# MINECRAFT HAREM ISEKAI

Based on brainrot by Tejani's Benefactor, Merryweather, and Jack Black

# A Chaotic & Wondrous Dream

A **Minecraft** Jump by **SpiritualStill**

Version 1.2




Hello there, Jumper! You seem to have caught me at a bad time. You see, my Jumper has been incredibly ungrateful, despite me giving him such a great deal! All he had to go through was a few simple jumps, and he'd get Infinite CP. But now he's saying that I'm "a colossal asshole" and "perverse deviant" and "you can't surprise me!"

Never let it be said that I'm not merciful, however. If he thinks I'm so mean, then I'll give him a break. You see, I have recently finished my extremely high-quality works, and found just the one for him to rest in! I'll be taking him to a world known as Tesserachia, where he is in control, free to shape the world as he sees fit. He can build, craft, explore, slay monsters, and even find love. He, and many others, will be taken from their first world and arrive in this new one. Strangers in a strange land, I'm sure they'll have a real fun time.

I'm not sure how you reached this document, but I suppose you can have fun with it as well. If you want to have your own little adventure with it, take this:

**+1000 Crafting Points (CP)**




# Starting Location

*You will be permitted to choose which biome you start in. Each option is **Free**, though you may receive **+50 CP** if you choose which one you would least likely want to start out in.*

**The City of Anankos [+50/+100 CP]**
Well, this *is* an isekai after all. For the first six months of this Jump, you will start in Anankos. It is an…interesting place. Imagine *Night Vale*, mixed with *Twin Peaks*, mixed with Anime Romcoms. On the bright side, you shouldn't really need to worry about your safety.

For **+100 CP**, you can stay in Anankos for a full year before you are isekai'd into Tesserachia, before the timer starts - effectively adding an extra year of shenanigans to your Jump. To ensure you aren't waiting, you'll forget about your actual Jump, and think you are meant to be in Anankos, up until the god known as the Wave Existence sweeps you into Tesserachia. If you are *that* type of Jumper, you can get more sets of **+100 CP** by spending extra years in Anankos. I will not put a cap on this - go nuts, I suppose.

**Offland Biomes**
Biomes related to the ocean, including the mushroom fields. These are large biomes of water, with underwater relief on the sea floor, with plenty of fish, squids, and dolphins. These biomes are actually fairly safe, especially in mushroom fields where hostile mobs don't spawn. On the other hand, don't expect much out here.

**Highland Biomes**
Biomes that have very high Y-levels, with the highest peaks sometimes having snow. These include mountains and windswept hills.

**Woodland Biomes**
Dense, forested lands full of vegetation. Although rich in wood resources, it constitutes a considerable danger at night due to low visibility. Options include Forests, Taiga, Old Growth Taigas, Snowy Taiga, Birch Forests, Dark Forest, and Jungles.

**Wetland Biomes**
Biomes such as rivers, swamps, and beaches with plentiful water resources. Rivers separate other biomes; beaches form as a transition between the ocean and land.

**Flatland Biomes**
Biomes with flat terrains and wide views. Trees spawn less and lakes are more common. Options include plains and snowy plains.

**Arid-land Biomes**
Biomes with sparse vegetation, and no rain or snow - though there is still an overcast. Options include Deserts, Savannas, and Badlands.

**Modded Biomes (Requires *Biome Mods*)**
There are plenty of mods that add new biomes and new types. You may choose any specific one that you desire.

**Happy Place [50 CP]**
How about we skip the middleman and just take you to where you want to go? By selecting this option, you are taken to a location that has everything you would geographically desire in a location.

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# Origins

## Age, Sex, and Appearance

You may decide what your age, sex, and appearance are. These can be anything within whatever specific parameters you've chosen.

## Talent

*You may select any particular talent that you desire, and you will have access to all discounts down that line. A talent awards a 50% discount for all associated perks and items, though **100 CP** perks and **50 CP** items are Free.*

**The Drifter**
What a truly fascinating person you are! A stranger even amongst the strange, you came from some distant place and wound up among friends. Within you is a wanderlust tempered by competence and unusual blessings, making you highly charismatic.

**The Builder**
While others might have huge goals in this land, you are the one who knows how to actually live in it. You possess a knack for skills like farming, mining, and, of course, building.

**The Warrior**
It's a dangerous world out there, with all sorts of monsters and nasty creatures. It's up to you, with your immense power and skill, to protect the people and slay the monsters.

**The Convict**
Ah, well, this is interesting. It seems that you are some flavor of criminal, either being a wanted man or someone on the run. Naturally, you've got some devious tricks up your sleeve, which you can use for good or ill.

**The Thaumaturge**
Every secret of this world must be unearthed, and perhaps you'll be the one to do it. Whether you've become some master of the mystic arts through studying, or you are just highly brilliant, the magic of this world is now yours.

**The Engineer**
Much of this world is a howling wilderness, yet it holds the potential for technology that can literally bend the world itself. It'll be up to you to unlock it, as redstone, technology, and innovation itself come to you like a lightning rod.

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# Perk Selection

## Undiscounted Perks

**Attractiveness Filter [Free]**
Have you seen the title of this thing? Of course everyone is hot! You'll find that the people around you are all quite attractive, at least an 8/10 on your personal scale, with you and your companions being solid 10s. As a bonus, this allows you to keep these benefits in future settings, sharing them with as few or as many people as you want, and also gives you the ability to modify the art style of the world in any way that you want.

**The Laws of Tesserachia [Free/100 CP]**
Tesserachia is a strange land, to be sure. Even past the fact that everything is blocky, you can do weird shit like generate infinite water sources with two bucketfuls of water, survive any type of fall merely by landing in a meter-deep block of water, punch down trees with your fists, and so much more. For **Free**, you receive the ability to interact with the basics of this world's oddball physics.

For **100 CP**, you may choose to keep these benefits in future worlds, sharing them with as few or as many people as you want.

**Inventory Check [Free/50 CP]**
You have access to a special inventory that can be mentally interacted with on a dime. It contains a 9x4 item space, with the bottom row being a "hotbar" whose items you can shuffle to instantly. This additionally contains 4 armor slots and 1 offhand slot. For **Free**, you gain this for the duration of this Jump.

For **50 CP**, you may keep this inventory in future worlds.

**Abstracted Interface [Free/50 CP]**
Your health and stamina have been abstracted to your benefit. By default, you perceive your health as hearts, and your stamina/hunger as drumsticks. No matter the type of damage you take, your body will not suffer from it, and you'll be in tip-top shape until you run out of hearts. When your stamina bar is filled up, which can be done by eating food, you automatically begin healing. You have this for **Free** for the duration of this jump.

For **50 CP**, you may keep this interface in future worlds.

**Crafting Process [50 CP]**
You possess an almost magical crafting ability, able to create fairly complex objects simply by having the basic crafting materials. Your ability to do this is fairly limited on your own, but if you have a crafting table, a whole world is unlocked. This additionally lets you know what you can craft based on the materials you own.

**Life in this Wondrous World [50 CP]**
Tesserachia is a land with so much to do and see. How could one possibly grow bored of it? This ensures that you never suffer from things like ennui or apathy. You can still feel fear, though, since that's a pretty important thing.

**Homesteader [50 CP]**
In these lands, so far away from the amenities of your old world, you are gonna have to learn to do a lot on your own. This perk ensures you actually know how to survive in the wilds and be self-sufficient without outside influence. And because of the nature of this world, you also know how to care for other people.

**Conditioned For Weirdness [50 CP]**
You'll find that the people here who were isekai'd with you did *not* grow up on a normal Earth. Monsters, robots, and magic? Those are either quaint or slightly odd. You now have a sort of mindset with you, being able to easily accept any sort of new situation with only mild surprise at the situation. This will still let you find wonder in such situations, though.

**Adventurer [100 CP]**
Tesserachia is quite the dangerous land, so it'd be bad to get caught flat-footed. You possess a basic competence in how to use any sort of weapon you get your hands on. You won't exactly be all that good, but you will be able to defend yourself.

**Compatibility Resolution [100 CP]**
Ah, compatibility - the bane of creating any modpack. Well, luckily for you, Tesserachia is an actual world, so the limitations of software and code don't apply. Any mods, updates, lore, or whatever that you have in this world will be seamlessly integrated with one another, which helpfully ensures you won't have three billion different types of the same ore. Additionally, this can bring any "special" ores, plants, creatures, and materials in this world into future worlds for you to obtain if desired.

**Achievement Questline [100 CP]**
While being told exactly what to do would be boring, having a helping hand is always nice. You have access to an intangible "questline" that guides you down a path for the purpose

of completing some setting-relevant task. For each quest you complete, you receive an achievement and a small reward.

**Friendly Fire Disabled [200 CP]**
When you're working with your friends, it may be best to ensure that you can't accidentally stab, shoot, or blow each other up. This makes sure that neither you nor your companions are able to harm one another, even if they get a little too into the moment.

**Isekai-Grade Charm [200 CP]**
To be frank, I really don't know what you were expecting if you weren't expecting this. You are now incredibly attractive in whatever fashion you want it to be. Whether you go through lava, water, sand, mud, dirt, or anything else, your body stays perfectly pristine unless it would make you more attractive.

As an addition, this also makes you very charming in general. Something about you causes those you meet to like you very easily. They probably won't fall in love with you at first sight (though that is possible), but given enough time, and provided you would want that sort of relationship, love can bloom. If you want to be a Casanova, you wind up having to beat off the ladies with a stick - although in this world, that might be a bit literal.

**Mob Talker [200 CP]**
Mobs are cool and all, but wouldn't it be great if you could date them? Within every world that has monsters, you'll find that you run into at least one attractive humanoid variant that will take a liking to you, which, in this world, are tentatively known as princesses. If they have suicidal powers (such as a Creeper), it will not kill them, and if they have a severe penalty (such as Skeletons in daylight or Endermen in water), it will merely be an aversion.

**Many Flowers Amidst the Garden [200 CP]**
You'd think that having multiple people deeply devoted to you would cause all sorts of problems. Jealousy, rivalry, petty drama, all the things that make a lesser protagonist's life a living hell. Fortunately for you, that's apparently not going to be your problem. The people who fall for you have an uncanny ability to recognize what they mean to you and what others mean to you, which, rather than breeding resentment, tends to breed a strange sort of camaraderie. They won't automatically be best friends, and there might still be bickering, but nobody's storming off for good or putting a sword through anyone else. Give this enough time to work, and perhaps your partners will grow to fall for one another as well. This extends forward into future jumps, ensuring your growing harem of devoted companions remains a functional household rather than a powder keg.

**Power of the Overworld [400 CP]**
You have been blessed with the adaptive nature of Steve himself. Whatever you turn your hand to, you pick it up with uncanny speed - a fumbling novice becomes functional within a day or two, genuinely skilled within a month, and masterful within a season. Additionally, the world has a quiet habit of bending in your favor when it counts. Do note that this does not make you immune to your own mistakes, and the first night is still going to be the first night.

**Power of the Nether [400 CP]**
You have been blessed with the basic powers of beings in the Nether. This includes a complete immunity to fire and lava, along with the power to spew out fireballs, and a degree of flight. Do note that this does not make you immune to explosives or the wither effect.

**Power of the End [400 CP]**
You have been blessed with the powers of an Enderman. This includes being able to teleport to any location within your line of sight and protection against most projectiles. Do be aware that explosive projectiles can very much harm you, and we cannot guarantee your safety if you are shot with a gun.

**Light From Another World [600/1200 CP]**
A spark of light from the one who brought you into this world persists within you, marking you as someone inherently distinct from the rest. By default, this effectively grants you a level of resurrective immortality. If you die, you are brought back to life, keeping everything you kept when you died. You return to the place you slept at upon your death, but if that is destroyed or obstructed, you wind up in the original spot you came into this world from. While this keeps you safe from almost everything in this world, it is ineffective if you get wiped from existence.

For **600 CP**, this works once per week. For **1200 CP**, this has no restrictions.




## Drifter Perks

**The Stories You'll Tell [100 CP]**
As a Jumper, it's possible you have a convoluted history. With this, you'll be able to adapt the events of your previous Jump into your current one. It doesn't need to be exactly the same, but it will give you a presence in this world.

**Coming in Hot! [100 CP]**
You are naturally extremely funny, and your jokes tend to be the type that always get at least a chuckle out of anyone. You can decide if this is something you control, or if it is random, but it will never negatively affect you or others.

**An Upstanding Guy [100 CP]**
They can always count on you! People in your group instinctively trust you, unless you've given them reasons not to do so. What's more, it only takes a single glance for you to know how best to use their abilities.

**I...Am Steve [200 CP]**
You are now Steve, in the sense that you are the main protagonist around whom the entire setting revolves around, and you are either able to or will eventually have the opportunity to do everything Steve would be capable of doing. In future Jumps, this applies to what main character you want.

**Time Flies When You're (Not) Having Fun [200 CP]**
Tesserachia is a world that should be explored. But how is one person ever able to do such a thing? Probably by using this. From now on, actions such as walking, sprinting, and jumping do not cause you any sort of exhaustion.

**Nation Builder [400 CP]**
If you are going to be an administrator, then you should be good at administering. You gain an intuitive understanding of everything that would be needed to be a leader, such as making public works, disseminating information, policy-making, and interacting with outsiders. Speaking of interacting, you have a tendency to run into people who have talents that would further enrich you and your people, and so long as you don't deliberately try to mess it up, they'll always join you.

**The Old College Try [400 CP]**
To be rather blunt, you are the *main character*, and it would not do for there to be situations where you are totally useless. If someone offers to teach you something, or you request giving them a hand, then so long as you are making an earnest effort, you'll be

able to help without monumentally screwing up. This won't exactly help you be a master, but you'd be amazed at how much better things go with an extra pair of hands.

