



Aethel SMP Wiki

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Events

Minigames

Minigames are events with a variety of objectives.

Minigames

Type	Description
Instances	Can only be played if an admin hosts them.

Sets	Have dedicated maps. Their gameplay settings can be customized.
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Instances

Instances have been [archived](#).

Sets

Minigame	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

Enchants from plugins are referred to as Chaos Frequencies (CF). Currently, the only way to obtain them is through [incanting](#).

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Gameplay

Modifications to gameplay from various sources are listed here.

World Borders

- Overworld – 10k
- Nether – 10k
- Resources – 20k

Gamerules

Rule	Value	Description
forgiveDeadPlayers	false	Angered neutral mobs won't forgive dead players.
globalSoundEvents	false	Certain scripted sound events won't play to everyone online.

playersSleepingPercentage	40	40% of online players need to sleep to skip the night.
universalAnger	true	Angered neutral mobs attack any nearby player.

Paper Server

Blocks

- Bamboo growth rate slowed by 75%.

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, sculk, and netherrack, which despawn in 60s instead.
- Luck status effect more heavily affects all RNG events.
- Naturally generated chests are eligible to regenerate their loot after 1d – 2d, and the same player cannot reopen the same chests to regenerate the loot.

Mobs

- Lower natural mob caps for bats, glow squid, fish, axolotls, dolphins, and turtles.
- Non-hostile mobs spawn less frequently but in larger batches.
- Climbing mobs don't bypass entity cramming.
- Villagers are turned into zombie villagers 65% of the time.
- Phantoms attack indiscriminately.
- Parrots remain on players' shoulders until they crouch.

Sounds

- Wither spawning, end portal opening, and enderdragon deaths only play to players within 8 chunks.

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.

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 by dropping concrete powder into cauldrons filled with water.
- Vine tips burned with 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 be 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.

Functional Blocks

Anvil

Item	Ingredient	Result
Armor/Tool/Weapon	Toolbox	Full Durability

Blast Furnace

Item	Smelt Time	Xp	Result
Raw Steel	10s	1.8	Steel Ingot
Raw Steel Block	40s	14.4	Steel Block

Campfire

Item	Smelt Time	Xp	Result
Raw Leather	20s	0.5	Leather

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Incants

Incanting is a method to obtain enchanted books without the need for experience levels and an enchanting table.

Incants

Type	Description
Vanilla	Crafted using a corresponding material, book, and block of lapis lazuli.
Chaotic	Crafted using a chaotic catalyst and two corresponding materials.

Vanilla

General

Enchant	Material
Unbreaking	Obsidian

Tools

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

Armor

Enchant	Material
Blast Protection	Gunpowder
Fire Protection	Coal

Weapons

Enchant	Material
Bane of Arthropods	Spider Eye
Sharpness	Stone
Smite	Glow Berry

Protection	Iron Ingot
Thorns	Cactus

Power	Flint
Quick Charge	Tripwire Hook
Impaling	Prismarine Shard

Chaotic Tools

Enchant	Materials
Double Catch	Cod Bucket, Fishing Rod
Lucky Miner	Bottle o' Enchanting, Iron Pickaxe
Replanter	Wheat Seeds, Iron Hoe
Seasoned Angler	Bottle o' Enchanting, Fishing Rod
Veinminer	Iron Block, Iron Pickaxe

Weapons

Enchant	Materials
Decapitator	Bone, Iron Sword
Ender Bow	Ender Pearl, Bow
Exp Hunter	Bottle o' Enchanting, Iron Sword
Ice Aspect	Ice Block, Iron Sword
Infernus	Flint & Steel, Prismarine Shard

Armor

Enchant	Materials
Fire Shield	Flint & Steel, Iron Chestplate
Flame Walker	Magma Blocks, Iron Boots
Saturation	Bread, Iron Helmet
Sonic	Potion of Speed (8:00), Iron Boots

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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 (Vanilla)
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

Combat - Armors

Additions to the vanilla set of armors are listed here.

