MINECRAFT

INTRODUCTION

I see the player you mean.

Anonymous?

Yes. Take Care. It has reached a higher level now. It can read our thoughts.

That doesn't matter. It thinks we are part of the game.

I like this player. It played well. It did not give up.

It is reading our thoughts as though they were words on a screen.

That is how it chooses to imagine many things, when it is deep in the dream of a game.

Words make a wonderful interface. Very flexible. And less terrifying than staring at the reality behind the screen.

They used to hear voices. Before players could read. Back in the days when those who did not play called the players witches, and warlocks. And players dreamed they flew through the air, on sticks powered by demons-

What did this player dream?

This player dreamed of sunlight and trees. Of fire and water. It dreamed it created. And it dreamed it destroyed. It dreamed it hunted, and was hunted. It dreamed of shelter.

Hah, the original interface. A million years old, and it still works. But what true structure did this player create, in the reality behind the-

And that's enough of that. I didn't see any harm in letting them fill in as guest narrators, but if I let those two carry on like that, we'd be here all day.

With that out of the way, what do you think it means to change the world? I'm sure your presence has had a lasting impact on many worlds already, but can you truly say you personally made them what they are? Have you mined every stone that forms your castle? Farmed every crop and every animal that sustains you? Forged the very weapons that protect you from an army of undead? Paved your path across dimensions to slay legendary monsters, starting from nothing but the clothes on your back and an untamed world?

Maybe you have, but if you haven't, then maybe it's time to change that. This is the world of MineCraft. Well, technically this is one of many worlds, but I'm getting ahead of myself.

It's difficult to say exactly what this world is, for you have yet to define it. It is a world where one has all the tools they need to go from punching trees for wood to creating portals between dimensions, constructing entire kingdoms with their own hands, and creating deceptively complex Redstone contraptions. However, the world cannot be said to be completely safe.

Wherever there is darkness, one will find flesh-hungry zombies, destructive Creepers, sharp-shooting skeletons, unrelenting Endermen, and who knows what else. Your death isn't an unthinkable outcome on whatever path you set for yourself in this world. As such for the duration of this jump, as long as the last bed you slept in is still in-tact, you will be able to respawn no matter how many times you die. Of course, if you feel this is too generous, there will be ways to re-introduce the threat of death later on.

In the spirit of giving everyone the chance to create their own path, take this **1000 XP** to get yourself started in this wild world of mining and crafting.

GAME MODE

The goal of any game is enjoyment. While some prefer a peaceful experience devoid of any and all peril, others revel in a challenge. Each of these options are mutually exclusive, with the exception of Hardcore Mode.

Peaceful Mode [-200 XP]

Hostile mobs will not spawn, your health is always slowly regenerating, and your hunger will never deplete. The absence of mobs limits what resources are available to you, but at least you can take this world at your own pace.

Easy Mode [-100 XP]

Compared to Normal, all hostile mobs deal a little over ½ the damage they normally would. In general, enemies are not a non-factor, but are less equipped and certain enemies are no longer able to poison you.

Normal Mode [Free]

The baseline. Enemies do the normal amount of damage, hunger gradually depletes but cannot kill you, mobs can spawn with more armor or weapons.

Hard Mode [+100 XP]

This is where things get challenging. Mobs do 1 ½ the damage they would on Normal but drop better loot. Zombies can break wooden doors and spawn reinforcements, some spiders spawn with beneficial status effects, all villagers killed by zombies are zombified, etc. Starvation can kill you.

Hardcore Mode [+100 XP / +200 XP]

Forget what was mentioned previously about respawning. As usual, you only have one life. If you are killed, then that is the end of both your life and your chain. You may receive double the payout for this to also negate any methods from out of this jump that would enable you to survive death.

OTHER PLAYERS

This is a domain of many worlds and many builders. Decide now how closely connected those other worlds and their inhabitants are.

Singleplayer [Free]

With the exception of the mobs, the villagers, and whatever companions you brought with you, you have this whole world to yourself. You'll be lacking intelligent company, but there won't be anyone to disturb you either.

Local Area Network [Free, Incompatible with Singleplayer]

This world is home to many Builders, whether their families have lived in this world for generations, or if they all just spawned in one day without warning. Like any civilization, they bond, they fight, they explore, and they build.

