril at you, dealing 2 damage on hit.

- ITEMS -

KEY

Divineonorium Description:

In every item detailing, there exists a section within a box that looks like this:

"EXAMPLE TEXT"

These detail what the Divineonorium will output when you converse that item with it.

The Divinonorium, when using the converse option, outputs gradually useful information in a sequence (1) is the first that will be said when conversed with, (2) the second, and (∞) meaning it repeats thereafter.

Links:

Anything with **gold** text is a hyperlink to somewhere else in the document.

Anything with a **blue** text is a link to another website.

Rating:

Worthiness is how powerful that item is, relative to the utility of other items.

Obtainability is the difficulty to obtain it or its rarity for being obtained.

Novelty is how unique of an item it is.

Art Used:

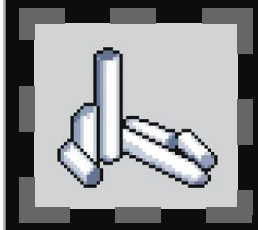
For the purposes of visual aid, images found on google have been used, all artists are credited and a link to where I obtained the image is given. I do not condone prohibited usage of another person's intellectual property without permission and any situation where I've done so should be addressed so it may be fixed immediately. I appreciate your understanding.

Ignored Items:

Some items with obvious functionality have not been detailed below, for example, 'Egonian Capsules.' Such items will be indicated with a red text color.

~ ESOTERIKA CORE ~

COLORED CRAYON



Credit: Collaborapix

RATING:

WORTHINESS
2 / 10
OBTAINABILITY
3 / 10
NOVELTY
4 / 10

- FUNCTION -

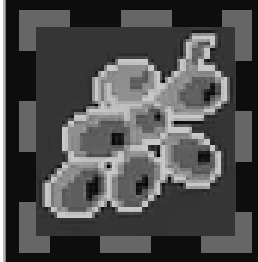
Durability: 4/10 - The Crayon allows one to draw/paint onto surfaces, whether to trail a path already taken in a maze, draw arrows or signs in your cornoqualia or otherwise paint an image of your dreams. You can place the crayon into crafting with any other colored plastic and it can change to that corresponding color, combining it with any other block than plastic will give you plastic pellets (high bias), combining it with any other ingredient, tool, paraphernalia, or otherwise will give you 'rename pencil' (high bias).

- OBTAINMENT -

CRAFTING: Rename Pencil + any plastic (high bias)

"AN ITEM CREATED IN THE IMAGE OF A NOSTALGIC KALEIDOSCOPE OF HINDSIGHT. IT REMINDS YOU OF FORGOTTEN DAYS." (∞)

WAYFINDER



Credit: 2D Games

RATING:

- FUNCTION -

When Held: Right click to summon a 'waypoint anchor' block (recolored rejuvenation anchor block). The Waypoint exists under that wayfinder until the block is destroyed. If you lose the wayfinder or it breaks from durability usage, you automatically get the item 'Echo Chip.'

When Equipped: Compass HUD element added to top of screen, see placed waypoints on this compass element. Unlocks ability to toggle X/Y/Z coordinates by pressing F2.

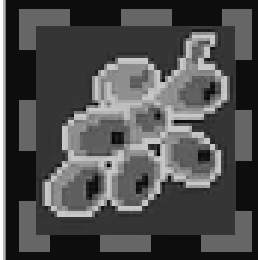
- OBTAINMENT -

WORTHINESS
6 / 10
OBTAINABILITY
5 / 10
NOVELTY
5 / 10

CRAFTING: any block or item with high lust + Compass + Parchment

"A TOOL OF GEOGRAPHICAL DIVINATION- ITS ARCHITECTURE IMPLICITLY DESIGNED TO CONJURE ANCHORS AS A MEANS TO RETURN TO WHAT ONCE WAS." (∞)

COMPASS



Credit: 2D Games

RATING:

WORTHINESS
4 / 10
OBTAINABILITY
4 / 10
NOVELTY
2 / 10

- FUNCTION -

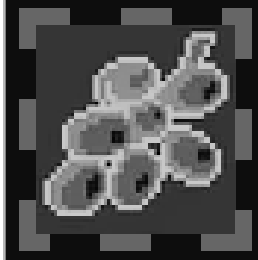
When Held: shows compass in hand pointing towards the sky torus at all times.
When equipped: Unlocks ability to toggle X/Y/Z coordinates by pressing F2

- OBTAINMENT -

FARMING: Style Plants have a low chance to drop the compass
CRAFTING: Gear + magnetite + any metal block (osmium/aluminum/etc) (extreme bias).