Armor Classes

Class	Description
Fabric	Cloth sewn, weaved, or knitted together.
Malleable Metal	Metals easily hammered out of shape.
Organic	Relating to living matter.
Plastic	Synthetics made from polymers.
Weaker Alloy	Weaker mixture of metallic elements.
Alloy	Mixture of metallic elements.
Crystalline	Composed of crystals.
Plate	Coating of plates.

Armors in the same armor class can be used to repair each other.

Sets

Fabric

Set	Total	Head	Chest	Legs	Feet
Leather	7 Armor	1 Armor	3 Armor	2 Armor	1 Armor

Malleable Metal & Organic

Set	Total	Head	Chest	Legs	Feet
Golden	11 Armor	2 Armor	5 Armor	3 Armor	1 Armor

Plastic & Weaker Alloy

Set	Total	Head	Chest	Legs	Feet
Chainmail	13 Armor	2 Armor	6 Armor	4 Armor	1 Armor
Diver	0 Armor Dolph. Grace	0 Armor Aqua Afinity	0 Armor Respiration III	0 Armor	0 Armor

					Depth Strider III
Houndmaster - Unbreaking I	16 Armor 2 Toughness 15% Speed Strength & Resistance to wolves in 8.25 block radius	3 Armor 0.5 Toughness 3.75% Speed	5 Armor 0.5 Toughness 3.75% Speed	5 Armor 0.5 Toughness 3.75% Speed	3 Armor 0.5 Toughness 3.75% Speed

Alloy

Set	Total	Head	Chest	Legs	Feet
Iron	15 Armor	2 Armor	6 Armor	5 Armor	2 Armor
Steel - Unb I	17 Armor 4 Toughness	3 Armor 1 Toughness	6 Armor 1 Toughness	5 Armor 1 Toughness	3 Armor 1 Toughness
Celesteel - Unb X	28 Armor 16 Toughness -15% Speed Levitation (Looking up) Slowfalling	5 Armor 4 Toughness -3.75% Speed	10 Armor 4 Toughness -3.75% Speed	8 Armor 4 Toughness -3.75% Speed	5 Armor 4 Toughness -3.75% Speed

Crystalline

Set	Total	Head	Chest	Legs	Feet
Diamond	20 Armor 8 Toughness	3 Armor 2 Toughness	8 Armor 2 Toughness	6 Armor 2 Toughness	3 Armor 2 Toughness
Atlantean - Unb I	22 Armor 9 Toughness Conduit	3 Armor 2.25 Toughness	9 Armor 2.25 Toughness	7 Armor 2.25 Toughness	3 Armor 2.25 Toughness

Plate

Set	Total	Head	Chest	Legs	Feet
Netherite	20 Armor 12 Toughness 40% KB Resist	3 Armor 3 Toughness 10% KB Resist	8 Armor 3 Toughness 10% KB Resist	6 Armor 3 Toughness 10% KB Resist	3 Armor 3 Toughness 10% KB Resist
Obsidian	18 Armor 6 Toughness 60% KB Resist -20% Spd	3 Armor 1.5 Toughness 15% KB Resist -5% Spd	6 Armor 1.5 Toughness 15% KB Resist -5% Spd	6 Armor 1.5 Toughness 15% KB Resist -5% Spd	3 Armor 1.5 Toughness 15% KB Resist -5% Spd
Brimstone	24 Armor	4 Armor	9 Armor	7 Armor	4 Armor

- Unb III	13 Toughness 50% KB Resist -10% Speed Fire Resist	3.25 Toughness 12.5% KB Resist -2.5% Speed	3.25 Toughness 12.5% KB Resist -2.5% Speed	3.25 Toughness 12.5% KB Resist -2.5% Speed	3.25 Toughness 12.5% KB Resist -2.5% Speed
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Non-Set Fabric

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

Plastic & Weaker Alloy

Head	Properties
Mining Helmet	Night Vision

Plate

Head	Properties
Hellfire Cape	8 Armor, 3 Toughness, 10% KB Resist, Fire Protection VII, Protection, Unbreaking X

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Combat – Battle Standards

Battle standards are items that are equippable on the head through crouching.

