



Aethel

SMP Wiki

Minecraft

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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

Chaos Frequencies (CFs)

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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Functional Tweaks

Functional tweaks are classified into four categories: anvil, blast furnace, furnace, and smithing table.

Anvil

Primary	Secondary	Result
Netherite <Tool/Armor>	Netherite Ingot	Full Durability
Trident	[3] Iron Ingot	Full Durability

Blast Furnace

Item	Time	Xp	Result
Sand	5s	0	Glass
Raw Steel	10s	1.4	Steel Ingot

Furnace

Item	Time	Xp	Result
Raw Leather	10s	0.5	Leather
Raw Steel	20s	1.4	Steel Ingot
Wet Sponge	1s	0	Sponge

Smithing Table

Primary	Secondary	Result
Steel – Helmet	Spidersilk – Helmet	Silksteel – Helmet <ul style="list-style-type: none"> • Unbreaking I • 3 Armor • 1 Armor Toughness • 0.00625 Speed
Steel – Chestplate	Spidersilk – Chestplate	Silksteel – Chestplate <ul style="list-style-type: none"> • Unbreaking I • 6 Armor • 1 Armor Toughness • 0.00625 Speed
Steel – Leggings	Spidersilk – Leggings	Silksteel – Leggings <ul style="list-style-type: none"> • Unbreaking I • 5 Armor • 1 Armor Toughness • 0.00625 Speed
Steel – Boots	Spidersilk – Boots	Silksteel – Boots <ul style="list-style-type: none"> • Unbreaking I • 3 Armor • 1 Armor Toughness • 0.00625 Speed

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Incants

Incants are an alternative method to create enchanted books. They are limited in strength, costly, and lack the variety offered by the enchanting table.

Base Crafting Recipe

	A	
	B	
	L	

A – Material

B – Book

L – Lapis Block

General

Type	Material
Unbreaking	Obsidian

Tools

Type	Material
Efficiency	Gold Ingot

Luck of the Sea	Rabbit Hide
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

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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](#).

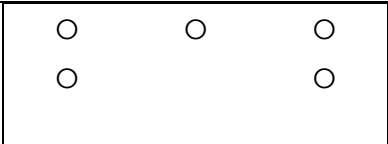
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Items

Armors

Armors are classified into two types: combat and utility.

Combat

Type & Properties	Shape	Key
Obsidian – Helmet <ul style="list-style-type: none"> 3 Armor 2 Armor Toughness -0.075 Speed 		○ – Obsidian

<ul style="list-style-type: none"> 1.5 Knockback Resistance 				
Obsidian – Chestplate				O – Obsidian
<ul style="list-style-type: none"> 6 Armor 2 Armor Toughness -0.075 Speed 1.5 Knockback Resistance 	O		O	
	O	O	O	
	O	O	O	
Obsidian – Leggings				O – Obsidian
<ul style="list-style-type: none"> 6 Armor 2 Armor Toughness -0.075 Speed 1.5 Knockback Resistance 	O	O	O	
	O		O	
	O		O	
Obsidian – Boots				O – Obsidian
<ul style="list-style-type: none"> 3 Armor 2 Armor Toughness -0.075 Speed 1.5 Knockback Resistance 	O		O	
	O		O	
Steel – Helmet	S	S	S	S – Steel Ingot
<ul style="list-style-type: none"> Unbreaking I 3 Armor 1 Armor Toughness 	S		S	
Steel – Chestplate	S		S	S – Steel Ingot
<ul style="list-style-type: none"> Unbreaking I 6 Armor 1 Armor Toughness 	S	S	S	
	S	S	S	
Steel – Leggings	S	S	S	S – Steel Ingot
<ul style="list-style-type: none"> Unbreaking I 5 Armor 1 Armor Toughness 	S		S	
	S		S	
Steel – Boots	S		S	S – Steel Ingot
<ul style="list-style-type: none"> Unbreaking I 3 Armor 1 Armor Toughness 	S		S	

Utility

Type & Properties	Shape			Key
Blast Vest	C		C	C – Copper Ingot
<ul style="list-style-type: none"> Blast Protection IV 	C	Ch	C	Ch – Chainmail Chestplate
	C	C	C	
Bunny Boots	H	L	H	H – Rabbit Hide
<ul style="list-style-type: none"> Jump Boost II 		F		L – Leather Boots
				F – Rabbit's Foot