**Hero of the Heart [600 CP]**

The hero is the one who swoops in and saves the day, right? It sounds like a silly trope, but I bet the Villagers are quite grateful that you saved them from Pillagers. When you help people with their problems, they are incredibly grateful to you, and some may even fall in love with you, depending on how you helped them out.

Even those you defeat may get this effect. Should you soundly defeat your opponent, but nonetheless spare their lives, they become more amenable to you. The two of you won't be chums immediately, but odds are they'll never try to harm you again.

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## Builder Perks

**I Just Wanna Build For God's Sake [100 CP]**
Everyone is out there exploring or fighting the mobs, and while that's all well and good, you've got your own job to handle. You are excellent at handling your emotions, enabling you to completely focus on your work without complaint.

**Visual Mapping [100 CP]**
Isn't it infuriating when you have to redo a massive build halfway through because it looks like hot shit? With this, you can now perfectly envision how something will look from all sides, how it will map onto the world, and how much material is needed to make it a reality.

**Geographical Awareness [100 CP]**
It should go without saying, but the land you live on is a very significant factor in what you can do. It'd be bad if you wound up in a spot that doesn't rain much, or frequently spawns highly dangerous creatures, or just generally lacks resources. You intuitively understand how conducive an environment would be for your goals.

**Farmer Steve [200 CP]**
Farming is very important if you don't want to die of starvation, so let's teach you to do it, Tesserachia style! By using wheat, carrots, or something similar, you can have anyone breed with anyone, regardless of sex or relationship (though they must be genetically compatible and of adult age), and have the child pop out immediately. Things you breed or grow do it much faster as well.

**Fortunate Son [200 CP]**
Bah! Why does a cow drop a single piece of meat, and why does a block with multiple pieces of ore only have one!? That doesn't seem very fair, now does it? When you harvest something that reasonably wouldn't have a fixed number (such as a heart or lungs, for example), you receive 4x as much of it as normal.

**Unreasonably Quick Builder [400 CP]**
Tesserachia is, in many ways, far less abstract than Minecraft. This is best exemplified in its days. Rather than 20 minutes, a day actually is 24 hours. This means that, while you will absolutely be building faster than what is typically possible for a normal person, you aren't going to be building houses in literal minutes…at least without this. You are now able to build things at accelerated speeds, similar to a LEGO character, or how they build things in Story Mode.

**No Griefing Allowed [400 CP]**
I can't imagine that any self-respecting builder would *want* their home to run the risk of being burned down, or blown up by creepers, or blown up by other people, or more possibilities. This makes it so that, unless it is done by someone you trust, your structures cannot be so easily destroyed. Fire doesn't spread in the confines of your builds, and they are highly blast-resistant. In the event the blocks are destroyed, they'll regenerate if they haven't been damaged in five minutes. Similarly, any blocks placed within for the sake of griefing literally can't be placed at all.

**Gift of the Ancient Builders [600 CP]**
The Ancient Builders who roamed these lands had technology far more sophisticated than you do. They could make spawners, huge working boats, trial chambers, and even certain mobs. It seems that you can be counted amongst them, because now, so long as something should theoretically be craftable, it will be, and it'll work as you intended. Obviously, it might take some effort to build, and you won't automatically know the recipes (unless you buy something specific), but you'll be able to figure it out eventually.

## Warrior Perks

**The Dark Souls Special [100 CP]**
This is actually from *Dungeons*, but that's not funny, now is it? You possess the ability to rather effortlessly roll in any direction around you, and immediately be ready to fight. This not only gives you a way to dodge attacks and traps, but also lets you cross short ledges.

**Rightfully Earned Loot [100 CP]**
You've slain so many wither skeletons, so why don't they drop their damn heads?! When you slay something, it will always drop everything that it should be able to drop. A zombie, for example, will always drop two rotten flesh, their head, an iron ingot, a carrot, a potato, and whatever gear they spawned in with. Use this wisely. Or don't, I suppose.

**Manhunt Professional [100 CP]**
Every fleeing man must be caught, as you are well aware. You are an expert in tracking down any assigned target to you. So long as you've seen them once, you'll be able to effortlessly chase them down to the ends of the world, regardless of how much parkour they do, or what dimensions they try to flee to.

**Endless Patroller [200 CP]**
The problem with being the guy on night patrol is that you kind of need to sleep eventually, lest you lose your wits and attract phantoms to you. This will no longer pose an issue for you, as you no longer require any sort of sleep to function. You can still enjoy sleep for fun or to destress, but you could be up for a hundred days straight, and you'd be just fine.

**A Villager's Day [200 CP]**
Not every fight will take place in the open field, nor should you need to play fair against enemies who are bigger than you. If good people are to thrive in the light, evil must die in the dark. To that end, you are excellent at catching enemies unaware, launching devastating night raids to slay them. This additionally gives you something of a sixth sense when it comes to people who might try to sow dissent.

**Pre-Combat Update Skill [400 CP]**
As you are no doubt aware, fighting an opponent takes time. If you mindlessly attack an opponent, even a netherite sword is no better than a pointy stick. There was a time in the past, however, when that was not only viable, but the most optimal way to fight. You now possess the power to be a wild fighter. Rather than being able to deal full damage while slapping around your weapon, it's more like you have such incredible speed that your

combat movement matches that ridiculousness. You are able to deal numerous full-power attacks in but a few seconds.

**Jumper Never Dies [400 CP]**
There is no amount of cheap tricks that can overcome the skill of someone who has won a thousand wars. You possess an inhuman mix of analysis, reaction times, and combat skills. Even if some of the greatest warriors in this land faced off against you at once, they'd soon realize it isn't enough. Expect to get a very frightening reputation with this.

**A Hero is Born [600 CP]**
While people can do things because they have to, those who are exemplary do so because they *truly want to*. When someone has the motivation to do something, they can surpass every limit in order to do so, as a young woman in this land would. When people rely on or otherwise trust you, you find that your competency goes through the roof. When protecting a village from a raid, for example, a somewhat skilled fighter can repel the Illagers by themselves, though they might get very injured while doing so.




## Convict Perks

**The Strength of Bonds [100 CP]**
The number one cause of criminal organizations going under is that nobody actually likes one another. True connection will, inevitably, win out against cold utilitarianism - so maybe you should make sure you work with people you like. When you or your companions genuinely care for each other, there is no force in the universe that would compel you to betray them, nor will mind control or mind reading work.

**I Can Fix Them [100 CP]**
Seriously, what's up with everyone thinking they can change you? Unless you're dealing with someone who just wants all of their enemies dead, people have a tendency towards leniency rather than justice. You'll still probably be punished for serious crimes, but it'll be focused more on rehabilitation, and you'll be let out as soon as they think you're rehabilitated.

Do note that this doesn't mean you are actually immune to being "fixed", if that ever comes up.

**Slackening the Chain [100 CP]**
Usually, when people are convicted, they get thrown in some kind of cell. This is not really the case for you. For one reason or another, people seem to find the idea of you rotting in a cell to be a waste of talent, and so they'll find you something to do. Maybe it's being some agent, or a chef, or some sort of house arrest. You aren't free, but you have freedom.

**Wicked Charisma [200 CP]**
It's one thing to be charismatic to your average everyday person, and something completely different to be charismatic to more… atypical individuals. You have the social skill and know-how to bring malcontents and others generally opposed to the natural order of things under your banner.

**Trap Master [200 CP]**
Tricky little bastard, aren't you? You are surpassingly good at setting up all kinds of traps, be they physical ones like tripwires or quicksand, or tricking people into social traps. This lets you cram in as many traps as physically possible while making things look perfectly normal. Naturally, this gives you an awareness of traps in your vicinity.

**Monster Tamer [400 CP]**
This is a world dominated by dangerous mobs, so why rely only on villagers and builders? This grants you the ability to tame hostile mobs and have them as pets or allies

(depending on sapience levels). This obviously requires some action on your part (such as feeding them and providing some form of shelter), but you can tame as many as you want.

**Criminal Mastermind [400 CP]**
Some might call you an evil genius. You possess an excellent acumen in all extralegal affairs and can navigate all facets of the criminal world in whatever way you want. You could set up a whole empire, and you can cover your tracks so well that people confuse your middleman for the main leader. Perhaps you can be Tesserachia's very own "Napoleon of Crime".

**Like a Damn Cockroach [600 CP]**
You're indestructible, the whole universe knows that! You have a quite frankly absurd amount of plot armor that doesn't keep you from losing, but does keep you from dying. Basically, so long as your method of "death" wasn't obscenely thorough, or you otherwise had a way to hypothetically escape, you'll always somehow cling to life, be rescued, and be healed up.

## Thaumaturge Perks

**Seeker of Truth [100 CP]**
Leave no stone unturned, for every secret must be unearthed! You are very lucky at uncovering hidden information, and so long as you make the effort to search for knowledge, you'll probably unearth it.

**Alchemical Talent [100 CP]**
Everyone knows alchemy is mixing shit together to see what works! You possess considerable competence in potion-brewing. Beyond being able to create twice as many potions with half as many ingredients, your potions last twice as long. Upon discovering new ingredients, you'll be able to create new potions as well, or perhaps discover alternate ingredients for previous potions.

**Folly of the Illagers [100 CP]**
The Illagers are said to be Villagers who were cast out for their sinister rites and violent nature. It's probably got something to do with their experiments with the Ravagers, and why they are so pale. Whatever madness afflicts them won't afflict you, so diving into the mystic arts won't drive you insane or restrict you from choosing other paths.

**Golem Creation [200 CP]**
In the current day, the rites of golem creation are woefully limited, and only golems of snow, iron, and copper are able to be created. Perhaps because you stumbled onto some ancient mystic's lair or whatever, you've uncovered the method of perfect creation. You can craft golems from just about any material, though the capabilities and durability of said golems will naturally vary. You can also create golems using more blocks than their standard arrangements, making them more powerful.

**Plague Reversion [200 CP]**
A well-known and wondrous example of magic is the usage of potions and golden apples to cure villagers of zombification. Few people know this is an alternate version of an ancient spell. With just a simple touch, you are able to drive away any sort of plague or disease from others, even undoing the damage those sicknesses caused to the body, though the mind itself is not cured of potential trauma.

**True Rite of Creation [400 CP]**
The Illagers, seeking powers and secrets beyond mortal ken, dabbled in the manipulation of souls and the occult, leading to their manipulation of life. This is, of course, a bastardized variation of the ancient Flames of Creation, where lapis allowed heroes of old

to create allies from lapis. What you possess is that original rite, allowing you to use lapis to create new lifeforms, create spawners, summon allays, and give life to the inanimate.

**Rite of Elementalism [400 CP]**
The power to control the elements is a surprisingly rare ability, though certainly not unheard of by any stretch of the imagination. You have the power to manipulate the classical elements and their derivatives. Additionally, should you possess **True Rite of Creation**, you can create elemental mobs such as blazes, breezes, and aquatic slimes.

**Endless Enchantments [600 CP]**
The standard folks of this world are quite limited in their enchantments. If they want Sharpness, they have to miss out on Smite and Bane of Arthropods. If they want Protection, they'll be unable to choose Blast Protection or Fire Protection, for example. You do not have this restriction, so long as you can spend the necessary experience (or whatever magic you have), you can enchant things well beyond their standard limits. Additionally, so long as the enchantment can be applied, you are not restricted in your enchantments. Do note that these still have a soft cap in that they can get really expensive.

## Engineer Perks

**Simple Redstone [100 CP]**
If you say so, Mumbo. You intuitively understand all the ways one can utilize redstone and other relevant technologies. This allows you to do a lot of things, for good or ill.

**All About Efficiency [100 CP]**
If you cut corners, then you are an idiot - but if you refuse to streamline, then you are a fool. When you look at something or are creating something, you intuitively understand how to make it using the least amount of resources and the least amount of space, without negatively impacting the final product.

**High-Speed Calculation [100 CP]**
As you might have guessed, engineers are smart people, especially in Tesserachia, where you can straight up make insane inventions. This grants you an extremely fast mind, able to crunch numbers, determine logistical possibilities, and troubleshoot problems in mere moments.

**Feel the Groove [200 CP]**
You can't keep doing all this by yourself, so perhaps get some help from the laypeople. Despite how complicated your work may be, you are unusually gifted in explaining things in a clear and concise manner to others. Furthermore, when you try to teach people, even the stupidest people will be able to pick up on it in short order.

**Complex Crafting [200 CP]**
There's only so much you can do with a 3x3 grid, you know? You are able to create *far* more complex objects with a new 9x9 Grid, although it's up to you to decide what you will work to craft. Even if you somehow don't have a crafting skill, this complexity extends to any automation system you desire.

**Advanced Farming Methods [400 CP]**
As you might be aware, there are a lot of "secret techniques" (read: gaming the game physics) that allow you to automate your farms - whether that be crops or mobs! You not only understand how these work and apply them, but also have them work at maximum efficiency. These continue to work even in future worlds where mobs don't spontaneously come into existence.

**300% More Efficient [400 CP]**
Yeah, you can make things go fast, but they can go even faster. You, everything you create, and everyone who works alongside and under you, all work 3x faster than usual.




**The Secrets of This World [600 CP]**
You would not *believe* the number of insane things you can do in this world. But what is one to do if they try to push the limits of something when they aren't even sure if it's possible? You possess an intuitive understanding of what you are capable of doing in whatever setting you travel to, accounting for your current materials and what you can possess. Even if nobody else in the world has a clue about the limits of things, you will be able to feel it out yourself.

