Aethel
SMP Wiki

Minecraft

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SMP

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Events

Minigames

Minigames are events with a variety of objectives. Minigames are classified into two types: instances and sets.

Instances have been archived.

Sets

Sets are replayable minigames that have dedicated maps. Their gameplay settings can be customized.

Type	Description	Maps
Boat Race	Achieve the fastest time possible on the course using a boat.	Yoshi Drift
Capture the Flag	Deliver the opposing team's banner to your team's banner spawn to score points.	Vulture Valley
Creeperball	Kick the creeper into the opposing team's net to score points.	Stadium
Deathmatch	Last one standing in the arena wins.	Nylium Hills
Hide & Seek	Evade the Seekers. Find the Hiders.	Headwater, PekoVille, Wyrmtooth
King of the Hill	Control beacons as a team to score points.	Frostbite
Parkour	Achieve the fastest time possible on the course.	Elements

For more detailed documentation of minigame sets, visit Aethel Data Pack.

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Mechanics
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Chaos Frequencies (CFs)
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Enchants from plugins are referred to as CFs, which stand for the Chaos Frequencies described in the server's lore. These can only be earned during events and cannot be obtained through normal gameplay. Furthermore, RCFs represent random plugin enchants, and CCFs represent chosen plugin enchants.

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Gameplay
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Modifications to gameplay from various sources are listed here.

World Borders
- Overworld – 10k
- Nether – 5k

Gamerules

Type	Value	Description
forgiveDeadPlayers	false	Angered neutral mobs won't forgive dead players.
playersSleepingPercentage	40	40% of online players need to sleep to skip the night.
universalAnger	true	Angered neutral mobs attack any nearby player.

Plugin – Tweakin'
General

- Lapis and items are stored in the enchantment table until removed.
- Compasses can be linked to beds, and carrying a compass in your main hand while going through a nether portal or end gateway links the compass to them.
- Global sounds only play within 40 blocks of its origin.

Building
- Custom shaped portals can be made up to a maximum interior size of 23x23.
- Placing ladders place them below the lowest ladder.
- Concrete can be made from dropping concrete powder into cauldrons filled with water.
- Vine tips burned with a flint and steel never grow any longer.

Mobs
- Mobs occasionally drop their heads.
- Mobs can be attacked through tall grass.
- Mob heads placed on the sides of noteblocks make their respective sound.
- Dogs and cats can healed through petting (crouch + interact).
- Feeding a poison potato to a baby animal removes its ability to mature.

Tools
- Hoes harvest in an area of effect while the user is crouched.
- Snowballs deal knockback.
- Broken anvils can be repaired with iron blocks (interact).
- Splash water bottles extinguish players.

Paper Server
Items
- Items and XP orbs merge from further away.
- Items despawn in 10 minutes, with exceptions to: dirt, sand, gravel, cobblestone, stone, cobbled_deepslate, deepslate, netherrack, and sculk, which despawn in 15s instead.
- Luck effect more heavily affects all RNG events.
- Naturally generated chests are eligible to regenerate their loot after 12h – 2d, and the same player cannot reopen the same chests to regenerate the loot.

Mobs
- Lower natural mob caps for bats, glowsquid, fish, axolotls, dolphins, and turtles.
- Mobs spawn less frequently but in larger batches.
- Parrots stay on players' shoulders until they crouch.
- Phantoms attack indiscriminately.

Next Season
- Villagers are turned into zombie villagers 65% of the time.

Functional Blocks

Anvil

Type	Material	Result
Netherite Tool/Armor	Netherite Repair Kit	Full Durability

Blast Furnace

Material	Time	XP	Result

Raw Steel	10s	1.4	Steel Ingot

Furnace

Material	Time	XP	Result
Raw Leather	10s	0.5	Leather
Raw Steel	20s	1.4	Steel Ingot
Wet Sponge	1s	0	Sponge

Smithing Table

Type	Material	Result
Fortified Horse Armor	Netherite Ingot	Netherite Horse Armor

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Incants

Incants are a method to obtain enchanted books without the need for experience levels and an enchanting table. Vanilla incants are crafted using a corresponding material, book, and block of lapis lazuli. Chaotic incants are crafted using a spell book and two corresponding materials.