Diving Helmet <ul style="list-style-type: none"> Aqua Affinity Respiration I 	C C C C G C	C – Copper Ingot G – Glass
Highlander Boots <ul style="list-style-type: none"> Feather Falling IV 	F F F F W L W	F – Feather W – White Wool L – Leather Boots
Kevlar Vest <ul style="list-style-type: none"> Projectile Protection IV 	W W W Ch W W W W	W – White Wool Ch – Chainmail Chestplate
Mining Helmet <ul style="list-style-type: none"> Night Vision 	C R C G Ch G	C – Copper Ingot R – Redstone Lamp G – Gold Ingot Ch – Chainmail Helmet
Spidersilk – Cap <ul style="list-style-type: none"> 1 Armor 0.0075 Speed 	S S S S S	S – Spidersilk Threads
Spidersilk – Shirt <ul style="list-style-type: none"> 1.5 Armor 0.0075 Speed 	S S S S S S S S	S – Spidersilk Threads
Spidersilk – Pants <ul style="list-style-type: none"> 1.5 Armor 0.0075 Speed 	S S S S S S S	S – Spidersilk Threads
Spidersilk – Boots <ul style="list-style-type: none"> 1 Armor 0.0075 Speed 	S S S S	S – Spidersilk Threads
Wool – Cap <ul style="list-style-type: none"> 0.5 Armor 0.00375 Speed 	W W W W W	W – White Wool
Wool – Shirt <ul style="list-style-type: none"> 1 Armor 0.00375 Speed 	W W W W W W W W	W – White Wool
Wool – Pants <ul style="list-style-type: none"> 1 Armor 0.00375 Speed 	W W W W W W W	W – White Wool

Wool – Boots	W	W	W – White Wool
<ul style="list-style-type: none"> 0.5 Armor 0.00375 Speed 	W	W	

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Components

Components are craftable prerequisite items to more complex crafting recipes.

Shaped

Type	Shape	Key
Creation Crystal	<div> <div>A</div> <div>C</div> <div>A</div> </div>	A – Amethyst Cluster C – Clay Block
Raw Steel	<div> <div>R</div> <div>C</div> <div>C</div> <div>R</div> </div>	R – Raw Iron C – Coal
Spidersilk Threads	<div> <div>W</div> <div>S</div> <div>S</div> <div>W</div> </div>	W – White Wool S – String

Shapeless

Type	Materials
Raw Leather	<ul style="list-style-type: none"> [4] Rotten Flesh

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Devices

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

Activated

Activated devices don't require fuel material to use.

Type	Effects	Shape	Key
Life Vest	Floats the user to the surface in a body of water when worn.	<div> <div>C</div> <div>Cl</div> <div>C</div> <div>Cl</div> <div>C</div> <div>Cl</div> <div>C</div> </div>	C – Copper Ingot Cl – Clay Ball
Strong Magnet	Pulls items within 5.75 blocks radius of the player.	<div> <div>W</div> <div>L</div> </div>	W – Weak Magnet L – Lodestone

	R	R – Redstone Block
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Powered