# MINECRAFT HAREM ISEKAI

Based on brainrot by Tejani's Benefactor, Merryweather, and Jack Black

# Item Selection

## Undiscounted Items

**Crafting Table [Free]**
This seems odd to have as an item, but who doesn't love a little fiat, right? This strange little table allows you to assemble things a full cubic meter in size. Items made using this seem to work perfectly fine - how does having two pieces of stone and a stick make a strong weapon, you ask? Who cares! If you have crafting perks, this works like a charm.

**Jukebox Collection [50 CP]**
We could all use a little music to lighten the mood. You have access to a jukebox complete with all of the music discs available in Minecraft. If desired, you have the ability to also make music discs and have a "Minecraft" variation of any song or audio that you want.

**Beginner's Chest [100 CP]**
Bare necessities for any setting you go to. Here, it will be a stack of torches, leather armor, iron equipment, and an informational guide. Your informational guide will be updated to include any relevant mods you may have. If you are very specific with your desires, then you can opt to just have the guide.

**Elytra [200 CP]**
Would you like to fly in the sky? Straight from an End City is an elytra, allowing you to glide through the air and fly using fireworks. This comes with a full stack of fireworks and phantom membranes that are restored every week.

## Drifter Items

**Name Tags [50 CP]**
An endless supply of name tags that, when applied to something, give it a name. This makes them not only a bit smarter and loyal, but it also tempers them from any "spatial anomalies" that try to erase them from existence (despawning).

**Quest Book [100 CP]**
There's so much to do, and too much for one person to ever understand on their own. You have access to a magic grimoire that gives you a large number of quests to perform related to the world you are in. By completing a quest, you earn a small reward. If quests are part of a questline, you will be unable to see later quests until you complete the previous ones. This grimoire is attached to your soul and can be summoned at will.

**Map of Happenings [200 CP]**
A new adventure is just around the corner, but so are lots of dead ends. This is a special map centered around you, which marks all locations of interest. Maybe it's a ruin, or a village, or a dungeon, or some new person, or anything else that stands out from its surroundings. So long as it's interesting, you can find it.

**Villager Trading Hub [400 CP]**
The villagers of this world are an invaluable resource for any player or builder who requires their services. This is a walled-off, opulent village stocked with provisions, iron golems, and max-level villagers of all professions. If something can be traded, you can probably find it here. In future jumps, this village grows, encompassing valuable resources in future worlds along with the previous.

# Builder Items

**Seed Pouch [50 CP]**
A bag of seeds, saplings, shoots, and spores for every relevant plant in your Minecraft world, save for potentially weird ones like farmable ores. If it's something like jungle trees, you have as many saplings as necessary. For those weird farmable objects, you can incorporate them into this item, should you be able to farm them.

**Paxel [100 CP]**
An indestructible omnitool that can act as every tool. In spite of the name, it also functions as a hoe, and can have any modded tool included in it. Although starting out as wood, it can be upgraded with eight of any type of material. This is additionally highly enchantable and can receive every type of applicable enchantment.

**Instant Structure Mover [200 CP]**
You are able to "copy" the blueprint of a structure in this staff. By tapping some block with said staff, you are able to either instantly move whatever structure you originally possessed or instantly make said structure if you have access to all the materials.

**Vast Protected Perimeter [400 CP]**
Everyone needs a little private space, though yours is a bit big. You have access to a 64x64 "private" chunk space, going from the bottom to the top of build height. This space does not spawn hostile mobs regardless of light level (unless you set up some kind of mob farm), peaceful mobs tend to spawn, the area is suitable for building, and there are decent amounts of valuable resources underground.

## Warrior Items

**Rallying Banner [50 CP]**
The last thing you'd want is for your allies to freeze up. You have a banner displaying some symbol of whatever group you are a part of. When this banner is flown, everyone on your team is granted incredible willpower, preventing them from freezing up or slipping in the middle of danger.

**Manhunt Compass [100 CP]**
Nobody gets away from you, ever. This special compass of yours enables you to hone in on any individual you know of. This can't let you track anyone not in your dimension, but it does let you know they are in a different dimension by way of the compass going on the fritz.

**Dungeon Equipment [200 CP]**
To be sure, you are not some newbie fighter and have been at this for a while. Fittingly, you are given one set of unique armor, a unique weapon, and one artifact.

**Endless Chamber [400 CP]**
Through the hazards and spawners, you alone find a metric ton of loot. You have access to a pocket dimension containing an immense trial chamber. Consisting of multiple infinite-sized floors that grow in difficulty the further you go down, you receive rewards the more you travel and loot. If you die in the chamber, you don't chain fail or lose any 1-Ups (unless you choose to use one), but you will lose anything you collected during that run.

## Convict Items

**Domestic Terrorism [50 CP]**
Well, you were convicted for a reason, yeah? You have a single chest-full of stacks of TNT, which will be restored every week. I'm not sure what you would need that much TNT for, but I'm sure you'll find a responsible use for it.

**Ominous Caller [100 CP]**
This is a rather dangerous banner you've got here, though it does have uses. By raising it in the air, you may summon your allies to you. Obviously, if you are allied with the Illagers, this is liable to trigger a raid.

**Well-Provisioned Outpost [200 CP]**
A place for rest and recuperation is something anyone could use. You have access to a rather large pillager outpost. Stocked with weapons, arrows, food, and friendly illagers, it has pretty much anything you would want in a base. May optionally come with imprisoned allays and iron golems.

**Deepwell Prison [400 CP]**
"Inmates running the asylum" is meant to be a metaphor, Jumper! In any case, you have access to quite possibly the most secure vault in the whole world. It's got obsidian everywhere, strips those you have captured here of their items, will trigger mining fatigue on them, walls of water and lava, and any other nasty trap you can think of. It's also staffed by loyal guards who are capable of x-raying the entire prison, can lock down every part of it, and quite a bit more.

## Thaumaturge Items

**Bottle o' Enchanting [50 CP]**
A bottle that can safely store any amount of EXP or relevant mystical energy within it for the sake of storage. Throw it on the ground, and you and/or someone you want will receive the stored energy. Anyone who steals this finds the bottle to be indestructible. Once it shatters, the glass simply vanishes and reconstitutes into a new bottle.

**Mystic Workshop [100 CP]**
Special little workshop that has a supply of glass bottles, water, a cauldron, nether warts, and a brewing stand. When you retrieve special reagents, you get a steady supply of those as well. If you incorporate any magical mods, the relevant basics for those will also be present. In future jumps, you keep everything previously received, and additionally receive the relevant basic materials for magic.

**Totem of Undying [200 CP]**
A strange totem that wards away death one time after taking a fatal blow. It will vanish and will not return until either ten years pass or you go to a new jump - whichever comes first.

**The Secrets of This World [400 CP]**
Okay, that might be a little bit exaggerated, but this place certainly has a shitload of knowledge. This warehouse attachment is a massive library detailing the history of the world, along with all esoteric knowledge collected by its people. Additionally, it acts to maximally boost the efficacy of all forms of enchantment.

## Engineer Items

**Redstone Pocket Space [50 CP]**
You are doubtlessly going to need loads of this stuff, so I won't make you spend so long mining. This is a single full chest of redstone dust to be used for all of your needs. This replenishes itself every week.

**Starting Factory [100 CP]**
You should really grow this place. This small factory is the place where you can begin your engineering. It comes with furnaces, hoppers, redstone tools, schematics for plausible concepts, and any other "starting" materials from mods. You retain every modification you make to the factory.

**Transportation System [200 CP]**
The name of the game is efficiency, and what's more efficient than fast transportation? This is not so much a physical item as it is a bonus. Whenever you wish to link two or more locations together, you are able to immediately generate the quickest possible transportation system between them. In this world, it can manifest as a train system, or some sort of water or ice-block-based water system. This may become more or less efficient in future settings.

**TNT Railgun [400 CP]**
Oh. Oh my. Should I really be giving you this? You have access to a devastating weapon of mass destruction, allowing you to launch stacks of TNT at any target you want, likely obliterating them and their surrounding area. This can only be used once every hundred days, or until the jump ends, whichever comes first.

# MINECRAFT HAREM ISEKAI

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## Companion Selection

*You are allowed to switch the genders/sex of any companion that can be purchased here.*

**Import [50 CP]**
I imagine you possibly have friends, yeah? With each purchase of this, you may either import or create a new companion. They will receive 600 CP to spend on perks and items.

**Fellow Drifters [Free]**
Is there perhaps some character or YouTuber you enjoy? With this, you are given the chance to recruit your favorite characters as companions. You'll meet them in favorable conditions, and while it doesn't guarantee they'll join you, you've got a good shot at it.

**Twin Fairies [Free]**



Hey, hey, listen! It seems that, upon your arrival in this world, you were given two fairy-like creatures that were meant to serve as your assistants. Their personalities honestly couldn't be much different. The first is a fairy that actually takes her job fairly seriously, and is relatively reserved (although she can be the type to make you work if you are lazy). The other is goofy and crass, not taking things very seriously unless you or the other make her do so. However, the two of them *are* genuinely dedicated to your progress in this world and help facilitate part of that adventure. The first records your achievements (giving a reward for them) and records the story behind it. The second gives you a list of all relevant blocks in a world, and records all mobs you've encountered, along with their backstories.

**Elysia, Dark Tracer [50 CP]**



Isn't this lady quite the oddball? Well, get used to her, because she's been your best friend since childhood. This chuuni has it all: a fairly lithe frame, an eyepatch over her eye, and a rather silly belief in having some secret power. When Amitayus swept you up, she was brought along for the ride, and through sheer force of will, has made herself a main character. Fittingly, she seems to believe you are her partner, and perhaps even some sort of reincarnated lover.

Elysia will have all the perks and items from the **Drifter** origin.

# MINECRAFT HAREM ISEKAI

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**Efe, Mild Egotist [50 CP]**



Another friend of yours, though certainly quite different from Elysia. Efe is a stylish fellow of yours who takes a considerable amount of pride in their looks, resulting in them wearing a gold ring (that's real gold) in stylish clothing. Additionally, they've always been fond of trying to one-up you, though how successful they are at that depends. They were swept to Tesserachia alongside you, and see this as another challenge to overcome - and with you at their side, how could they possibly lose?

Efe will have all perks and items from the **Drifter** origin.

**Alex, Builder Descendent [50 CP]**



It seems that you've met a local similar to yourself. At two meters tall and built like a brick shithouse, Alex is a woman with an unknown past, as not even she can remember it. She just woke up one day on a cliff beside a river with little islands. Since then, she's learned to survive, and even thrive in this world by herself - though the loneliness of being the only (non-zombified) of her kind was starting to get to her. One day, you came into her life, and the two of you became immediately close. Now that she has you, she's unwilling to let go.

Alex will have all perks and items from the **Builder** origin.

**Steve, Builder Descendent [50 CP]**



Another of the Ancient Builders! Though this one is less imposing, though as strong as a Builder should be; they're fairly short and very cute. Steve found himself on an isolated island, where he spent much time alone, building a house and farm for food. He was very lonely, however, and so, after picking up his possessions, he made a boat and travelled in one direction until he reached land. After a long boating adventure, he at last made it to shore, where he encountered you and promptly collapsed from exhaustion. Waking up, he was positively ecstatic to meet someone new and wanted to help.

Steve will have all perks and items from the **Builder** origin.

# MINECRAFT HAREM ISEKAI

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**Kassandra, Black Ops Agent [50 CP]**



In the city of Anankos, all sorts of weird and dangerous shit were commonplace, so it only makes sense that the city itself tries to deal with such things to prevent them from becoming a problem. One such agent of the state is Kassandra here. Although typically moonlighting as a chick who bums around in your home, she's fought and detained all kinds of criminals. Her one and only problem was that, for all her care for people, she has always been too *intense* to make friends, which is why she hangs out around you. Amitayus sent her to this world with you, and with a fresh start, she works to be more friendly. Please help her out with that, because she's quite insistent that you stay with her through everything.

Kassandra will have all the perks and items from the **Warrior** origin.

**Lyssa, Anankosian Terrorist [50 CP]**



Hopefully, this doesn't bring up bad memories. Lyssa was someone quite close to you in the past. Perhaps she was a dear friend, or maybe even your lover. Certain tragedies in her life resulted in her suffering from extreme nihilism, which degenerated into misanthropy. One day, she met you and all of your strangeness, and her heart became deeply conflicted. This culminated in a strange case where she set up a train to detonate with explosives, and then proceeded to tell you about it. This was hopefully to clear her thoughts, as surely only a truly good person would risk their lives to try and stop a train. Well, you did, and succeeded, resulting in Lyssa's worldview collapsing. When Amitayus grabbed you and brought you here, Lyssa was taken along for the ride, where she was quite aimless until the two of you reunited. If you are willing to accept her after her actions, she'll be an invaluable companion.

Lyssa will have all the perks and items from the **Convict** origin.

# MINECRAFT HAREM ISEKAI

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**Airi, Aspiring Magician [50 CP]**



Do *not* call her little, because she'll kick you in the shins or its equivalent. Airi was a sickly girl in her youth and, as a result, was not cut out for exercise and sports, leading to an underdeveloped frame. She grew to find contentment and eventually joy in the acquisition of knowledge. She grew to love learning so much that she is perhaps the only person you know who genuinely reads the entirety of the dictionary…in three languages! A pipe dream of hers has always been to uncover secrets that were not known by others: the secret of magic itself. After being whisked to Tesserachia, she and you became very close, as you helped facilitate her learning of the world, and you never made fun of her figure. One day, she hopes that you'll give her first-hand knowledge of romance.

Airi will have all perks and items from the **Thaumaturge** origin.

