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# List of problems that should be fixed

- Economy rebalancing
  - Removal of Spawner Unlocks
  - Repricing to decrease the amount earned overall
  - Functional blocks cost more while decorations blocks are cheaper and easy to buy for builds
- Rare functional items like shulkers have become super rare and unavailable for a large amount of the playerbase.
  - Players want rare items. They enjoy the idea of having items not being available to everyone easily.
  - Functional late game items like shulkers and elytra should be available at x hours of playtime to any player that works hard enough. There shouldn't be a barrier just because they joined later than others.
- Lottery changes
  - Lottery currently is very unpopular. Compared to the amount of money players have it just isn't worth playing
- Auction house
  - Currently it is just a hub for advertising. Rarely used for selling items, due to that there isn't many items worth selling.
- Spawner unlocks are a nuisance and aren't providing what was hoped
- There is no motivation to PVP
  - There is currently no reason to PVP
  - There is a much larger risk than reward for most players
  - Kings have keep-inventory in PVP which gives them a major advantage and risk aversion
- A lot of new players get very sad with the lack of interaction/difficulty to find other players making them leave unsatisfied

## Shulkers + Rare Items

**Current Problem:** Any rare item in the end is no longer accessible to find. Players want to gain access to these items but those who do want to keep it as it is as they like having rare items.

**What needs to be decided:** What should be classified as a rare limited item and what should be available for anyone who puts in the time. This doesn't mean that players need to have instant access but if they spend time earning like they would on a single player world they should be rewarded and not punished for joining early.

This doesn't mean they do the same thing as a single player world. We want it to be different.

How can we distribute them?

- Limit the amount the players can get that aren't naturally spawned. Players can get one by finishing a quest.
- We have custom items that are similar to the natural ones.

- We kill the rarity of items with functionality. But we also create items with rarity that players can show off. People still are proud of having certain OG tags so functionality isn't a requirement will only add value.

### Driving Motivation

**Current problem:** There is a lack of motivation in survival for players to continue to play if they don't just want to build.

- Competing for /bal top isn't worth it due to the difference between new players and old
- End game content is very easily accessible or not accessible at all (End table from the start, Nothing to go exploring for in the end and everything already looted)
- Player interaction isn't very easy to get. Best ways to meet players is at the end island and at warp PVP.
- No reason to grind for things
- There is no special reason to build on **{Server Name Cleared}** verse other servers

**Goal:** Have reasons for the player to join and play survival verse survival on other servers.

### Suggested Features/fixes:

- Fixing the economy will not solve the competitive aspect. /bal top can't be our only way for players to compete. Players should be able to compete with each other on different 'skills' (mining/block placing/farming/pvp). This can be through tracking different player stats and comparing then creating leaderboards around them. I believe we have discussed this sort of thing previously with scavenger hunt type plugins. (Competitive/grind)
- Improving PVP will make players want to improve their armor so they can be stronger in PVP. (Competitive/Grind)
- Custom enchants let players have something to grind for. Creating their own best sets and new items to sell to other players. (Grind)
- More fights like the dragon fight. That dragon fight is a good way to get players together to go fight a boss together and provides end game content that the players need to be strong for. (Grind/Player interaction)
- Make spawn more interactable. Talked about in its own section (Player Interaction/Beginner Motivation)

## List of features on release

- Custom Enchants
  - Custom enchants
  - Custom Armor set perks
  - Custom tool perks
- Koth/PVP changes
- Mob Coins
  - Mobcoins are earnable by hunting down the following Mobs:

- Elder guardian
  - Piglin brute
  - Shulker box
  - Wardens
- Mobcoins can get the following items:
  - Kit Vouchers
  - Nickname command
  - Colored signs
  - Hat commands
  - Rank (For x Day)
  - Crate keys
  - Feed command
  - Repair command
  - Advanced Enchants rolls (random books)
  - Armor Set rolls (random armor custom armor set)
  - Advanced Enchants Tools (Random tool)
- Multiworld
- NPC Populating Spawn
- Lottery Changes
- Sit/lay commands
- Economy changed

## On Release Feature Descriptions:

### Resource World

- Provides a secondary overworld that players can teleport to that resets at x times.
- Players can teleport through the /rtp or /warp
- The portal at spawn now sends to the resource world with a hologram notifying the time before next reset
- New NPC for travelling to the main world

### Quests

- Tutorial quests: Quests to push players to try out all the new features (Enchants, resource world, Mobcoins)
- Daily quests: the complete quest of the day to gain mobcoins

### /sit and /lay

- Adds the ability for players to sit/lay down. Adding more functionality to builds and improving the experience of meeting up with players and chatting

### XP Withdraw

- Have the ability to store xp in a bottle

### Providing more motivation to PVP

- Most players do not enjoy pvping. They find there is no point PVPing

- The risk to PVP is too high for what you can do. IE Kings keep inventory, no reward just a loss of items.
- Adding KOTHs and Envoys could add rewards and reasons to PVP.