Vanilla

General

Type	Material
Unbreaking	Obsidian

Tools

Type	Material
Efficiency	Gold Ingot
Luck of the Sea	Leather
Lure	Redstone Dust

Armor

Type	Material
Blast Protection	Gunpowder
Fire Protection	Coal
Protection	Iron Ingot
Thorns	Cactus

Weapons

Type	Material
Bane of Arthropods	Spider Eye
Sharpness	Stone
Smite	Glow Berry
Power	Flint
Quick Charge	Tripwire Hook
Impaling	Prismarine Shard

Chaotic

Tools

Type	Materials

Lucky Miner	Bottle o' Enchanting, Iron Pickaxe
Replanter	Wheat Seeds, Iron Hoe
Seasoned Angler	Bottle o' Enchanting, Fishing Rod

Weapons

Type	Materials
Decapitator	Wither Skeleton Skull, Iron Sword
Infernus	Flint & Steel, Prismarine Shard

Armor

Type	Materials
Flame Walker	Magma Blocks, Iron Boots
Saturation	Wheat, Iron Helmet

Mob Tiers

Mob tiers generalize threat levels to a player. A mob can have multiple variants with different threat levels, known as a lineage.

Within each tier, a mob can have three 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

For more detailed documentation of mob lineages and their tiers, visit Aethel Data Pack.

Items

Armors

Additions to the vanilla set of armors are listed here. Armors are classified into 6 different classes: fabrics (leather), plastics (chainmail), malleable metals (gold), alloys (iron), crystalline (diamond), and plate (netherite). Armors in the same class type can be used to repair each other.

Set

Type	Helmet	Chestplate	Leggings	Boots

Obsidian (Plate)	3 Armor 2 Toughness -7.5% Speed 15% KB Resist	6 Armor 2 Toughness -7.5% Speed 15% KB Resist	6 Armor 2 Toughness -7.5% Speed 15% KB Resist	3 Armor 2 Toughness -7.5% Speed 15% KB Resist
Silksteel (Alloy)	3 Armor 1 Toughness 5% Speed Unbreaking I	6 Armor 1 Toughness 5% Speed Unbreaking I	5 Armor 1 Toughness 5% Speed Unbreaking I	3 Armor 1 Toughness 5% Speed Unbreaking I
Spidersilk (Fabric)	1 Armor 7.5% Speed	1.5 Armor 7.5% Speed	1.5 Armor 7.5% Speed	1 Armor 7.5% Speed
Steel (Alloy)	3 Armor 1 Toughness Unbreaking I	6 Armor 1 Toughness Unbreaking I	5 Armor 1 Toughness Unbreaking I	3 Armor 1 Toughness Unbreaking I
Wool (Fabric)	0.5 Armor 3.75% Speed	1 Armor 3.75% Speed	1 Armor 3.75% Speed	0.5 Armor 3.75% Speed

Unique

Helmet

Type	Properties
Diving Helmet (Plastic)	Aqua Affinity Respiration I
Mining Helmet (Plastic)	Night Vision

Chestplate

Type	Properties
Blast Vest (Plastic)	Blast Protection IV
Life Vest (Plastic)	Floats to the surface in a body of water when worn.
Kevlar Vest (Plastic)	Proj. Protection IV

Leggings

Type	Properties

Boots

Type	Properties
Bunny Boots	Jump Boost II
Highlander Boots	Feather Falling IV

Horse Armor

Type	Properties
Fortified Diamond	14 Armor
Netherite	17 Armor

Components

Components are prerequisite items to more complex crafting recipes.