Multiplayer [Free]

Somewhere in the overworld is a portal that leads to a nexus connecting countless worlds, most with their own populations of Builders. Once this portal is open, people can leave to explore other worlds, just as those from other worlds can visit yours. This can manifest in one of two ways:

<u>Public</u> [Free] - The portal is lit, well-known, publicly accessible, and generally treated as a completely mundane part of life here. Visiting another world is hardly any different from taking a trip out of town.

<u>Private</u> [+100 XP] - The portal is unlit, and the enchanted flint and steel is hidden in an unknown dungeon. Perhaps the existence of the portal is only passed down in obscure, half-forgotten legends. Perhaps its existence is well known, making many desperate enough to lie, cheat, steal, and kill for even the smallest hint towards the location of the enchanted flint and steel.

SPECIES CHOICE

Self-destructive mobs like the Creeper will be injured by their attacks instead of outright killed, and mobs that normally burn in sunlight will just find it extremely unpleasant instead of lethal. If you have any mods that add new mobs, you can select from those as well. Age and gender are irrelevant.

Builder [+100 XP]

Call them what you will: builders, players, humans, etc. Most of the ruins in this and other dimensions were likely the work of your ancestors. This species option is incompatible with all Modifiers except for Origins.

Passive Mob [+100 XP]

You are one of the more defenseless creatures of this world. This includes Allays, Snow Golems, Villagers, and most wild animals, among others.

Neutral Mob [Free]

Your species is known for being hostile in some circumstances and passive in others. This includes Bees, Spiders, Polar bears, and Piglins, among others.

Hostile Mob [Free]

One of the creatures who go bump in the night: Zombies, Skeletons, Creepers, Pillagers, Slime, etc. Certain species require traits locked behind modifiers.

Boss Mob [-300 XP]

An extremely powerful entity, akin to the Ender Dragon, Warden, or Wither. You're either a wholly unique being or a mutated version of a weaker mob. Your strength and vitality are incomparable to other mobs. On the flip side, this makes you a target for any adventurers desperate to prove themselves.

SPECIES MODIFIERS

Unique alterations to your physiology. Certain species of mob require certain modifiers for their species to be a valid choice above.

Mutant [Free / -100 XP]

You may tweak your body to be more visually distinct from your kin. Think of the differences between Piglins in MineCraft Legends and the base game.

Origins [-100 XP, One purchase only]

You may supplement your species with an "Origin". This essentially splices you with another species, bestowing some of their strengths and weaknesses. You may take any one origin from the Origins mod or any of its variants.

Status Effect [-200 XP, First Free Boss Mob, Discounted Boss Mob]

With each purchase, you may choose or design a single buff or debuff, applied in a fashion of your choosing. Perhaps you can breathe poison that lingers as a cloud or emit an aura that prevents block breaking. Status effects that deal direct harm need to be applied through attacks or projectiles.

Nether [-200 XP, Incompatible w/ Ender]

The nature of the Nether has infused itself into you. You are wholly immune to fire or lava and may even be able to launch flaming projectiles. You cannot choose Blazes, Stiders, or similar mobs as your species without this modifier.

Ender [-200 XP / -400 XP, Incompatible w/ Nether]

The nature of the End has infused itself into you. You can freely teleport within your line of sight and can even reflexively teleport out of the way of projectiles. For double the price, you can freely teleport between nearby dimensions like the Nether, Overworld, and End. You cannot choose Endermen, Shulkers, or similar mobs as your species without this modifier.

PLAYSTYLE

You are free to dabble in as many skills as you wish, but it's only natural to find a slight preference towards one lifestyle or focus over another.

Alternatively, you can pick a second playstyle. In which case, half the perk discounts you would have received for your main playstyle will instead go to the second, resulting in one discount per price tier on each perkline.

Explorer [Free]

Expanding your domain is all well and good, but this world has so much more to show than what can be seen from spawn. You're most content when you're setting out to discover new lands, finding and making allies with distant communities, fighting through perilous dungeons for lost treasures, and anything else of the sort. You'll be known as a true legend before long.