### **Economy rebalancing**

- Compared to Skyblock I don't believe there should be at any point massive numbers. Players shouldn't when first joining feel a massive comparison against them though it should still be rewarding to earn money for those who want to
- Spawners unlock removal for the same reason it is being removed from Skyblock
- Making everyone have less money should also mean decreasing the costs of building blocks/those used to build. We don't want it like creative but someone who has money shouldn't feel like buying a few stacks is going to lose them a large amount of their money now that there's less money overall.
- Functionality/Rare blocks should still stay around the same price. Having Ore blocks, Rare blocks, and usable items should all be less accessible.

### **Lottery Changes**

- The lottery currently is very inactive. The rewards are just not desirable and players don't usually know it exists.
- I think instead of money prizes we could change it to items.  
Here is an example of how a new system could work:
  - Every 30 minutes a day an announcement is made to say "Today's Lottery we are giving away 1 x Cosmetic Crate Key do /lottery to buy it". After 24 hours the lottery is given away with a winner being announced and the lottery resetting giving away something else. While players can also do /lottery to buy tickets and view what item is being given away.
- With the addition of better rewards there needs to be a way to stop those rich players from getting everything. To stop it we can set ticket limits. Limiting players to a very small amount can let all players have hope that they can win.

### **Custom Enchanting**

- Players use xp to roll for 3 different rarities of enchants. With a fourth locked away for boss shops.
- Look further down for in depth look into what has been added

### **Mobcoins:**

- For survival Mobcoins/Legendary Shards are gained from killing legendary mobs/mobs hard to grind for. These are:
  - Wardens
  - Piglin Brutes
  - Shulkers
  - Elder Guardian
  - Ravagers
- The following items can be purchased with Mobcoins
  - Kit Vouchers
  - Nickname command
  - Colored signs
  - Hat commands

- Rank (For x Day)
- Crate keys
- Feed command
- Repair command
- Advanced Enchants rolls (random books)
- Armor Set rolls (random armor custom armor set)
- Advanced Enchants Tools (Random tool)

### **Spawn Adventures**

- Goal with the NPC changes to make them look like they are living in the world.
- New NPCS for the following new commands:
  - Enchant lists
  - Enchant Rolls
  - Mobcoin shop
  - Lottery
  - Resource World Telpot
  - Home world Teleport
  - XP Withdraw
  - Quest NPC
  - The Sit/lay commands
  - /bal
  -
- New NPCS for context around Update:
  - A explanation of what mobs can be hunted
  - A explanation of what happens in the resource region
- Moving current NPCS to houses/new stalls
  - Warps to near the portal
  - Player warps
  - Chat colors
  - Playtime
  - Auctions
- Changing how the current portal looks to make it look like its been attacked/unusabl but has been shottingly replaced with a new portal to

### **NPC Grouping**

Enchant group (Enchant lists, Enchant rolls npc, XP withdraw npc) group at enchant house where the xp withdraw npc is currently

Community (Sit/lay commands, Chat colors, playtime, quests) the house that the auction npc currently is.

Money (Lottery, balance, auctions) move to the house at 51, 111, 71

Teleports(Resource, home world, Player warps, warps) Move player warps to where /enchants npc is.

# Features for future updates:

**Nothing here is set in stone merely here to get the idea down**

## **Furniture (pushed back)**

- Adds more features for those who just enjoy building and having more functional blocks.  
**Asks:** is this possible with custom textures instead of just the current armor stand plugin

## **Auction House (nothing to be done here. Should be fixed with new items to sell)**

- The auction house currently has the problem that it mainly hosts advertisements to player shops.
- This problem could be fixed by improving the economy
- Auction houses should be the place for selling rare items, items unavailable for purchase instore, but there isn't much to sell.

## **Bosses v1:**

A set of server wide fights that players can summon to fight and gain tokens to exchange for loot.

**Bosses v.5:** Add the ability for current bosses (End dragon and Wither) to be able to gain tokens.

## **Dragon Fight**

- The Dragon fight is a super cool idea that if we flesh it out could be amazing way to motivate players and improve interactions.