- Block of Steel
- Chainmail Rings
- Raw Steel
- Spell Book

- Creation Crystal
- Netherite Repair Kit
- Raw Leather

- Spidersilk Threads
- Steel Ingot

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Devices

Devices are items that activate their effects while held in the main-hand and crouched. Devices are classified into three types: activated, powered, and instance.

Activated

Activated devices don't require fuel material to use.

Type	Effects
C4 Detonator	Detonates payload based on a red, blue, or yellow color frequency indicated by the dye in the offhand within 24 blocks radius.
Strong Magnet	Pulls items within 5.75 blocks radius.

Powered

Powered devices require fuel material to use. Powered devices are classified into two types: use and interval.

Use

Type	Fuel	Effects
Weak Magnet	[2] Redstone Dust	Pulls items within 5.75 blocks radius.

Interval

Type	Fuel	Effects
Vibration Sonar	[2] Redstone Dust/s	Reveals entities within 18 blocks of the user's vision line within a 3.25 block radius.

Instance

Instance devices are consumed upon use.

Type	Effects
Annihilation Protocol	Summons an extremely strong iron golem.
C4	Places a payload based on a red, blue, or yellow color frequency indicated by the dye in the offhand.
Carpet Bomb	Drops TNT while in elytra flight.
Copper Construct	Summons a weaker, faster iron golem.
Grupert's Paw	Summons a manifestation of Grupert, granting players within 6.5 blocks absorption and speed every 15 seconds.
Heat Sink	Removes lava within 4.25 blocks radius and fires within 7.25 blocks radius.

Pip	Detonates a high-powered payload after 15 seconds.
Prisoner Restraints	Leads the closest villager within 1.5 blocks radius to the player.
Steel Construct	Summons a stronger iron golem.
Ticking Payload	Places an auto-detonating payload.
Vent Mine	Places an invisible payload that arms itself after a duration and detonates based on proximity.

Potions

Additions to the vanilla set of potions are listed here. Potions are classified into three types: expansion, extremity, and mixture.

Expansion

Expansions expand upon the effect variety of vanilla.

Type	Effect	Base	Extended	Amplified
Shielding	Absorption	1:00	1:30	II 0:30
Tides	Dolphin's Grace	1:30	4:00	II 0:20
Flurry	Haste	1:00	3:00	
Constitution	Health Boost	1:30	2:30	II 0:45
Ascension	Levitation	II 0:10	II 0:20	VI 0:05
		II 0:10, splash	II 0:20, splash	VI 0:5, splash
Opportunity	Luck	3:00	8:00	II 1:30
Confusion	Nausea	0:15, splash	0:25, splash	

Extremity

Extremities provide higher potency effects than vanilla.

Type	Effect	Base	Extended	Amplified
Lava Eel	Fire Resistance	10:00	20:00	
Cat Eyes	Night Vision	10:00	20:00	
Sea Gills	Water Breathing	10:00	20:00	
Coffee	Speed	III 0:15	III 0:30	IV 0:10

Mixture

Mixtures provide multiple effects.

Type	Effects	Type	Effects
Flash Bomb (Splash)	Nausea (0:08) Blindness (0:05)	Iron Bark	Regeneration (0:10) Resistance (0:10)

Adrenaline	Speed II (1:05) Strength II (1:05)		Tear Gas	Nausea (0:10) Blindness (0:06) Slowness (0:06)
Dystrophy	Slowness (3:00) Weakness (3:00)		Zeal	Jump Boost (1:05) Speed (1:05)

Vanilla

Additions to the vanilla set of recipes are listed here.

