Lightning Souls: Champion's Ashes

This datapack is a souls-like datapack and initially from the server LD minecraft server. The datapack need Minecraft version 1.19.4+.

The following resourcepack is needed for datapacks working properly: https://github.com/Taffy-Nyaru/Lightning-Souls-Resourcepack

Features

- Every item is obtainable using command: /loot give @s loot ldmc:
- Added new structure Firelink Shrine spawn only in mountain biome.
- Added new structure Genshin Switch spawn only in the end.
- Added new entity type DragonSlayer Knight and boss NEP.Elder.
- Added some ds3 pvp weapons.
- Added some new items and every one of them having different abilities.
- Completely Vanilla.

Playing Suggestion

To play this datapack, first make a steel furnace to get steel ingots, the fundamental item of this datapack.

Then kill the wither to craft an energy crafter and obtaining more items, use the homeward bone to craft a map locating the structure "Firelink shrine". Then defeat every boss in the structure to obtain more items.

Warns

- Don't move the modded blocks with pistons or any form of translations.
- Don't put the modded blocks on any incomplete blocks, excepet for the steel furnace on campfire.
- The datapack added a list of friendly creatures and the mobs in this list would never attack each other. It is revisable in data/ldmc/tags/entity_types/friendly_creature.json
- The datapack uses 1380000-140000 and 1440000-1450000.

Item Crafting

Crafting is separate to vanilla crafting recipes and modded-recipes with the use of energy crafter. The energy crafter is automatic-crafting and craft items when one of the following recipes are placed on the crafter:

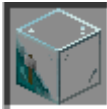Energy Crafter

Steel Block:

Milk Tea:

Lava Sponge:

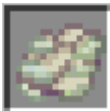Crying Waystone:
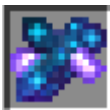
Upgrade Table:

Bomber:

Reinforced Phantom Membrane:

Shadow Pearl:

Heart of Echo:
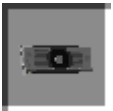

Eternal Crystal:

Ender Ring:

GTX690:

Old Sorcerer Hat:

Homeward Bone:

Enchanted Berries:

Dark Souls 3 and Elden Ring related

Estus Flask:

Stalk Dung Pie:

Bewitching Branch:

Steel Armor:

The rest suits are same with iron sets recipe.

Drakeblood Armor:

The rest suits are the same recipe.
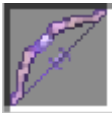
Witherite Armor:

The rest suits are the same recipe.

Arbalest:

Dragon Slayer Great Bow:

Ringed Knight Straight Sword:

Murky Hand Scythe:

Pontiff Knight Curved Sword:

Black Knight Great Axe:

Split Leaf:

Zweihandler:

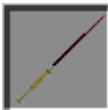Black Blade:

Nightrider Glaive:

Aquamarine Dagger:

Gundyr Halberd:

Caestus:

Antspur Rapier:

Brass Shield:
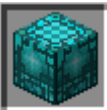
Black Knight Shield:

Red White Shield:

Crafting Table

Energy Crafter:

Steel Furnace:
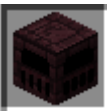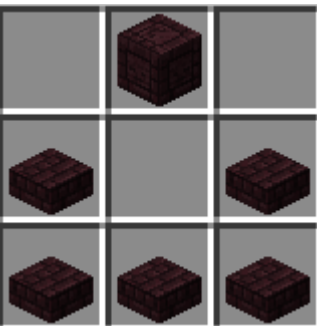
Elytra:

Special items like the digestive juice is obtainable by throwing water bottles/splash water bottles on mycelium.

Item Descriptions

A brief description about the function and usage for each item.

The steel tools and armors recipes places exactly as how iron tools and armors places in vanilla crafting table.

Steel ingots, nuggets and blocks does every single function in which how iron ingots/nuggets/blocks in vanilla does.

- Arbalest

A crossbow that is able to shot three explosive fire arrows and almost instant reload time.

- Medals

The medals are the proof for defeating boss Elder.NEP in the game depends on the player is using steel sword/zweihander/dragon slayer greatsword for the bronze/silver/gold medal. Could only be renamed once on the anvil and gives luck to players. A pet would be summoned/teleported to the player if the player pressed shift+right click when holding it on mainhand, and when on offhand it will wear on the player's chest. The cat medal need advancement-Complete Catalogue

- Digestive Juice

A 100 amplifier hunger effect potion obtain by throwing water bottles or splash water bottles on mycelium.

- Dragonslayer Great Bow

A bow randomly shot 12 explosive arrows at a time. Imported left-handed bow glitch from ds3

- Enchanted Golden Berries

A consumable item that could give all amplifier 2 positive potion effects in the game. Will spawn a invulnerable salmon

- Ender Ring

It could teleport any entity hurted to void. Right click to summon a night cavalry to fight for you, shift+right click to teleport back the night cavalry.