"A NAVIGATIONAL CONTRAPTION, ON YOUR INTERFACING APPARATUS "F2" IS TO BE PRESSED WHEN DONNED." (∞)

ECHO CHIP



Credit: 2D Games

RATING:

- FUNCTION -

Can be combined with a wayfinder to override the wayfinder's current waypoints to what is remembered/stored on the echo chip.

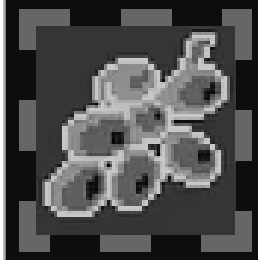
- OBTAINMENT -

UNIQUE: The despawning or breaking (from durability) of an existing Wayfinder that has at least 1 waypoint.

"A SHALLOW MEMORY AS A MEANS TO RETURN TO WHAT ONCE WAS" (∞)

WORTHINESS
1 / 10
OBTAINABILITY
1 / 10
NOVELTY
3 / 10

MIND VAULT



Credit: 2D Games

RATING:

WORTHINESS
5 / 10
OBTAINABILITY
1 / 10
NOVELTY
4 / 10

- FUNCTION -

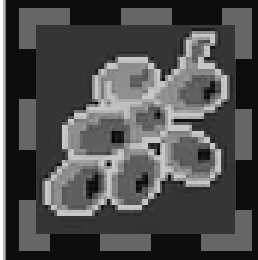
The Mind Vault functions as a portable cache cube that you do not have to place to access, rather you can right click it in your inventory or if in your hand to open its 12-slot inventory compartment. These mind vaults can additionally be placed in other cache cubes.

- OBTAINMENT -

CRAFTING: any metal block (osmium, aluminum, etc) + Cornoqualia + Cache Cube (extreme bias)

"A DIMENSIONAL RIFT SPEWS OUT OF THE CUBIC SHAPE, IT REJECTS INTERACTION WITH ANY ENTITY OTHER THAN YOU, AS IF MENTALLY CONNECTED TO SOMETHING LIMINAL WITHIN." (∞)

PARCHMENT



Credit: 2D Games

RATING:

- FUNCTION -

Crafting material.

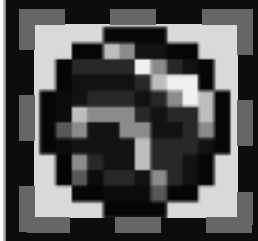
- OBTAINMENT -

PRETA DROP CHANCE: x1: 75% | x2: 30% | x3: 1.8%
EPISTEMIC NATURAL DROP
EPISTEMIC DROP CHANCE: x1: 100% | x2: 100% | x3: 90% | x4: 40% | x5: 10%

"A SCRIBE'S CANVAS WHERE THE WORDS ARE THE PAINT." (∞)

WORTHINESS
1 / 10
OBTAINABILITY
5 / 10
NOVELTY
1 / 10

ARCANE ORB



Credit: RuberCuber

RATING:

WORTHINESS
1 / 10
OBTAINABILITY
3 / 10
NOVELTY
1 / 10

- FUNCTION -

The Arcane Orb is a crafting material.

Arcane Orb + Shattered Totem = Totem
Arcane Orb + Any Weapon/stick/bone = Manablade
Arcane Orb + any hookshot = Manahook
Arcane Orb + Most Blocks = Mana Gem Block
Arcane Orb + Primordial Statuette (Esoterika Divineonorium) = Arcane Effigy
Arcane Effigy + Cache Cube = Bottomless Cube

- OBTAINMENT -

CRAFTING: Mana Gem Block + Ball Essence

"AN ORB HOLDING FAIRY-TALE ENERGY, ITS CONTENTS ARRANGE THE POSSIBILITIES FOR A MYRIAD OF USEFUL APPARATUS ON SUCCESSFUL SYNTHESIS." (∞)

MANABLADE



Credit: RuberCuber

RATING:

WORTHINESS

- FUNCTION -

Deals 3 damage normally but launches a trippy-looking arc projectile along the blade's edge up to 10 blocks out before dissipating that can deal an additional 2 damage. An added ranged weapon option.