- [8] Arrow
- [16] Arrow
- Black Dye
- Bottle o' Enchanting
- Bucket
- Cauldron
- Chainmail – Helmet, Chestplate, Leggings, Boots
- Cobweb
- Echo Shard
- Elytra (Broken)
- Glow Ink Sac
- Glowstone Dust
- Hopper
- Horse Armor – Iron, Gold, Diamond

- Lead
- Nametag
- Nautilus Shell
- Netherite Scrap
- [3] Paper
- Piston
- [2] Poisonous Potato
- Saddle
- Shears
- Shulker Shell
- Sponge
- Soul Speed – I, II, III
- Swift Sneak – I, II, III
- Trident
- Tripwire Hook

Weapons

Additions to the vanilla set of weapons are listed here.

Type	Properties
Ham Bat	Knockback II
Hand Ballista	Piercing IV Unbreaking I
Portable Grill	Fire Aspect III
Repeater Crossbow	Quick Charge III Unbreaking I
Shield – Iron	1 Armor 2 Toughness -10% Speed 10% KB Resist
Shield – Steel	2 Armor 3 Toughness

Type	Properties
Steel – Bow	Power III Unbreaking I
Steel – Sword	7 Attack Damage
Swordfish	6 Attack Damage Impaling I

	-15% Speed
	15% KB Resist
Shield – Obsidian	3 Armor
	5 Toughness
	-25% Speed
	25% KB Resist

Donor Perks

Donations go towards the server's upkeep and provide no in-game advantages. All staff have these perks available to them by default. Donor perks are classified into two types: services and permissions.

Services

Services are performed by the staff and are limited to one use for each donation.

Type	Description
Item Name Color & Format	Changes the color and text formatting of any item.
Name Color	Changes your name color with limitations to color codes.
Name Color (Hex)	Changes your name color with no limitation.
Vault Customization	Copy-pastes a player-built vault design, limited to a 9x5x9 interior space.

Permissions

Permissions are performed by the donors in most scenarios and have unlimited use for one season's length.

Type	Description
Item Name Color & Format	Changes the color and text formatting of any item.
Name Color	Changes your name color with limitations to color codes.
Name Color (Hex)	Changes your name color with no limitation.

Archive

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Dungeons	Point-Based	Dark Mist	Souls	Att. Rings	Relics
Encounters	Tributes	Death Pen.	Wishes	Crystals	Spellbooks
Juggernaut	Weeklies			Idols	

Events

Auctions

Auctions occur at random on the server and force players to bid against each other for various materials, equipment, summons, or services. A greater value offer will be announced each time, and the bidder must be able to pay the bid at the end of the auction to receive their goods.

Dungeons

Dungeons are set locations players enter to combat hostile creatures, solve puzzles, and traverse parkour room by room. To leave the dungeon, they must defeat the dungeon's overseer.

Difficulty modifiers are set by the player from the dungeon's entry room and may only be changed if there are no players currently within the dungeon. Completing the dungeon for the first time will reward the same quantity of resources, regardless of difficulty.

The number of creatures in the dungeon will scale proportionally to the number of players inside.

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

Encounters

Encounters are locations where combat events occur with a variety of conditions for both the players and the creatures involved.

Variable	Conditions
Dimensions	Overworld, Nether, End
Conditions	Player debuffs, enemy debuffs, enemy equipment
Objectives	Survive, destroy the spawners, defeat the boss
Loot	Equally distributed, chests, randomly dropped, voted upon

Juggernaut

Juggernaut events are an opportunity to fight the entirety of the server or the Juggernaut in either solo, teams, or free-for-all.

Juggernauts receive all the positive benefits of existing relics except Fire Resistance & Water Breathing, gain access to all existing artifacts' empowered versions, empowered versions of up to two of their souls, and a set of modified Juggernaut armor. Players opposing them will get healing supplies, a set spawn location, and a repair station.

Every round of Juggernaut will be restricted to thirty minutes or until the Juggernaut is slain. The next Juggernaut is chosen randomly from the participants, with the slayer of the Juggernaut

having a higher priority. Previously selected Juggernauts will have to wait until all participants had an opportunity before being eligible again.

Minigames

Minigames are events with a variety of objectives. Minigames are classified into two types: instances and sets.

Instances

Instances can only be played if an admin hosts them.

