



Aethel

SMP Wiki

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Events

Minigames

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

Instances have been [archived](#).

Sets

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

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

For more detailed documentation of minigame sets, visit [Aethel Data Pack](#).

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Mechanics

Chaos Frequencies (CFs)

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

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Gameplay

Modifications to gameplay from various sources are listed here.

World Borders

- Overworld – 10k
- Nether – 5k

Gamerules

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

Plugin – Tweakin'

General

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

Building

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

Mobs

- Mobs occasionally drop their heads.
- Mobs can be attacked through tall grass.
- Mob heads placed on the sides of noteblocks make their respective sound.
- Dogs and cats can 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.

Paper Server

Items

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

Mobs

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

Next Season

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

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Incants

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

General

| Type | Material |
|------|----------|
|------|----------|

Tools

| Type | Material |
|------|----------|
|------|----------|

| | |
|------------|----------|
| Unbreaking | Obsidian |
|------------|----------|

| | |
|-----------------|---------------|
| Efficiency | Gold Ingot |
| Luck of the Sea | Leather |
| Lure | Redstone Dust |

Armor

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

Weapons

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

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Mob Tiers

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

Within each tier, a mob can have three degrees of strength called levels, and the tier and level of a creature will affect its equipment and statistics.

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

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

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Items

Armors

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

Sets

| Type | Helmet | Chestplate | Leggings | Boots |
|------|--------|------------|----------|-------|
|------|--------|------------|----------|-------|

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

Unique

Helmets

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

Chestplates

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

Leggings

| Type | Properties |
|------|------------|
| | |

Boots

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

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Components

Components are prerequisite items to more complex crafting recipes.

- Creation Crystal
- Raw Leather

- Raw Steel
- Spidersilk Threads

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Devices

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

Activated

Activated devices don't require fuel material to use.

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

Powered

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

Use

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

Interval

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

Instance

Instance devices are consumed upon use.

| Type | Effects |
|---------------------|---|
| C4 | Places a payload based on a red, blue, or yellow color frequency indicated by the dye in the offhand. |
| Carpet Bomb | Drops TNT while in elytra flight. |
| Grupert's Paw | Summons a manifestation of Grupert, granting players within 6.5 blocks absorption and speed every 15 seconds. |
| Heat Sink | Removes lava within 4.25 blocks radius and fires within 7.25 blocks radius. |
| Pip | Detonates a high-powered payload after 15 seconds. |
| Prisoner Restraints | Leads the closest villager within 1.5 blocks radius to the player. |

| | |
|-----------------|---|
| Ticking Payload | Places an auto-detonating payload. |
| Vent Mine | Places an invisible payload that arms itself after a duration and detonates based on proximity. |

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Potions

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

Expansion

Expansions expand upon the effect variety of vanilla.

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

Extremity

Extremities provide higher potency effects than vanilla.

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

Mixture

Mixtures provide multiple effects.

| Type | Effects |
|---------------------|---------------------------------------|
| Flash Bomb (Splash) | Nausea (0:08) Blindness (0:05) |
| Adrenaline | Speed II (1:05) Strength II (1:05) |
| Dystrophy | Slowness (3:00) |

| Type | Effects |
|-----------|--|
| Iron Bark | Regeneration (0:10) Resistance (0:10) |
| Tear Gas | Nausea (0:10) Blindness (0:06) Slowness (0:06) |

| |
|-----------------|
| Weakness (3:00) |
|-----------------|

| | |
|------|-----------------------------------|
| Zeal | Jump Boost (1:05) Speed (1:05) |
|------|-----------------------------------|

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Vanilla

Additions to the vanilla set of recipes are listed here.

- [8] Arrow
- [16] Arrow
- Bottle o' Enchanting
- Bucket
- Cauldron
- Chainmail – Helmet
- Chainmail – Chestplate
- Chainmail – Leggings
- Chainmail – Boots
- Cobweb
- Elytra (Broken)
- Firework Rocket – Duration 1
- Firework Rocket – Duration 9
- Glow Ink Sac
- Glowstone Dust
- Hopper
- Horse Armor – Iron
- Horse Armor – Gold
- Horse Armor – Diamond
- Lead
- Nautilus Shell
- [3] Paper
- Piston
- [2] Poisonous Potato
- Saddle
- Shears
- Shulker Shell
- Sponge
- Trident
- Tripwire Hook

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Weapons

Additions to the vanilla set of weapons are listed here.