- OBTAINMENT -

CRAFTING: Arcane Orb + Any Weapon/stick/bone

"" (∞)

6 / 10
OBTAINABILITY
3 / 10
NOVELTY
4 / 10

BOTTOMLESS CUBE



Credit: RuberCuber

RATING:

WORTHINESS
5 / 10
OBTAINABILITY
3 / 10
NOVELTY
2 / 10

- FUNCTION -

Retextured Cache Cube block. Functions as a cache cube but for every item or block inserted the maximum stack size becomes 500 instead of 50, allowing you to store resources in bulk easier. Additionally, it has two extra columns and one extra row compared to a regular cache cube. However, it will consume and permanently destroy 1 random item stored inside of it every 2 minutes. Making it bulk storage with a price. Lore-wise, the item 'falls' into the bottomlessness of the cube, where-as the other items remain at the top of the 'pit.' when the things fall, they're gone forever.

- OBTAINMENT -

CRAFTING: Arcane Effigy + Cache Cube
FARMING: Fully grown nuts have a 0.68% chance to drop the Bottomless Cube.

(∞)

MANAHOOK



Credit: RuberCuber

RATING:

WORTHINESS
5 / 10

- FUNCTION -

Same stats as the normal metal hook except that you can boost your velocity by holding space while grappled to an object and in the air.

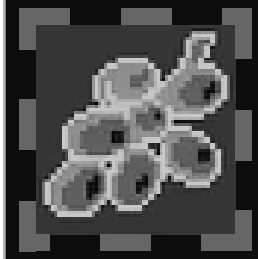
- OBTAINMENT -

CRAFTING: Arcane Orb + Hookshot

(∞)

OBTAINABILITY
3 / 10
NOVELTY
2 / 10

RECALL TOTEM



Credit: 2D Games

RATING:

WORTHINESS
1 / 10
OBTAINABILITY
1 / 10
NOVELTY
1 / 10

- FUNCTION -

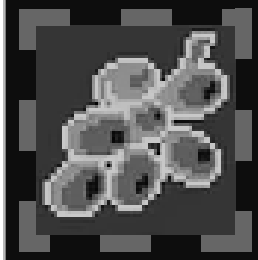
Has three uses, teleports you back to your rejuvenation anchor or spawn point. Once all uses are up it becomes a shattered totem.

- OBTAINMENT -

Crafting: Totem + Compass
Bloom Reward: 15% chance

"A MYSTICAL ARTIFACT THAT TETHERS AND WARPS YOUR ESSENCE TO YOUR PLACE OF ENDLESS RE-AWAKENING." (∞)

INVISIBILITY TOTEM



Credit: 2D Games

RATING:

WORTHINESS
1 / 10

- FUNCTION -

Has three uses, makes you invisible for 6 seconds on use. Once all uses are up it becomes a shattered totem.

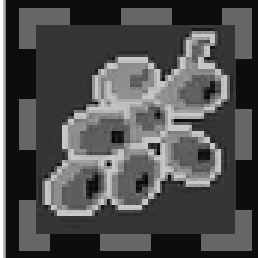
- OBTAINMENT -

Crafting: Totem + Egress Block

"A MYSTICAL ARTIFACT THAT TETHERS AND WARPS YOUR ESSENCE TO YOUR PLACE OF ENDLESS RE-AWAKENING." (∞)

OBTAINABILITY
1 / 10
NOVELTY
1 / 10

WANDERER'S TOTEM



Credit: 2D Games

RATING:

WORTHINESS
1 / 10
OBTAINABILITY
1 / 10
NOVELTY
1 / 10

- FUNCTION -

Has three uses, you naturally glide slightly as you fall and increase movement speed by 35% and jump height by 20% for fifteen seconds on use. Getting dealt damage dampens the effect for 2 seconds and shortens its total duration by 3 seconds. Once all uses are up it becomes a shattered totem.

