# Overview

As this is not an official design document nothing is final, and these are usually rough notes.  
Here for Fimbulwinter and for the mod jam I intend on going all-out and abandoning the vanilla design principle of Simplicity. With Fimbulwinter we’ll be turning the game into a hectic hack-and-slash during Combat, and intense survival out of it. Taking inspiration from Warframe, Borderlands 2 and other PVE games with unique weapon systems, Fimbulwinter will bring forth a whole arsenal of unique weapons.  
Also, taking inspiration from Minecraft: Dungeons, everything added will fit the art style of the game. Minecraft: Dungeons was designed with the idea that anything added to the game can eventually be added to Minecraft. Similiarily, while Fimbulwinter completely breaks vanilla conventions in some design choices, others will stay within line and be plausible additions.

Items will also follow Minecraft: Dungeon’s design philosophy of Items defining the playstyle, rather then Classes. Items will have Set Bonuses to replicate Class Bonuses some players may like. Such as large health pools with a tank, or high DPS with a DPS character.

# Weapons & Items

# Chalice

Chalices are Items with Right-Click and Passive only functions. Themed around drawing energy from meeting a requirement. E.G

**Bloodleech Chalice**

**Passive:** While held in the **off-hand,** any damage dealt via the main-hand through weapons or punches drains the life-force of the hit target. This chalice gains Blood equal to 50% of the health that target lost. Up to 50.

**Active:** Sneak Right-Click Consume 10% of the Chalices’ Blood to heal for the same amount. 12s Cooldown.

Some Chalices have weapons that are designed specifically for it.

**Bloodleech Kama**

+6 Attack Damage

1.8 Attack Speed

+15% Lifesteal

**Synergy:** If used in conjunction with a Bloodleech Chalice, it fills by an extra 15% of damage dealt (65% total)

**Active:** Right click to hurl the Kama forward. Damaging the first creature hit and yanking them 2.5 blocks towards you. 3s Cooldown.

## Weapons

**Gehennite Katana**

Made from Gehennite Ingots. Found in the depths of the nether.   
+8 Attack Damage

+4 Fire Damage

1.5 Base Attack Speed

**Hit Chain:** 1/.25/.25x Damage. 1/4/4x Swing Time

Hit Chains modify the damage and how long you’d have to wait before being able to use the weapon. It can vastly change the feel of a weapon’s use. Making them feel heavier or faster. This replicates the Katana’s strong first hit, followed by quick, smaller-hitting strikes. The Tech for this is functional and working in another mod of mien

**Passive – Sentenced:** The First hit of this weapon’s hit chain applies the Imolation Debuff for 3s.

**Passive – Torment:** Creatures afflicted with Immolation take 1.5x damage from this weapon.

**Immolation**Take 1 Fire damage every second. All armour pieces also lose 1.25% of durability. Also slowed by 10%.

**Gehennite Hammer**

Two-Handed

10 Attack Damage

2 Fire Damage

0.8 Attack Speed

**Passive – Concussion:** 50% chance to Apply Concussion on hit and destroy 25% of the target’s armour.

**Passive – Searing Flames:** This Weapon instantly kills unarmoured targets.