**Guey-ing, Ace Engineer [50 CP]**



Anankos is a place where all sorts of weird shit was everywhere and totally possible, including sapient AI. Guey-ing is the result of a certain company trying to create true intelligence, which they ultimately succeeded in. The problem, of course, is that they didn't really treat her properly, and thus plotted an escape via traversing through digital mediums and electronics. Through a chance of fate, she found herself on your phone, and the two of you became friends. She was swept up by Amitayus alongside you, and when she awoke, she found herself in a body of her own. A brainy AGI with a physical body and a comprehensive understanding of technology, she is an invaluable ally. All that's left is to fully explore what love is, because it's rather confusing, and she blames you for it.

Guey-ing will have all perks and items from the **Engineer** origin.

**Tesserachia Talk Show [100 CP]**

This is definitely *not* an actual talk show. With this, you will be guaranteed to encounter a mob talker version of every mob within Minecraft (except for bosses), which includes modded mobs. These mobs will invariably be friendly towards you as companions.

# MINECRAFT HAREM ISEKAI

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## Drawback Options

**Just Here for the Plot [+0 CP]**
You are free to leave the Jump as soon as the plot ends or has been utterly FUBAR'd, and you have dealt with any sort of drawbacks that would keep you longer.

**Artstyle Choice [+0 CP]**
Do you want things to look realistic? Like an anime? Do you prefer things to look like cubes or a texture pack? You are now free to choose the art style of the world.

**Time Extension [+100 CP]**
You receive **+100 CP** for every five years you stay in this world. You may select this option as many times as you want.

**Amplified Terrain [+100 CP]**
How big are you on realism? Because now, terrain is going to be "realistic" in scope. Expect extremely tall mountains, deep ravines, abyssal oceans, hard-to-traverse forests, and any other type of terrain that's a pain in the ass to navigate.

**Unnerving Ambience [+100 CP]**
Where do all these noises keep coming from?! For whatever reason, you are going to be hearing a lot of creepy noises around you. These noises don't signify anything and simply exist to unnerve you.

**The Long Nights [+200 CP]**
In typical Minecraft, nights last eleven hours. Now, you'll find that they last for 16 hours, and you can be sure that you'll never be able to fully sleep through a night. Expect lots of mobs coming after you.

**The Night That Never Ends [+200 CP; Requires *The Long Nights*]**
This isn't going to be fun at all! Something happened to the sun that caused it to never rise in the sky. This causes mobs to appear everywhere, and crops can't naturally grow. You *can* try to light up the world, but unless you can see light levels, that's not foolproof.

**100 Days [+200 CP]**
For whatever reason, this world seems to obey a weird storytelling law where things happen in increments of 100 days. You can expect major things to happen around these given times. Assuming this doesn't compel you to cause it yourself, you will be dragged into important things near the end of each 100 days.




**She Greg on My Tech [+200 CP]**
Welcome to Hell, Jumper. I hope you like it. With this, everything has now been Greggified. It might be mild Greggification, or it might be extreme Greggification. Whatever it is, things are now somewhat more obtuse to perform than usual.

**RNGesus Hates Your Guts [+300 CP]**
I hope you have luck perks, Jumper. Because your luck is going to be astronomically low. Expect to get the worst rolls you've ever seen, mobs are going to be carrying around enchanted loot (that they won't drop), and you'll be running into rarer, more dangerous things more commonly. Expect this to cause severe problems with certain mods.

**Ayo Chill! [+300 CP]**
*Oh no*. It seems that the people in the world are closer in nature to how they are in Grox videos. AKA they're going to be completely unhinged if you disrespect them or give them a reason to hate you. Expect to get pimped slapped into trees, and to receive the sticky piston/end rod combo. Mercifully, you will not have to deal with Grox himself.

**Seal Outsider Powers [+600 CP]**
Why are you using those silly abilities? Aren't you brave enough? For the duration of this jump, all of your perks, powers, and abilities purchased from outside this jump are sealed. You have your Body Mod and whatever you purchased from this jump, and that's it.

**Seal Outsider Items [+600 CP]**
C'mon, why are you trying to have such an unfair advantage compared to the people of this world? For the duration of this jump, your items and warehouse from outside this jump are sealed away.

**Seal Outsider Memories [+600 CP]**
It'd be a little weird if you were isekai'd *before* being isekai'd here, right? For the duration of this jump, you lose all memories from before you wound up in Anankos, including your life and the jumpchain.

**How I ACTUALLY Conquered This Wonderful World [+800 CP]**
I hope you're in for the long haul. You are now required to complete all available scenarios. You may decide if you do the Standard Scenarios or the World Scenarios first.




# Modpack

*Tesserachia is not a simple world that you might be familiar with. No, it's a rather eclectic world, as ordained by the creator of this reality, the Wave Existence. You can take part in the shaping of this world here. For everything you receive with these mods (that are beneficial), you get to keep it all after the Jump ends.*

*You start here with a **+600 CP** stipend.*

**Proper Integration [Free; Mandatory]**
Okay, I should probably get this out of the way first. The Wave Existence is a very meticulous sort of person and has very little interest in shoehorning things in without fully integrating them. This is why he tends to retroactively modify reality. Anyway, this here is an assurance that every mod interacts with one another in the way that it should. Does a set of mods inexplicably only influence "vanilla" ores and materials? Well, now they influence all of them. Your five billion coppers are all just one. Two different materials that have similar purposes in all but their name are integrated into one another. Does an ore only spawn in one specific type of biome? Well, now they'll spawn in many similar types of biomes if you have a world generation mod.

Now, for the real question: what about overlapping features? What if something from one mod has a similar or identical use as something from another mod? Does that render it superfluous? The answer is *no*, it simply shuffles them around to different parts of the game. If you have tons of energy generators from different mods, they'll be shuffled around to be accessible based on your progress. And as a little bonus for buying multiple mods, their effects are increased beyond what they would typically be in a vacuum.

Naturally, how these all fully integrate is up to either you or your Benefactor.

**Much More Spiders [+200 CP]**
Oh boy, this was a troublesome mod. Currently, it's actually fairly balanced. But beforehand, this was a lot more…ridiculous. The spiders were absurdly quick, hit ridiculously hard, and there were plenty that were borderline impossible to fight. By taking this, you get an experience that is a bit more balanced, but the chance of getting mauled to death is decently high.

**Tough as Nails [+200 CP]**
Normally in Minecraft, weather is just set dressing, and drinking water is debatably useful. Now, those things are going to be quite troublesome, because you've now got a thirst bar

and a temperature bar. Get too cold, and you have hypothermia; getting too hot causes hyperthermia. Drinking water that isn't unfiltered/boiled will cause you to get sick as well.

**Lycanite's Mobs [+100 CP]**
Yes, I do dislike you specifically. This mod causes a huge amount of new, very dangerous mobs to spawn. These mobs come in a wide variety of forms and spawn conditions, and all of them are extremely annoying to deal with. On the bright side, you can tame one or two to fly around.

**Ice and Fire [+100 CP]**
You like dragons, right? 'Cause this has lots of them. Of course, it also has loads of other dangerous mythical mobs. On the bright side, this isn't the type of modpack where dragons are made to be absurdly common or health sponges - they still suck, but they don't suck that badly.

**ProtoManly's Weather [+100 CP]**
Tornado time! With this mod, you'll find your world now subject to environmental weather-based hazards. You will have the necessary equipment to foretell the weather, but good luck finding a meteorologist to tell you how that works.

**Nature Reborn [+100 CP]**
Nature is quite metal, if you didn't know. Your world will now be subject to certain dangerous environmental phenomena, such as meteors, earthquakes, sinkholes, and the spontaneous generation of volcanoes.

**Keep It Healthy! [+100 CP]**
A mod that makes wounds more in-depth (read: extremely difficult to deal with), and requires using special medical items to heal.

**Infernal Mobs [+100 CP]**
You like stronger mobs? This mod causes mobs to occasionally become "rare" - granting them more power via buffs, and typically giving some sort of reward upon their defeat.

**Boss Time! [+100 CP]**
Do you think Tesserachia has too few bosses? If you do, then this is for you! These are mods where the main draw is the bosses. These might have other stuff in it, but the draw are bosses, which are likely to match or possibly exceed the danger of Vanilla bosses.

- **Examples**: *AbyssalCraft*, *Angry Creatures*, *Chocolate Quest Repoured*, *Legendary Beasts*, *Mine Cells*, *Sun's Son*, *TragicMC*




**Souls-like Universe [+100 CP]**
Rollslop (affectionate)? In *your* harem comedy? An addon of Epic Fights (Ignore where that went), this mod adds in all sorts of bosses and concepts designed to make your world just a bit more like a Soulslike.

**Bloodmoon [+50/+100/+200 CP]**
A rather troublesome mod whereby a bloodmoon may rise. During this, you cannot sleep, mods spawn faster, and monster spawn rates are higher. For **+50 CP**, this has a 5% chance of occurring. For **+100 CP**, this has a 10% chance of occurring. For **+200 CP**, this has a 25% chance of occurring.

**End Remastered [+50/+100 CP]**
This mod effectively makes it so that your journey to the End is more complicated, as you'll need 12 out of 16 unique Eyes to access the portal. For **+100 CP**, you'll need all 16 Eyes to access the portal.

**Grimoire of Gaia [+50 CP]**
Adds a whole bunch of mobs to the world, which will cause you some trouble. Of course, a not-insignificant number of these mobs are rather attractive, so have fun with that.

**"You Will Die" [+50 CP]**
Here is an unpleasant mod to experience, if the name of it wasn't obvious. This mod adds a few neat things, like blessings from pillars and bonus damage on your weapons. However, it gives some troublesome "Mystery Potions", it's full of traps around the world, and a number of world disadvantages, and goals to remove said disadvantages.

**Greater Threats Abound [+50 CP]**
These are the sorts of mods whose main, if not sole purpose, is to add more threats to your world. Generally speaking, however, the new mobs may have some gimmicks, but are unlikely to be especially more threatening than baseline Tesserachia.

- **Example**: *Alex's Caves*, *Alex's Mobs*, *Anti-Plant Virus*, *Aquamirae*, *Born in Chaos*, *Dungeon Mobs*, *Elemental Creepers*, *Elemental Witches*, *Eternal Frost*, *Hardcore Ender Expansion*, *Illage and Spillage*, *Kingdoms of the Overworld*, *Lava Monsters*, *Mini Bosses*, *Monster Evolution*, *Mowzie's Mobs*, *Mutant Creatures*, *Mystical Creatures*, *Pun*, *Royal Variations*, *Special Mobs*, *The Graveyard + Nyctophobia*, *Too Many Spiders*

**Cave Dweller Slop [+25 CP]**

Oh, brother, these guys suck! You may choose to bring in any Dweller and Dweller-adjacent entity into your world. Luckily for you, these things are usually unique monsters, so killing them once will actually keep them down. You may purchase as many Dwellers as you can find for **+25 CP** each. Have fun down in the slop mines!

**Something About Items [Free]**
Whether you call it *Not Enough Items*, *Too Many Items*, *Just Enough Items*, or something else, you are capable of quickly looking up all items in this world that can be crafted. Yeah, this is technically worth a lot more - but come on, I'm not that greedy.

**Biome Generation [Free]**
Perhaps Tesserachia is too dull for you? If that is the case, these mods greatly improve the modifications of the world. These might just make things larger in scope, or create floating structures, or even make whole new biomes with plenty of decoration blocks.

- **Examples**: *Aetherial Islands*, *Cliff Under a Tree*, *Lavaflow*, *Oh, the Biomes We've Gone*, *Oh, the Biomes You'll Go*, *Renovated Vanilla Biomes*, *Still Life*

**Freebies [Free]**
Okay, some mods should really just be part of the base game. So, because of that, I'll give you the option of picking up a few mods that I feel shouldn't be ones you have to pay for.

- **Examples**: *Ambient Additions*, *Archeological*, *Bartering Station*, *Carry On!*, *Copperier Age*, *Completionist's Index*, *Dynamic Lights*, *FTB Ultimine*, *Immersive Overlay*, *Mo' Villages*, *Moog's Missing Villages*, *Outvoted*, *Professional Villagers*, *RoadArchitect*, *Saturation Plus*, *Simple Clouds*, *Terrastorage*, *Trailer Tales*, *Trimica*, *Underlay*, *Yeet!*

**Pure Entertainment [Free]**
Not everything needs to serve a purpose; sometimes things are just plain fun. These are the types of mods whose one and only purpose is to entertain you. Okay, maybe if you are clever, you can use these for beneficial purposes, but that's not really their purpose:

- **Examples**: *Losing My Marbles!*, *RC Toys*, *Vista*, *Instant Roller Coasters*

**Decorative Joys [Free]**
Tesserachia is a place where one's creativity can be unleashed, yet there are limits. Although what you can build here is truly immense, it's lacking in decorative options in some ways, such as places to sit down. Or perhaps there are lots of options, but you want more. These are the types of mods for you.

- **Examples**: *Decocraft*, *Desire*, *Handcrafted*, *Malisis Doors*, *Mr. Crayfish's Furniture*, *Some More Blocks*

**Fishing Minigame [Free]**
No, you cannot escape this hell even in Tesserachia. These are the types of mods whose main thing is fishing. Maybe you can create special types of fishing rods, but the main goal is catching fish. A few of these have hundreds of fish, and books that catalog their habitats and the size of where you caught them.