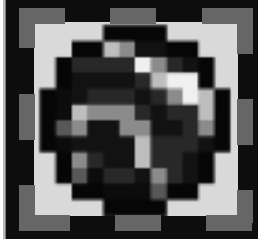
- OBTAINMENT -

Crafting: Totem + Feather

"A MYSTICAL ARTIFACT THAT TETHERS AND WARPS YOUR ESSENCE TO YOUR PLACE OF ENDLESS RE-AWAKENING." (∞)

~ ESOTERIKA EGONIA ~

EGONIAN BEAD



Credit: RuberCuber

RATING:

WORTHINESS
1 / 10
OBTAINABILITY
3 / 10
NOVELTY
1 / 10

- FUNCTION -

The Egonian Bead is a special crafting ingredient for creating three possible things: "Egonian Anklet," "Egonian Capsule," and "Egonian Fruit."

Egonian Bead + Food item (high bias) = Egonian Fruit
Egonian Bead + Empty Capsule (or any capsule) (high bias) = x2 Egonian Capsule
Egonian Bead + String Bracelet (or any bracelet) (extreme bias) = Egonian Anklet
Egonian Bead + Any other thing (very low bias, expensive weight cost) = Bead Bracelet

- OBTAINMENT -

EGONIAN DROP CHANCE: x1: 100% | x2: 60% | x3: 8%

"A REMNANT OF A FORMLESS EGONIAN, A SLICK FILM OF NON-EXISTENT WETNESS CAN BE FELT TO THE TOUCH. WHAT STIRS WITHIN IS A TINY, INDEPENDENT SENTIENCE OF VERY LIMITED MANNER." (∞)

FORMLESS SHAPE



Credit: RuberCuber

RATING:

WORTHINESS
1 / 10
OBTAINABILITY
3 / 10
NOVELTY
1 / 10

- FUNCTION -

The Formless Shape is a special crafting ingredient for creating three possible things: "Shapeless Key," "Cloak," and "Egonian Capsule."

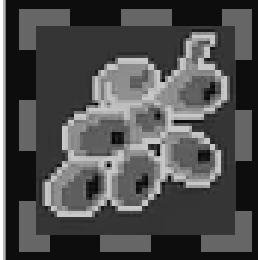
Formless Shape + any tool (medium bias) = Shapeless Key
Formless Shape + Empty Capsule (or any capsule) (high bias) = Egonian Capsule
Formless Shape + any paraphernalia (high bias) = Cloak
Formless Shape + Any other thing (medium bias) = Ball Essence

- OBTAINMENT -

EGONIAN DROP CHANCE: x1: 44% | x2: 3%

"A REMNANT OF A FORMLESS EGONIAN, YOU CAN FEEL ITS EXISTENCE WHEN HELD, BUT CANNOT NAME ITS SHAPE, IT FEELS AMORPHOUS AND NO CONCEPT OF GEOMETRY COMES TO MIND AS YOU HOLD IT. IT IS OF NEGATIVE ONTOLOGY." (∞)

EGONIAN FRUIT



Credit: 2D Games

RATING:

WORTHINESS
5 / 10
OBTAINABILITY
4 / 10
NOVELTY
2 / 10

- FUNCTION -

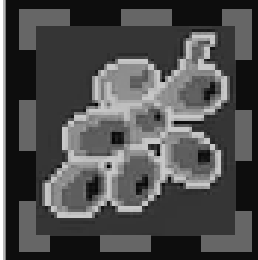
The Egonian Fruit when consumed heals for 5 hp, additionally, it increases all stats except for hate and faith by +1 for 5 minutes. Stat increases made this way do not stack, meaning even if you consume multiple Egonian Fruits at once, it will remain at +1 to all stats.