### **Current Problems with the initial Dragon:**

- Currently players with /fly ruin the difficulty of the fight
- Items you gain get stale quickly. Most players only need to fight it once or twice.
- No way for new players to know how to spawn the dragon

### **Benefits to the dragon fight**

- End Game goal
- Gives players rare rewards
- You have to work hard to be able to spawn it
- It gets the server together

### **Improving on it further then fixing current problems**

- This can be a really good way to lock access to rare items. This can be through being some sort of token that if gained enough of can unlock cool rewards IE Rare items, Special Armour pieces, Custom Enchant Items (Scrolls, Books, cosmetics)
- It's difficult to completely write it all. I believe this could go to something like Dragon fights on Hypixel Skyblock, a Dungeon world, or RPG type boss fight on the side to slowly have players in parties go through. This can create something super interesting for players to play and use repeatedly. Happy to chat more about this more apologies for the lack of context, not sure what to actually write to describe what I mean and I understand this part if you want to go implement it would take a ton more writing.

## **Improving Beginner Motivation**



- A Lot of players are struggling when they first join with finding other players to interact with and get a little help when starting.
- A reason why this happens is after heading out of spawn with /rtp you are chunked into the middle of nowhere. Why do this instead of playing single player?
- Player should have some sort of hub in the interactable world. A place where players can start their journey and build houses nearby. Taking away the player's sense of aloneness.
- Other things to interact with then just Crate keys. Parkour, a spot to role for Custom enchants, Tutorials easily accessible to players, Shops ECT.

**Custom World Generation for the resource world:** Create new environments for players to explore in the resource world.

### **Stronger Mobs:**

As players get stronger mobs will become less scary to counteract this bringing in a plugin that can give mobs random levels to change their damage and health will provide more reasons to get custom enchants.

**PVP Tests of Strengths:** Duels but the two players will be teleported in with the loot they have on into a zone where keep inventory is on so that the players can test out their armor and weapons.

**PVP kill streaks:** The more kills a player gets in pvp will give them Mobcoins per kill while if another player kills them they get a large bounty of mobcoins as well. Whenever the player goes to pvp it will be announced in chat + the bounty.

### **Cosmetic Overhaul:**

- Bringing cosmetics for crates that non rank-ables can get. Including Hats + back accessories, off hand items.
- Emojis to use in Chat
- More gestures outside of /sit and lay

# Enchanting Revamp

## Overview

### Vision

The goal of bringing in Custom Enchantments is to bring in additional items and perks to grind for. These enchantments are accessible to any player at the cost of some value. Bringing in Enchantments my goal is to provide players with enhancements in combat, and grinding. The goal of these enhancements is to provide multiple different playstyles for players to choose from. This can be done by providing multiple types of enchantments that enable buffs in certain scenarios that can be reached with other enchants but also be weighted down if too many of these buff combos are in one set.

With enchants, stronger enchant should become rare purchases accessible through other methods that are not the same as the normal enchantments.

## Summary of features

- **Enchantment Books**
  - Enchantments containing a Power, a Rarity, where it can be enchanted onto, levels and destroy/success chances.
- **Rolling for enchantments**
- **Advanced Enchantment Items**
- **Armour Sets**

## Summary of Requests

## Feature Breakdown

### Enchantment books

Are created through Advanced Enchantments and provide an enchantable item, Armor or weapon with power. There are 4 Different Rarities for players to get:

Rarity	What types of Enchantments	Color/Display	Chance	Slots (IGNORE)
1 Star	Simple enchantments that are very scenario-based or provide a chance-based perk.	#cd7f32 ★1 Star	30	1
2 Star	Enchantments that are good for non-combat means.  Enchantments that have interesting abilities but have some sort of cooldown or downside	#6f7995 ★2 Star	50	1
3 Star	Provides a Perk in certain scenarios that can be powerful  Provides a Perk that is powerful but has a certain bit of randomness  Abilities that are quite strong but have a large cooldown.  Strong enchantments for non-combat scenarios.  Strong Enchantments that have some sort of downside or cooldown.	#cd950c ★3 Star	20	1

Rarity	What types of Enchantments	Color/Display	Chance	Slots (IGNORE)
5 Star	Provides permanent potion effects  Powerful Enchantments that have slight cooldowns  Enchantments that boost parts of yourself when fighting certain mobs  Provide cosmetic abilities	#9932cc ★5 Star	0	5

There currently isn't a way to set slot limits or different consumptions between different groups which are gonna cause problems because now a player can just stack all of there armour with just 5 stars enchants.

## Rolling for Enchantments

Gaining Enchantments is different for 1 Star, 2 Star, and 3 Star compared to 5 Star. 1 Star to 3 Star is accessible through an Enchanting in an Enchantment table. For 5 Star they are only accessible through boss shops and other areas to help make them rare.

## Armour Sets

Armor Sets that give out Set bonuses are available from Boss Drop/ Shops. The main goal of these sets is to make grinding bosses easier plus providing unique strength that players can get to use for other things.