Type	Objective
Block Hunt	Collect blocks
Block Party	Survive random colors of the floor being removed
Bumper Boats	Destroy opponents' boats
Creeper Ball	Punch creepers in an arena
Crime Mystery	Solve the crime using clues
Cruel & Unusual Scavenger Hunt	Collect a random list of items
Deadly Maze	Gather supplies & fight others in a maze
Elytra Pilot	Fly through rings
Hide & Seek	Hide or seek others
Hot Feet	Survive the floor being set on fire
Ice Sculpting	Build using ice blocks
Ice Sledding	Race boats on ice
Krowe Games	Survive round elimination games

Type	Objective
Master Chef	Collect ingredients and food
Obstacle Course	Achieve the fastest time on the course
Pig Turf Fishing	Fish as many pigs as possible
Pincushion	Increasing distance archery with partners
Rube Goldberg	Engineer overcomplicated machines
Secret Santa	Gift others anonymously
Shadow Over Dragonsmouth	Survive against a coastal horde
Snowball Fight	Build forts and assault others' forts
Spleef	Destroy the floor below opponents
Sumo	Knock opponents out of the arena
The Walls	Gather supplies and fight in open terrain

Point-Based

Point-based events are individually scored activities that allow a player to exchange their scores for rewards afterward. Point-based events are classified into two types: combat and talent.

Combat-oriented point events are scored based on the type and amount of creature kills, and talent-oriented point events are scored based on objective values.

Combat

Type	Objective
Arena	Survive waves of enemies
Assault	Attack a location
Siege	Defend a location

Talent

Type	Objective
Pakman	Collect coins
Targets	Hit targets

Tributes

Tributes are weekly construction challenges in which players compete for the biggest point multipliers.

Players offer materials and creature tributes to accompany each build to sacrifice for points. They must also specify which deity they're sacrificing to, and tribute is done on a set day. The strength of their contributions increases the influence of their deity, and in exchange, the deity can grant favors to its followers.

Contributions

The individual contribution score is determined by the diversity, amount, and rarity of the material and creatures tributed. The worth of an item is scaled to its rarity. The greater the global quantity of that item is tributed, the less valuable each item becomes.

Ideally, players should try to vary their tributes as much as possible to maximize value. These contributions serve as the base score.

Build Multipliers

Multipliers will be applied to builds that best represent the weekly theme. The best-themed and highest-quality representative builds will get a higher multiplier, while unfinished and messy builds will get a lower multiplier.

Favor & Influence

Favor is calculated per individual based on their contribution score multiplied by their build's multiplier. Favor then can be used to redeem rewards.

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 challenges.

Individual

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

Weeklies

Weeklies are time-limited competitions with a variety of goals that players must compete either against the environment or against other players on the server. Weeklies are classified into four types: building, collecting, harvesting, and slaying.

Building

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

Harvesting

Type	Objective
Fish Market	Catch fish
Lucid Dreams	Mine amethyst
Submissive & Webbable	Shear cobwebs

Collecting

Type	Objective
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

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

Mechanics
Almethy

Almethy is the terminology for which players may craft amethyst shards and blocks into other resources.

Dark Mist

The Dark Mist is an inhospitable region of the world that inflicts more severe negative effects on players as they go further away from the playable area. The Dark Mist is classified into two zones: the Warning Zone and the Danger Zone, with the former being the less deadly.

Death Penalty

When death penalties are in effect, players respawn considerably weaker than normal but slowly regain their strength over time.

Eternity

Eternity is a collection of communal town buildings that provide benefits and perks to all players as it is developed. Players use Mana Blossoms earned from various activities and events to improve Eternity. 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 temper base diamond and netherite equipment to improve its attributes. Tempering enhances the damage of swords and axes by +1 and the armor toughness of armor pieces by +1 for each quality level.