- OBTAINMENT -

CRAFTING: Egonian Bead + Any food

"A DELICACY FOR ALL MANNER OF VERMIN, IT'S TENDER LIKE MEAT BUT SWEET AND DELIGHTFULLY SOUR LIKE FRUIT, EATING IT BRINGS FORTH A MEMORY YOU NEVER EXPERIENCED- IT DOES NOT MERELY REJUVENATE ONE'S ESSENCE, BUT BLESSES THEM WITH EGONIAN EMBRACE." (∞)

EGONIAN ANKLET



Credit: 2D Games

RATING:

WORTHINESS
6 / 10
OBTAINABILITY
4 / 10
NOVELTY
3 / 10

- FUNCTION -

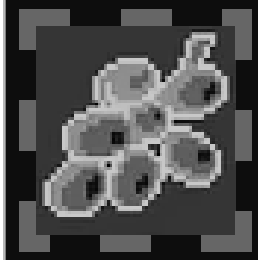
The Egonian Anklet is a paraphernalia equipment item that grants +1 leap, -2 mass and significantly increases the radius in which dropped items are collected. It also increases the chances for encountering Egonians in peaceful biomes.

- OBTAINMENT -

CRAFTING: Egonian Bead + Any bracelet

"AN ACCESSORY MADE OF FORMLESS FLESH, ITS WEIGHTLESSNESS IS ANOMALOUSLY CONTAGIOUS. IT PULLS LOOSE THINGS INWARDS OF ITSELF AS IF IT HUNGERS TO CONSUME IT, LIKEWISE, IT ATTRACTS EXACTLY WHAT IT IS MADE OF." (∞)

PRIMORDIAL STATUETTE



Credit: 2D Games

RATING:

WORTHINESS
1 / 10
OBTAINABILITY
? / 10
NOVELTY
1 / 10

- FUNCTION -

There are five variants of the primordial statuette: Energy, Material, Void, Chaos, Order. These items may seem miscellaneous at first, as they don't combine with many things but there are indeed specific recipes:

5 primordial statuettes (of each type) + Crystal Wisdom = Divineonorium
Primordial Statuette (Chaos) + Primordial Statuette (Order) = Harmony Cube
Primordial Statuette (any) + Bubblebear Egg or Any Capsule = x2 Incarnate Capsule (type associated with the primordial statuette used)

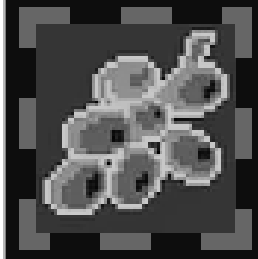
Primordial Statuette produces nothing if to be combined with other things, a safeguard against accidentally losing something important and otherwise un-reobtainable.

- OBTAINMENT -

INCARNATION DROP CHANCE: x1: 100% (relative to type)

"AN OBJECT OF NEITHER VIRTUOUS OR SINISTER ORIGIN, LOOKING INTO THE EYES OF THE STATUETTE MAKES YOU VIVIDLY RECALL THE PRIMORDIAL SLAYED, AS IF ITS CONSCIOUSNESS IS STILL ALIVE INSIDE THE SCULPTURE." (∞)

HARMONY CUBE



Credit: 2D Games

RATING:

WORTHINESS
7 / 10
OBTAINABILITY
8 / 10
NOVELTY
3 / 10

- FUNCTION -

The Harmony Cube is one of the ONLY actual blocks in all of the Esoterika mod- the Harmony Cube is a greatly enhanced guard cube that makes it so that hostile mobs become neutral within a large area of itself, and also the block regenerates your health passively by 1 hp every five seconds if you are within half of its effective range (does not stack).

- OBTAINMENT -

CRAFTING: Primordial Statuette (Chaos) + Primordial Statuette (Order)
CRAFTING: 5 or more Guard Cubes + any elementary primordial item

"MORE THAN A DECORATIVE, IT HINDERS THE THREADS OF FATES FROM CONJURING NIGHTMARES AND ABOMINATIONS. IT HOLDS THE PERFECT BALANCE OF ENERGIES AND SPREADS ITS HARMONY TO THE EXTERNAL ENVIRONMENT. A SYNTHETIC CELESTIAL ARTIFACT." (∞)

SHAPELESS KEY



Credit: RuberCuber

RATING:

WORTHINESS
3 / 10
OBTAINABILITY
3 / 10
NOVELTY
1 / 10

- FUNCTION -

The Shapeless Key is an important crafting ingredient for a formed key of any kind.