I'm sceptical of making Armor Sets bonus PVP bonuses as be good enough to work for there has to e a major difference between the players with and without it.

## Enchantment Breakdown

Enchantment	Description	Applies to	Rarity	Max Level
Netherite Skin	Gain Fire resistance	Armor	Five Star	1

<b>Enchantment</b>	<b>Description</b>	<b>Applies to</b>	<b>Rarity</b>	<b>Max Level</b>
Sharing Pain	Chance of poisoning opponent and gaining regeneration	Armor	Five Star	5
Froged Creeper Armor	Immune to explosions	Armor	Five Star	1
Dragon Step	Added speed when equipped	Boots	Five Star	3
Forged Slime Legs	Negate fall damage	Boots	Five Star	1
Springs	Gives jump boost.	Boots	Five Star	3
Forged Extinguish	Chance to extinguish yourself when on fire.	Leggings	Five Star	3
Glow Eyes	Gives permanent night vision.	Helmet	Five Star	1
Fish lungs	Breathe underwater.	Helmets	Five Star	1
Forged Angel Strength	Gain Strength when wearing an elytra	Elytra	Five Star	2
Nether Weakness	Increase damage dealt to mobs while in the nether.	Weapons	Five Star	5
Ender Weakness	Increase damage dealt to Enderman, Endermother and Ender dragon bosses.	Weapon	Five Star	5
Blind	A chance of causing blindness when attacking.	Swords	Five Star	3
Blinding Strike	A chance to negate an attack and deal up to 4 damage back.	Swords	Five Star	3
Endmaster	Double damage to mobs in End.	Swords	Five Star	3
Wither Born	Increase Damage while withered	Swords, Axes	Five Star	1
Reaper	A chance to give your opponent the Wither and Blindness effects while dealing damage	Axe	Five Star	4
Power of a King	Allows you to swing your tools faster.	Tools	Five Star	3

<b>Enchantment</b>	<b>Description</b>	<b>Applies to</b>	<b>Rarity</b>	<b>Max Level</b>
Phantom Destroyer	Triple damage to Phantoms	Swords, Axes	Five Star	1
Neutralize	Chance to disarm an opponent.	Bow, Crossbow	Five Star	2
Deceived	When hit you have a chance to teleport directly behind your opponent.	Armor	One Star	8
Call of the dead	When hit you have a chance to spawn zombie hordes to distract and disorient your opponents.	Boots	One Star	3
Immolation	Set all mobs in the radius on fire.	Swords	One Star	3
XP Boost	Chance to increase EXP drops from mobs.	Swords	One Star	4
Hunter	Increases damage dealt to Passive Mobs.	Swords, Axes	One Star	4
Frost Half Born	While Slowed have the chance to deal double damage	Swords, Axes	One Star	4
Lumberjack Touch	Chance to break a tree in one hit	Axes	One Star	3
Heal Cut	If a player has regeneration nullify it	Weapons	One Star	4
Rebreather	Chance to regain air when mining under water.	Pickaxe	One Star	2
Rock Eater	Chance to restore food while mining.	Pickaxes	One Star	3
Forges Flame	Chance to smelt mined blocks.	Pickaxes	One Star	3
Vein Miner	Mine entire vein of ores	Pickaxes	One Star	3
Experience	Chance to get more experience from ores.	Tools	One Star	5

<b>Enchantment</b>	<b>Description</b>	<b>Applies to</b>	<b>Rarity</b>	<b>Max Level</b>
Hunter	Increases damage dealt to Passive Mobs.	Bow, Crossbow, Trident	One Star	4
Blighted Arrow	A chance to give the wither effect.	Bow, Crossbow, Trident	One Star	5
Plague Arrow	A chance of giving poison effect.	Bow, Crossbow, Trident	One Star	3
Marksman	Increases damage dealt with Crossbows.	Crossbow	One Star	4
Deadshot	Headshots with tridents deal double damage.	Trident	One Star	5
Lucky Shot	Chance to double dealt damage.	Trident	One star	4
Water Lords Touch	Increases damage dealt with Tridents.	Trident	One Star	1
Spark	Light opponents are on fire.	Trident	One Star	3
Tank	Chance to receive less damage.	Chestplates	Thhree Star	4
Ice Thorns	Players who attack you have a chance to get slowness	Armor	Three Star	3
Turtle Stance	When Sneaking the player gains resistance	Armor	Three Star	3
Hardened	Chance to recover durability when damaged by players.	Armor	Three Star	3
Dark Blooded	Gain increased defence when you have slowness, blindness, and nausea.	Armor	Three Star	1
Snake Scales	When a player hits you, they have a chance to be poisoned	Armor	Three Star	45
Poison Defense	When Poisoned gain decreased damage	Armor	Three Star	3