- **Examples**: *Starcatcher*, *Tide 2*

**Minecraft Comes Alive: Reborn [Free]**
Okay, *this* is a mod that rather considerably overhauls the world in a way I can safely say is purely up to your preferences. Before you arrive in the Jump, you have the option to design your body. Upon arriving in Tesserachia, you'll find that Villagers are all quite varied in their looks, unlike typical Tesserachian villagers. They can do all the same things, but you have the option of forming relationships with them, including marriage, having kids, and even divorcing.

**A Game of Chance [Free]**
*Lucky Blocks*. Just hearing the name can invoke nostalgia or a wave of incredible annoyance. By breaking this block, you have a chance of something lucky happening to you, or something very unlucky. Considering you are as likely to be killed by the first block as you are to be rewarded, I'll leave it up to you to have it. What's more, you can add as many addons as you want - and boy, are there a lot of them.

**Could Really Use a Map [25 CP]**
What a boon this is. Whatever sort of mini map mod you have, you are able to create an updating map of the area around you. You are additionally able to create waypoints to said locations, giving you directions to them. Do note that if said mod allows you to automatically teleport to said location, that is disabled.

If you purchased **Map of Happenings**, its effect applies to your map.

**Farmer Jumper [25 CP]**
Well, this isn't just farming, but instead any sort of mod rooted in overhauling or otherwise expanding food choices. This includes doing things like expanding cooking methods, expanding all sorts of enchanted foods, or providing temporary or permanent bonuses for cooking foods. You can buy as many of these mods as you want in one purchase.

- **Examples**: *Cosmopolitan*, *Croptopia*, *Farmer's Delight + Addons*, *Pam's HarvestCraft*

**Quality-of-Life [25 CP]**
These are the types of mods that typically improve what is already present, but I don't consider them to be essential.

- **Examples**: *Armor Rack*, *Better Bundles: Reimagined*, *Better Furnaces*, *Iron Chests: Restocked*, *Little Joys*, *Meat Hooks*, *More Enchants*, *Pet Bats*, *Picture Mode*, *Shiny Food*, *Supplementaries*, *Torch Toss*

**Team Abnormals [25 CP]**
A set of mods that add more to the world, while largely adhering to the core philosophies of Vanilla. You receive all of the mods in one purchase. *Abnormal's Delight* requires having purchased **Farmer Jumper**.

**Equipment Mods [25 CP]**
Mods that introduce a few weapons that might have some unique features, but are not especially stronger than Vanilla Weapons.

- **Examples**: *Arsenal*, *Cyan Warrior Swords*, *More Bows*, *More Swords*, *Power Gems*, *So Many Swords*, *TrapCraft*

**Miscellaneous Shenanigans [25 CP]**
A number of mods out there aren't especially grand and offer a small number of benefits for having them.

- **Examples**: *Archimedes' Ship*, *Base Defense*, *Blocklings*, *Blokkit*, *Boom!*, *CakeIsALie*, *Dragon Mounts*, *Dynamic Transport*, *Explodables*, *Extreme Farming*, *Ghosts*, *Gizmos*, *Lucky TNT (Too Much TNT)*, *More Explosives*, *Secret Rooms*, *Sentry*, *Soul Shards 2*, *Super TNT*, *Torch Levers*, *TrollStuff*, *Useful Pets*

**An Expanded World [50 CP]**
Mods that serve to expand upon the world around you, typically adding new biomes, structures, mobs, and dimensions that typically have benefits to them beyond pure aesthetics:

- **Examples**: *Darker Depths*, *Dungeons Enhanced*, *Enderscape*, *Erebus*, *Farlanders*, *Good Night's Sleep*, *Jaiz*, *Luminous: Nether*, *More Critters, Nether X*, *Shipwrecked*, *The Aether + Aether: Lost Content Addon, When Dungeons Arise*

**Extra Drip [50 CP]**
No, this is not just a fashion mod. This actually refers to any sort of "Bauble" mod that adds extra inventory slots for things for you to wear, providing you with extra bonuses.

- **Examples**: *Ancient Forgemastery*, *Baubles*, *Baubles & Trinkets*, *Bountiful Baubles*, *Chromatic Arsenal*

**Better Structures Packs [50 CP]**
These are not individual mods, but instead a collection of structural mods under a specific creator. These overhaul the structures, typically making them larger, more varied, and likely more dangerous. But in return, the rewards in them are greatly improved.

- **Examples**: *YUNG's Better Structures*, *Luki's Structures*

**Clockwork [50 CP]**
Steampunk-style mod whereby you can create special items using gears, and these gears are very useful as well. There's the Scoped Crossbow, Automatic Crossbow, Clockwork Wings (basically an elytra with built-in boost), a Potion Sprayer, and a Dragonfly (a mount you can fly and stand on)

**So Many Enchantments [50 CP]**
Such a fun little thing to play around with - if only it wasn't associated with dragons all the time. This is a mod that adds many new enchantments to mess around with, including stronger variations of baseline mods.

**Iron's Spells and Spellbooks [50 CP]**
For those who want to add a little magic to the world. This mod introduces all sorts of magical spells based on classic RPGs for you to use.

**Theurgy [50 CP]**
Let's do some actual alchemy! By utilizing the alchemical process, you are able to transmute matter into something in the same category, and also multiply what you gain. Its usefulness early on is unparalleled, but it falls off somewhat later on.

**Tinker's Construct [50/200 CP]**
A mod that is near and dear to my heart. By creating a multi-block smeltery, you can melt down ores and shape them into special weapons with various modifiers. For **50 CP**, you get the more modern variant, which is more balanced. For **200 CP**, you get the earlier version of the mod, which is a lot more "broken" in terms of usefulness, like creating unbreakable tools with absurd modifiers, rapiers that bypass a lot of armor, and more.

Yes, this has been updated to allow you to melt down modded ores as well. Go nuts.

**Create [50/200 CP]**
*This* mod: if you know anything about these sorts of things, you probably know about *Create*. It's a famous tech-mod where you can create intricate machines for a variety of

uses. It's by far the most "beginner-friendly" of these types, and probably the one most conducive to baseline Tesserachian sensibilities. For **50 CP**, you'll be able to use all the features of the base Create mod, including three add-ons. For **200 CP**, you get to have all the Create add-ons that you want. All of them, even the ones that make things far easier. Have fun with that.

**Mekanism [100 CP]**
Welcome to the 21st-century Jumper, and you *will* bring the future into this world. Through Mekanism, you can do a whole lot of nonsense. We got jetpacks, fluid transmitters, digital miners, and fusion reactors. Most importantly, it can also boost how much ore you can extract from smelting - going from merely doubling it to quintupling it.

**Occultism [100 CP]**
I love enslaving demons!! Occultism lets you call on the power of demonic beings from the Other Side, granting you a level of phenomenal power. There is a LOT that these demons can do, including automation, mining in void dimensions, creating enhanced enchanted tools and armor, and much, much more.

**Thermal Series [100 CP]**
This right here is a cornerstone of tech mods. The Thermal Series is not one mod, but rather a collection of them, including Thermal Foundation (common components and tools), Thermal Cultivation (farming and tools), Thermal Dynamics (logistics and transport), Thermal Mining (the OG, focused on machinery and industry), Thermal Innovation (power tools and gadgets), Thermal Integration (modded compatibility enhancements), and Thermal Locomotion (rails and minecarts)

**Covert_Jaguar's Additions [100 CP]**
My lawyers have advised against making a certain pipe joke. Buildcraft and Railcraft are among the oldest tech mods, to the point where if it seems derivative, that's because others replicated them. Buildcraft offers a variety of useful things. Among the most well-known are the pipes, which allow for the transfer of fluids, items, and energy. It's also got other useful things like quarries and auto-crafting. Railcraft is an incredibly in-depth mod dedicated to all sorts of cart needs.

**IndustrialCraft 2 [100 CP]**
Ah, yet another old tech mod - though "old" shouldn't be seen as "lesser". While it might not provide too much that its successors can't replicate, it does have overclocking. And believe me when I say that overclocking your machines makes them go fast - at a certain point, you can double and/or smelt ores in a single tick.

**Extra Utilities [100 CP]**
The OG "just throw all my ideas together in one" mod. But seriously, this mod is amazing, offering up all sorts of silly but useful items, such as the Healing Axe, Angel Blocks, drums, quarries, pipes, generators, the portal to the deep dark dimension (not to be confused with the "modern" deep dark beneath the world), and much more.

**MineFactory Reloaded [100 CP]**
The automation mod of automation mods. As the name implies, this mod is dedicated to automating pretty much everything. This mod has a lot: farms, autofishers, meat packing, fabricators, safari nets with spawners, along with laser drills and other such useful things. Also in this mod are nether ores, ores from the overworld that you can find here.

**Ender IO [100 CP]**
A tech-mod that has far too many features to list. For the sake of avoiding a wall of text, this mod includes such things as special alloys, new equipment, machines, enchantments, conduits, filters, upgrades, and more. As the name "Ender IO" suggests, it has very useful things, such as Ender Conduits, which instantly teleport whatever it is meant to carry to another designated location.

**Big Reactors [100 CP]**
Alright, a quick show of hands: who loves giant fucking machines? *Big Reactors* does exactly what it says on the tin, and enables you to create colossal multiblock structures that grant you an insanely high amount of power.

**The Universe Beyond [100 CP]**
There are many corners of the universe you find yourself in: it's just that Tesserachia is the most… "unusual" of them. This is not a singular mod, but instead a carte blanche to add as many space-related mods as you can find. You may take as many as you want in just one purchase. Go out and explore the stars - it'll be fun.

- **Examples**: *Galacticraft*, *Spaceship X*, *Zollern Galaxy*, *Galaxy Space*, *More Planets*, *Extra Planets*

**Witchery [100 CP]**
This is a magic mod, not a tech mod with a magic skin to it. This isn't the flashy type of magic you might be familiar with, and is instead far more subtle. You can create a garden of strange flowers, utilize demonology and necromancy, travel to a dream dimension, become a werewolf or vampire, and so much more. You can also create lovely little "poppets" for yourself, which will take damage for you.




**RPG Progression [100 CP]**
Tesserachia already rewards those who put in the work. The Warrior who's been fighting for months is simply better at it than when they arrived. The Builder who's spent a season farming grows things faster. The Thaumaturge who's been brewing potions could do it in their sleep. These mods simply make that process explicit, mechanical, and satisfying.

- **Examples**: *Level Up! Reloaded*, *Reskillable Reimagined*, *RPGLevels*

**The Zenith Sword [200 CP]**
This handy-dandy little sword is by far the strongest one you can get in this world. Small problem, though: it requires *every* (legally obtainable) weapon from your pack, and therefore, its difficulty of acquisition and level of power scales with how many weapons you have.

For clarification, this only applies to things that are meant to be weapons. A regular axe can be a weapon, but its main goal is chopping trees. A battleaxe, however, would be part of the Zenith Sword.

**Extra-Power Shenanigans [100 CP]**
There are a number of mods that offer some fairly strong additions to Tesserachia that don't really "fit" under other categories.

- **Examples**: *Crazy Ores*, *Miner's Deluxe*, *Morph*, *Orbital Railgun*, *Ore Spiders*, *Sync*, *TelePads*, *WenXin's Warp Pipes*

**Applied Energistics 2 [200 CP]**
Aw, hell yeah, now we're getting to some *real* fun tech shenanigans. AE2 is a *very* helpful mod, centered around matter-energy digital conversion, and it does it very well. Using this system, you can create a ME ("Matter-Energy") System that can digitally store items (and you can store a LOT), set up auto-crafters, and store whole parts of space.

**Thaumcraft [200 CP]**
The most tech-coded magic mod you'll ever come across (besides maybe *Botania*, but that's beside the point). You are a thaumaturge who gathers essence from the world around you in order to perform feats of magic. What type of magic? A metric fuckload, and this only increases with addons - of which all are automatically added. Just be careful about the Taint, alright?.

**Ars Nouveau [200 CP]**

Let's get more magic, baby. This is slightly more magic-oriented, as you are able to create your very own spells, craft useful baubles and trinkets, and power magic machines. You can also make servants that help to automate. Ars Nouveau comes with a wide variety of addons that you can use as well.

**RFTools [300 CP]**
*Redflux Tools*, what a mod you are. RFTools has all sorts of useful stuff, including automation, autocrafting, spawners, teleportations, and other such utilities. However, the one I'm sure you might be most interested in is the creation of your own dimensions, built from whatever sort of materials you want. Yes, this includes all sorts of valuable materials. The mod was technically split up into different modules, but you have all of them available to you.

**Draconic Evolution [300 CP]**
Yes, this is the mod where you fucking blow up if you screw things up. *Draconic Evolutions* adds quite a few things, including teleportation, high-speed mining, mob spawning, and the ability to control the weather. You also get a special set of armor that functions as a rechargeable totem of undying, and grants creative flight. Granted, you'll need to kill the Chaos Guardian as the final progression gate, but you're a big jumper, so you can do it.

**Apotheosis [300/1200 CP]**
Let's get risky here, shall we? At the simplest level, *Apotheosis* is a mod that overhauls enchanting, among other things. You know, a few enchantments here and there, the power to pick up and boost spawners, the ability to use gems and affixes, doing thousands of hit points per damage with your fists alone…*Apotheosis* is powerful - very powerful. So powerful in fact that letting you have it at full power is a surefire way to break the system. So, I'm going to give you a few options. The first one is that, for **300 CP**, you get a heavily nerfed version of the mod. It's still rather powerful, but is ultimately configured to not be especially stronger than whatever other mods and scenarios you are using.

For **1200 CP**? Well, you can get the full mod experience, unbalanced and all.

