Realm of Aethel
Minecraft Reference

This document serves as a resource for all previous and current gameplay aspects of Aethel's SMP.

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Events

Weekly

Weekly events are time-limited competitions and have varied goals that players must accomplish either against the environment or other players on the server. The events' objectives can be labeled as one of these categories: building, collecting, harvesting, and slaying.

Building

Harvesting

Fish Market	*Catch fish*

Dude This House Is Ass	*Build an ugly house*
The 1%	*Build a nice house*
Under The Sea	*Group aquatic build*

Lucid Dreams	*Mine amethyst*
Submissive & Webbable	*Shear cobwebs*

Collecting

A Little Bit of Everything	*Collect items and blocks*
Big Game Hunt	*Collect mob heads*
Tavern Menu	*Collect food & food related ingredients*
The Great Cakery	*Bake cakes*
Zoo For All Ages	*Collect entities*

Slaying

Armed & Black	*Slay Wither Skeletons*
Cock Hunter	*Slay Chickens*
Ghastardly Deeds	*Slay Ghasts*
Raiding Party	*Slay Villagers*
Swine Flu	*Slay Piglins & piglin brutes*

Point-Based

Point-based events are individually scoring events that allow a player to exchange their score for rewards afterward. Combat-oriented point events are scored based on the type and number of creature kills.

Combat

Arena	*Survive waves of enemies*
Assault	*Attack a location*
Siege	*Defend a location*

Talent

Pakman	*Collecting coins*
Targets	*Hit targets*

Minigames

Minigames are unconventional events that range wildly in objectives and play methods. Details for each type of minigame are provided as they are hosted.

Type

Block Hunt	*Collect blocks*
Block Party	*Survive random colors of the floor being removed*
Bumper Boats	*Destroy your opponents' boats*
Creeper Ball	*Punch creepers in an arena*
Creeper Ball II	*Punch creepers into the opposing team's goal*

Master Chef	*Collect ingredients and food*
Obstacle Course	*Get through the course in the fastest time*
Pig Turf Fishing	*Fish as many pigs as you can*
Pincushion	*Increasing distance archery with partners*

Crime Mystery	*Solve the crime using clues*	Rube Goldberg	*Engineer overcomplicated machines*
Cruel & Unusual Scavenger Hunt	*Collect a random list of items*	Secret Santa	*Gift other players anonymously*
Capture The Queen	*Steal the enemy team's banner*	Shadow Over Dragonsmouth	*Survivors survive against a coastal horde*
Deadly Maze	*Gather supplies & fight others in a maze*	Snowball Fight	*Build forts and assault other players' forts*
Elytra Pilot	*Fly through rings*		
Hide & Seek	*Hide or seek others*	Spleef	*Destroy the floor below your opponents*
Hot Feet	*Survive the floor being set on fire*		
Ice Sculpting	*Build using ice blocks*	Sumo	*Knock opponents out of the arena*
Ice Sledding	*Race boats on ice*	The Walls	*Gather supplies and fight others in open terrain*
Krowe Games	*Survive round elimination games*		

Encounters

Encounters are an all-encompassing term for set locations where combat events occur. There are a variety of objectives such as survival, destroying the spawners, and defeating a boss.

An encounter may have numerous conditions, ranging from negative effects for the players to buffs for the creatures and providing them equipment to the terrain and landscape being changed mid-event. The method of loot distribution for these events varies – it is either equally distributed, from looting chests, randomly dropped throughout the battlefield, or voted upon.

Dimensions	Conditions	Objectives	Loot Distribution
Overworld	Player debuffs	Survive	Equally distributed
Nether	Enemy buffs	Destroy the spawners	Looting chests
The End	Enemy equipment	Defeat the Boss	Randomly dropped
	Changing terrain		Voted upon

Tributes

Tributes are build challenges where players face off against each other for higher point multipliers. Players do not have to build previous build themes to participate and will be judged on the current week's build theme only.

Accompanying each build, players place materials and creature tributes nearby to sacrifice for points. They must also declare which deity they are sacrificing for, and collection is done on a set day. The strength of their contributions is added to their targeted deity's influence, and in return, the deity they declared the sacrifice for can grant favors to its followers.

Contributions

The individual contribution score is calculated based on the variety, quantity, and rarity of the material and creatures that are tributed. An item's value is scaled positively to its rarity. The more of that specific item is tributed globally, the less each item is worth.

Ideally, players should attempt to diversify their tributes to get as much value as possible, avoiding conflicts with other players tributing the same thing, while also attempting to sacrifice the most difficult-to-obtain materials and creatures. These contributions serve as the base score.