Shapeless Key + any one block/item = Formed Key

- OBTAINMENT -

CRAFTING: Formless Shape + any tool

"AN INVISIBLE KEY OF NO SIGNIFICANT AUTHORITY. SUCH A THING OUGHT TO BE FORMED TO UNLOCK THE GATES."
(∞)

FORMED KEY



Credit: RuberCuber

RATING:

WORTHINESS
7 / 10
OBTAINABILITY
3 / 10
NOVELTY
6 / 10

- FUNCTION -

The Formed Key takes the texture of the block it was crafted from, and has a unique ID based on what block is used. I.e blue plastic block + shapeless key = Formed Key (Blue Plastic Block Key) or tungsten appendage + shapeless key = Formed Key (Tungsten Appendage Key).

When you right click a formed key on a 'Gate' mob: The key will get consumed and the gate mob will begin 'resonating' where the fog begins pulsating a particle effect with the same icon texture of the block/item as the associated key.

When you right click a second gate vermin with the same type of key: The two will form a connection, this is a portal feature. It isn't anything spectacular like 'Immersive Portals' but simply acts as a gateway between one place to another via a teleport to coordinate function with a cool VFX effect and a random time of day set (to sell the temporal quality).

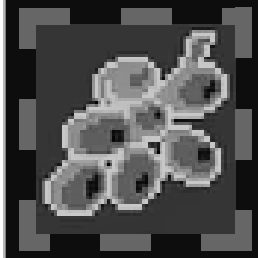
- OBTAINMENT -

CRAFTING: Shapeless Key + any one block/item

"A KEY OF FORMED AUTHORITY, WITH THE APPLICATION OF ITS ESSENCE TOWARDS THE GATES A TEMPORAL PATHWAY THROUGH SPACE MAY CEMENT ITSELF." (∞)

~ ESOTERIKA PSYCHAMONICON ~

THOUGHT KERNEL



Credit: 2D Games

RATING:

WORTHINESS
4 / 10
OBTAINABILITY
8 / 10
NOVELTY
3 / 10

- FUNCTION -

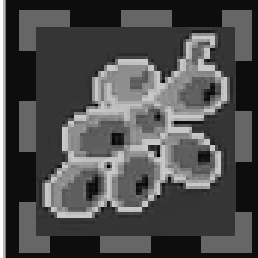
A nucleus of knowledge containing all the thoughts of the Epistemic that passed. Crafting Material

- OBTAINMENT -

CRAFTING: EPISTEMIC DROP CHANCE: x1: 78% | x2: 8%

"A NUCLEUS OF INTELLIGENCE CONTAINING ALL THE CORE THOUGHTS OF THE EPISTEMIC THAT PASSED. IT IS THE FOUNDATION OF IDEATION AND ALL INTELLIGENCE SUPPOSEDLY HOLDS ONE. IT IS A FOUR DIMENSIONAL SHAPE OF CRYSTAL TEXTURE WITH A SMOKE OR MIST SWIRLING WITHIN." (∞)

CRYSTAL WISDOM



Credit: 2D Games

- FUNCTION -

A nucleus of knowledge containing all the thoughts of the Epistemic that passed. Crafting Material

- OBTAINMENT -

CRAFTING: EPISTEMIC DROP CHANCE: x1: 100% | x2: 11%

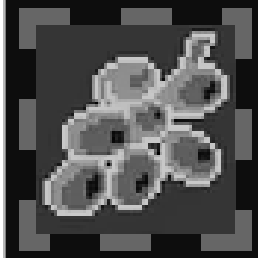
"CRYSTALIZED KNOWLEDGE OF AN EPISTEMIC, IT HOLDS NEARLY INFINITE INFORMATION." (∞)

RATING:

WORTHINESS
4 / 10
OBTAINABILITY
8 / 10
NOVELTY
3 / 10

~ ESOTERIKA TRANSCENSION ~

DEMATERIALIZER



Credit: 2D Games

RATING:

