



Aethel

SMP Wiki

Minecraft

| General | Mechanics | | Miscellaneous |
|--------------------------------|----------------------------|---------------------------|------------------------------|
| Biomes | Anvil | Redstone | Achievements |
| Blocks | Bartering | Smelting | Block Colors |
| Items | Brewing | Trading | Versions |
| Mobs | Enchanting | Tutorials | |
| Status Effects | Food | | |

SMP

| Events | Mechanics | Items | Donor Perks |
|-------------------------------------|---------------------------------------|----------------------------------|-----------------------------|
| Dungeons | Chaos Freq. | Armors | Services |
| Minigames | Functional Tweaks | Components | Permissions |
| | Incants | Potions | |
| | Mob Tiers | Vanilla | |
| | | Weapons | |
| Plugins | | Commands | Archive |
| ArmorStandEditor | ImageMaps | /afk | Archive |
| BossShopPro | InventoryRollbackPlus | /compass | |
| CoreProtect | LibsDisguises | /getpos | |
| CustomCrafting | LuckPerms | /mail | |
| DiscordSRV | MythicMobs | /msg | |
| EpicRename | MultiverseCore | /recipe | |
| EnchantmentDisabler | MultiversePortals | /seen | |
| EssentialsX | PlayerStats | /bellyflop | |
| ExcellentEnchants | ProtocolLib | /lay | |
| FastAsyncWorldEdit | ToolStats | /sit | |
| Floodgate | Vault | /spin | |
| Geyser | ViaVersion | /stat | |
| GSit | VoxelSniper | /trigger unstuck | |
| HeadDB | WolfyUtilities | /trigger unstuck | |
| HolographicDisplays | | | |

Events

Dungeons

Dungeons are set locations players enter to combat hostile creatures, solve puzzles, and traverse parkour room by room. To confront the dungeon's boss, they must utilize their wits, equipment, and environment against their enemies. Players are not allowed to leave until they have defeated the boss.

Dungeon difficulties are set in the dungeon's entry room and may only be changed if there are no players currently within the dungeon. No matter what difficulty a player chooses, they will receive the same quantity of rewards upon their first clear only.

Dungeons can be completed by parties, but the number of creatures will scale proportional to the number of party members.

Difficulty

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

[Back to Top](#)

Minigames

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

Instances have been [archived](#).

Sets

Sets are replayable minigames that have dedicated maps. They also allow players to customize gameplay settings.

| 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](#).

[Back to Top](#)

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.

[Back to Top](#)

Functional Tweaks

Functional tweaks are categorized into two 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 |

[Back to Top](#)

Incants

Incants provide 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 |

Armor

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

Tools

| Type | Material |
|-----------------|---------------|
| Efficiency | Gold Ingot |
| Luck of the Sea | Rabbit Hide |
| Lure | Redstone Dust |

Weapons

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

[Back to Top](#)

Mob Tiers

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

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

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

For more detailed documentation of mob lineages and their tiers, visit [Aethel Data Pack](#).

[Back to Top](#)

Items

Armors

Armors are divided into two types: Combat and Utility. All armor recipes below are shaped crafts.

Combat

| Type & Properties | Shape | | | Key |
|--|-------|---|---|-----------------|
| 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 |
|--|-------|---|---|------------------|
| Diving Helmet | C | C | C | C – Copper Ingot |
| <ul style="list-style-type: none"> Aqua Affinity Respiration I | C | G | C | G – Glass |

| | | |
|---|---|---|
| | | |
| Bunny Boots • Jump Boost II | H L H F | H – Rabbit Hide L – Leather Boots F – Rabbit's Foot |
| Highlander Boots • Feather Falling IV | F F F F W L W | F – Feather W – White Wool L – Leather Boots |
| Spidersilk – Cap • 1 Armor • 0.0075 Speed | S S S S S | S – Spidersilk Threads |
| Spidersilk – Shirt • 1.5 Armor • 0.0075 Speed | S S S S S S S S | S – Spidersilk Threads |
| Spidersilk – Pants • 1.5 Armor • 0.0075 Speed | S S S S S S S | S – Spidersilk Threads |
| Spidersilk – Boots • 1 Armor • 0.0075 Speed | S S S S | S – Spidersilk Threads |
| Wool – Cap • 0.5 Armor • 0.00375 Speed | W W W W W | W – White Wool |
| Wool – Shirt • 1 Armor • 0.00375 Speed | W W W W W W W W | W – White Wool |
| Wool – Pants • 1 Armor • 0.00375 Speed | W W W W W W W | W – White Wool |
| Wool – Boots • 0.5 Armor • 0.00375 Speed | W W W W | W – White Wool |

[Back to Top](#)

Components

Components are craftable prerequisite items to more complex crafting recipes. Components are divided into two types: shaped and shapeless.