Architect [Free]

If you have to make everything yourself, you might as well make it right. You can make dirt huts that make most castles look shabby, and castles that dwarf mountains without skimping on detail. You possess the artistic eye, the logistic skills, and the construction techniques to build homes, statues, or even entire cities that would be the subject of envy for miles around.

Engineer [Free]

People call you a genius, some even go as far as calling you a "wizard", but such is an insult to this beautiful science. Redstone comes as naturally to you as walking. Piston doors, flying machines, sorting systems, etc. There are very few tasks you can't automate with enough time and resources. Even complex [and massive] computer systems are within the realm of possibility.

Rogue [Free]

If people didn't want their stuff blown up, then they shouldn't have invented TNT. You embody the destructive aspect of creation. You aren't an inherently negative force. If there's a building that needs demolished, or a big monster that needs to be blown up, or a stolen item that needs to be stolen back, or a neighbor in need of a good-natured prank, you're just the griefer to call.

Warrior [Free]

Peace is a fine ideal to strive for, but it is rarely one that can be indefinitely maintained. When the time inevitably comes when a beast must be slain, or an invasion must be thwarted, or new lands must be conquered, you will be ready. You are a force of nature on the battlefield. You are well versed in the tactics and techniques of fighting both mobs and builders.

Brewer [Free]

How short-sighted to obsess over the physical in a world home to true magic. You've trained your brewing under witches, studied enchantments found in dungeons, and even picked up a few things about golems from the villagers. Or perhaps none of that is true, and all this brilliance just comes to you naturally. Either way, the world's secrets can't hide from you for long.

GENERAL PERKS

Achievement List [Free]

While you are encouraged to blaze your own trail, a little guidance never hurts. In your mind, you are able to pull up a list of "Achievement". This is a mix of difficult challenges and general guidelines of how to proceed. Things like "Kill X number of unique enemies" or "Travel to the Nether". you don't receive any tangible rewards for earning achievements, but it feels nice. You receive a new achievements list for every future jump at no cost.

Updated Worldgen [Free]

The recipes you pick up here wouldn't be worth much if you can't find the materials to make them. Any natural resources such as ores or plants that can be found in this world will also appear in future worlds, including those from mods. While mobs from this world won't naturally spawn in the wild, they can spawn within the confines of any deliberately designed mob farm that would work in this world for that particular mob.

Recipe Book [Free / -200 XP]

Long gone are the days where recipes are uncovered through trial and error. In your mind is a book of every recipe within your means to create. As long as you are at least familiar with all the tools and components needed to craft something, it is added to the book. What's more, you are able to craft almost any item by simply arranging the components in some pattern on a crafting table. This also ensures that multiblock structures like portals will always function in the same way they do in this world. By default, these benefits only extend to recipes found in this world, for an extra 200 XP, you can extend them to the crafting of items from outside this world, though more specialized items often require more specialized crafting stations.

Default Controls [Free for this Jump / -200 XP / -300 XP]

You possess a personal inventory with 4 armor slots, a 2x2 crafting grid, an off-hand slot, 27 storage slots, and 9 hotbar slots that you can instantly rotate through your main hand. Inventory slots can store an entire "stack" of any item. The default size of a stack is 64, but certain delicate, unique, or complex items stack to 16, and some can't be stacked at all. You can also "sneak" to quiet your footsteps and make it impossible for you to fall off a platform. This is all free for this jump, but 200 XP to keep.

For an additional 100 XP, you can also access more meta functions, like a menu of all "active players" [whatever that means in the current context]. A "chat" function to speak to anyone else considered an "active player", a "debug" menu with your current XYZ coordinates and other general info, and even a screenshot function [you'll have to figure out how to retrieve the screenshots on your own], among other features.

MineCraft Physics [Free for this Jump / -400 XP]

The rules this world follows are somewhat... unique. A regular man can punch clean through a tree or swim up a waterfall, the majority of materials are completely unaffected by gravity, the right arrangement of water and lava can create an unlimited supply of stone, a little fertilizer can cause a sapling to form a fully grown tree instantly, any livestock of the same species can be bred safely regardless of gender or blood relation, and countless other anomalies. These are the rules you will be subject to for this Jump. For 400 XP, you may freely choose whether or not the peculiar rules of this world apply to any given plant, animal, or structure, in this or future worlds.