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

Powered:Use

Type & Fuel	Effects	Shape	Key									
C4 – Bomb <ul style="list-style-type: none">[1] Self	Places payload based on a red, blue, or yellow color frequency.	<table><tr><td></td><td>C</td><td></td></tr><tr><td>Co</td><td>T</td><td>Co</td></tr><tr><td></td><td>R</td><td></td></tr></table>		C		Co	T	Co		R		C – Clay Block Co – Copper Ingot T - TNT R – Redstone Torch
	C											
Co	T	Co										
	R											
C4 - Detonator	Detonates payload based on a red, blue, or yellow color frequency within 24 blocks.	<table><tr><td>R</td><td>B</td><td>Y</td></tr><tr><td>C</td><td>Rc</td><td>C</td></tr><tr><td></td><td>Br</td><td></td></tr></table>	R	B	Y	C	Rc	C		Br		R – Red Dye B – Blue Dye Y – Yellow Dye C – Copper Ingot Rc – Redstone Comparator Br – Brick
R	B	Y										
C	Rc	C										
	Br											
Carpet Bomb <ul style="list-style-type: none">[1] Self	Drops TNT while in elytra flight.	<table><tr><td>F</td><td>S</td><td>F</td></tr><tr><td>C</td><td>T</td><td>C</td></tr><tr><td></td><td>R</td><td></td></tr></table>	F	S	F	C	T	C		R		F – Feather S – String C – Copper Ingot T – TNT R – Redstone Torch
F	S	F										
C	T	C										
	R											
Grupert's Paw <ul style="list-style-type: none">[1] Self	Summons a manifestation of Grupert, granting players within 6.5 blocks absorption and speed every 15 seconds.	<table><tr><td>R</td><td>N</td><td>R</td></tr><tr><td>F</td><td>Rr</td><td>F</td></tr><tr><td>R</td><td>Rh</td><td>R</td></tr></table>	R	N	R	F	Rr	F	R	Rh	R	R – Rabbit Foot N – Nether Star F – Feather Rr – Raw Rabbit Rh – Rabbit Hide
R	N	R										
F	Rr	F										
R	Rh	R										
Heat Sink <ul style="list-style-type: none">[1] Self	Removes lava within 4.25 blocks and fires within 7.25 blocks.	<table><tr><td></td><td>H</td><td></td></tr><tr><td>B</td><td>W</td><td>B</td></tr><tr><td></td><td>B</td><td></td></tr></table>		H		B	W	B		B		H – Hopper B – Blue Ice W – Wet Sponge
	H											
B	W	B										
	B											
Pip <ul style="list-style-type: none">[1] Self	Detonates a high powered payload after 15 seconds.	<table><tr><td>E</td><td>D</td><td>E</td></tr><tr><td>C</td><td>T</td><td>C</td></tr><tr><td>E</td><td>R</td><td>E</td></tr></table>	E	D	E	C	T	C	E	R	E	E – End Crystal D – Diamond C – Copper Block T – TNT R – Redstone Block
E	D	E										
C	T	C										
E	R	E										
Prisoner Restraints <ul style="list-style-type: none">[1] Self	Leads the closest villager within 1.5 blocks to the player.	<table><tr><td></td><td></td><td></td></tr><tr><td>C</td><td>L</td><td>C</td></tr></table>				C	L	C	C – Chain L – Lead			
C	L	C										

Ticking Payload • [1] Self	Places an auto-detonating payload.	<div> <div>T</div> <div>R</div> </div>	T – TNT R – Redstone Torch
Vent Mine • [1] Self	Invisible and arms itself after a duration. Detonates based on proximity.	<div> <div>W</div> <div>C T C</div> <div>R</div> </div>	W – <Wood> Trapdoor C – Copper Ingot T – TNT R – Redstone Torch
Weak Magnet • [2] Redstone Dust	Pulls items within 5.75 blocks radius of the player.	<div> <div>C C C</div> <div>C R</div> <div>C C C</div> </div>	C – Copper Ingot R – Redstone Dust

Powered:Interval

Type & Fuel/s	Effects	Shape	Key
Vibration Sonar • [2] Redstone Dust	Reveals all entities within 18 blocks of the player's vision line within a 3.25 block radius.	<div> <div>S</div> <div>I</div> <div>R</div> </div>	S – Sculk Sensor I – Iron Block R – Redstone Block

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Potions

Potions are classified into three types: expansion, extremity, and mixture. All potion recipes below are shapeless crafts.

Expansion

Expansions expand upon the effect variety of vanilla.

Type	Effect	Ingredients
Ascension	Levitation II (0:10)	<ul style="list-style-type: none"> Awkward Potion Shulker Shell
	Levitation II (0:10, splash)	<ul style="list-style-type: none"> Potion of Ascension (0:10) Gunpowder
	Levitation II (0:20)	<ul style="list-style-type: none"> Potion of Ascension (0:10) Redstone Powder
	Levitation II (0:20, splash)	<ul style="list-style-type: none"> Potion of Ascension (0:20) Gunpowder
	Levitation VI (0:05)	<ul style="list-style-type: none"> Potion of Ascension (0:10) Glowstone Dust
	Levitation VI (0:05, splash)	<ul style="list-style-type: none"> Potion of Ascension (0:05)