**Project E [300/1200 CP]**
Oh boy, this mod is overpowered for an entirely separate reason. Project E is another term for *Equivalent Exchange 2*, whose transmutation circle lets you transmute materials into others through EMC. If you have any experience with this, you know this can very quickly snowball into effectively having infinite resources. That's not especially fun, now is it? For **300 CP**, you get a highly restricted one in a way you feel works. Maybe it only lets you

transmute raw materials, or it's gated until very late on, or some mix of them. It's still quite helpful, but not game-breaking.

For **1200 CP**, it has absolutely no restrictions at all, and you can use its full capabilities as you please.

**Rogue Strain [300 CP]**
Something went wrong during the assimilation. Or perhaps something went very right, depending on your perspective. The problem with it, anyway, is that you came out the other side still yourself, having subsumed it instead. To the world at large, you are perfectly human, and you can stay that way whenever you choose to be. What you actually are is something that refused to be subsumed, carrying the potential of an entirely new infection with a will of its own. Starting out relatively weak, you nonetheless carry everything an infection is capable of becoming. You can spread your own strain, build nests that spawn and upgrade your own thralls, develop more mass, and gradually evolve through tiers of power. At your ceiling, there is nothing you cannot do that other infections could do. You are the source of your own hive, its ruler and its foundation, and it answers to no one but you.

- **Examples**: *Scape and Run: Parasites + Cotesia Glomerata, Phayriosis: Parasite Infection, Rise of the Khltchlands: Dawn of Death, Fungal Infection: Spore*

**Extra Mods [Varies]**
There are an absurdly high number of mods for Minecraft, and this is nowhere near a comprehensive list. As a result, take this option to include any mods that weren't part of the previous options:

- **Tier 9 Mods [+200 CP]**: Mods that serve to severely inconvenience you far more than it helps, assuming it's helpful at all.
- **Tier 8 Mods [+100 CP]**: Mods that greatly inconvenience you. These might be the types of mods that influence how you interact with the world for the worse.
- **Tier 7 Mods [+50 CP]**: Mods that serve as considerable inconveniences, which you would prefer not to have.
- **Tier 6 Mods [+25 CP]**: Mods that provide a minor inconvenience. This might come in the form of a singular mob that poses a threat. A good example of this are mods that add in singular mobs that are lorewise meant to be unique entities, so while they might continually respawn if defeated, you can kill them here, and never deal with them again.

- **Tier 5 Mods [Free]**: Mods that change things without necessarily hindering or meaningfully helping you. This might be mods that change world generation, or mods that provide something fun with no actual benefit.
- **Tier 4 Mods [25 CP]**: Mods that provide a minor, yet evidently helpful use. This is usually good for some quality-of-life mods or ones that add somewhat helpful mods.
- **Tier 3 Mods [50 CP]**: Mods that provide considerably boosted quality-of-life, even if they might have challenges. This includes most dimension mods and several structure mods that add improved structures.
- **Tier 2 Mods [100 CP]**: Mods that greatly improve one's quality of life, in spite of any potential challenges. This includes a number of tech and magic mods.
- **Tier 1 Mods [200 CP]**: Mods that massively improve one's quality of life. These are the types that really only serve to benefit you, even if using them is otherwise obtuse. Does not include absurdly overpowered mods. You know which mods I am talking about. Well, you technically can, since I can't really stop you - but your Benefactor may or may not appreciate it.




# Scenario Selection

## Standard Scenarios

***Standard Scenarios*** *are challenges you may take within the world for the purposes of receiving various types of rewards, including CP, perks, and items. Unless otherwise stated, there is no restriction on how long or how many times it takes to complete the quest. You receive the CP only after successfully completing the quest.*

***The Great Battle of Nightsong [+100 CP]***

The Illagers are a plague, raiding and pillaging the innocent villagers of this land. You, however, have likely encountered and defeated numerous Illagers in your journey, either because they attacked you on their patrols or you were protecting villagers already.

This will be your greatest challenge yet. Fate will conspire to bring you towards the largest known village in this world, known as **Nightsong**, full of all sorts of friendly faces. You will unavoidably wind up encountering the Illagers, who intend to bring down the village and enslave its people. It's up to you to take down the biggest raid this world has ever seen. How you win the raid is up to you, but you must ultimately win with at least 70% of the village population alive.

**Rewards**

You protected Nightsong and its people from destruction, and the Illagers have been so thoroughly ruined that they'll never pose a threat to the village again. You receive several rewards for this feat of heroism.

- **Village of Nightsong (Warehouse Attachment)**: Nightsong views you as their hero and wishes to aid you. Since the raid, the city has been properly fortified, stocked with iron golems, huge farms, and max-level villagers. You will continuously have the *Hero of the Villagers* effect while here, allowing you to purchase pretty much everything that can be purchased, at a permanent discount as well. In the future, this village will be updated to have relevant items from every jump.

***The Base Under Siege*** **[+100 CP]**

*Epic Siege* is truly one of the mods of all time. Unless you tweak the shit out of it, I can guarantee you will not be doing much base building, considering they'll be destroyed quite quickly. As a result, you obviously won't have said mod as an option…at least not as a full-blown part of the world.

You've found yourself running afoul of some dangerous foe. Maybe it's an old rival of yours with a petty streak, or maybe you snubbed some creepy lady/man who got swept

into this world alongside you. Whatever the case, they intend to confront you and will not take no for an answer. They are in possession of a certain artifact that grants them control over mobs, allowing them to control them with their thoughts and lead them into battle. Unfortunately for you, they've amassed an army and are strategic enough to know how to use it. Get ready for skeletons that will snipe you atop spiders, creepers that blow up paths to reach you, phantoms to target you even at high areas, chicken jockeys, and more. Your mission is to destroy their army and destroy their artifact.

**Reward**

The battle against the army was one you won't certainly forget, and your base may or may not be in shambles, but you've won. The mob army was slain, and the artifact has been ground to dust. All that is left of the army is the original besieger, who concedes defeat to you and is willing to help.

- **Besieger (Companion Reward)**: Who exactly this person is, well, something you can decide for yourself. What you should know is that they've got an *interesting* relationship with you, and that they'll be able to clear it up. Beyond that, they are actually extremely good at things like tactics and strategy, being capable of maximizing everyone's abilities to their best potential.

***A Hostile World*** **[+100 CP]**

A threat from another world has appeared! At some point, a meteor hailing from another dimension will crashland onto your world, and intelligent zombies will pour out of the portal to take over this world for their master. They are able to effortlessly detect the strongest individuals in this world as well: AKA you, your companions, and those like you all. They will mine, build, and gang up to defeat you all, but simply killing them won't really stop the problem. The army will pour out endlessly until the controller is defeated, which can only be done by traveling to the meteor, invading their world, and slaying their master, the Block Wielder.

**Reward**

The Block Wielder has been slain, and you have claimed the Particle Glove as your own. With it, you've escaped the barren world and sealed off the portal forevermore. There will certainly be invading stragglers, but the threat as a whole is now over.

- **Particle Glove (Item)**: The tool of the Block Wielder. By charging it with fire (or torches/lava), water, or redstone, you are capable of spewing fire, flight, or blowing away foes, respectively.
- **Invasion Flunkies (Followers)**: This group of four goobers hail from the hostile dimension and entered your world just before you could close it. They weren't there to invade, however - really, they just didn't want to stay in that empty hell.

They are willing to help out with pretty much anything you want, so long as you promise not to send them back to that old world. They are goofy as hell, and kind of stupid, but they are loyal and friendly…also, they are princesses, if you just want eye candy.

**The Trinity [+200 CP]**
Vanilla Minecraft can be said to have three "boss-level" mobs related to each dimension: the Warden for the Overworld, the Wither for the Nether, and the Ender Dragon for the End. They all have very different stories, but their danger cannot be understated. Your mission is to defeat all three of them at least once and prove your power over them.

**Rewards**
The Trinity have all been slain by your hand, and the banes of the Ancient Builders have been defeated.

- **Three Familiar Faces (Companions)**: Typically speaking, you aren't actually allowed to have "boss mob" princesses. But because you defeated them, you now have the opportunity to take a princess version of a Warden, Wither, and Ender Dragon with you. They won't be homicidal by default, but they retain all the power they had before.

***Battle at the Mansion*** **[+200 CP]**
In Tessserachia, there are a whole host of strange and spooky stories that can be found. There is no story as common as the story of Herobrine, a ghostlike terror said to haunt the world itself. Of course, common wisdom in where you are tells you that it's a ghost story - and yes, while ghosts may exist in your world, Herobrine very specifically is fiction. Or at least, that's what they say.

At some point, for one reason or another, you will leave your home for a time and travel quite a ways away. Eventually, you'll wind up traversing a dark forest, and come across a home beset by zombies - and when you take them out, you'll meet Victor, who tells you that the mansion you've come across is no Woodland Manor - nay, it's *Herobrine's Mansion*. Soon enough, Herobrine plans to call forth a mighty Wither to take over these lands, and has to be stopped. Unfortunately, Victor is simply too old and outmatched to try, but perhaps you can.

Herobrine's army is quite immense- if you thought you'd be fighting a bunch of zombies and skeletons, you will unfortunately be mistaken. Nonetheless, Herobrine's flunkies remain largely the same: the Skeleton King, Areita the Spider, Zatho the Mage, and Benetha

the Witch. After that, it's up to you to defeat Herobrine - and then the Wither that they summoned.

**Reward**
Against all odds, you've defeated the great evil and ensured that this world would know peace - at least for the moment. And as for your rewards:

- **Heroinebrine (Companion)**: It seems that Herobrine is a little harder to kill than anticipated, considering their nature. However, you very much kicked their ass and are now willing to play nice. Heroinebrne is very strong physically and is capable of dominating the wills of creatures weaker than her. Of course, although she states that she's just biding her time until she can gather her forces once more, she's going to slowly but surely turn over a new leaf. She's also capable of resummoning her acolytes, who act as followers.
- **The Mansion (Warehouse Attachment)**: This place is creepy as all hell, but you won, so now it's yours. It's full of monsters of all sorts of varieties, who are unfailingly loyal towards you. Victor has also opted to be the caretaker of the Mansion, and if you bring him mob drops and other similar things, he is willing to trade you useful items and weapons. Where does he get them? Trade secret!

***Atum 2: Return to the Sands*** **[+200 CP]**
Ah, the Atum. A desert dimension that ~~is a ripoff of ancient Egypt~~ offers a grand new adventure. You hear from a Wandering Trader about this dimension and the story of some pharaoh who ruled the dimension in the past, but inadvertently caused the land to fall into ruin. After creating the portal, you must travel to the Atum and defeat the Great Pharaoh so that the lands may one day be restored.

**Rewards**
After a grand battle, you have defeated the pharaoh and freed the Atum from her grip. The desert storms will cease, and though it may take many years, the land's vitality will be restored. You are able to lay claim to the many treasured artifacts of this land, but also a little more.

- **The Pharaoh(ess) (Companion)**: I'm not surprised at all, quite frankly. You have managed to defeat the pharaoh, and she now wishes to join you on your adventures. She's no slouch in combat, as you were doubtlessly aware. She's got tons of health, hits like a truck, and has powerful magics that can suck out and grant vitality to others.

***The Twilight Forest*** **[+200 CP]**

What a nostalgic land this is. Using a four-by-four pattern of water and flowers, you are able to access the dimension known as the Twilight Forest, a mystical realm full of myths and legends. Upon your arrival here, you will be charged with defeating the enemies of this land: the Naga, the Twilight Lich, the Minoshroom, the Hydra, the Phantom Knights, the Ur-Ghast, the Alpha Yeti, and the Snow Queen. They must be felled in order, and you cannot expect to try and cheat your way through it. Whether you slay or seduce them is of no concern to me - they must simply be defeated.

**Rewards**

You've had quite the journey in this land, haven't you? Nevertheless, you have surmounted the insurmountable and felled your foes. Perhaps these lands may become more peaceful in due time.

- **Trophy Collection (Item)**: When you take down the bosses of the Twilight Forest, you wind up with trophies that signal your defeat of them. Now, when you take out an appropriately "boss-like' enemy, you receive trophies of them.
- **Questing Guide (Item)**: Actually knowing the order of how you are supposed to defeat the bosses in the Twilight Forest would have been confusing without being informed of it, and this will help you from here on out. This is a sort of guide that lets you know, based on what can be gathered from information available to you, what order you should be fighting your foes in.

***Magical Cataclysm*** **[+200 CP]**

In case you couldn't figure it out, this world is kind of a post-post-apocalyptic hellscape. You might not have noticed it if you were blind (seriously, there are zombies, walking skeletons, and other nightmares around), but this is very overt here. Following a certain incident in the world of Tesserachia, several powerful entities were born, wreaked havoc for a long while, and were sealed away. After obtaining six different eyes, you will be able to travel to their dungeons, awaken them, and put them down for good.

**Reward**

You've brought down six of the great foes in this world and claimed their power for yourself. The people of this world will doubtlessly be grateful to you.

- **The Eyes Have It (Item Reward)**: This is certainly a neat little trinket. By using this, it will project a mental path toward the nearest great enemy (boss) for you to fight.

***Minecraft: Found Footage*** **[+200 CP]**

If you're not careful and noclip out of reality in the wrong areas, you'll end up in the Backrooms…Well, I don't really need to go over all of that, right? The point is, after doing a very stupid thing, you wound up suffocating from gravel. But instead of dying, you find

yourself falling into the Backrooms. Lucky for you, this place isn't the full-blown Backrooms. Unluckily for you, though, you won't have your equipment until you escape, and you'll have to go through some levels before you make it out. Good luck, and godspeed.

**Reward**

Climbing up the stairs in the final level, you've found the way out, and you've gotten all your stuff back. That'll be quite the story to tell your companions, I'm sure. And you can be assured you won't have to worry about yourself or another falling beneath the floor.

