

# MCYT TWT ORIGINS SMP – ORIGINS LIST

by NBeeMC

## → Enderian\*

- ◆ Can teleport with Ender Pearls without having any
- ◆ Can reach further
  - Takes damage while in contact with water
  - Afraid of pumpkins

## → Slimecican\*

- ◆ Improved Jump Height
- ◆ Immune to kinetic damage ( Fall Damage, flying into blocks )
- ◆ Instead of dying, shrink in size and health.
- ◆ Can bounce as if on Slime Blocks.
  - Burns in hot biomes
  - Reduce movement Speed

## → Arachnid\*

- ◆ Has the ability to climb
- ◆ Hinders foes with cobweb on attack
  - Has 3 less hearts of life
  - Carnivorous Diet

## → Shulk

- ◆ Has 9 additional inventory slots that don't drop on death
- ◆ Natural protection ( Wearing Iron Armour is equal in protection to Diamond )
- ◆ Can break stone blocks without a pickaxe
  - Cannot use shields
  - Exhausts quicker

## → Phantom\*

- ◆ Can walk through solid blocks while in Phantom State
- ◆ Is invisible while in Phantom State
  - Gets hungry over time while in Phantom State
  - Begins to burn in daylight when NOT in Phantom State
  - Has 3 less hearts of health

## → Elytrian\*

- ◆ Has Elytra wings by nature
- ◆ Every 30 seconds can launch themselves into the air
- ◆ Deals double damage while in flight
  - Can only wear light armour ( Gold or Chainmail [Except Helmet])
  - Takes more kinetic damage ( Fall Damage, flying into blocks )
  - Receives a stacking debuff ( Slowness & Weakness ) when in places with a low ceiling

\* = Taken  
^ = To be taken

→ Merling

- ◆ Can breathe underwater
- ◆ Can see underwater
- ◆ Can break blocks underwater as if not in water
- ◆ Has increased swim speed
- ◆ Does not sink underwater ( Creative Mode flight underwater )
  - Can only hold their breath for a limited time while out of water ( can go out for longer in the rain )

→ Avian

- ◆ Floats gently to the ground
- ◆ Is faster than most on foot
  - Needs to sleep at Y levels above 85
  - Vegetarian Diet

→ Feline\*

- ◆ Does not take fall damage
- ◆ Can jump higher while sprinting
- ◆ Can see in the dark better than most
- ◆ Scares creepers away ( will not blow up, even up close )
  - Can't mine natural stone with 2 or more adjacent natural stones
  - Has 1 less heart of life

→ Floran\*\*

- ◆ Can grow plants at the cost of some food
- ◆ You are satiated by being exposed to sunlight
- ◆ You deal 2 more damage when wet
  - You take twice as much damage from fire
  - Biomes that are too hot or too cold will give you slowness
  - You can only consume Honey Bottles

→ Inehling\*

- ◆ 4 times smaller than a regular person
- ◆ Immune to thorns
- ◆ Immune to kinetic damage ( Fall Damage, flying into blocks )
- ◆ Requires less food to keep going
- ◆ You are able to climb up any kind of wall, not just ladders
- ◆ Faster attacks
  - Has 5 less hearts, 0.25 less attack range and 1 less build range

→ Deepling

- ◆ Has dark skin
- ◆ Has complete vision in the dark
- ◆ Mining speed increased at Y levels below 32
  - Needs to sleep at Y levels below 32
  - Is blind when exposed to light ( Light level of 9 )

→ Aerum

- ◆ Able to swim through the air
- ◆ Does not exhaust

\* = Taken  
^ = To be taken

- ◆ Immune to kinetic damage ( Fall Damage, flying into blocks )
- ◆ Can reach further
  - Can only wear light armour ( Gold or Chainmail [Except Helmet])
  - Receives damage over time when not exposed to the sky
  - 6 less hearts of health

→ Apian\*

- ◆ Dealing damage to a mob will inflict a brief poison effect
- ◆ Can fly gently
- ◆ Replenishes saturation from small flowers
- ◆ Regenerates health and saturation when near many flowers

Can sting someone killing the target instantly and themselves as well

- Has 3 less hearts of health
- Receives a stacking debuff ( Slowness & Hunger ) when exposed to the night sky
- Takes damage while in contact with water

→ Raccoon\*

- ◆ Faster and stronger at night
- ◆ Can see in the dark better than most
- ◆ Has 9 additional inventory slots that WILL drop upon death
- ◆ Has the ability to climb
- ◆ Can reach further
- ◆ Immune to poison and hunger
  - Has 2 less hearts of health
  - Gets hungry faster
  - Weaker and slower during day
  - Can't open trapdoors, doors and gates
  - Can only eat trash food ( items that replenish 1 saturation & Rotten Flesh )

→ Blazeborne^

- ◆ Is immune to fire and lava damage
- ◆ Deals more damage while burning
- ◆ Is immune to poison and hunger status effects
  - Spawns in the Nether
  - Takes damage while in contact with water ( rain as well )

→ Piglin\*

- ◆ Golden tools and armour are better. Golden equipment lasts longer, than non-Gold & non-Netherite. Netherite armor gives a speed boost.
- ◆ Piglins do not attack unless provoked. Brutes will still attack on sight.
- ◆ Deal 75% more damage with crossbows.
- ◆ When outside of the Nether, you zombify, becoming undead and immune to fire, but slower.

\* = Taken  
^ = To be taken

- Spawns in the Nether
- Carnivorous Diet
- You have 2 less hearts of health than humans.
- You are afraid of Soul Fire, becoming weak when near it.

→ Salamander\*

- ◆ Immune to fire and lava
- ◆ Able to swim through lava
- ◆ Can see in lava better than most
- ◆ Moves swiftly through lava
  - Takes damage while in contact with water
  - Spawns in the Nether

→ Phoenix\*

[ To be added, by the lovely Saki ]