To temper equipment, players must craft a tempering crystal of the according quality by surrounding an amethyst shard with diamonds. To raise the quality of a tempering crystal, the lower tier tempering crystal must be used as the base shard.

The Quality development enables higher tier tempering in the following order: sword/axe, helmet, boots, sword/axe, leggings, chestplate, then repeating the order. The Cost development decreases the cost of tempering crystals by one diamond.

Docks

The docks supply players with 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 the player can select what type they receive.

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 (offhand-held passive effect items). Attuned rings are classified 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 acquiring 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 has two functions: players can passively acquire experience by staying within its central structure and create Infused 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 duration of those that already exist.

Mall

The mall serves as a communal marketplace for all players to set up their shops and houses the master villagers. The master villagers sell all possible trades regarding their profession, and their prices don't change regardless of how many times they've been traded with. The master villagers have significantly increased maximum trade limits compared to regular villagers.

On its second story, the mall houses a memorabilia museum, which displays anything from tools, weapons, armor, and sentimental items.

Mine

The mine provides players with a passive income of ore.

The Yield upgrade increases the number of resources acquired per collection and delivers more valuable ores, but also lengthens the cooldown. The Cooldown development shortens the time between mine yields.

Post Office

The post office facilitates item transfers between online and offline players. It allows the creation of Courier Idols, which return items to the post office after existing a certain amount of time on the ground.

Warp Gate

The warp gate serves as a destination 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 while channeling will cause the warp recall to be reset.

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

The Channeling development reduces the amount of time necessary 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.

Souls

Souls are special abilities unique to certain players and can come in a variety of forms. There is no limit on how many souls a single player may get, but there is a limit as to how many souls can be active at any given moment.

Players can switch to using other souls they own at the start of the week. 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, and increased number and strength of summons.

Souls are classified into four types:
- Activation: Requires the user to use a unique item to activate the ability
- Affinity: Requires the user to stand in or near something to activate the ability
- Defensive: Requires the user to take a certain amount of damage to activate the ability
- Passive: Either is an unconditional ability or an ability that doesn't require a unique item to activate

Type	Base	Refined	Mastery
Aether	**P:** *Flap* Slow Falling when looking downwards	*Flap:* Slow Falling aura	**P:** *Soar High* Refunds firework rockets
Aging	**A:** *Amnesia* Entities randomly teleported to each other with Nausea	*Amnesia:* Increased range, entities inflicted with Blindness	*Amnesia:* Slowness II & Weakness II
Almighty	**P:** *Steel Skin* Health Boost	*Steel Skin:* Health Boost II **A:** *Ground Slam* Jumps into the sky and comes down with Strength	*Ground Slam:* Higher jump, increased duration of Strength II, and immunity to explosion upon landing
Architecture	**A:** *World Brush* Stone blocks form along the user's vision	*World Brush:* Longer duration	
Bee	**Af:** *Pollination* Standing on flowers charges a meter, consumption of the meter gives Levitation II & Speed I	*Pollination:* Charge rate increased, meter cap increased	*Pollination:* Meter cap increased, Speed 3