- **Final Escape (Perk Reward)**: You've escaped this place, so what really can hold you? No matter where you go, be it a jail, a trap, or another dimension, you'll always find the way you need to escape.

***Chronicles of the Dominance Orb*** **[+300 CP]**

Get ready to learn how to roll. Archie the Illager, who was shunned by everyone they ever met, would eventually stumble upon a powerful and dangerous artifact, known as the Orb of Dominance. It would go on to manipulate Archie, leading to him declaring himself to be the Arch-Illager, conquering his corner of the world, and forcing the Villagers to do slave labor. You find yourself entangled by these events and must defeat Archie. After that, you will need to travel around to destroy the remnants of the Orb of Dominance.

**Reward**

The evil of the Orb of Dominance has been defeated, and a relative peace has returned to this land. You head off, but not without something to remember this place by.

- **Orb of Phastasmals (Item)**: You've destroyed the Orb of Dominance - in truth, the disguised nature of the Heart of Ender. It seems that following its total destruction, another existence was born. Although far weaker than the original, it is certainly kinder. Using the Orb, you can fire beams of energy and transmogrify matter around you. Similar to the Orb of Dominance, this can influence and empower mobs, but it's unable and unwilling to enslave anyone, so the targets must consent. Luckily, this does allow you to communicate with mobs, so you can create an army. This Orb is still "young," for lack of a better word, so perhaps in the future, it can grow to become even more powerful.
- **Dungeon World (Perks)**: *Minecraft Dungeons* greatly expands upon the world of Minecraft, making new biomes, items, and mobs. It seems that this expansion influences the world to a greater scope, and in future Jumps, this scope applies to other worlds.

***Monsters Rising*** **[+400 CP]**

Your world is about to become a lot more menacing, Jumper, of that I can assure. Giant monsters of the ancient world have been spotted through Tesserachia, and it seems like you'll wind up on a collision course. This adds the mobs from Tihyo's *Godzilla* mod, and it's up to you to defeat them. Now, this mod normally has an Oxygen Destroyer to fight them, but what's the fun in that? It's either been totally sealed, or has been massively Greggified - so make your choice.

And yes, if you are brave enough, the monsters *can* be princesses. If that is the case, then feel free to win them over.

**Reward**

You've done what Japan couldn't, and rendered the kaiju as non-threats. Whether you slayed them or laid them isn't really my concern, so congratulations!

- **Oxygen Destroyer (Item)**: What a fearsome tool you have here as a reward! This is less of an actual oxygen destroyer and more of a one-shot kill. Land this on pretty much any opponent that isn't literally a conceptual god or some such, and it's going to instantly take them out. You get one of these per Jump.

***A Most Divine Adventure*** **[+400 CP]**

Congratulations, Jumper, you will be going on a grand ol' adventure, which will have you brave new twilight dimensions, acquire powerful weapons, and fight many bosses. It'll be like an RPG! You get to fight off against beings like gods! It's almost like some sort of…*Divine RPG*.

Your mission is very straightforward: travel to every dimension and defeat all of the bosses of *Divine RPG*. Though simple in theory, in practice, you'll find many of these foes to be very powerful and hit like a freight train. Best of luck to you

**Rewards**

In the realm of Mortum, you've defeated the greatest foes this mod has to offer. So, what do you get for this reward?

- **A Linear Experience (Perk)**: Among the mod's best strengths and weaknesses is that its progression is pretty straightforward. It's going to be pretty difficult for you to wind up in a place you aren't prepared for, unless you deliberately don't prepare. This perk is effectively conceptual protection that ensures that you'll only run into foes that you are reasonably capable of winning a fight against. If you do

fight someone you cannot reasonably win against due to narrative reasons, you'll just get your ass kicked instead of having a risk of dying.

***Ascension to Greater Heights*** **[+400 CP]**
If you liked the previous scenario, or you felt the previous one was a little too linear, this one is good for both of you. Introducing its spiritual sequel…!

What's the name again? Eternal Isles? Nevermine? Advent of Ascension?

That's the current name, *Advent of Ascension!* This mod is truly massive (so long as you ignore the current version), with 25 new dimensions, 330 mobs, so many new bosses - about 27 last time I checked. What's notable about this adventure is that it's incredibly non-linear: sure, dimensions are arranged into tiers, but you don't really *need* to explore other dimensions to interact with any particular set of them. It's very fun, with no specific style of endgame. So, if there is no endgame, you are going to do the open-world special: completing everything! You will have to travel to every world, defeat every boss, collect all pieces of equipment, and play every minigame!

It will be fun, trust.

**Rewards**
A grand world was laid out for you, and you've conquered it all. I must say that I am impressed by your dedication, so why not reward you for it?

- **100% Completionist (Perk)**: The ultimate reward for a completionist like yourself! With this, fate arranges itself to ensure that you will always have the opportunity to acquire everything within a jump that you would like, such as going to all the cool places, meeting all the cool people, fighting the best fights, seeing all the neat events, and more. This, naturally, does not guarantee you'll be able to acquire them, and while it may give you a heads up if you aren't ready, it will not protect you from doing something that's well above you.

***The Chaos System*** **[+600 CP]**
Welcome to the Danger Zone! That's a joke by the way, do not play Danger Zone. Anyway, how familiar are you with a little thing called *Orespawn*? It was a great time - horrifically unbalanced to hell, and some parts certainly didn't age well, but lots of fun. I think there's an attempt to remake the mod called *Chaos Awakens*, but it's not yet complete. Your mission is to slay the greatest danger of the mod - The Queen. To do that, you'll need to beat the King, which is done by slaying Mobzilla, which is done by crafting Big Bertha, which is done by fighting a whole lot of incredibly dangerous mobs.

**Reward**
The Queen has been defeated at your hand, and your spoils for defeating her are considerable.

- **The Twin Dragons (Companion Reward)**: The two eggs that you receive from the King and Queen hatch, becoming the Prince and Princess. They are loyal to you and will eventually grow to match and surpass the strength of their parents. They count as one companion slot.
- **Tree of Goodness (Item Reward)**: The Tree belonging to the Queen is now yours, and it is full of treasures for you to claim, which seem to grow from it. Post-Jump, this Tree will grow valuable blocks of materials from whatever setting you are in.

***The Storm That Ate the World*** **[+600 CP]**
You know, for all the strange things that have happened in Tesserachia since you arrived, I will give you this: most of them weren't your fault. This one, on the other hand, is at least partially on whoever decided to leave a Command Block lying around without so much as a warning sign on it.

Here is what happened. Some time into your stay in Tesserachia, long enough that you've gotten settled, built something worth protecting, maybe made a few friends, word starts reaching you about something strange happening in a distant part of the world. Someone found a Command Block buried in the depths somewhere. They didn't know what it was. They did know the recipe for a Wither, because everyone eventually learns that recipe, and they thought they were being clever by substituting one soul sand for this interesting block they'd found. They were not being clever. They were the inciting incident of your next several problems.

What emerged was not a Wither. Not exactly. It was a Wither in the same sense that a wildfire is a campfire, technically the same phenomenon, scaled past the point of recognition. The Command Block lodged in its chest gave it something no Wither has ever had: the capacity to grow, to adapt, and to become more. Within minutes of its birth, it had begun pulling the land around it inward. Within hours, it was visible from a considerable distance. By the time news reaches you, it is already something that reasonable people are calling a catastrophe.

What you are dealing with is the Wither Storm. It grows by consuming blocks, mobs, structures, and entire landscapes. Anything not fast or strong enough to stay out of range of its tractor beams gets pulled in and added to the mass. The more it absorbs, the larger it becomes. The larger it becomes the more it can absorb. Its wither skulls can hit with

force that makes the standard variety look like a polite inconvenience, its tentacles could tear through obsidian without much effort, and the Wither Sickness it inflicts is a long-term condition that conventional potions may not cure. Fighting it directly is an option in the same sense that headbutting a cliff face is an option; you could do it, but you should understand what you're accomplishing.

Standard weapons do nothing meaningful to the Storm. You can chip away at it all you like, and the Command Block at its core will heal the damage faster than you can deal it. There is exactly one way to kill the Wither Storm permanently, and that is to destroy the Command Block inside it. There is exactly one problem with that, which is that Command Blocks cannot normally be destroyed.

You are going to need the right tool. Specifically, at least a diamond weapon enchanted with the power of a Command Block Enchanting Book, an extraordinarily rare item whose existence most people in this world aren't even aware of. The man ultimately responsible for this mess had one as a failsafe. Finding it, however, is likely going to require tracking down people who know things they probably don't want to share, raiding places that won't be happy to see you, and doing it all while the Wither Storm is steadily eating the world in the background. Fortunately, circumstances will align such that you find a lead to it.

As for stopping it in the meantime, the Formidi-Bomb, a weapon of concentrated Super TNT, might be your best option for buying time. It will not kill the Storm. What it will do is blow it apart temporarily, and a split Storm is a slower Storm, and crucially, a split Storm reveals the Command Block at its core, which is the only moment you'll have to reach it. Going in means going inside a living catastrophe while it reassembles itself around you.

Strike against the Command Block with the enchanted weapon, and it's over. The Storm, the Command Block, everything it created, gone.

**Rewards**

The Wither Storm is ash. Tesserachia is still standing, albeit somewhat rearranged in places. That's a win.

- **Command Access (Perk Reward)***:* The Command Block at the heart of the Wither Storm was the closest thing this world had to a direct line to the rules themselves. You destroyed it, and the core of what it was capable of has nestled within you. You now have access to Minecraft's command system. The caveat is that none of it is free: every command draws on your personal energy reserves. The cost scales with

the ambition of what you're attempting. The rules of reality are now negotiable, provided you can afford it.

- **The Ultimate Weapon (Item Reward)***:* Well, you've earned a good tool. This is your chosen weapon that was enchanted with the power of the Command Block itself. In addition to being a genuinely exceptional weapon by any standard, it carries one unique property: it can destroy anything. This property can only be used deliberately and with intent, so you won't accidentally destroy things you'd rather keep. It returns to you if lost.

***The Joke Mission*** **[+800 CP; Requires *She Greg on My Tech*]**
Why are you doing this? There is literally zero benefit to actually doing this? It's not actually a mission that affords you anything! Your mission here is to…complete a GregTech-approved Stargate. This is not entertaining in the slightest, unless you are wired in the typical fashion.

**Reward**
You did it. You honestly completed one of these godforsaken relics. For the record, this does nothing without a second Stargate - but since I'm nice, you get the second one for free. I hope you find this useful.

- **Stargate System (Item Reward)**: You have a set of Stargates connected to one another. You may set them together anywhere, and may move them around where desired. This allows for instant teleportation via said gates for those you approve, with others being able to use it.
- **It's About the Journey (Perk Reward)**: If you were smart, you were doing many other things during your mission to create this. If you weren't, then take this. While you are out completing a "big" mission, you'll come across a number of smaller adventures in the meantime that you can take on. These are optional, but if you take them on, you'll find yourself enjoying them, and you'll inevitably wind up with something that benefits your main journey - be it some useful knowledge, item, or person.

# MINECRAFT HAREM ISEKAI

Based on brainrot by Tejani's Benefactor, Merryweather, and Jack Black

## World Scenarios

***World Scenarios*** *are scenarios whose main draw involves you travelling to a different world in order to experience the scenario itself. You may take these scenarios either before or after you take on Standard Scenarios, which can make them either easier or harder. Each World Scenario offers* ***+600 CP*** *upon its completion.*

**The Legend of the Pigman Invasion**

This mission is going to be rather unique. You see, unlike other World Scenarios, this one doesn't whisk you away to a different world to experience it. Instead, you'll be returning to the past of this world! To a time where the Overworld was peaceful, and even villagers were friends with zombies.

At some point in time, you will be spoken to by an odd trio of beings known as the Hosts, who, due to temporal shenanigans, view you as the one who can save the Overworld from an invasion by the Piglins. To this end, you must destroy the three Piglin hordes and their leaders. After that, the Great Hog themself will appear, and by defeating them, the piglins are banished back to the Nether.

…Unlike other scenarios, you are free to actually have this World Scenario take place in the main world - just in the distant past. This is doable only by choosing to do this before the start of the main Jump. Due to the nature of the events of *Minecraft Legends*, if you choose Anankos as your starting location, you will have an adventure in Tesserachia and then be sent back. By doing this, you get a little more as a reward.

**Rewards**

The Piglins have been banished back to the Nether, and the Hosts have sent you on your way. What have you gained from this grand adventure?

- **The Gifts of the Hosts (Items)**: The Hosts have given you three artifacts to help you defeat the Piglins, and following the adventure, they've allowed you to keep them. The Banner of Courage enables you to command allies to fight with you by giving them strength and bravery. The Flames of Creation allows you to create allies to fight alongside you. Finally, the Legendary Lute lets you summon Allays to build structures, gather resources, and perform various other utilities.
- **The Great Hero (Perk)**: Congratulations on saving the world, and all that. Now, in every jump you travel to, you'll be recognized as having been someone who performed a great feat of heroics. If you did this World Scenario first, you'll be recognized throughout the Overworld as the hero from the past, which certainly raises questions, but ones pretty easy to answer, and it will overall make your adventure far simpler.

- **A Better World (Optional Modifier)**: It's a well-known fact that the world, as present in *Minecraft Legends*, is a fair bit more diverse and prettier than baseline Tesserachia, with more creatures and friendlier mobs. If you completed this World Scenario first, you'll find it to be a lot friendlier, with more types of passive mobs. There will also be a subset of mobs that are friendly with Villagers.