Battle Standards

Type	Description
Fervor	Grants players within 8.25 blocks of the standard bearer Resistance for 15s.
Pursuit	Grants players within 8.25 blocks of the standard bearer Speed for 15s.
Resolve	Grants players within 8.25 blocks of the standard bearer Regeneration for 15s.
Valor	Grants players within 8.25 blocks of the standard bearer Absorption for 15s.
Victory	Grants players within 8.25 blocks of the standard bearer Strength for 15s.

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Combat – Mutators

Mutators are items that increase base attributes of a player when in the main hand and crouched.

Mutators

Type	Attribute	Increase	Maximum Value
Brigandine Plate	Armor	+1	5
Gambeson	Armor Toughness	+1	5
Heart Container	Max Health	+2	30

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Combat – Scrolls

Scrolls are items that have various effects while in the main hand and crouched.

Scrolls

Type	Description
Blizzard	Non-player entities within 10.5 blocks of the caster receive Slowness II for 15s.
Lightning	Summons lightning on all entities within 10.5 blocks of the caster unless they're nearby villagers.
Meteor	Summons a high-powered fireball from the sky to crash into the ground.

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Combat - Weapons

Additions to the vanilla set of weapons are listed here. You may find weapons listed in the Tools & Utilities section if they have additional functionality.

Melee

Weapon	Properties
Atlantean Trident	12 Attack Damage, Impaling III, Unbreaking I
Starlight	10 Attack Damage, 1.8 Attack Speed, 1 Toughness, 2.5% Speed, Unbreaking V, Resistance during Night
Steel Sword	7 Attack Damage, Unbreaking I
Voidstalker	13 Attack Damage, 1 Attack Speed, 15% Speed, Unbreaking I, Teleports the user to the nearest entity within 10.25 blocks of their vision line

Ranged

Weapon	Properties
Celesteel Bow	Power VII, Unbreaking V, Looting III
Dragonfire	Multishot, Quick Charge V, Unbreaking X

Steel Bow	Power III, Unbreaking I
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Shield

Type	Properties
Iron	1 Armor, 1 Toughness, -2.5% Speed, 5% KB Resist, Unbreaking III
Steel	2 Armor, 2 Toughness, -5% Speed, 10% KB Resist, Unbreaking V
Obsidian	3 Armor, 2.5 Toughness, -7.5% Speed, 15% KB Resist, Unbreaking VII

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Tools & Utilities - Companions

Companions are items related to entities that activate their effects while held in the main hand and crouched.

Companions

Type	Description
Summon	Summons an entity.
Upgrade	Modifies an existing entity.

Summon

Item	Description
Incubated Tadpole Egg	Summons a frog.
Incubated Turtle Egg	Summons a baby turtle.
Grupert's Paw	Summons a rabbit named Grupert. - 100 Health, Slowfalling Grants players within 16.5 blocks Absorption II and Regeneration every 15 seconds.
Steel Construct	Summons a stronger iron golem. - 200 Health, 22.5 Attack Damage

Upgrade

Item	Description
Chainmail Wolf Armor	Modifies a nearby wolf's attributes within 1.5 blocks radius to 40 max health and 8 attack damage.
Iron Wolf Armor	Modifies a nearby wolf's attributes within 1.5 blocks radius to 80 max health and 10 attack damage.

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Tools & Utilities - Devices

Devices are items that activate their effects while held in the main hand and crouched.

Devices

Type	Description
Activated	Doesn't require fuel material to use.
Powered	Requires fuel material to use, either measured per use or per second.
Instance	Consumed upon use.

Activated

Type	Effect
Companion Cube	Teleports a player crouching with a companion cube in their offhand within 64 blocks to the user.

Powered

Type	Fuel	Effect
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Instance

Type	Effect
Companion Node	Teleports a player crouching with a companion node in their offhand within 32 blocks to the user.
Handcuffs	Leads the closest villager within 1.5 blocks radius of the player.
Parachute Payload	Drops primed TNT while in elytra flight.
The Big One	Places a high-powered payload that detonates after 15 seconds.
Timed Payload	Places primed TNT.

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Tools & Utilities - Tools

Additions to the vanilla set of tools are listed here.