Enchantment	Description	Applies to	Rarity	Max Level
Hardened by the Wild	When mobs damage you, have a chance to gain my armour damage.	Armor	Three Star	3
Armored	Decreases damage from enemy swords by 2% per level.	Armor	Three Star	4
Death Defiance	Instead of taking damage receive a burst of poison	Armor	Three Star	3
Angelic	Heals health when damaged.	Armor	Three Star	5
Guardian Born	Deal double damage while in water.	Boots	Three Star	4
Slime Legs	Chance to negate fall damage.	Boots	Three Star	3
Lava Walker	Walk on Lava.	Boots	Three Star	1
Ground Pound	Deal damage to nearby mobs when taking fall damage.	Boots	Three Star	3
Sneaking Step	While Sneaking gain Slowness but get Strength	Boots	Three Star	3
Speedsters Boost	Have a chance while moving to gain speed	Boots	Three Star	3
Distraction	Chance to explode enemy when hit by their arrows.	Chestplate	Three Star	3
Shockwave	Chance to push back your attacker when your health is low.	Chestplates	Three Star	5
Eatable air	Chance to restore food every few seconds.	Helmets	Three Star	3
Defensive Wings	Chance of poisoning opponent and gaining regeneration	Elytra	Three Star	4
Angel Strength	Chance of strength when taking off with elytra.	Elytra	Three Star	3
Triumph	Gain some health back after kills.	Weapons	Three Star	3

<b>Enchantment</b>	<b>Description</b>	<b>Applies to</b>	<b>Rarity</b>	<b>Max Level</b>
Scare	Chance to replace your opponents helmet\nto a pumpkin for a short time.	Weapons	Three Star	5
Thunder Chained	Strike monsters with lightning every 3 consecutive hits.	Weapons	Three Star	3
Lethal Tempo	Hitting a player 3 times in a row will give you a burst of haste.	Weapons	Three Star	3
No more Bows	Multiplies damage against players who are wielding a Bow at the time they are hit.	Sword	Three Star	3
Confuse	Chance to give nausea effect.	Swords	Three Star	4
Double Strike	A chance to strike twice.	Swords	Three Star	3
Blessed	A chance of removing bad potion effects.	Swords	Three Star	4
Frost Touch	A chance of causing the slowness effect on your enemy.	Swords	Three Star	3
Interrupt	Chance to give your enemy mining fatigue.	Swords	Three Star	2
Killer Frost	Chance to slow and bleed opponents	Swords	Three Star	5
Lifesteal	A chance to steal health when attacking.	Swords	Three Star	5
Deaths Help	A chance to heal you for up to 3hp a few seconds after you strike.	Swords	Three Star	3
Farmers Best Friend	Increases damage dealt to Hostile Mobs.	Swords, Axes	Three Star	4
Strikes of a giant	Chance of strength and mining fatigue.	Swords, Axes	Three Star	5
Assassin	Increases damage while Invisible	Swords, Axes	Three Star	8



Enchantment	Description	Applies to	Rarity	Max Level
Starved	While on no food do double damage	Swords, Axes	Three Star	1
Wither Half Born	Have a chance to increase damage while withered	Swords, Axes	Three Star	3
Frost Born	Deal double damage while slowed	Swords, Axes	Three Star	4
Arrow Break	Chance for arrows to bounce off you while holding items with this enchant.	Axe	Three Star	6
Norse Titan	Chance to inflict more axe damage.	Axes	Three Star	4
Cleave	Damages players within a radius that increases with the enchant level.	Axes	Three Star	7
Firey enblazed	Set all players in radius on fire.	Axes	Three STar	3
Trench	Chance to break in 3x3 area.	Pickaxes, Shovels	Three Star	9
Hasten	Chance to gain Haste after breaking blocks.	Tools	Three Star	3
Netherite Miner	Gain Speed, haste and fire resistance in the nether	Tools	Three Star	3
Water Born	Gain Speed, haste and water breathing underwater	Tools	Three Star	3
Telepathy	Automatically places blocks broken by tools in your inventory.	Tools	Three Star	4
Piercing	Inflicts more damage.	Bows	Three Star	5
Missile Launcher	Arrows turn into fireballs.	Crossbow	Three Star	5
Chains of Corruption	Freeze the player for 2s	Bow, Crossbow, Trident	Three Stars	3