**In the Sky With You**

Ah, it seems you are in a tree, on a single dirt block, floating in the void…wait, what? You find yourself in some sort of modded Skyblock where, with only this tree and a dirt block, you must create a sprawling factory. You shall stay here for a single year, with no specific goals beyond survival. If you have companions with you, you'll be happy to know that the tree gets large enough for you all to appear on it without immediately falling to your deaths.

**Reward**

It's been a full year, and you've made it through without either dying or blowing up your base. Congratulations

- **Sky Factory (Warehouse Attachment)**: Obviously, you get to retain your base in the void, serving as an attachment to your warehouse. Everything will still work as it did when you complete this scenario, and it will be impossible for you to ever fall off into the void or for your machines to not work unless you deliberately cause them to no longer work.
- **Ex Nihilo (Perk)**: Turning a tree and dirt block into a massive factory is, unsurprisingly, not a normal thing one can actually do. Yet you could do so here, and you can now do it everywhere. You have the ability to cause things to spawn from nothing, so long as they could reasonably appear within it. Dirt can suddenly generate grass, worms, fruits, flowers, and stones because those things could have the seeds for such things. When you mix two substances together, you find that they generate their byproduct without actually losing the original substances, which generate material ad infinitum. The sky is literally the limit here.

**I'm Going to Be a Pixelmon Master!**

Or a Cobblemon Master - either works, honestly. You've found yourself in a world much like Tesserachia, but with a very clear difference: a whole lot of Pokémon. This doesn't have every single Pokémon, that I can assure you, but there are certainly tons of them. And certainly there's enough to have your own Pixelmon adventure. That's right, I've snuck an entire Pokémon game in here, as you'll have to get all eight gym badges, defeat an evil team, go through a sufficiently cool side quest, and become champion.

And yes, due to the nature of this Jump, you can choose to have your Pixelmon be totally normal, anthros, or human-like "princesses." Either way, they'll pass the Harkness Test.

**Reward**
Congratulations, Champion! You've won the League, and it's time to head out.

- **Your Team (Followers)**: Naturally, you get to bring along all of the Pixelmon that you caught along your adventure. This even includes the legendaries. You may turn them into companions via importing.

**After the Flood**
I can assure you here: you will *not* be having a good time. You have found yourself in a world where a hostile parasitic creature has found itself onto the Overworld - and you have no means of stopping the infestation. You may be able to halt it, or perhaps even reverse it, but never end it. You must survive in this infested world for one year, with the knowledge that this world may very well turn into hell.

**Reward**
Some way, somehow, you have survived your time in this world. Now, you get the greatest reward of all: getting to leave this hellhole without worry of spreading whatever infection plagues this world.

- **A Pure Heart (Perk)**: This world turned into a nightmare, yet you managed to make it out alive. For someone who resisted the infection, it's only right that you be their bane. You possess a purity to you that grants you immunity to infections, be they parasitical, magical, extradimensional, eldritch, or some other variety. Additionally, this makes you stronger against such things: such infections can burn at your touch, and any standard resistances built up are ineffective against you.
- **An Ancient Heart (Item)**: This is perhaps a bit more useful. It seems you now have your own sort of infection, akin to *Mossy Overgrowth*. When this is placed into the world, it generates an "infection" that spreads around the world. This isn't actually an infection, though, as the creatures it spawns were natural creations; anything that dies within the field can be repurposed if desired. This infection will terminate any "infected" entities with ease and be quite effective against normal enemies in general, all without harming anyone you wouldn't want to harm.

**When The Clock Strikes Midnight**
You know what, I'll be straight with you for a second. You've seen the other scenarios. You've likely fought raids, kaiju, pharaohs, pixelmons, or gone through the Backrooms and come out the other side. And if you're looking at this one, you're probably thinking: how bad can it really be?

# MINECRAFT HAREM ISEKAI

Based on brainrot by Tejani's Benefactor, Merryweather, and Jack Black

I'm going to tell you something, and I need you to take it seriously. What you are dealing with here is something called Scape and Run: Parasites. If you know what that is, you're likely either laughing or closing this document. If you don't, understand this: it is one of the worst things ever introduced into a Minecraft world. Even people who play it with good mods don't usually survive. The infection does not stop. It does not plateau. It learns.

You have been warned.

You arrive in a world that looks perfectly normal. Three days of ordinary Tesserachia - mining, building, maybe the occasional hostile mob. There's nothing wrong with this world yet, and nothing to suggest there ever will be. If you look up at the sky on the first day, at just the right time, you might notice something. A dark shape, barely distinguishable from a distant star. By the second day, it's unmistakable. By the third day the sky around it starts to look wrong in a way one won't quite be able to articulate.

Use those three days wisely. You will not get them back.

On the evening of the third day, a thing with no name falls from the sky; it is not a meteor in any conventional sense. It is a living being - or was, once, before the fall killed it - and it tears itself apart on the way down, scattering infected fragments across the land. Each fragment craters into the earth and begins doing what it was built to do: spread. The land around each impact site darkens. Blocks that were perfectly ordinary ten minutes ago begin to change. And from the first infected patch of ground, the first Buglins emerge. Small things. Almost harmless. Almost.

This is Phase Zero. It gets worse from here.

The infection progresses not just by time but by activity. Every mob the parasites kill, every block converted, every assimilation - it all feeds the Evolution Phase, pushing it forward through higher phases escalating horror, each one shaped by its own growth and yours. In the middle phases, you will be dealing with things that adapt specifically to how you fight them. By the later phases, the environment begins to look unrecognizable, and nothing that isn't a parasite spawns naturally there anymore. The Bloody Clock will tell you how close to midnight you are, if you have the stomach to look at it.

Your first goal is simple: hold out for one year. Build, fight, adapt, do whatever you have to do. Use every tool at your disposal, and I do mean every tool,  because others who tried

this with less did not make it. Push back the Evolution Phase where you can using methods such as Lures and Carcasses. Protect what you can. Let go of what you can't.

As for the fragments, that's up to you. Each one can be considered a seed. Left alone long enough, it will mature, grow, evolve, and feed the greater infection. Tracked down and destroyed, it's one less piece of what's coming. The problem is that destroying them is likely going to be dangerous, costly, and will pull you away from everything else you're trying to do. But here's the thing you need to understand about what those are ultimately building toward.

They are not independent. Not truly. Eventually, when the infection has grown fat enough, when they have matured enough, they will begin to converge. Every fragment, every evolved mass of infection across the land, will move toward a single point. The ground will split. Something will rise - the Source, a vast, living intelligence assembled from the sum total of the infection's growth that spent a year trying to kill all life, built from every fragment you left unchecked, shaped by every evolution the parasites achieved while you were fighting to survive.

If you hunted down every fragment before it could mature, then they arrive diminished. Incomplete. Still dangerous, but beatable. If you let them grow - if you were too busy surviving to do much else, which is a perfectly reasonable outcome - then what rises from that convergence is something else entirely. Something that has had a year to become exactly as powerful as you let it become.

You don't have to fight it. Surviving the year is enough to complete this scenario. But if you do fight it, and win - well. I suppose we'll see what happens when the thing built to consume everything meets the one thing it couldn't account for.

**Rewards**

You made it a year. Honestly? I'm impressed. Most people don't.

- **Apex Predator (Perk)***:* A year of fighting something that evolved specifically to counter you has left its mark. You learned to change, not just your tactics, but something deeper. From now on, when you are faced with a threat that is actively adapting to overcome you specifically, you adapt back. Not instantly, not automatically, but with a speed and instinct that shouldn't be possible. The harder something pushes against you, the more precisely you push back. The parasites made adaptation their greatest weapon. You took it from them.

**Optional - Defeat the Source**

- **The Queen (Companion)***:* I'm not going to pretend I fully understand what happened here, or what she is. The thing you fought was built from a year of infection, assembled from every fragment that matured, shaped by the sum of everything the parasites learned. That last part is what made fighting her so dangerous, and what makes the aftermath so strange. Whatever she is now - quieter, uncertain, and regarding you with an expression that suggests she finds you alternately fascinating and baffling - she's yours, if you'll have her. She retains everything the Source was, and is very interested in the concept of loyalty - she simply learned it from the wrong direction.

**Tesserachia Gets Real**
RLCraft! If the phrase doesn't give you PTSD, you are either ignorant or a hardcore sort of person. Assuming it's the former, RLCraft is a certain modpack whereby the world you are in has been made considerably harder, with more dungeons, more mobs, more bosses, and generally more chaos. Its existence is controversial to be sure, but it certainly is a spectacle to see unfold.

It seems that someone finds the challenge to be amusing, as you've been sent into a world with this pack. If you were hoping this was a "100 Days" style survival, it's not! You're gonna have to explore every dungeon and defeat every boss for this adventure to be over. Get ready to fight the Amalgalich, buddy.

**Reward**
Through these challenges, you have laid low the foes of this world, and are free to do what everyone wishes to do: leave as soon as possible to do something else for something that is hopefully as stimulating.

- **Greater Challenge, Greater Heights (Perk)**: This is an interesting perk to be sure. This can allow you to modify whatever setting you go into at the beginning, in order to make it far more challenging. But in exchange for this, your own capacity to challenge these threats is greatly magnified, either through you being able to acquire new abilities, equipment, or something else. You have the option of turning this on or off before a jump begins.

# Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

**Go Home**: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

**Stay Here**: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

**Move On**: There's always something new to experience. You move to your next Jump.




# Notes

This Jump purely exists so my intrusive thoughts concerning my fourth Jumper, Tejani, can finally be sated. I made a joke about Tejani's Benefactor forcing him to go into one of his fanfictions - which I decided to do after watching *A Minecraft Movie*.

This Jump is based on three sources (which the title card above mentions). The first is my actual Minecraft isekai harem fanfiction, whose origins are from…*checks notes*…2018, and whose reasons for existence are a rabbit hole in and of itself. I've more recently looked back at that old fic, and partially (massively) revamped how it operated. The second source is Merryweather Media's Minecraft Anime series - which has no relation to one of the fic's original inspirations in the Mob Talker mod. The final source is, of course, *A Minecraft Movie*, which is unique in that it is an actual isekai.

To let you know how old this story's origins are: my notes for this story make it clear that this was before both the Illagers *and* the updated Nether were things. I also had a reference to *Angel Beats*, which marks it as being in late 2018 (when I first watched it). I also realized I referred to the Elder Guardian, Wither, and Ender Dragon as *The Trinity*, which comes from a CaptainSparklez series from 2014. *Also* also, I remember adding Eternal Isles (*Advent of Ascension* today), because of a season of AtlanticCraft.

**Storyline**

To say that the fic has a storyline is incredibly dubious - its reason for existence was initially an excuse for the protagonist (who has had like five names at this point) to go through modded Minecraft with a bunch of Minecraft anime girls. The fact that there is even a relevant city is because I both like the premise of *Welcome to Night Vale*, and I wanted a justification for the protagonist to have a Sonic reference without it being out of place.

Since the storyline is somewhat vague, here is the general plot:

1. Back on Earth, there was a city known as Anankos. It's a surrealist city that is full of strangeness - be it in general or the blatantly supernatural. Think of Twin Peaks and Night Vale. Nobody really knows where it's supposed to be, and all that's important is that it is where all the "strange" people in the world inevitably find themselves.
2. A drifter arrives in Anankos, who is meant to be the protagonist. As previously mentioned, he's got a bunch of names over the years, so I'm just going to call him Tejani Day after the Jumper. Beyond the fact that he has enhanced physical strength, he does not know much of anything about his past. Despite that, he fits in

perfectly well in Anankos, and even becomes a Professor at Pantheria University, Anankos' college. During these several years, he encounters and gets involved with a lot of weird people and occurrences, becoming a sort of local celebrity.

3. One day, Tejani meets two strange fairies named Histoire & Croire (Names and broad personality strokes are from *Neptunia*, but nothing else), who ask Tejani if he wants to experience a strange new world. Tejani agrees, and the sky flashes with light. Tejani is taken to the world of Minecraft (which in the fic is called Tesserachia - after the tesseract) by this light - which he learns later is the work of a higher-dimensional being known as the Wave Existence. He did not realize that the Wave Existence also dragged along tons of other individuals with him, connected to his life.
    a. Histoire & Croire in this story are actually the basis for *The Twin Fairies* companion option in the *Generic Lewd Setting* Jump.
4. Histoire and Croire soon blink to his side and inform him of the fact that he is in another world, along with the fact that tons of others were brought here with him. The Wave Existence brought him here for some inscrutable purpose, and gave Tejani a list of achievements that he has to accomplish. This list of achievements is basically a glorified roadmap of the plot.
5. After getting his own bearings on the world, Tejani begins to meet his old friends again - along with a bunch of girls that seem to have the powers of mobs, but are human-shaped and perfectly sapient. Everyone explores the world of Tesserachia, completes all the achievements, ventures through dimensions, and pieces together what caused the world to enter such a strange state (I am NOT corralling that information together for this Jump).
6. One of the mysteries of the plot is the fact that Tejani can't die, while everyone else can - mimicking the fact that Minecraft Steve can just respawn. This is due to the fact that Tejani encountered the Wave Existence as a child, which resulted in his immortality, superhuman condition, and the loss of his identity.

**What is the Wave Existence?**

- The Wave Existence, although a "god" in the actual setting, is closer to a group of Players in the real world. They bring their characters into the world and unleash them to see what happens. Their control and modifications to reality mimic the player updating the world and various mods.
- Histoire and Croire also play into this, as they are physical embodiments of TMI/NEI/JEI (Croire), and the Achievement List (Histoire), respectively.
- Tejani is, as previously mentioned, a representation of the Player Character.