Tools

Type	Properties
Angel Wing	Levitation IV while in Main Hand
Atlantean Fishing Rod	Luck of the Sea III, Lure III, Unbreaking I
Brimstone Pickaxe	Efficiency VIII, Unbreaking III
Brimstone Maul	Efficiency V, Unbreaking III, 17 Attack Damage, 0.75 Attack Speed, 2 Toughness, -5% Speed
Celesteel Axe	Efficiency VIII, Unbreaking V, 12 Attack Damage

Morning Star	Efficiency VII, Unbreaking V, 14 Attack Damage, 1.2 Attack Speed, 2 Armor, 1 Toughness, -2.5% Speed, Strength during Day
Portable Grill	Fire Aspect III

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Tools & Utilities - Trinkets

Trinkets are passive effect items that activate their effects while held in the off hand.

Trinkets

Type	Effect
Magnet	Pulls items within a 3.25 blocks radius. Can be used with item frames.
Strong Magnet	Pulls items within a 7.25 blocks radius. Can be used with item frames.

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Miscellaneous - Ingredients

Ingredients are prerequisite items to more complex crafting recipes.

- Prismatic Diamond
- Brimstone Ingot
- [8] Chainmail Ring
- Chaotic Catalyst
- [2] Toolbox
- Raw Leather
- Raw Steel

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Miscellaneous – Food & Drinks

Additions to the vanilla set of foods and drinks are listed here.

Cuisines

Name	Effect
Cat Eye	Night Vision (20:00)
Lava Eel	Fire Resistance (20:00)
Sea Gills	Water Breathing (20:00)

Potions

Type	Description
Expansion	Expands upon the variety effect of vanilla.
Extremity	Offers higher potency effects than vanilla.
Mixture	Provide multiple effects.

Expansion

Name	Effect	Base	Extended	Amplified
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Shielding	Absorption	3:00	8:00	II 1:30
Tides	Dolphin's Grace	3:00	8:00	II 1:30
Flurry	Haste	3:00	8:00	II 1:30
Constitution	Health Boost	3:00	8:00	II 1:30
Opportunity	Luck	8:00	20:00	II 6:00

Extremity

Name	Effect	Base	Extended	Amplified
Coffee	Speed	III 0:25	III 0:45	IV 0:15

Mixture

Name	Effects
Adrenaline	Speed II (1:00) Strength II (1:00)

Name	Effects
Iron Bark	Regeneration II (0:15) Resistance IV (0:15) Slowness VI (0:15)
Zeal	Jump Boost II (1:00) Speed II (1:00)

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Miscellaneous - Vanilla

Additions to the vanilla set of recipes are listed here.

- Armor Trim
- [8] Arrow
- [16] Arrow
- Black Dye
- [8] Bottle o' Enchanting
- Bucket
- Cauldron
- Chainmail – Helmet, Chestplate, Leggings, Boots
- Cobweb
- Froglight – Ochre, Pearlescent, Verdant
- Glass
- [2] Glow Ink Sac
- Glowstone Dust
- Hopper
- Lead
- Music Disc (Random Original 12)
- Nautilus Shell
- [3] Paper
- Piston
- [2] Poisonous Potato
- Pottery Sherd
- Saddle
- Shears
- Shulker Shell
- Trident
- [2] Tripwire Hook

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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

Type	Description
Service	Performed by the staff and are limited to one use for each donation.
Permission	Performed by the donors in most scenarios and have unlimited use for one season's length.

Services

Service	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

Permission	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)	Enemies receive Weakness & Slowness.
Canonical (Normal)	No change.
Godless (Hard)	Enemies receive Strength & Speed.

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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

Type	Description
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Instances	Can only be played if an admin hosts them.
Sets	Have dedicated maps. Their gameplay settings can be customized.

Instances

Event	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.

Event	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.

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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

Type	Description
Combat	Scored based on the type and amount of creature kills.
Talent	Scored based on objective values.

Combat

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

Talent

Event	Objective
Pakman	Collect coins.
Targets	Hit targets.

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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
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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.

Weekly Events

Type	Description
Building	Build <theme>.
Collecting	Collect <item>.
Harvesting	Mine <item>.
Slaying	Kill <entity>.