Build Multipliers
Builds that reflect the weekly build challenge for the week will serve as the multiplier. The best-themed and quality representative builds will receive a higher multiplier, while incomplete and messy shrines will receive a lower multiplier.

Favor & Influence
Favor is calculated per individual based on their contribution score multiplied by their build's multiplier, and this is used to redeem rewards from the favor shop. Individual contributions' total, multiplied by the number of followers for that deity will decide the amount of weekly influence that deity gains. This weekly influence is then added to a total score across all weeks.

Individual

Sacrifice (0-1000)	Build Multiplier (1-5★)		
	1★: x1.0	2★: x1.25	3★: x1.5
Value of contributions	4★: x1.75		5★: x2.0

Deity

Individual Scoring		Collective Total	
Contribution	Individual Sacrifice * Build Multiplier	**Tribute Strength**	Total (Individual Contribution)
Favor	Contribution * 2	**Influence**	# Of Followers * Tribute Strength

Auctions
Auctions are pop-up events that randomly occur in the server and players must bid against each other for various materials, equipment, summons, or services every round. The highest bidder will be declared each time they name a higher value offer, and they must be able to pay the bid to the auction to receive their goods. If the bidder is unable to pay, the object will be reevaluated again for bidding.

Juggernaut
Juggernaut events provide participants with an opportunity to fight the entirety of the server as the Juggernaut for a round in either Solo, Teams, or FFA.

Juggernauts receive all the positive benefits of existing relics except Fire Resistance & Water Breathing, gain access to all existing artifacts' empowered versions (refer to Artifacts section), empowered versions of up to two of their souls, and a set of modified Juggernaut gear where an artifact does not exist for it. For the opposing side, players will receive healing supplies per round, an opportunity to set their spawn via a command block, and access to a repair station.

Every round of Juggernaut will be limited to at most thirty minutes or until that round's Juggernaut is slain. The next juggernaut(s) are chosen randomly from the participants, with the slayer(s) of the Juggernaut(s) receiving an increased chance to become the next. Those who have already been Juggernaut will have to wait until all participants have received a chance to become Juggernaut before they are eligible again.

Dungeons

Dungeons are set locations where players enter to fight hostile creatures, solve puzzles, and cross parkour room by room. They must use their wits, equipment, and the map's terrain against their enemies to stand a chance to confront the overseer of the dungeon. Players cannot leave until they defeat the boss.

Dungeon difficulties are set at the dungeon's entry room and are only changeable if there are no current players inside the dungeon already to guarantee runs are done on a single difficulty. No matter what difficulty a player chooses to play on, they will still get the same amount of rewards upon their first clear only.

Dungeons can be done by groups, but the number of creatures will scale accordingly to each party member.

Difficulty

Fairytale (Easy)	*Enemies receive Weakness & Slowness*
Canonical (Normal)	*No change*
Godless (Hard)	*Enemies receive Strength & Speed*

Mechanics
Almethy

Almethy describes the process that allows players to craft/convert amethyst shards & blocks into another material in BS2.

Chaos Frequencies (CFs)

Custom enchants from plugins are colloquially called CFs, standing for the Chaos Frequencies described in the server's lore. These cannot be obtained through normal gameplay and are distributed from events only. In addition, RCFs stand for random custom enchants, and CCFs stand for chosen custom enchants.

Wishes

Wishes play a part in granting players direct requests to the admin to fulfill a certain task or obtain items within reason. These rules are not clearly defined and are up to the discretion of the admin to grant them. In general, nonharmful and simple wishes are more likely to be granted than violent or complex ones.

Souls

Souls are special abilities bound to players that come in a multitude of forms. There is no limit to how many a single player can get, but there is a cap to the number of souls active at any given time.

Players can switch to using different souls at the start of a week unless stated otherwise. During Juggernaut events, Juggernauts receive empowered versions of up to two of their souls that

may include but are not limited to: cooldown reductions, increased ability potency, ability duration, & increased number/strength of summons.

There are four classifications of soul abilities:
- Activation: Requires the user to use a unique item for the effect
- Affinity: Requires the user to stand in or near something for the effect
- Defensive: Requires the user to take a threshold of damage for the effect
- Passive: Either is an unconditional effect or an effect that doesn't require a unique item

Dark Mist

The dark mist is an inhospitable region of the world that inflicts increasingly harsh negative effects on players as they go too far away from the playable area. The Dark Mist is separated into two regions, the Warning Zone and the Danger Zone, with the former being the less dangerous of the two.

Death Penalty

When players respawn, they are considerably weaker than normal and slowly regain their strength over time.

Eternity

Eternity serves as a group of communal town structures that offer permanent benefits and perks to all players as it is developed. Players utilize a server currency called Mana Blossoms they gain from certain activities and events to improve town structures. Each structure has unique benefits and upgrade vectors.