Enchantment	Description	Applies to	Rarity	Max Level
Block	A chance to Negate an attack and deal up to 4 damage back	Sword	Three Tier	3
Last Stand	When you get low double damage	Armor	Two Star	3
Arrow Deflect	Chance to prevent an enemy arrow from dealing damage.	Armor	Two Star	4
Parry	Chance to reduce incoming damage while wielding a sword by up to 22% at max level.	Armor	Two Star	5
Bounce Back	Chance to be pushed back when getting hit.	Armor	Two Star	4
Creeper Armor	Chance to be immune to explosive damage	Armor	Two Star	3
Speed of Flight	Chance to gain speed when taking fall damage.	Boots	Two Star	3
Water Walker	Walk on Water.	Boots	Two Star	1
Extinguish	Chance to extinguish yourself when on fire.	Leggings	Two Star	3
Smoke Bomb	When you are near death, you will spawn a smoke bomb to distract your enemies.	Helmet	Two Star	8
Defensive Wings	Reduce Damage dealt to you	Elytra	Two Star	4
Momentum	Chance to gain speed boost with fireworks.	Elytra	Two Star	4
Feast	Chance to restore food while killing mobs.	Weapons	Two Star	3
Critical	Increase damage done with a critical hit.	Swords	Two Star	3
Stay away	Strike lightning at nearby players.	Armor	Two Star	3
Destroy	Chance to deal extra durability damage to all enemy armour with every attack.	Swords	Two Star	4

Enchantment	Description	Applies to	Rarity	Max Level
Magnet	Your attack pulls players towards you.	Swords	Two Star	3
Nightfrost	Freeze mobs at night.	Swords	Two Star	3
Born on a fire	Increase damage while on fire	Swords, Axes	Two Star	8
Paralyze	Gives lightning effect and a chance for slowness and slow swinging.	Swords, Axes	Two Star	4
Poison	A chance of giving poison effect.	Swords, Axes	Two Star	3
Hunger Pains	While on less then 3 hunger bars. Deal bonus damage	Swords, Axes	Two Star	1
Bleeding Strike	Make your opponent bleed.	Axes	Two Star	6
Cut Down	Do more damage to players with 80% or higher health	Axes	Two Star	1
Shatter	Chance to deal extra durability damage to all enemy armour with every attack.	Axes	Two Star	4
Bow Advantage	Multiplies damage against players who are wielding a Sword at the time they are hit.	Bow, Crossbow, Trident	Two Star	5
Monster Hunter	Increases damage dealt to Hostile Mobs.	Bow, Crossbow, Trident	Two Star	4
Explosive	Chance for arrows to explode.	Crossbow	Two Star	5
Double Tap	Damages players nearby as well	Crossbow	Two Star	4
Strike	Chance to strike lightning at the opponent.	Swords, Bow, Crossbow, Trident	Two Star	3
Chaos	Deal weakness and wither effects.	Trident	Two Star	5

Enchantment	Description	Applies to	Rarity	Max Level
Twinge	Make your enemy bleed if hit using melee attack.	Trident	Two Star	4
Night Owl	Deal more damage to mobs at night.	Swords	Two Stars	1

# Mobcoins REMASTERED

Survival Mobcoins will be slightly different to what is currently on Skyblock. The goal of Mobcoins is to promote adventuring in the resource world instead of grinding in Mob Grinders at a players bases.

## Mobcoin chances:

To be on the list Mobs are not on spawners and can not be easily farmable

MOB TYPE	Coin amount
Warden	2
Piglin Brute	10
Ravager	2
Elder Guardian	20
Shulker	4
Phantom	1
Skeleton Horse	1

Other Mobs that were contemplated but can be farmable: Guardian, Evoker, Pillager, Ghast

-

## Buyable Items:

- Merchant Kit Voucher (Cost: 10)
- Noble Kit Voucher (Cost: 12)
- Baron Kit Voucher (Cost: 14)
- Knight Kit Voucher (Cost: 16)
- King Kit Voucher (Cost: 20)
- Nick Commands (Cost: 100)
- Colored Signs (Cost: 50)
- Hat Commands (Cost: 50)
- Two Star Enchant (Cost: 20)
- Three Star Enchant (Cost: 50)
- Three Star Specific Enchant (Cost: 100)
- Merchant 30d Temp Rank (Cost: 500)
- Noble 30d Temp Rank (Cost: 1000)
- Baron 30d Temp Rank (Cost: 1500)
- Knight 30d Temp Rank (Cost: 2000)
- King 30d Temp Rank (Cost: 2500)
- Cosmetic Crate Key (Cost: 200)

- Survival Crate Key (Cost: 200)
- Five Star Specific Enchant (Cost: 250)
  - Forged Frost Born
  - Nether Weakness
  - Winged Destroyer
  - Forged Extinguish
  - Forged Wither Born
  - Forged Slime Legs

# Level Requirements

## Requirements Tracked

- Blocks Break
- Distance Travelled
- The amount earned per sold
- Play time
- Ore Broken
- Mobs Killed
- Votes