		<ul style="list-style-type: none"> • Gunpowder
Constitution	Health Boost (1:30)	<ul style="list-style-type: none"> • Awkward Potion • 8 Beetroot
	Health Boost (2:30)	<ul style="list-style-type: none"> • Potion of Constitution • Redstone Dust
	Health Boost II (0:45)	<ul style="list-style-type: none"> • Potion of Constitution • Glowstone Dust
Confusion	Nausea (0:15, splash)	<ul style="list-style-type: none"> • Awkward Splash Potion • Poisonous Potato
	Nausea (0:25, splash)	<ul style="list-style-type: none"> • Splash Potion of Confusion • Redstone Dust
Flurry	Haste (1:00)	<ul style="list-style-type: none"> • Awkward Potion • Gold Pickaxe • Sugar
	Haste (3:00)	<ul style="list-style-type: none"> • Potion of Flurry • Redstone Dust
	Haste II (0:20)	<ul style="list-style-type: none"> • Potion of Flurry • Glowstone Dust
Opportunity	Luck (3:00)	<ul style="list-style-type: none"> • Awkward Potion • Rabbit Hide • Rabbit Feet
	Luck (8:00)	<ul style="list-style-type: none"> • Potion of Opportunity • Redstone Dust
	Luck II (1:30)	<ul style="list-style-type: none"> • Potion of Opportunity • Glowstone Dust
Shielding	Absorption (1:00)	<ul style="list-style-type: none"> • Awkward Potion • Honeycomb Block
	Absorption (1:30)	<ul style="list-style-type: none"> • Potion of Absorption • Redstone Dust
	Absorption II (00:30)	<ul style="list-style-type: none"> • Potion of Absorption • Glowstone Dust
Tides	Dolphin's Grace (1:30)	<ul style="list-style-type: none"> • Awkward Potion • Nautilus Shell
	Dolphin's Grace (4:00)	<ul style="list-style-type: none"> • Potion of Serenity • Redstone Dust

Extremity

Extremities provide higher potency effects than vanilla.

Type	Effect	Ingredients
Cat Eyes	Night Vision (10:00)	<ul style="list-style-type: none"> • Potion of Night Vision (8:00) • Spyglass

	Night Vision (20:00)	<ul style="list-style-type: none"> • Cat Eyes • Redstone Dust
Coffee	Speed III (0:15)	<ul style="list-style-type: none"> • Awkward Potion • Cocoa Beans • Sugar
	Speed III (0:30)	<ul style="list-style-type: none"> • Coffee • Redstone Dust
	Speed IV (0:10)	<ul style="list-style-type: none"> • Coffee • Glowstone Dust
Lava Eel	Fire Resistance (10:00)	<ul style="list-style-type: none"> • Potion of Fire Resistance (8:00) • Tropical Fish
	Fire Resistance (20:00)	<ul style="list-style-type: none"> • Lava Eel • Redstone Dust
Sea Gills	Water Breathing (10:00)	<ul style="list-style-type: none"> • Potion of Water Breathing (8:00) • Magma Block
	Water Breathing (20:00)	<ul style="list-style-type: none"> • Sea Gills • Redstone Dust

Mixture

Mixtures provide multiple effects.

Type	Effects	Ingredients
Flash Bomb	Nausea (0:08) Blindness (0:05)	<ul style="list-style-type: none"> • Awkward Splash Potion • Poisonous Potato • Ink Sac • Glowstone Dust

Mixture (Shaped)

Type	Effects	Shape	Key
Adrenaline	Speed II (1:05) Strength II (1:05)	<div> <div>C</div> <div>S B St</div> <div>C</div> </div>	C – Copper Ingot S – Potion of Swiftiness II (1:30) B - Bottle St – Potion of Strength II (1:30)
Dystrophy	Slowness (3:00) Weakness (3:00)	<div> <div>C</div> <div>S B W</div> <div>C</div> </div>	C – Copper Ingot S – Splash Potion of Slowness (4:00) B – Bottle S – Splash Potion of Weakness (4:00)
Iron Bark	Regeneration (0:10)	<div>C</div>	C – Copper Ingot

