Realm of Aethel
Minecraft Reference

Minecraft

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

Aethel SMP

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

Plugins

		Commands	
AnvilNameStyler	ImageMaps	/afk	/bellyflop
ArmorStandEditor	InventoryRollbackPlus	/compass	/lay
CoreProtect	LibsDisguises	/depth	/sit
CustomCrafting	LuckPerms	/getpos	/spin
DiscordSRV	MultiverseCore	/kittycannon	/imagemap download
EssentialsX	MultiversePortals	/beezooka	<name> <link>
FastAsyncWorldEdit	PlayerStats	/mail <player>	/imagemap list
Floodgate	ProtocolLib	/msg <player>	/imagemap place
Geyser	ToolStats	/recipe <item>	<name> <invisible>
GSit	ViaVersion	/seen <player>	<fixed> <glowing>
HeadDB	VoxelSniper		<size>
			/stats <stat/substatistic>
			{me/player/top/server}

External Resources
Aethel Data Pack

Events

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

Dude This House Is Ass	*Build an ugly house*
The 1%	*Build a nice house*

Harvesting

Fish Market	*Catch fish*
Lucid Dreams	*Mine amethyst*

Under The Sea	*Group aquatic build*

Collecting

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

Submissive & Webbable	*Shear cobwebs*

Slaying

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

Point-Based

Point-based events are individually 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	*Survive waves of enemies*
Assault	*Attack a location*
Siege	*Defend a location*

Talent

Pakman	*Collecting coins*
Targets	*Hit targets*

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	*Collect blocks*
Block Party	*Survive random colors of the floor being removed*
Bumper Boats	*Destroy your opponents' boats*
Creeper Ball	*Punch creepers in an arena*
Crime Mystery	*Solve the crime using clues*
Cruel & Unusual Scavenger Hunt	*Collect a random list of items*

Obstacle Course	*Get through the course in the fastest time*
Pig Turf Fishing	*Fish as many pigs as you can*
Pincushion	*Increasing distance archery with partners*
Rube Goldberg	*Engineer overcomplicated machines*
Secret Santa	*Gift other players anonymously*

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*
Master Chef	*Collect ingredients and food*

Shadow Over Dragonsmouth	*Survivors survive against a coastal horde*
Snowball Fight	*Build forts and assault other players' forts*
Spleef	*Destroy the floor below your opponents*
Sumo	*Knock opponents out of the arena*
The Walls	*Gather supplies and fight others in open terrain*

Sets

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

Type	Description	Maps
Capture the Queen	-	-
Creeperball II	Opposing teams must send a no-gravity creeper into their opponent's net to score a point.	Stadium
Deathmatch	-	-
Hide & Seek II	Hiders hide from Seekers for as long as possible.	Headwater
Parkour	Players jump between blocks to achieve the fastest times on the course.	Elements

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

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.

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

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

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.

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 Juggernaut before being eligible again.

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

Mechanics
Almethy

Almethy explains the method by which players may craft amethyst shards and blocks into other resources in season 2.

Chaos Frequencies (CFs)

Custom 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 custom enchants, and CCFs represent selected custom enchants.

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.

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

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.

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

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 custom 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.

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

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

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

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

Items

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

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	Togglable trail of flames	Durability+

Dorsal Fin	Trident	Increased aquatic damage & Dolphin's Grace	Damage+, Riptide+, Durability+
Dragonfire	Crossbow	Instant reloads	Multishot, Durability+
Flesh Hook	Fishing Rod	Pulls entities instantly	Durability+
Hellfire Cape	Chestplate	Removes burn ticks	Durability+
Infernal Flame	Sword	Increased burn time & removes fire resistance	Damage+, Durability+
Lilith's Wings	Feather	Flight	Levitation+
Merciless Antumbra	Chestplate	Defensive Binding	Durability+
Rhinomane	Helmet	Resistance	Durability+
Riftwalker's Trace	Leggings	Short range teleport	Durability+
Skysplitter	Axe	Summons lightning	Damage+
Tempest	Stick	Knockback	Knockback+
The Elder Pick	Pickaxe	Unparalleled mining speed	Mining Speed+, Durability+
Indomitable	Shield	Unbreakable	Arrow Kill Aura
The Worldbreaker	Pickaxe	Haste II	Durability+
Void Stone	Emerald	Invisibility	Blindness Aura

Spellbooks

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

Type

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

Wind Spirit	*Speed III*

Infused Potions

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

Crystals

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

Type

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

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

Blight

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

Idols

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

Type

Courier	*Returns items to the Post Office*

Components

Components are craftable prerequisite items to more complex crafting recipes.