| Type | Properties |
|-------------------|---|
| Ham Bat | Knockback II |
| Hand Ballista | Piercing IV Unbreaking I |
| Portable Grill | Fire Aspect III |
| Repeater Crossbow | Quick Charge III Unbreaking I |
| Shield – Iron | 1 Armor 2 Toughness -10% Speed 10% KB Resist |
| Shield – Steel | 2 Armor 3 Toughness -15% Speed 15% KB Resist |
| Shield – Obsidian | 3 Armor |

| Type | Properties |
|---------------|-------------------------------|
| Steel – Bow | Power II Unbreaking I |
| Steel – Sword | 7 Attack Damage |
| Swordfish | 6 Attack Damage Impaling I |

| |
|--|
| 5 Toughness -25% Speed 25% KB Resist |
|--|

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Donor Perks

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

Services

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

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

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Permissions

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

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

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| Juggernaut | Weeklies | | | Idols | |

Events

Auctions

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

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Dungeons

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

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

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

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

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Encounters

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

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

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Juggernaut

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

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

Every round of Juggernaut will be restricted to thirty minutes or until the Juggernaut is slain. The next Juggernaut is chosen randomly from the participants, with the slayer of the Juggernaut having a higher priority. Previously selected Juggernauts will have to wait until all participants had an opportunity before being eligible again.

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Minigames

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

Instances

Instances can only be played if an admin hosts them.

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

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

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Point-Based

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

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

Combat

Talent

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

| Type | 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 |
|--------------------|------------------|
|--------------------|------------------|

| Contribution | Individual Sacrifice * Build Multiplier | Tribute Strength | Total (Individual Contribution) |
|---------------------|--|-------------------------|--------------------------------------|
| Favor | Contribution * 2 | Influence | # Of Followers * Tribute Strength |

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Weeklies

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

Building

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

Harvesting

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

Collecting

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

Slaying

| Type | Objective |
|------------------|------------------------------|
| Armed & Black | Slay Wither Skeletons |
| Cock Hunter | Slay Chickens |
| Ghastardly Deeds | Slay 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. The Dark Mist is classified into two zones: the Warning Zone and the Danger Zone, with the former being the less deadly.

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Death Penalty

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

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Eternity

Eternity is a collection of communal town buildings that provide benefits and perks to all players as it is developed. Players use Mana Blossoms earned from various activities and events to improve Eternity. Each structure has unique benefits and upgrade vectors.

| Structure | Abilities | | Upgrade Vectors | |
|-------------|--------------------|----------------------|-----------------|--------------|
| Blacksmith | Temper Equipment | | Quality+ | Cost- |
| Docks | Passive Dye Income | Passive Block Income | Dye Crates+ | Blocks+ |
| Jeweler | Attuned Rings | | Might+ | Blight+ |
| Mall | Communal Market | Master Villagers | Item Museum | |
| Mana Well | Passive Xp Gain | Infused Potions | XP Gain+ | Liquid Mana+ |
| Mine | Passive Ore Income | | Yield+ | Cooldown- |
| Post Office | Communal Mailboxes | Courier Idols | | |
| Warp Gate | Town Recall | Item Gateways | Channeling+ | |

Blacksmith

The blacksmith allows players to temper base diamond and netherite equipment to improve its attributes. Tempering enhances the damage of swords and axes by +1 and the armor toughness of armor pieces by +1 for each quality level.

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

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

Docks

The docks supply players with dyes and dyeable blocks (wool, glass, concrete powder, and terracotta). Dyes arrive in crates periodically and have a limit as to how many colors can be chosen at once. Blocks arrive in a singular crate and the player can select what type they receive.

The Dye Crates development increases the number of dyes in each crate as well as how many crates can be stored at once. The Blocks development increases the number of blocks received in each crate.

Jeweler

The jeweler unlocks the creation of attuned rings (offhand-held passive effect items). Attuned rings are classified into two classes, Might and Blight. Attuned rings from the Might class affect only the individual wielding it, while attuned rings from the Blight class affect entities around the wielder and may include the wielder themselves.

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

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

Mana Well

The mana well has two functions: players can passively acquire experience by staying within its central structure and create Infused Potions with the structure's generated Liquid Mana.

The Xp Gain development increases the rate at which Xp is gained as well as raises the level cap allowed from the Mana Well. The Liquid Mana development increases the number of recipes available to be crafted and improves the duration of those that already exist.

Mall

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

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

Mine

The mine provides players with a passive income of ore.

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

Post Office

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

Warp Gate

The warp gate serves as a destination for players to return to from any distance and dimension by linking it with warp crystals and holding them in the main hand. Taking damage while channeling will cause the warp recall to be reset.

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

The Channeling development reduces the amount of time necessary to channel a warp recall, increases the range of effectiveness around the user, and allows for additional item gateway frequencies to be created in the world.

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Souls

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

Players can switch to using other souls they own at the start of the week. During Juggernaut events, Juggernauts receive empowered versions of up to two of their souls that may include but are not limited to: cooldown reductions, increased ability potency, ability duration, and increased number and strength of summons.