Resistance (0:10)		<div> R B Rs C </div>	B – Bottle R – Potion of Regeneration (0:20) Rs – Potion of the Turtle Master IV (0:20)
Tear Gas	Nausea (0:10) Blindness (0:06) Slowness (0:06)	<div> C R L G P C I </div>	C – Copper Ingot R – Redstone Dust L – Awkward Lingerin Potion P – Poisonous Potato I – Ink Sac
Zeal	Jump Boost (1:05) Speed (1:05)	<div> C J B S C </div>	C – Copper Ingot J – Potion of Leaping II (0:30) B – Bottle S – Potion of Swiftnefs II (0:30)

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Vanilla

Shaped

Type	Shape	Key
Arrow – 8	<div>C S F</div>	C – Copper S – Stick F – Feather
Arrow – 16	<div>I S F</div>	I – Iron Ingot S – Stick F – Feather
Bucket	<div>C C C</div>	C – Copper Ingot
Cauldron	<div>C C C C C C C</div>	C – Copper Ingot
Chainmail – Helmet	<div>N N N N N</div>	N – Iron Nugget
Chainmail – Chestplate	<div>C C</div>	C – Chain

Chainmail – Leggings	N	N	N	N – Iron Nugget
	N	N	N	
	N	C	N	
Chainmail – Boots	N		N	N – Iron Nugget C – Chain
	N		N	
	N		N	
Cobweb	N		N	N – Iron Nugget
	N		N	
	N		N	
Cobweb	S		S	S – String
		S		
	S		S	
Elytra (Broken)	F	S	F	F – Feather S – String P – Phantom Membrane F – Chorus Flower C – Creation Crystal
	P	F	P	
	P	C	P	
Hopper	C		C	C – Copper Ingot Ch – Chest
	C	Ch	C	
		C		
Horse Armor – Iron	I		I	I – Iron Ingot
	I	I	I	
	I		I	
Horse Armor – Gold	G		G	G – Gold Ingot
	G	G	G	
	G		G	
Horse Armor – Diamond	D		D	D – Diamond
	D	D	D	
	D		D	
Lead	S	S		S – String H – Honey Bottle
	S	H		
			S	
Nautilus Shell		P	P	P – Prismarine Shard C – Creation Crystal B - Bowl
	C	P	P	
	B	P	P	
[3] Paper	B	B	B	B – Bamboo

	B	B	B	
Piston	P C C	P Cu R	P C C	P – <Wood> Plank C – Cobblestone Cu – Copper Ingot R – Redstone Dust
Saddle	T L T	L	T L T	T – Tripwire Hook L – Leather
Shears	C C	C		C – Copper Ingot
Shulker Shell	P P C	P M	P P	P – Popped Chorus Fruit M – Minecart C – Creation Crystal
Sponge	S S C	S G S	S	S – Sand G – Gold Block C – Creation Crystal
Trident	D	I L	I I	I – Iron Ingot L – Lighting Rod D – Diamond Block
Tripwire Hook		C S P		C – Copper Ingot S – String P – <Wood> Plank

Shapeless

Type	Materials
Bottle o' Enchanting	<ul style="list-style-type: none"> Glow Ink Sac [8] Bottle
Firework Rocket – (Duration: 1)	<ul style="list-style-type: none"> Charcoal [2] Redstone Dust Glowstone Dust Paper
Firework Rocket – (Duration: 9)	<ul style="list-style-type: none"> [3] Firework Rocket (Duration: 3)
Glow Ink Sac	<ul style="list-style-type: none"> Ink Sac Glowstone Dust
Glowstone Dust	<ul style="list-style-type: none"> Glow Berries