WORTHINESS
7 / 10
OBTAINABILITY
11 / 10
NOVELTY
5 / 10

- FUNCTION -

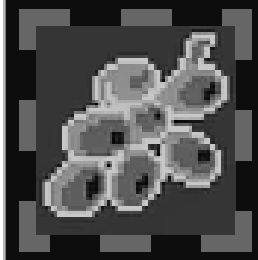
A charge sniper rifle that can charge for up to 10 seconds to release a blast of equivocable devastation, ramping up to 1000% block damage radius starting from a single 1 block radius. It deals 2 damage and ramps up to 50 damage as a weapon. It can obliterate mkvfMeeshus, Gates, and some other mobs but they do not drop anything if they are killed this way.

- OBTAINMENT -

CRAFTING: Hate Wand (or a tool/weapon with high hate) + Emperor Pearl

"AN ARTIFICE FOR ANARCHY THAT TARGETS THE ELEMENTARY ENERGIES THAT KEEP BLOCKS AND ENTITIES, COLLAPSING THEM INTO NEVER EXISTENCE." (∞)

MATERIALIZER



Credit: 2D Games

RATING:

WORTHINESS
6 / 10
OBTAINABILITY
12 / 10
NOVELTY
5 / 10

- FUNCTION -

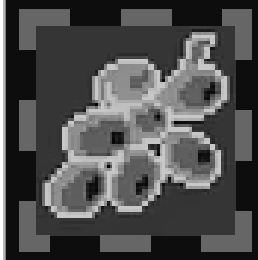
A charge sniper rifle that can charge for up to 10 seconds to release a blast of equivocable block implementation. Charges up to 1000% increased block radius and spawns a 'voxel sphere' of random blocks from your inventory.

- OBTAINMENT -

CRAFTING: Faith Wand (or a tool/weapon with high faith) + Universe Pearl

"A NUCLEUS OF KNOWLEDGE CONTAINING ALL THE CORE THOUGHTS OF THE EPISTEMIC THAT PASSED. IT IS THE FOUNDATION OF IDEATION AND ALL INTELLIGENCE SUPPOSEDLY HOLDS ONE. IT IS A PRISMATIC CRYSTAL SHAPE WITH A SMOKE OR MIST SWIRLING WITHIN." (∞)

EMPEROR PEARL



Credit: 2D Games

RATING:

WORTHINESS
1 / 10
OBTAINABILITY
12 / 10
NOVELTY
1 / 10

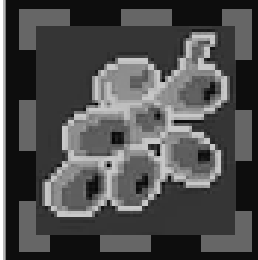
- FUNCTION -

- OBTAINMENT -

SOVEREIGN DROP CHANCE: x1: 100%

"" (∞)

UNIVERSE PEARL



Credit: 2D Games

RATING:

WORTHINESS
1 / 10
OBTAINABILITY
11 / 10
NOVELTY
1 / 10

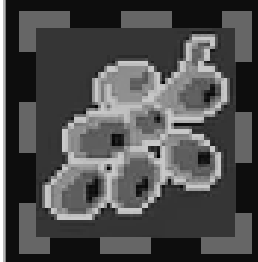
- FUNCTION -

- OBTAINMENT -

DEUS DROP CHANCE: x1: 100%

(∞)

HEART OF POTENTIAL



Credit: 2D Games

RATING:

WORTHINESS
1 / 10
OBTAINABILITY
11 / 10
NOVELTY
1 / 10

- FUNCTION -

This item is a beating heart that contains a singularity of all potentials. When equipped as a paraphernalia, it grants +15 heart, +3 speed, +3 leap, +10 power, and +1 to all other stats.

Combining it with a dematerializer and an empty capsule will create 'Heart of Impossibility' which when right clicked and thrown to spawn, the entire world will shake for a few seconds and a deep rumble can be heard. When you reload the game the torus will appear again.

- OBTAINMENT -

IMPOSSIBILITY DROP CHANCE: x1: 100%

(∞)