Berserk	**D:** *Rageborn* Strength under ½ health	*Rageborn:* Strength under 3/5 health, Strength II under 2/5 health	**D:** *Too Angry to Die* Immune to death for a short period under 1/3 health
Bunny	**P:** *Hop* Every third jump gives Jump Boost III	*Hop:* Speed II & effects last longer	*Hop:* Jump Boost IV, Speed III
Celerity	**A:** *Star Trail* Leaves a trail of Speed III clouds	*Star Trail:* Longer cloud lifetime, larger radius Speed IV clouds	*Star Trail:* Higher quantity, longer duration of Speed V clouds
Constitution	**P:** *Homebrew* Converts strong health potions into Health Boost potions	*Homebrew:* Longer duration of Health Boost II potions	*Second Wind:* Grants Absorption V below 1/3 Health
Darkness	**A:** *Dark Emperor* Summons bats that spread Blindness		
Death	**A:** *Life Drain* Inflicts Wither	*Life Drain:* Wither II, more targets	*Life Drain:* Wither III, more targets, longer duration
Demon	**A:** *Demonic Ascension* User ascends and summons lightning, receives Instant Harming, grants Strength & Resistance	*Demonic Ascension:* Instant Harming II, grants Strength II and Resistance II after a period, increased cooldown	*Demonic Ascension:* User creates an explosion, Instant Harming III, grants Strength III and Resistance III after a period, increased cooldown
Destruction	**A:** *Combustion* Summons a delayed creeper	**A:** *Fortify* Summons a delayed creeper that delivers Absorption	*Combustion:* Increased explosion radius *Fortify:* Absorption II
Disease	**P:** *The Antidote* Removes Poison periodically and grants Regeneration II	*The Antidote:* Longer Regeneration II, Instant Health, reduced cooldown	
Druid	**Af:** *Nutrient Replenish* Produces bonemeal while near a composter		
Duplication	**A:** *Cloning Vat*	**A:** *Slime Time*	**A:** *Perfect Copy*

	Summons a slime on top of the nearest player	Creates a temporary copy of a relic or artifact	Copies an inactive Soul, but disables the first two tiers of Duplication
End	**P:** *End Realm* Enderchest access	**A:** *Void Rift* Teleport to tagged target	**A:** *Void Shift* Teleports tagged target
Engineer	**P:** *Resourceful* Workbench(es) access		
Flesh	**D:** *Flesh Tumor* Regeneration III when under 1/3 health	**A:** *Reanimate* Convert rotten flesh to zoglins	*Flesh Tumor:* Regeneration III *Reanimate:* Zoglins deploy further away
Gravity	**A:** *Zero G* Levitation III aura	*Zero G:* Levitation V aura **P:** *Moonwalk* Slowfalling when looking downwards	**A:** *Blackhole* Summons a blackhole that sucks in entities
Holy	**A:** *Sermon* Absorption to players	*Sermon:* Instant Health to players **P:** *Beloved Pope* Hero of the Village	*Sermon:* Absorption II, Resistance, longer duration
Hydrodynamics	**A:** *Tidecaller* First trident throw drinks water, second throw disperses water	**A:** *Igneus Rise* First trident throw drinks lava, second throw disperses lava	
Magic	**A:** *Fire Blast* Summons a fireball	**A:** *Deep Freeze* Encases an entity in ice that eventually thaws	*Fire Blast:* Summons three fireballs *Deep Freeze:* Longer freeze time
Medusa	**P:** *Paralyzing Gaze* Entities facing user receive Slowness & Grounded		
Miner	**A:** *Cave In* Summons pointed dripstone to fall around the user		
Motion	**P:** *Friction* Continuously sprint to gain Speed II	*Friction:* Speed IV **P:** *Momentum*	*Friction:* Speed VI *Momentum:*

		Strength I during Friction	Strength II
Nether	**A:** *Flame Tank* Consumes fires to build up fuel, and at sufficient fuel, gain Speed	*Flame Tank:* Fuel consumption rate decreased **P:** *Heatshield* Fire Resistance	*Flame Tank:* Consumes lava to build up fuel, and at sufficient fuel, gain Strength & Resistance
Nuke	**A:** *Airstrike* Summons a fireball to fly downwards	*Airstrike:* Stronger explosion, faster velocity	*Airstrike:* Weaker fireballs summoned around main fireball
Oracle	**P:** *Foresight* Inventory peek	**A:** *Seer's Orb* Reveals creatures' locations	**P:** *Prophetic Vision* Reveals player locations
Plague	**A:** *Plague of Flesh* Poison aura		
Pufferfish	**P:** *Toxic Touch* Entities in contact receive Poison II	*Toxic Touch:* Poison III	*Toxic Touch:* Longer duration
Ram	**D:** *Stubborn Fault* Resistance below ½ health	**A:** *Audacious Charge* Speed II ending with Strength I	*Stubborn Fault:* Resistance below 2/3 health, Resistance II below 1/3 health *Audacious Charge:* Speed III ending with Strength III
Sacrifice	**A:** *Blood For Blood* Self-execution in exchange for a target player to receive Absorption V & Speed I	*Blood for Blood:* Absorption VII, Strength I, Speed II	*Blood For Blood:* Absorption X, Strength II, longer duration
Senator	**P:** *Nanomachines* Grants Strength I & Resistance I when in close quarters		
Space	**A:** *Distort Space* Teleports user forward	**A:** *Void Switch* Switches user's position with an entity	**A:** *Realm Warp* Teleport aura to a set destination
Sorcery	**A:** *Raise Earth* Forms a stone wall or platform	**A:** *Wind Gust* Pushes entities back	*Raise Earth:* Reduced cooldown *Wind Gust:* Increased push distance