Souls are classified into four types:

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

| Type | Base | Refined | Mastery |
|--------------|--|--|---|
| Aether | P: <i>Flap</i> Slow Falling when looking downwards | <i>Flap:</i> Slow Falling aura | P: <i>Soar High</i> Refunds firework rockets |
| Aging | A: <i>Amnesia</i> 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: <i>Steel Skin</i> Health Boost | <i>Steel Skin:</i> Health Boost II A: <i>Ground Slam</i> 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: <i>World Brush</i> Stone blocks form along the user's vision | <i>World Brush:</i> Longer duration | |
| Bee | Af: <i>Pollination</i> 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: <i>Rageborn</i> Strength under ½ health | <i>Rageborn:</i> Strength under 3/5 health, Strength II under 2/5 health | D: <i>Too Angry to Die</i> Immune to death for a short period under 1/3 health |

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|--------------|--|--|--|
| Bunny | P: <i>Hop</i> 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: <i>Star Trail</i> 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: <i>Homebrew</i> 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: <i>Dark Emperor</i> Summons bats that spread Blindness | | |
| Death | A: <i>Life Drain</i> Inflicts Wither | <i>Life Drain:</i> Wither II, more targets | <i>Life Drain:</i> Wither III, more targets, longer duration |
| Demon | A: <i>Demonic Ascension</i> User ascends and summons lightning, receives Instant Harming, grants Strength & Resistance | <i>Demonic Ascension:</i> Instant Harming II, grants Strength II and Resistance II after a period, increased cooldown | <i>Demonic Ascension:</i> User creates an explosion, Instant 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> | A: <i>Void Rift</i> | A: <i>Void Shift</i> |

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|---------------|---|--|---|
| | Enderchest access | Teleport to tagged target | 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: <i>Tidecaller</i> First trident throw drinks water, second throw disperses water | A: <i>Igneus Rise</i> First trident throw drinks lava, second throw disperses lava | |
| Magic | A: <i>Fire Blast</i> Summons a fireball | A: <i>Deep Freeze</i> Encases an entity in ice that eventually thaws | <i>Fire Blast:</i> Summons three fireballs <i>Deep Freeze:</i> Longer freeze time |
| Medusa | P: <i>Paralyzing Gaze</i> Entities facing user receive Slowness & Grounded | | |
| Miner | A: <i>Cave In</i> Summons pointed dripstone to fall around the user | | |
| Motion | P: <i>Friction</i> Continuously sprint to gain Speed II | <i>Friction:</i> Speed IV P: <i>Momentum</i> Strength I during Friction | <i>Friction:</i> Speed VI <i>Momentum:</i> Strength II |
| Nether | A: <i>Flame Tank</i> | <i>Flame Tank:</i> | <i>Flame Tank:</i> Consumes lava to build up fuel, and at |

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| | Consumes fires to build up fuel, and at sufficient fuel, gain Speed | Fuel consumption rate decreased P: <i>Heatshield</i> Fire Resistance | sufficient fuel, gain Strength & Resistance |
| Nuke | A: <i>Airstrike</i> Summons a fireball to fly downwards | <i>Airstrike:</i> Stronger explosion, faster velocity | <i>Airstrike:</i> Weaker fireballs summoned around main fireball |
| Oracle | P: <i>Foresight</i> Inventory peek | A: <i>Seer's Orb</i> Reveals creatures' locations | P: <i>Prophetic Vision</i> Reveals player locations |
| Plague | A: <i>Plague of Flesh</i> Poison aura | | |
| Pufferfish | P: <i>Toxic Touch</i> Entities in contact receive Poison II | <i>Toxic Touch:</i> Poison III | <i>Toxic Touch:</i> Longer duration |
| Ram | D: <i>Stubborn Fault</i> Resistance below ½ health | A: <i>Audacious Charge</i> 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> | | |

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

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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.

| 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 are classified into two types: Might and Blight.

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

| Might | | Blight | |
|-------------|-----------------|------------|-----------------|
| Type | Effect | Type | Effect |
| Fortune | Luck | Perception | Night Vision |
| Water | Water Breathing | Plague | Poison |
| Altitude | Jump Boost II | Detection | Glowing |
| Air | Slowfalling | Time | Slowness |
| Agility | Speed | Depths | Dolphin's Grace |
| Flight | Levitation II | Paranoia | Blindness |
| Nourishment | Saturation | Shadow | Invisibility |
| Fire | Fire Resistance | Fatigue | Weakness |
| Endurance | Regeneration | Safety | Absorption |
| Force | Strength | Anguish | Wither |
| Earth | Resistance | 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 | Effect |
|--------------|------------------------------------|
| Tempering | Sharpens weapons & toughens armor |
| Homebound | Warp gate recall |
| Item Gateway | Item sender & receiver 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.

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

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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.

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

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