Structure	Abilities		Upgrade Vectors	
Blacksmith	Temper Equipment		Quality+	Cost-
Docks	Passive Dye Income	Passive Block Income	Dye Crates+	Blocks+
Jeweler	Attuned Rings		Might+	Blight+
Mall	Communal Market	Master Villagers Item Museum		
Mana Well	Passive Xp Gain	Infused Potions	XP Gain+	Liquid Mana+
Mine	Passive Ore Income		Yield+	Cooldown-
Post Office	Communal Mailboxes	Courier Idols		
Warp Gate	Town Recall	Item Gateways	Channeling+	

Blacksmith

The blacksmith allows players to improve the statistics of base diamond and netherite equipment by tempering it. For swords and axes, this increases their damage by +1 per quality level. For armor pieces, this increases their armor toughness by +1 per quality level.

To temper equipment, players must craft a tempering crystal of the according quality by surrounding an amethyst shard with diamonds. To improve upon a tempering crystal's quality, the lower tier tempering crystal must be used as the base shard once it is unlocked.

The Quality development allows higher tier tempering in this order: sword/axe, helmet, boots, sword/axe, leggings, chest plate, repeating. The Cost development decreases the cost of tempering crystals by one diamond.

Docks
The docks provide players with passive sources for dyes and dyeable blocks (wool, glass, concrete powder, and terracotta). Dyes arrive in crates periodically and have a limit as to how many colors can be chosen at once. Blocks arrive in a singular crate and can be chosen as to what type the player receives.

The Dye Crates development increases the number of dyes in each crate as well as how many crates can be stored at once. The Blocks development increases the number of blocks received in each crate.

Jeweler
The jeweler unlocks the creation of attuned rings, which are offhand-held passive effect items. Attuned rings are divided into two classes, Might and Blight. Attuned rings from the Might class affect only the individual wielding it, while attuned rings from the Blight class affect entities around the wielder and may include the wielder themselves.

 To craft an attuned ring, players must surround an amethyst shard with liquid mana generated from the mana well. This provides them with an unattuned attuning crystal, which they then must surround with attunement-specific material. After they acquire an attuned crystal, they can then craft an attuned ring using the attuned crystal and enchanted pure gold.

Both Might & Blight developments unlock crafting recipes for new attuned rings.

Mana Well
The mana well allows players to passively gain experience from staying within its central structure and create Infused Potions by crafting amplified glowstone variant base potions with the structure's generated Liquid Mana.

The Xp Gain development increases the rate at which Xp is gained as well as raises the level cap allowed from the Mana Well. The Liquid Mana development increases the number of recipes available to be crafted and improves the existing ones' duration.

Mall
The mall serves as a communal marketplace for every player to set up their shops and houses the Village Masters, customized villagers whose mastery in their profession sell most possible trades regarding their workstation, and whose prices do not change regardless of how many times they've been traded with. The Village Masters have greatly increased maximum trade limits over regular villagers. The mall also houses a museum for memorabilia on its second floor, displaying things from tools, weapons, and armor to sentimental items.

Mine
The mine provides players with a passive source of ore income.

The Yield upgrade increases the number of resources gained per collection as well as provides more valuable ores but increases the cooldown timer. The Cooldown development decreases the cooldown between each mine yield.

Post Office
The post office's purpose is to facilitate item transfers between online and offline players. It also allows the crafting of Courier Idols, which bring items back to the post office after existing a certain amount of time on the ground.

Warp Gate
The warp gate serves as a location for players to return to from any distance and dimension by linking it with warp crystals and holding them in the main hand. Taking damage during the channeling time will reset the warp recall.

To create a warp crystal, throw a singular amethyst shard onto the warp gate's center platform.

The Channeling development decreases the amount of time required to channel a warp recall, increases the range of effectiveness around the user, and allows for additional item gateway frequencies to be created in the world.

Mob Tiers
With the introduction of custom-made mobs outside of what vanilla provides, a mob's tier level aims to generalize its threat level to a player. A mob can belong to multiple tiers, and this system is described as its lineage. Moving a tier upwards in a creature's lineage is called a promotion, and moving down a tier in a creature's lineage is called a demotion. Within each tier, a mob can have three varying degrees of strength called levels, and the tier and level of a creature will affect its equipment and statistics.

Tier	Threat Level	Recommended Equipment
1	Weak	Leather, Stone
2	Average	Lightly enchanted iron
3	Strong	Mid-grade enchanted diamond
4	Much Stronger	Heavily enchanted netherite
5	Deathwish	Best equipment available

Note: The mob tiers' threat levels are scaled with consideration to the power level of vanilla mobs.