Shaped

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

[Back to Top](#)

Devices

Devices are craftable items that activate their effects while held in the main-hand and crouched. All device recipes below are shaped crafts.

Shaped

| Type | Effects | Shape | Key |
|-----------------|---|--|--|
| Magnet - Strong | Pulls items within 5.75 blocks radius of the player. | <div> <div>W</div> <div>L</div> <div>R</div> </div> | W – Weak Magnet L – Lodestone R – Redstone Block |
| Magnet - Weak | Pulls items within 5.75 blocks radius of the player and consumes itself. | <div> <div>C</div> <div>C</div> <div>C</div> </div> <div> <div>C</div> <div>R</div> </div> <div> <div>C</div> <div>C</div> <div>C</div> </div> | C – Copper Ingot R – Redstone Dust |
| Vibration Sonar | 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 |

Potions

Potions are divided 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 PotionShulker 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)Gunpowder |
| Constitution | Health Boost (1:30) | <ul style="list-style-type: none">Awkward Potion8 Beetroot |
| | Health Boost (2:30) | <ul style="list-style-type: none">Potion of ConstitutionRedstone Dust |
| | Health Boost II (0:45) | <ul style="list-style-type: none">Potion of ConstitutionGlowstone Dust |
| Confusion | Nausea (0:15, splash) | <ul style="list-style-type: none">Awkward Splash PotionPoisonous Potato |
| | Nausea (0:25, splash) | <ul style="list-style-type: none">Splash Potion of ConfusionRedstone Dust |
| Flurry | Haste (1:00) | <ul style="list-style-type: none">Awkward PotionGold PickaxeSugar |
| | Haste (3:00) | <ul style="list-style-type: none">Potion of FlurryRedstone 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 |

| | | |
|-----------|-------------------------|---|
| | | <ul style="list-style-type: none"> 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 Swiftness 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) Resistance (0:10) | <div> <div>C</div> <div>R B Rs</div> <div>C</div> </div> | C – Copper Ingot 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) | <table><tr><td></td><td>C</td><td></td></tr><tr><td>R</td><td>L</td><td>G</td></tr><tr><td>P</td><td>C</td><td>I</td></tr></table> | | C | | R | L | G | P | C | I | C – Copper Ingot R – Redstone Dust L – Awkward Lingering Potion P – Poisonous Potato I – Ink Sac |
| | C | | | | | | | | | | | |
| R | L | G | | | | | | | | | | |
| P | C | I | | | | | | | | | | |
| Zeal | Jump Boost (1:05) Speed (1:05) | <table><tr><td></td><td>C</td><td></td></tr><tr><td>J</td><td>B</td><td>S</td></tr><tr><td></td><td>C</td><td></td></tr></table> | | C | | J | B | S | | C | | C – Copper Ingot J – Potion of Leaping II (0:30) B – Bottle S – Potion of Swiftess II (0:30) |
| | C | | | | | | | | | | | |
| J | B | S | | | | | | | | | | |
| | C | | | | | | | | | | | |

[Back to Top](#)

Vanilla

Vanilla item recipes are divided into two types: shaped and shapeless.

Shaped

| Type | Shape | Key | | | | | | | | | |
|------------------------|---|-----|---|---|-----------------|---|---|----------------------|---|---|--|
| Arrow – 8 | <table> <tr><td></td><td>C</td><td></td></tr> <tr><td></td><td>S</td><td></td></tr> <tr><td></td><td>F</td><td></td></tr> </table> | | C | | | S | | | F | | C – Copper S – Stick F – Feather |
| | C | | | | | | | | | | |
| | S | | | | | | | | | | |
| | F | | | | | | | | | | |
| Arrow – 16 | <table> <tr><td></td><td>I</td><td></td></tr> <tr><td></td><td>S</td><td></td></tr> <tr><td></td><td>F</td><td></td></tr> </table> | | I | | | S | | | F | | I – Iron Ingot S – Stick F – Feather |
| | I | | | | | | | | | | |
| | S | | | | | | | | | | |
| | F | | | | | | | | | | |
| Bucket | <table> <tr><td>C</td><td></td><td>C</td></tr> <tr><td></td><td>C</td><td></td></tr> </table> | C | | C | | C | | C – [2] Copper Ingot | | | |
| C | | C | | | | | | | | | |
| | C | | | | | | | | | | |
| Cauldron | <table> <tr><td>C</td><td></td><td>C</td></tr> <tr><td>C</td><td></td><td>C</td></tr> <tr><td>C</td><td>C</td><td>C</td></tr> </table> | C | | C | C | | C | C | C | C | C – [2] Copper Ingot |
| C | | C | | | | | | | | | |
| C | | C | | | | | | | | | |
| C | C | C | | | | | | | | | |
| Chainmail – Helmet | <table> <tr><td>N</td><td>N</td><td>N</td></tr> <tr><td>N</td><td></td><td>N</td></tr> </table> | N | N | N | N | | N | N – Iron Nugget | | | |
| N | N | N | | | | | | | | | |
| N | | N | | | | | | | | | |
| Chainmail – Chestplate | <table> <tr><td>C</td><td></td><td>C</td></tr> <tr><td>N</td><td>N</td><td>N</td></tr> <tr><td>N</td><td>N</td><td>N</td></tr> </table> | C | | C | N | N | N | N | N | N | C – Chain N – Iron Nugget |
| C | | C | | | | | | | | | |
| N | N | N | | | | | | | | | |
| N | N | N | | | | | | | | | |
| Chainmail – Leggings | <table> <tr><td>N</td><td>C</td><td>N</td></tr> </table> | N | C | N | N – Iron Nugget | | | | | | |
| N | C | N | | | | | | | | | |

