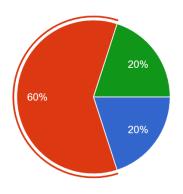
Inventory

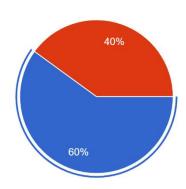
5 responses



- (Classic) Your inventory & XP drops on the ground at the area of your death.
- (Keep Inventory) You don't lose your inventory, armor, or XP when you die.
- (Grave data-pack) Your inventory is stored in a grave at the area of your death. However, not all of your XP is kept in the grave. Other player can take your stuff if they get there first. If you f...
- Neutral

Mob-griefing

5 responses

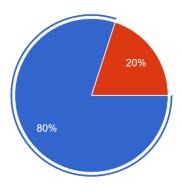


Enabled

Disabled

Neutral

PVP 5 responses



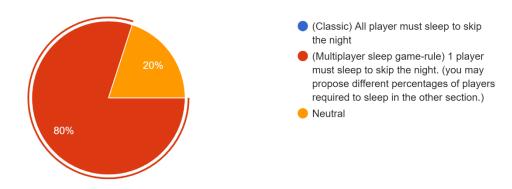
Enabled

Disabled

Neutral

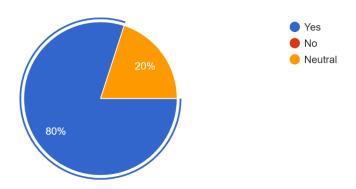
Sleeping

5 responses

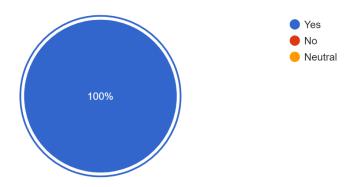


Armor statues. This data-pack gives more control over armor stands.

5 responses

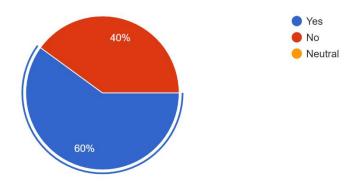


Custom nether portals. This data-pack give more freedom in the design and size of nether portals. 5 responses



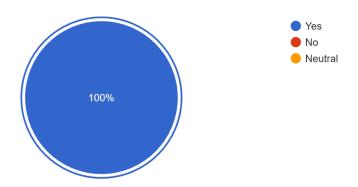
Should players drop their head when killed?

5 responses



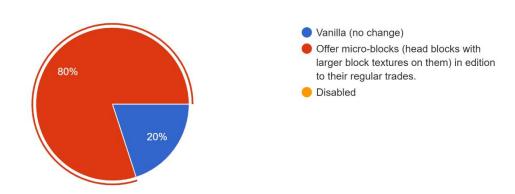
Should mobs have a chance of dropping their head upon their death?

5 responses

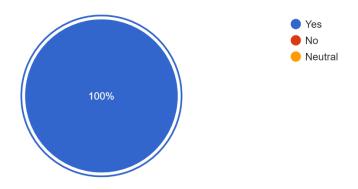


Wandering traders. (This picture is of micro-blocks and is from before 1.14)

5 responses

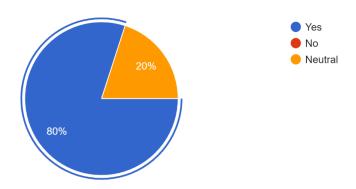


Should the 1.18 bundles be added in? This isn't really 'not vanilla' because they're coming in 1.18. 5 responses

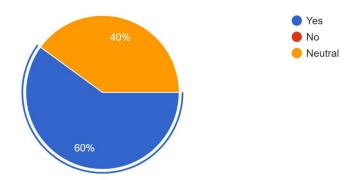


Should you unlock all crafting recipes when you start the world?

5 responses

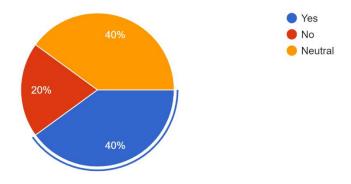


Should certain items like bread, paper, & shulker boxes be craftable in the survival inventory? 5 responses



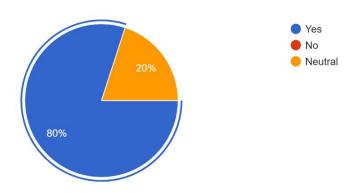
Should you be able to craft gravel out of 4 flint?

5 responses



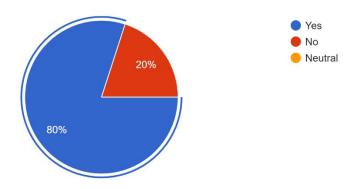
Should you be able to craft horse armor?

5 responses



Should you be able to craft enchanted golden apples?

5 responses



Should you be able to craft name tags?

5 responses