For a complete list of custom mobs and their mob tiers, visit Aethel Datapack.

Items
Relics
Relics are non-craftable passive effect items that only need to remain in players' inventories to work. During Juggernaut events, Juggernauts receive all positive benefits of the relics (excluding Fire Resistance & Water Breathing) without the negative effects.

Name	Type	Effects
Mercurial Pendant	Emerald	Speed II, Weakness I

Mole Goggles	Spyglass	Haste II, Blindness
Odysseus's Voyage	Book	Water Breathing, Unluck II
Orb Of Flames	Heart of The Sea	Fire Resistance, Glowing
Organ Engine	Leather	Periodic Health Boost
Self-Refilling Goblet	Potion	Periodic Saturation XX, Instant Damage
The Giant's Belt	Raw Iron	Resistance, Slowness
Monument Blueprints	Lapis Lazuli	Conduit Power, Weakness, Slowness
Pharaoh's Bandages	Paper	Periodic Regeneration I
Tether of the Twins	Lantern & Soul Lantern	Speed I, Speed II when the player pair is together
White Peaks Solstice Star	Nether Star	Jump Boost III, Slowness

Artifacts

Artifacts are non-craftable active usage items that need to either be equipped by the player or in the main hand of the player to work. During Juggernaut events, Juggernauts receive empowered versions of all the artifacts.

Name	Type	Special Properties	Empowered
Bastion of Mankind	Chestplate	Increased resistance to explosions	Durability+
Blood Gouger	Prismarine Shard	Inflicts bleeding	Damage+
Bramblethorn	Sword	Regeneration II	Damage+, Durability+
Crown of Cinders	Helmet	Togglable trail of flames	Durability+
Dorsal Fin	Trident	Increased aquatic damage & Dolphin's Grace	Damage+, Riptide+, Durability+
Dragonfire	Crossbow	Instant reloads	Multishot, Durability+
Flesh Hook	Fishing Rod	Pulls entities instantly	Durability+
Hellfire Cape	Chestplate	Removes burn ticks	Durability+

Infernal Flame	Sword	Increased burn time & removes fire resistance	Damage+, Durability+
Lilith's Wings	Feather	Flight	Levitation+
Merciless Antumbra	Chestplate	Defensive Binding	Durability+
Rhinomane	Helmet	Resistance	Durability+
Riftwalker's Trace	Leggings	Short range teleport	Durability+
Skysplitter	Axe	Summons lightning	Damage+
Tempest	Stick	Knockback	Knockback+
The Elder Pick	Pickaxe	Unparalleled mining speed	Mining Speed+, Durability+
Indomitable	Shield	Unbreakable	Arrow Kill Aura
The Worldbreaker	Pickaxe	Haste II	Durability+
Void Stone	Emerald	Invisibility	Blindness Aura

Spellbooks

Spellbooks are non-craftable active usage items that need to be in the offhand of the player and consume lapis lazuli in the main hand to activate.

Type

Bull's Might	*Strength III*
Call of Thunder	*Changes the weather to storm*
Fireball	*Summons a fireball*
Lightning Strike	*Summons a lightning strike*
Rejuvenate	*Instant Health & Regeneration*
Wind Spirit	*Speed III*

Infused Potions

Infused potions are craftable potions that grant a variety of effects but revolve around the essential component of Liquid Mana.

Crystals

Crystals are craftable active usage items that perform a variety of effects but revolve around the component of an amethyst shard.

Tempering	*Sharpens weapons & toughens armor*
Homebound	*Warp gate recall*
Item Gateway	*Item sender & receiver frequencies*

Attuned Rings

Attuned rings are craftable passive effect items that need only to be in the off-hand slot to function. Attuned rings are divided into two classes, Might & Blight. Might rings affect exclusively only the user. Blight rings affect other entities and may include the user if it is a beneficial effect to them.

Might

Fortune	*Luck*
Water	*Water Breathing*
Altitude	*Jump Boost II*
Air	*Slowfalling*
Agility	*Speed*
Flight	*Levitation II*
Nourishment	*Saturation*
Fire	*Fire Resistance*
Endurance	*Regeneration*
Force	*Strength*
Earth	*Resistance*

Blight

Perception	*Night Vision*
Plague	*Poison*
Detection	*Glowing*
Time	*Slowness*
Depths	*Dolphin's Grace*
Paranoia	*Blindness*
Shadow	*Invisibility*
Fatigue	*Weakness*
Safety	*Absorption*
Anguish	*Wither*
Death	*Instant Damage*

Idols

Idols are craftable items that perform a variety of effects only when they're on the ground.

Type

Courier	*Returns items to the Post Office*

Components

Components are craftable prerequisite items to more complex crafting recipes.