Resource Packs [-50 XP / -100 XP]

An odd trick used to customize your experience. Through a menu in your mind, you can choose from a number of "resource packs" that alter the aesthetics of the world around you. Sometimes this just alters the general art style, but other times it can completely change the appearance of items, like making a torch look like a fluorescent light. You can also choose shaders to make the lighting and shadows around you more dynamic.

For double price, you are able to edit your own "skin". This can alter your outward appearance in any way as long as your proportions are unchanged. This effect is purely aesthetic and doesn't work as a disguise. Those who have met you before will intuitively recognize you after you've changed your skin. You will occasionally find new resource packs to try put in your list and can even try your hand at designing your own.

Influencer [-100 XP]

In case you haven't noticed, you're kind of a big deal. You have the charisma to gather legions of young, impressionable fans and the foresight to get in early on massive trends. This enhances your ability to groom said fans to your own ends but provides no immunity to the consequences of getting caught.

Regular Updates [-150 XP]

As if there's an unseen pantheon of creators constantly striving to improve this land, the world will occasionally undergo "updates". These are usually small changes, like slight tweaks to crop growth or animal behavior, but every now and then they'll add entirely new mobs, animals, ores, structures, or maybe even entirely new mechanics. They may even release "snapshots" that include previews of planned future content and even some experimental features that may not make it to the official update. Even future worlds will receive such updates every few months or so.

Name Tagging [-200 XP]

Something to put a wrinkle in any game of hide and seek. You are able to see the name of any sapient being floating above their heads. You can see these names from 64 meters away in the open, or 32 meters away through obstructions like walls of foliage. For sneaking targets, their names can only be seen from 32 meters away and cannot be seen through obstructions. You'll be able to find name tags through trading or in treasure chests that allow you to give a name to any non-sapient being, with all the same rules. You may find various strange "easter eggs" by trying certain names.

Keep Inventory On [-200 XP]

A simple effect that will be dubiously useful in jumps following this one. This rule ensures that, should you have the means to revive after death, you will always somehow retain possession of every item that was on your person at the moment of death, regardless of the mechanisms of said revival.

Grief Prevention [-300 XP / -500 XP]

One can't always expect others to respect the sanctity of one's home. You are able to stake a claim to one property within your possession per jump. It can be no larger than 16x16 meters. Within this claimed area, it is impossible for anyone whom you don't provide your express permission to break anything, interact with your devices, or access your storage. For an extra 200 XP, as long as you have a few uninterrupted seconds of focus, you can teleport back to your claimed land from anywhere in the current dimension.

Test Worlds [-300 XP+]

Not even the greatest builders can get every single creation right on the first try. You are able to create an infinite number of "test worlds" within your mind and project your consciousness into them as if you were physically there. Within here, you can fly, are immune to most forms of damage, can break any material in one hit, and can summon any item, material, or entity. These worlds exist purely in your mind. Nothing can be taken out by any means aside from knowledge. Even then, if you used your power to summon a source of knowledge like a spellbook or the like that you wouldn't normally have access to, you wouldn't retain that knowledge in the real world. Whether you wish to run experiments or practice your building techniques, this world and everything within it behaves exactly as they would in the real world. This can be upgraded in a few ways. Upgrades don't need to be bought consecutively.

World Options [-100 XP] - You have more control over the test world and your place in it. You can choose how the world generates, such as exaggerating the topography or manifesting it as a perfectly flat plan, whether mobs can spawn, etc. You can even choose to restrict your own abilities within here.

World Edit [-100 XP] - Your ability to modify the world in broad strokes is enhanced. You can create massive simple shapes or create organic terrain as if you were shifting around sand. This provides little help with finer details.

World Mapping [-100 XP] - You are able to scan your creations within test worlds to superimpose as phantom "schematics" in the real world. You still need to build them, but you won't have to worry about constantly checking your test world to make sure every brick is in the right place. If your companions also purchase this, you can share schematics with one another.

Portal Master [-300 XP / -600 XP / -1000 XP]:

No longer are you limited to the humble Nether portal, space itself is your plaything. You are able to create portals that lead between any two points in the same dimension. You'll need to build both portals yourself, but once you have you can enchant flint and steel to connect them for instant travel.