| | | | | |
|-----------------------|---|----|---|--|
| Chainmail – Boots | N | | N | C – Chain |
| | N | | N | |
| | N | | N | N – Iron Nugget |
| | 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 – [8] Creation Crystal |
| | P | F | P | |
| | P | C | P | |
| | | | | |
| Hopper | C | | C | C – [2] 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 | P | P | P – <Wood> Plank |

| | | |
|---------------|---|---|
| | <div> <div>C</div> <div>Cu</div> <div>C</div> </div> <div> <div>C</div> <div>R</div> <div>C</div> </div> | C – Cobblestone Cu – [2] Copper Ingot R – Redstone Dust |
| Saddle | <div> <div>T</div> <div></div> <div>T</div> </div> <div> <div>L</div> <div>L</div> <div>L</div> </div> <div> <div>T</div> <div></div> <div>T</div> </div> | T – Tripwire Hook L – Leather |
| Shears | <div> <div></div> <div>C</div> <div></div> </div> <div> <div>C</div> <div></div> <div></div> </div> | C – [2] Copper Ingot |
| Shulker Shell | <div> <div>P</div> <div>P</div> <div>P</div> </div> <div> <div>P</div> <div>M</div> <div>P</div> </div> <div> <div>C</div> <div></div> <div></div> </div> | P – Popped Chorus Fruit M – Minecart C – Creation Crystal |
| Sponge | <div> <div></div> <div>S</div> <div></div> </div> <div> <div>S</div> <div>G</div> <div>S</div> </div> <div> <div>C</div> <div>S</div> <div></div> </div> | S – Sand G – Gold Block C – Creation Crystal |
| Trident | <div> <div></div> <div>I</div> <div>I</div> </div> <div> <div></div> <div>L</div> <div>I</div> </div> <div> <div>D</div> <div></div> <div></div> </div> | I – Iron Ingot L – Lighting Rod D – Diamond Block |
| Tripwire Hook | <div> <div></div> <div>C</div> <div></div> </div> <div> <div></div> <div>S</div> <div></div> </div> <div> <div></div> <div>P</div> <div></div> </div> | C – [2] 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 | <ul style="list-style-type: none"> [2] Potato Spider Eye |

[Back to Top](#)

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 I S</div> <div>St T St</div> <div>P</div> </div> | S – Steel Ingot I – Iron 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 G S</div> <div>St T 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 • -0.001 Speed | <div> <div>I I I</div> <div>I I I</div> <div>I</div> </div> | I – Iron Ingot |
| Shield – Steel • 1.5 Knockback Resistance • 3 Armor Toughness • 2 Armor • -0.0015 Speed | <div> <div>S S S</div> <div>S S S</div> <div>S</div> </div> | S – Steel Ingot |
| Steel – Bow • Power II • Unbreaking I | <div> <div>I S</div> <div>I S</div> <div>I S</div> </div> | I – Steel Ingot S – String |
| Steel – Sword • 7 Attack Damage | <div> <div>I</div> <div>I</div> <div>S</div> </div> | I – Steel Ingot S – Stick |
| Swordfish • Impaling I • 6 Attack Damage | <div> <div>C</div> <div>C</div> <div>I</div> </div> | C – Raw Cod I – Iron Sword |

[Back to Top](#)

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.

Services

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

Services

| 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. |

[Back to Top](#)

Permissions

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

Permissions

| 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. |

[Back to Top](#)

Archive

| Events | | Mechanics | | Items | |
|----------------------------|-----------------------------|----------------------------|--------------------------|----------------------------|------------------------------|
| Auctions | Point-Based | Almethy | Eternity | Artifacts | Inf. Potions |
| Encounters | Tributes | Dark Mist | Souls | Att. Rings | Relics |
| Juggernaut | Weekly | Death Pen. | Wishes | Crystals | Spellbooks |
| Minigames | | | | Idols | |

Events

Auctions

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

[Back to Archive](#)

Encounters

Encounters are all-encompassing terms for locations where combat events occur. There are several objectives to complete such as survival, destroying the spawners, and fighting a boss.