Stone	**A:** *Petrify* Target becomes Petrified and is immune to death for a duration		
Sustenance	**P:** *Second Stomach* Hunger auto-replenishes to ¼ full	*Second Stomach:* Hunger auto-replenishes to ½ full **A:** *Mass Starvation* Drains Hunger completely from nearby players **P:** *Stomachache* Players nearby with ½ hunger or less receive Slowness & Weakness	*Second Stomach:* Hunger auto-replenishes to ¾ full *Mass Starvation:* Increased drain period, increased range *Stomachache:* Slowness II & Weakness II
Time	**A:** *Memory Recall* Summons a time anchor and teleports to the previous	**A:** *Time Stop* Immobilizes entities excluding players within an aura	**A:** *Time Shatter – Paradox* Disrupts the flow of time that affects Relics, Artifacts, & Souls
Vitality	**P:** *Heartbeat* Continuous damage dealt over time maintains a combo that grants Speed & Haste	*Heartbeat:* Extended combo to Strength & Speed II, combo timer increased	*Heartbeat:* Extended combo to Haste II & Resistance, lowered combo requirements
Wither	**P:** *Defy Death* Removes Wither periodically and grants Strength	*Defy Death:* Wither II dispersal aura when Wither is removed and reduced cooldown	*Defy Death:* Wither III dispersal aura and grants Resistance

Wishes

Wishes allow players to make direct requests to an admin to fulfill a certain task or obtain items within reason. The rules for wishes are not clearly defined and are granted at the admin's discretion. Nonviolent, simple wishes are more likely to be granted than violent, complex ones.

Items

Artifacts

Artifacts are items that activate their effects while worn or held in the main hand. During Juggernaut events, Juggernauts receive empowered versions of all the artifacts.

Name	Item	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

Attuned Rings

Attuned rings are items that activate their effects while held in the off-hand slot. Attuned rings are classified into two types: Might and Blight.

Might rings affect exclusively only the user. Blight rings affect other entities and may include the user if it is beneficial to them.

Might

Type	Effect
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

Type	Effect
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

Crystals

Crystals are items that perform a variety of effects and revolve around the recipe material of an amethyst shard.

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

Idols

Idols are items that activate their effects when placed on the ground.

Type	Effect
Courier	Returns items to the Post Office

Infused Potions

Infused potions are potions that grant a variety of effects and revolve around the recipe component of Liquid Mana.

Type	Effect
Absorption	V 0:15
Haste	II 2:00
Health Boost	II 1:00
Instant Health	III
Jump Boost	III 1:30
Regeneration	III 0:08
Resistance	II 0:12
Speed	III 1:00
Strength	

Relics

Relics are items that activate their effects while in inventories. During Juggernaut events, Juggernauts gain all positive benefits of the relics (excluding Fire Resistance & Water Breathing) without the negative effects.

Name	Item	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

Spellbooks

Spellbooks are items that activate their effects while held in the offhand with lapis lazuli in the main hand.

Type	Effect
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