By doubling the price, the whole multiverse is yours to explore, allowing you to create portals between dimensions. Unlike in the former application, you only need to construct one side of the portal, but this provides no way to know where the portal actually leads until you light it for the first time. In most cases, you'll wind up in parallel Overworlds, with all the same mobs and structures you're familiar with, though bearing its own history and likely its own population of Builders. Rarely, you'll stumble upon more alien realms, such as The End or whatever eldritch dimension spawned The Warden.

For a final 400 XP, you can pull off one of the Old Builder's most awe-inducing tricks, though one they're oddly casual about. You can set a specific location as a "spawn point". Anyone who dies within range of the Spawn Point will instantly respawn in full health, albeit missing all their equipment and likely traumatized by the experience. You can only set a single spawn point per jump. After you get your spark, the spawn point can extend to anyone within its current dimension, but until then it is limited to the area of a decently sized city or even a small island. A word of advice, don't use this if there's anybody within its range that you really want dead, because you won't be able to relocate the Spawn Point once you set it until post-spark.

EXPLORER PERKS

First two perks free and all others 50% off to the Explorer Playstyle.

First Contact [-100 XP]

Exploring the world sometimes means making friends with the people found in it. Your status as an "outsider" rarely sticks for long. Must be your rugged charms. Contribute to the village economy, and they'll start to see you as one of their own, show up to a town that hasn't had visitors in decades, and you'll be welcome to participate in their festival, and so on.

Village Regular [-100 XP]

Somehow or another, you've learned more about villager culture than most. You understand both their language and their values. You've also picked up a thing or two about trading. You aren't easily intimidated during a deal and have the finesse to strike a deal with just about any entity reasonable enough to hear you out, even if you speak different languages.

Are We There Yet? [-200 XP]

Time flies when you're bored out of your mind, specifically in the context of long travels. This dilation builds the longer the journey goes on but resets as soon as you face any danger. This will shave a few days off a journey that should span a couple weeks, but one that might otherwise take years may be shortened all the way to a few months, as long as it's sufficiently boring.

A Cruel Truth [-200 XP]

Is a benevolent lie really any better than an unwanted truth? As long as you have a positive reputation within a given community, you can dispel such comforting delusions with barely any evidence. Whether their hero was a fraud or their tyrant's offer of freedom was a lie from the start. This only works if you personally know that this belief is objectively false.

Coming in Clutch [-400 XP]

When exploring trap-filled dungeons or escaping from assassins after your life, one needs to expect the unexpected. Although, your perfect reflexes and photographic muscle memory certainly make that easier. You can almost instantly master physical maneuvers, and once you have, you can directly wire them into your reflexes to save you from danger on a moment's notice.

There's Always a Choice [-400 XP]

As long as you thwart an enemy's ability to accomplish their present and future evil schemes, they become illogically easy to redeem. They won't only give up, but fully comprehend the severity of their sins. The revenge-seeking ex-hero will rediscover the power of friendship, and the sadistic god will suddenly understand why genocide is bad the instant they lose their power.

Master Trader [-600 XP]

Somehow, you have become privy to the Villager's greatest secrets. You can now manifest an interface where you can buy, sell, and exchange any items you personally own with others, regardless of where they're currently stored. You can also generate items from nothing related to your current occupation. See Notes for more details on trading. If that weren't enough, you gain XP and 10 seconds of the Regeneration 1 effect after each trade.

Eco Savior [-600 XP]

Like the Ancient Builders, you can survive and carve out an existence in even the most hostile environments. Further following in their footsteps, you've learned the lost magic behind the last Ender Dragon's rejuvenation through End Crystals and resurrection ritual. These don't work on more intelligent beings, but it's enough to save even a coveted species from extinction, especially since the affected creature doesn't drop items or leave a corpse.

ARCHITECT PERKS

First two perks free and all others 50% off to the Architect Playstyle.

Tried and True [-100 XP]

Some may call you inflexible, but it's hard to argue with results. You have mastered just about every mundane architecture style. Modern, medieval, gothic, art deco, the works. You don't just make them; you make them look good. Build a castle in the middle of the forest over a week, and people may begin telling stories of the mighty fallen kingdom that must have built it.