Building

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

Harvesting

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

Collecting

Event	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

Event	Objective
Armed & Black	Slay wither skeletons.
Cock Hunter	Slay chickens.
Ghastardly Deeds	Slay ghosts.
Raiding Party	Slay villagers.
Swine Flu	Slay piglins & piglin brutes.

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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.

Dark Mist Zones

Zone	Effects
Warning	Nausea, poison II.
Danger	Nausea, wither III, instant damage II.

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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.

Eternity Structures

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
- 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.

Soul Abilities

Type	Description
Activation	Activates through a unique item.
Affinity	Activates through the proximity of something.
Defensive	Activates through damage taken threshold.
Passive	Unconditional or no unique item activation.

Souls

Word	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	<i>Amnesia:</i> Increased range, entities inflicted with Blindness	<i>Amnesia:</i> Slowness II & Weakness II
Almighty	P: Steel Skin Health Boost	<i>Steel Skin:</i> Health Boost II A: Ground Slam Jumps into the sky and comes down with Strength	<i>Ground Slam:</i> 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	<i>World Brush:</i> Longer duration	
Bee	Af: Pollination Standing on flowers charges a meter, consumption of the meter gives Levitation II & Speed I	<i>Pollination:</i> Charge rate increased, meter cap increased	<i>Pollination:</i> Meter cap increased, Speed 3
Berserk	D: Rageborn Strength under ½ health	<i>Rageborn:</i> 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	<i>Hop:</i> Speed II & effects last longer	<i>Hop:</i> Jump Boost IV, Speed III
Celerity	A: Star Trail Leaves a trail of Speed III clouds	<i>Star Trail:</i> Longer cloud lifetime, larger radius Speed IV clouds	<i>Star Trail:</i> Higher quantity, longer duration of Speed V clouds
Constitution	P: Homebrew Converts strong health potions into Health Boost potions	<i>Homebrew:</i> Longer duration of Health Boost II potions	<i>Second Wind:</i> Grants Absorption V below 1/3 Health
Darkness	A: Dark Emperor Summons bats that spread Blindness		
Death	A: Life Drain Inflicts Wither	<i>Life Drain:</i> Wither II, more targets	<i>Life Drain:</i> Wither III, more targets, longer duration
Demon	A: Demonic Ascension User ascends and summons lightning,	<i>Demonic Ascension:</i> Instant Harming II, grants Strength II and	<i>Demonic Ascension:</i> User creates an explosion, Instant

	receives Instant Harming, grants Strength & Resistance	Resistance II after a period, increased cooldown	Harming III, grants Strength III and Resistance III after a period, increased cooldown
Destruction	A: <i>Combustion</i> Summons a delayed creeper	A: <i>Fortify</i> Summons a delayed creeper that delivers Absorption	<i>Combustion:</i> Increased explosion radius <i>Fortify:</i> Absorption II
Disease	P: <i>The Antidote</i> Removes Poison periodically and grants Regeneration II	<i>The Antidote:</i> Longer Regeneration II, Instant Health, reduced cooldown	
Druid	Af: <i>Nutrient Replenish</i> Produces bonemeal while near a composter		
Duplication	A: <i>Cloning Vat</i> Summons a slime on top of the nearest player	A: <i>Slime Time</i> Creates a temporary copy of a relic or artifact	A: <i>Perfect Copy</i> Copies an inactive Soul, but disables the first two tiers of Duplication
End	P: <i>End Realm</i> Enderchest access	A: <i>Void Rift</i> Teleport to tagged target	A: <i>Void Shift</i> Teleports tagged target
Engineer	P: <i>Resourceful</i> Workbench(es) access		
Flesh	D: <i>Flesh Tumor</i> Regeneration III when under 1/3 health	A: <i>Reanimate</i> Convert rotten flesh to zoglins	<i>Flesh Tumor:</i> Regeneration III <i>Reanimate:</i> Zoglins deploy further away
Gravity	A: <i>Zero G</i> Levitation III aura	<i>Zero G:</i> Levitation V aura P: <i>Moonwalk</i> Slowfalling when looking downwards	A: <i>Blackhole</i> Summons a blackhole that sucks in entities
Holy	A: <i>Sermon</i> Absorption to players	<i>Sermon:</i> Instant Health to players P: <i>Beloved Pope</i> Hero of the Village	<i>Sermon:</i> 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	<i>Fire Blast:</i> Summons three fireballs <i>Deep Freeze:</i> 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	<i>Friction:</i> Speed IV P: Momentum Strength I during Friction	<i>Friction:</i> Speed VI <i>Momentum:</i> Strength II
Nether	A: Flame Tank Consumes fires to build up fuel, and at sufficient fuel, gain Speed	<i>Flame Tank:</i> Fuel consumption rate decreased P: Heatshield Fire Resistance	<i>Flame Tank:</i> Consumes lava to build up fuel, and at sufficient fuel, gain Strength & Resistance
Nuke	A: Airstrike Summons a fireball to fly downwards	<i>Airstrike:</i> Stronger explosion, faster velocity	<i>Airstrike:</i> 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	<i>Toxic Touch:</i> Poison III	<i>Toxic Touch:</i> Longer duration
Ram	D: Stubborn Fault Resistance below ½ health	A: Audacious Charge Speed II ending with Strength I	<i>Stubborn Fault:</i> Resistance below 2/3 health, Resistance II below 1/3 health