[2] Poisonous Potato

- [2] Potato
- Spider Eye

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Weapons

Shaped

Type & Properties	Shape	Key
Ham Bat • Knockback II	<div> <div>P</div> <div>P</div> <div>S</div> </div>	P – Raw Porkchop S – Stick
Hand Ballista • Piercing IV • Unbreaking I	<div> <div>S</div> <div>C</div> <div>S</div> <div>St</div> <div>T</div> <div>St</div> <div>P</div> </div>	S – Steel Ingot C – Copper Ingot St – String T – Tripwire Hook P – <Wood> Plank
Portable Grill • Fire Aspect III	<div> <div>C</div> <div>F</div> <div>B</div> </div>	C – Campfire F – Flint & Steel B – Blast Furnace
Repeater Crossbow • Quick Charge III • Unbreaking I	<div> <div>S</div> <div>G</div> <div>S</div> <div>St</div> <div>T</div> <div>St</div> <div>P</div> </div>	S – Steel Ingot G – Gold Ingot St – String T – Tripwire Hook P – <Wood> Plank
Shield – Iron • 1 Knockback Resistance • 2 Armor Toughness • 1 Armor • -0.01 Speed	<div> <div>I</div> <div>I</div> <div>I</div> <div>I</div> <div>I</div> <div>I</div> </div>	I – Iron Ingot
Shield – Steel • 1.5 Knockback Resistance • 3 Armor Toughness • 2 Armor • -0.015 Speed	<div> <div>S</div> <div>S</div> <div>S</div> <div>S</div> <div>S</div> <div>S</div> </div>	S – Steel Ingot
Shield – Obsidian • 2.5 Knockback Resistance • 5 Armor Toughness • 3 Armor • -0.025 Speed	<div> <div>O</div> <div>O</div> <div>O</div> <div>O</div> <div>O</div> <div>O</div> </div>	O – Obsidian
Steel – Bow • Power II	<div> <div>I</div> <div>S</div> <div>I</div> <div>S</div> </div>	I – Steel Ingot S – String

<ul style="list-style-type: none"> Unbreaking I Steel – Sword <ul style="list-style-type: none"> 7 Attack Damage 	I S	I – Steel Ingot S – Stick
	I I S	
Swordfish <ul style="list-style-type: none"> Impaling I 6 Attack Damage 	C C I	C – Raw Cod I – Iron Sword

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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.

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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.

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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.

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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)	<i>Enemies receive Weakness & Slowness</i>
Canonical (Normal)	<i>No change</i>
Godless (Hard)	<i>Enemies receive Strength & Speed</i>

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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

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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.

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

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

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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 categories: 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	<i>Survive waves of enemies</i>
Assault	<i>Attack a location</i>
Siege	<i>Defend a location</i>

Talent

Type	Objective
Pakman	<i>Collect coins</i>
Targets	<i>Hit targets</i>

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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

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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 categories: building, collecting, harvesting, and slaying.

Building

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

Harvesting

Type	Objective
Fish Market	<i>Catch fish</i>
Lucid Dreams	<i>Mine amethyst</i>
Submissive & Webbable	<i>Shear cobwebs</i>

Collecting

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

Slaying

Type	Objective
Armed & Black	<i>Slay Wither Skeletons</i>
Cock Hunter	<i>Slay Chickens</i>
Ghastardly Deeds	<i>Slay Ghosts</i>
Raiding Party	<i>Slay Villagers</i>
Swine Flu	<i>Slay Piglins & piglin brutes</i>

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Mechanics

Almethy

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

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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.

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Death Penalty

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

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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.

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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 categories:

- 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

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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.

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Items

Artifacts

Artifacts are unique non-craftable 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	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	Toggable 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

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Attuned Rings

Attuned rings are craftable 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	<i>Luck</i>
Water	<i>Water Breathing</i>
Altitude	<i>Jump Boost II</i>
Air	<i>Slowfalling</i>
Agility	<i>Speed</i>
Flight	<i>Levitation II</i>
Nourishment	<i>Saturation</i>
Fire	<i>Fire Resistance</i>
Endurance	<i>Regeneration</i>
Force	<i>Strength</i>
Earth	<i>Resistance</i>

Blight

Type	Effect
Perception	<i>Night Vision</i>
Plague	<i>Poison</i>
Detection	<i>Glowing</i>
Time	<i>Slowness</i>
Depths	<i>Dolphin's Grace</i>
Paranoia	<i>Blindness</i>
Shadow	<i>Invisibility</i>
Fatigue	<i>Weakness</i>
Safety	<i>Absorption</i>
Anguish	<i>Wither</i>
Death	<i>Instant Damage</i>

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Crystals

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

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

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Idols

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

Type	Effect
Courier	<i>Returns items to the Post Office</i>

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Infused Potions

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

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Relics

Relics are unique non-craftable 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

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Spellbooks

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

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

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