An encounter can feature a variety of conditions such as negative effects for the players, buffs for the creatures, and the terrain being changed during gameplay. Loot distribution for these events vary – it might be divided evenly, looted from chests, randomly dropped throughout the battlefield, or voted upon.

Variables

| | |
|------------|---|
| 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 |

[Back to Archive](#)

Juggernaut

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

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

Every round of Juggernaut will be restricted to thirty minutes or until the Juggernaut is slain. The next juggernaut(s) are chosen randomly from the participants, with the slayer(s) of the Juggernaut(s) having a higher chance to have a turn. Those who have previously been Juggernaut will have to wait until all participants had an opportunity to become the Juggernaut before being eligible again.

[Back to Archive](#)

Minigames

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

Instances

Instances are minigames that can only be played if an admin hosts them.

Type

| | | | |
|------------|-----------------------|-------------|-------------------------------------|
| Block Hunt | <i>Collect blocks</i> | Master Chef | <i>Collect ingredients and food</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> |

| | |
|--------------------------|--|
| 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> |

[Back to Archive](#)

Point-Based

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

Combat

| | |
|---------|---------------------------------|
| Arena | <i>Survive waves of enemies</i> |
| Assault | <i>Attack a location</i> |
| Siege | <i>Defend a location</i> |

Talent

| | |
|---------|----------------------|
| Pakman | <i>Collect coins</i> |
| Targets | <i>Hit targets</i> |

[Back to Archive](#)

Tributes

Tributes are construction challenges in which players compete for the biggest point multipliers. Players do not have to build previous build themes to participate and will only be judged on the current week's build theme.

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 collection for tributes is done on a set day. The strength of their contributions increases the influence of their targeted deity, and in exchange, the deity they declared the sacrifice for 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. This prevents players from tributing too many of the same thing and devaluing it. 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 can be used to redeem rewards from the favor shop.

Individual contributions' total, multiplied by the number of followers for that deity will decide the amount of weekly influence that deity gains. This weekly influence is then added to a total score across all weeks.

Individual

| Sacrifice (0-1000) | Build Multiplier (1-5★) | | |
|------------------------|-------------------------|-----------|----------|
| 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 |

[Back to Archive](#)

Weekly

Weekly events are time-limited competitions with a variety of goals that players must compete either against the environment or against other players on the server. The goals of the events can be classified into one of four categories: building, collecting, harvesting, and slaying.

Building

Harvesting

| | |
|------------------------|----------------------------|
| 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> |

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

Collecting

| | |
|----------------------------|--|
| 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

| | |
|------------------|---|
| 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> |

[Back to Archive](#)

Mechanics

Almethy

Almethy explains the method by which players may craft amethyst shards and blocks into other resources.

[Back to Archive](#)

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 divided into two zones: the Warning Zone and the Danger Zone, with the former being the less deadly.

[Back to Archive](#)

Death Penalty

When this is in effect, Players respawn considerably weaker than normal but slowly regain their strength over time.

[Back to Archive](#)

Eternity

Eternity serves as a collection of communal town buildings that provide benefits and perks to 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 statistics. This 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, chest plate, and so on. 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 divided into two classes, Might and Blight. Attuned rings from the Might class affect only the individual wielding it, while attuned rings from the Blight class affect entities around the wielder and may include the wielder themselves.

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

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

Mana Well

The mana well has two functions: it allows players to passively acquire experience by staying within its central structure and also allows players to 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 are villagers who sell the most 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 also has a memorabilia museum, which displays anything from tools, weapons, and armor to 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's purpose is to make item transfers between online and offline players easier. It also 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.

[Back to Archive](#)

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.

Unless stated otherwise, players can switch to using other souls they own at the start of a 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

[Back to Archive](#)

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.

[Back to Archive](#)

Items

Artifacts

Artifacts are non-craftable items that activate their effects while equipped 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 |

[Back to Archive](#)

Attuned Rings

Attuned rings are craftable items that activate their effects while held in the off-hand slot. Attuned rings are divided into two types, Might & Blight. Might rings affect exclusively only the user. Blight rings affect other entities and may include the user if it is a beneficial effect to them.

Might

| | |
|-------------|------------------------|
| Fortune | <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

| | |
|------------|------------------------|
| 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> |

[Back to Archive](#)

Crystals

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

Type

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

[Back to Archive](#)

Idols

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

Type

| | |
|---------|---|
| Courier | <i>Returns items to the Post Office</i> |
|---------|---|

[Back to Archive](#)

Infused Potions

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

[Back to Archive](#)

Relics

Relics are non-craftable items that activate their effects while held 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 |

[Back to Archive](#)

Spellbooks

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

Type

| | |
|------------------|--|
| 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> |

[Back to Archive](#)