- Eternal Crystal

Titanite shards. One of the Most important crafting recipe but able to help player escape from danger by right clicking it.

- GTX690

A graphics card able to mine blocks, same as netherite pickaxe. Will explode when the durability downs to 0, shift+right click to summon a super bomb effected by gravity.

- Cheat Engine

[Data Deleted]

- Homeward Bone

Usage is the same with lodestone, but used on crying waystone only. Right click the bounded homeward bone to teleport to the last crying waystone bounded.

- Nightrider Glaive

Weapon for the Night Cavalry Shift+right click to summon three magic blades and automatically attack nearby hostile mobs, costs 100 durability each summon.

If any of them without hitting the target will teleport back to the owner. The nightrider glaive itself is enchanted with frozen effects, accumulative total amount of 720 frozen per swing.

- Drakeblood Great Sword

The Sword of Elder.NEP. Accumulate 320 bloodloss per swing.

- Shadow Pearl

The tears of denial with 5 times usage. The void totem could recover the player to max health everytime used and will teleport the player to nearest surface when falling to the void.

- Zweihander

A colossal sword adding the reach distance of entity to 10 blocks with 25 damage.

- Black Blade

The most powerful weapon. Every hit will summon lightning bolts to surronding 80 blocks distance hostile creatures.

Enchanted with the power of destined death, each attack deals damage 15+(3% of total hp) and for the first attack burning 3% of max hp.

Any mob in water close to these lightning bolts would gain weakness effects.

Shift+right click to fire a powerful auto-tracing hostile mobs dragon bomb.

- Heart of Echo

Dropped by killing warden or crafted on the energy crafter.

Attacks deals a sonic boom with 5 damage each hit without CD.

Right click to summon a powerful warden ally with 1024hp and some effects named Slark.

Highlight surrounding hostile entities.

- Soul of NEP.

The Soul of Elder.NEP.

Could craft eternal crystal on the energy crafter or right click to use freecam.

When freecam is enabled there will be an iron golem spawned at the player, and if the iron golem recieved any type of damage or the y-coordinate of the player is below -70, the player will be teleported back to where he enabled the freecam.

- Vampire Hat

Gives some effects and armor to the wearer. Shift makes wearer invisible(Though the hat still visible)

Blocks

- Steel Furnace

Only will work when there is soul campfire or campfire under the block.

Right click on the furnace with iron ingots, then wait for (5*Number of iron ingots) seconds to finish kiln firing and right click on the furnace to get steel nuggets.

- Lava sponge

Same as sponge but lava version, glowing in the dark.

- Crying Waystone

Same as lodestone, but a teleportable version and could interact with homeward bones.

- Milk Tea

Place it and right click to drink it. remember to clear the empty bottles!

Effects

- Bloodloss

Similar to bloodloss in Elden Ring, accumulate bloodloss and when the time gets to 1200, it will cause maxhp*11%+20 damage to the entity and some negative effects. some weapons accumulate this effect when used.

- Frostbite

Similar to Frostbite in Elden Ring, accumulate frostbite and when the time gets to 3200, it will cause maxhp*7%+12 damage to the entity and some stronger negative effects than bloodloss. some weapons accumulate this effect when used.

Entity

- Pets

Just pets, no help during fighting. Could be teleported to the player.

- Slark the Warden

Ally of the players with the following abilities:

1024 HP with resistance II, regeneration II, jump boost IX and incredible speed

Detroy most kind of natural-generated, non-building blocks surrounding it when gets angry.

Has strong AOE attack.

Protects the player whenever the player recieved damages or hostile mobs is arround the player holding heart of echo.

Able to be teleported to the player or callback.

- Night Cavalry

Ally of the players with the following abilities:

250 HP with regeneration I and incredible speed, horse with 50 hp.

Every attack accumulates frozen effect.

Protects the player whenever the player recieved damages or hostile mobs is arround the player holding ender ring.

Able to be teleported to the player.

- DrakeBlood Knights

Only spawn in the firelink shrine right tower. Special mob with the following abilities:

Flying

Summon magic phanalx.

Using drakeblood greatsword and give blood loss effects.

Drops Shadow Pearl and possibily dropping eternal crystal.

- Elder.NEP

Only spawn in the firelink shrine.

Summon magic phanalax.

Uses ds3 weapons in this datapack.

Able to parry players.

- Phase 2:

If there is no drakeblood knight in 50 distance, summon a drakeblood knights every 30 sec.

Fires dragon bombs.

Drops Soul of NEP.