## Method #1 - Static / Max Level

Level	1	2	3	4	5
Blocks Break	250	500	1000	5000	15000
Distance Travelled	5000	10000	15000	20000	50000
Money gain	10000	100000	500000	1000000	10000000
Playtime	10	20	30	72	120
Ore Broken	50	100	200	1000	5000
Mobs killed	100	200	400	1500	5000
Votes	9	15	21	30	45

## Method #2 - Requirements give xp

Levels	1	2	3	4	5	6	7	8
XP needed	100	200	400	600	1000	10000	20000	30000

Requirements Name	XP Per x
Blocks Break	1 Per 10 Blocks
Distance Travelled	1 Per 500 blocks
Money gain	1 Per \$1000 blocks
Playtime	4 Per 1 Hour
Ore Broken	1 Per 5
Mobs killed	1 Per 5
Votes	4 Per 1 Vote

### **Suggestion for levels:**

It be cool with this new addition if we can whenever a player hovers over one persons level they will see the following info:

Blocks Broken - {Amount} ({Placement})  
 Distance Travelled - {Amount} ({Placement})  
 Moneey Gain - {Amount} ({Placement})  
 Playtime - {Amount} ({Placement})  
 Ore Borken - {Amount} ({Placement})  
 Mobs Killed - {Amount} ({Placement})  
 Votes - {Amount} ({Placement})



# Rank Permissions

## Default Restrictions

- Teleporting in or out Resource world takes 10s of no moving (ADDED?)
- 

## Merchant Perks:

- 4 Player Warps
- 5 Homes
- 1 Player Vault
- 4 Auction Listing
- /Kit Merchant
- /Sell Hand
- /Enderchest
- /clearinventory
- /feed
- Teleporting in or out resource world takes 5s of no moving (ADDED?)

## Noble

- 6 Player Warps
- 10 Homes
- 2 Player Vaults
- Six Auction Listings
- Keep XP on death (REMOVE?)
- /kit noble
- /ptime
- /heal
- /craft
- Teleporting in or out resource world takes 5s of no moving (ADDED?)

## Baron

- 8 player Warps
- 8 Auction listings
- 3 Player Vaults
- 15 Homes
- Keep XP on death (REMOVE?)
- /kit Baron
- /near
- /back

- /condense
- Teleporting in or out resource world takes 5s of no moving (ADDED?)
- Ability to mine spawners with silktouch

## Knight

- 10 Player warps
- 4 Player vaults
- 10 Auction listings
- 20 Homes
- Keep XP on death (REMOVE?)
- /kit knight
- /nv
- /sell all
- /recipe
- /fly
- /repair
- /nick

## King

- 12 Player Warps
- 12 Auction listings
- 5 Player vaults
- 25 Homes
- Keep XP (REMOVE?)
- Keep inventory (REMOVE?)
- Ability to mine spawners
- /kit king
- All Chat colors
- /nv
- /nick
- /fly
- /repair all
- /skull
- /disenchant

# Economy changes

## Ores, Mobs, and Farms

Previous (Upcoming Skyblock Reset Numbers)

Type	1	2	3	4	5	6	7	8	9	10
Ores	Coal	Lapis	Redstone	Bronze	iron	gold	Emerald	Diamond		Netherite
Buy	7.5	15.1	30	70	110	159	600	300		
Sell	.5	1	2.5	10	20	13.75	25	37.5		
Mobs	Zombie	Skeleton	Spider	Creep er	Blaze	Ender man	Slime	Magma Cube	Squid	Iron Golem
Buy	40000	45000	49500	56000	140000	190000	280000	600000	1850000	??
Sell	0.9	1.05	1.15	1.6	3.75	4.75	6.5	13	20	20
Farms	Wheat	Carrot	Potato	Beetroot	Melon	Pumpkin	Netherwarts	Cocoa Beans		
Buy	2000	4000	6000	8000	7500	10000	17500	25000		
Sell	20	40	60	80	75	100	175	250		

Goal with changes:

Goal with the changes is to Improve mining as it isn't the same sort of economy as Skyblock, while also ensuring Farming is a good starting method that isn't super broken.