			<i>Audacious Charge:</i> Speed III ending with Strength III
Sacrifice	A: <i>Blood For Blood</i> Self-execution in exchange for a target player to receive Absorption V & Speed I	<i>Blood for Blood:</i> Absorption VII, Strength I, Speed II	<i>Blood For Blood:</i> Absorption X, Strength II, longer duration
Senator	P: <i>Nanomachines</i> Grants Strength I & Resistance I when in close quarters		
Space	A: <i>Distort Space</i> Teleports user forward	A: <i>Void Switch</i> Switches user's position with an entity	A: <i>Realm Warp</i> Teleport aura to a set destination
Sorcery	A: <i>Raise Earth</i> Forms a stone wall or platform	A: <i>Wind Gust</i> Pushes entities back	<i>Raise Earth:</i> Reduced cooldown <i>Wind Gust:</i> Increased push distance
Stone	A: <i>Petrify</i> Target becomes Petrified and is immune to death for a duration		
Sustenance	P: <i>Second Stomach</i> Hunger auto-replenishes to ¼ full	<i>Second Stomach:</i> Hunger auto-replenishes to ½ full A: <i>Mass Starvation</i> Drains Hunger completely from nearby players P: <i>Stomachache</i> Players nearby with ½ hunger or less receive Slowness & Weakness	<i>Second Stomach:</i> Hunger auto-replenishes to ¾ full <i>Mass Starvation:</i> Increased drain period, increased range <i>Stomachache:</i> Slowness II & Weakness II
Time	A: <i>Memory Recall</i> Summons a time anchor and teleports to the previous	A: <i>Time Stop</i> Immobilizes entities excluding players within an aura	A: <i>Time Shatter – Paradox</i> Disrupts the flow of time that affects Relics, Artifacts, & Souls
Vitality	P: <i>Heartbeat</i> Continuous damage dealt over time maintains a combo	<i>Heartbeat:</i> Extended combo to Strength & Speed II, combo timer increased	<i>Heartbeat:</i> Extended combo to Haste II & Resistance, lowered combo requirements

	that grants Speed & Haste		
Wither	P: Defy Death Removes Wither periodically and grants Strength	<i>Defy Death:</i> Wither II dispersal aura when Wither is removed and reduced cooldown	<i>Defy Death:</i> Wither III dispersal aura and grants Resistance

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

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	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 items that activate their effects while held in the off-hand slot.

Attuned Rings

Type	Description
Might	Affects exclusively the user.
Blight	Affects other entities and may include the user if it is beneficial to them.

Might Rings

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 Rings

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

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Crystals

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

Type	Properties
Tempering	Sharpens weapons & toughens armor.
Homebound	Recalls to the linked warp gate.
Item Gateway	Sends and receives items through frequencies.

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Idols

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

Type	Effect
Courier	Returns items to the Post Office.

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Infused Potions

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

Status Effect	Potency & Length
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	III 0:12

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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

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Spellbooks

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

Name	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

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