Updated (Upcoming Skyblock Reset Numbers)

Type	1	2	3	4	5	6	7	8	9	10
Ores	Coal	Lapis	Redst	Bronz	iron	gold	Emer	Diamon		Nether

			one	e			ald	d		ite
<b>Buy</b>	75	150	300	700	1100	1500	6000	10000		Not buying
<b>Sell</b>	5	10	25	50	200	300	500	1000		5000
<b>Mobs</b>	<b>Zombi e</b>	<b>Skeleton</b>	<b>Spider</b>	<b>Creep er</b>	<b>Blaze</b>	<b>Ender man</b>	<b>Slime</b>	<b>Magma Cube</b>	<b>Squi d</b>	<b>Iron Golem</b>
<b>Buy</b>	40000	45000	49500	56000	1400 00	190000	2800 00	600000	1850 000	500000 0
<b>Sell</b>	0.9	1.05	1.15	1.6	3.75	4.75	6.5	13	20	200
<b>Farm s</b>	<b>Wheat</b>	<b>Carrot</b>	<b>Potato</b>	<b>Beetr oot</b>	<b>Melo n</b>	<b>Pumpk in</b>	<b>Coco a Bean s</b>		<b>Neth erwar ts</b>	
<b>Buy</b>	500	1000	3000	5000	7500	10000	1250 0		1500 0	
<b>Sell</b>	5	10	20	30	50	100	100		125	

## Quests

- Get your first mobcoins
- Enchant your first book
- Interact with player warps

# Updates past reset

First update

Second update

Third update

Fourth update

- Lobby Parkour
- Improving farming + fishing:
  - Different quality crops
  - Seasonal crops
  - Fishes now gain a weight that amplifies sell price
  - Bring in custom fishes / crops for seasons
  - <https://polymart.org/resource/customcrops.2625>
- Mobcoin Parties + Boosters
  - Players can join groups to go on adventures in designated worlds. While players are in world all mobcoins gained go into a group balance that is paid once they have decided to leave.
  - Players can use group boosters to improve loot chances (Coins, drops, mobcrystals)
  - Can be used in future updates to help be the dungeon party groups
- Dungeons / PvE World
  - Stronger Mobs with larger HP (Late game Area)
  - Gives player non pvp reasons to use enchants
  - Would need the ability in mobcoins to designate what world a mob can be killed in to have the chance for mobcoins to drop
- Enchanted Mob Drops
  - Mob drops can now be crafted into enchanted drops
  - To be able to get enchanted drops you have to kill X amount of that mob
  - Enchanted drops have higher sell cost and can improve spawners
  - When spawners are upgraded mobs can also drop enchanted drops.
- Furniture
  - In the CC discord in the archived #meeting-images room there is pictures of furniture that would be amazing to add to survival and creative.
  - Add functional custom blocks: Seats, couches, beds etc
  - Add non function furniture: Tables, plates, bookshelves etc
- Bosses
  - Same that was talked about before release. Summonable bosses with custom fights that need a group of players to fight.
  - Examples:
    - <https://www.youtube.com/watch?v=lcEndpHoeHg>
    - <https://www.youtube.com/watch?v=f7gxixMMYBs>
- Weapon, Tools and Armor Skins Textures
  - Runs the same way Armor Sets in Advanced Enchants work but with cool textures

- Also already exists or did in #meeting-images
- Cosmetic Items(Hats Balloons etc)
  - The ability to have cosmetics created, provided items players can get in crates etc  
To customize there player outfit with that wouldn't be possible with a skin.
  - This could then become a season update allowing for new exclusive things to roll for.

## First update

- Skins for Weapons and Tools
- Dungeons / PvE World
- Lobby Parkour

## Skins

### Two different types of skins:

- Cosmetic
- Mythical (Idk a good name)

Cosmetics are skins you can get that makes a sword look cooler but doesn't do any changes power wise. These should be unlocked via either Cosmetic crates or having a Rank.

Mythical are skins that also have their own unique power (Added using Advanced Enchants). These are unlockable from Mobcoins, Lottery, Etc

### Cosmetic Skins:

- Donator Rank swords (Themed around each role)
- Unspeakable
- Rich/Billionaire
- Axotol Sword
- Yeet Sword
- Sword in a Rock
- Kebab Sword
- Fish Sword
- Bread Sword
- Ban Hammer

### Mythical:

- Dragon Sword
- Blaze/On fire Sword
- Baseball bat
- Sword stuck in ice
- Overworld
- Nether
- End

### Using Skins

Similar to the menu for Chatcolors players can right click the sword they are currently using and a GUI will pop up with all Skins. Those unlocked are displayed as a Head to represent them while those locked are just a '?' ([Example](#)). Hovering over a head should display the following information:

**Name:**

**Rarity:**

**Where to Unlock:**

# References

For Dragon fight, Improving Beginner Motivation, Collectible leaderboards/Skill leaderboards taking inspiration from Hypixel Skyblock (play.hypixel.net) .

For Overall Survival, I've been looking at Origin Realms (play.originrealms.com) as a reference point for there improvement on survival, customization and player interactions.

Emote plugin: <https://git.lumine.io/mythiccraft/mccosmetics/-/wikis/home> (Dev has abandoned project)