Unnaturally Natural [-100 XP]

The secret of organic building is less a secret, and more of a vague intuition that can only be learned by doing. You are a master of creating organic structures. Houses that bend and sway like a plant, lifelike statues at nearly any scale, terrain that looks more natural than the real thing, etc. This also helps with interior design, and making said interiors feel lived-in.

Empire of Extortion [-200 XP]

You're as cold as a Stray and slippery as a Slime. It always starts with a seemingly fair trade. Maybe you take their prized possession as collateral for a loan or offer a treasure of your own if they prove themselves. Then you gradually inflate their side of the deal more and more. By the time they realize you never planned to keep your promise, it's already far too late.

Resource Gathering [-200 XP]

Few people. While gathering resources or similarly monotonous tasks, you are able to enter a dissociative trance while you work on autopilot. This doesn't decrease the difficulty or energy required, but within this trance, those hours spent draining all water around an Ocean Monument or harvesting your miles of farmland by hand, will feel like barely a few minutes.

The Old Builders [-400 XP]

You may or may not actually be one of the Old Builders, but with skills like these, it's a reasonable mistake. You are able to build at inhuman speeds. This is less useful with breaking blocks, but you could erect a small house in under a minute. For you, building a suspended double-helix platform of obsidian under your feet is a perfectly valid alternative to just walking normally.

Osmosis [-400 XP]

Despite Soren being titled "The Architect", he could make Redstone that Ellegaard the Engineer couldn't disregard, and invented the Formidibomb that Magnus the Rogue couldn't help but envy. Similarly, maintaining a relationship with an expert in a particular field will significantly increase the rate that you can learn and develop those skills yourself, even after you part ways.

Ender Whisperer [-600 XP]

There are few in this or any other world who understand hostile mobs quite as intimately as you do. Now, you can't actually tame them, but your grasp of your behavior makes you a master of exploiting their natural behaviors and spawn conditions to create some of the best mob grinders MineCraft has ever seen. You can even inexplicably apply these skills to create farms for similar generic creatures in future worlds, see Notes for more details.

Productive Exploits [-600 XP]

Building blocks are expensive. What's the harm in a few shortcuts? In every jump, you will discover strange rituals to "exploit" the logic of the world to duplicate items or blocks. Stuff like pushing them into coral or launching them through portals. Exploits that are too easy to perform or end up affecting too many people will occasionally be "patched out" of reality, requiring you to discover new, even more elaborate exploits to replace them.

ENGINEER PERKS

First two perks free and all others 50% off to the Engineer Playstyle.

Spaghetti Vision [-100 XP]

You'll never understand what others find so confusing about Redstone. Not only do the basics of Redstone engineering come as naturally to you as breathing, you can wrap your head around even the most needlessly elaborate or poorly labeled wiring and circuitry. This extends to a lesser extent to similar logic-based systems like programming or electrical engineering.

Booby Trapper [-100 XP]

Not every Redstone contraption is made with the most honest intentions. Hidden doors, hidden bombs, hidden death traps. You know how to make your Redstone contraptions practically invisible to those who don't know what to look for. If you want to fully lean into the Jigsaw bit, you have a good sense of how to lure targets into traps without attracting suspicion to yourself.

Trim the Fat [-200 XP]

When you get down to it, the ultimate goal of any skill is improved efficiency. You always know when a creation is truly as efficient as it could possibly be, and when there's still room for improvement within your means. This won't tell you specifically how it can be improved, or whether the up-front effort and cost of doing so is remotely proportionate to the long-term benefits.

Learn by Doing [-200 XP]

Good help is hard to find. Luckily, your genius has a way of rubbing off on your lab assistants, such that even a complete novice could serve you as well as someone who actually knows what they're doing. They'll rarely make stupid mistakes that compromise your experiments, and their naive perspective can sometimes give you inspiration to break through blocks in your research.

Extended Crafting [-400 XP]

This experimental crafting technique allows one to transcend the 3x3 grid. By funneling dozens of resources into a complex Redstone mechanism, you can potentially create powerful artifacts like the Redstone Heart or Portal Atlas. This is unimaginably expensive, as the only way to find recipes is through trial and error and even failed recipes consume resources. See Notes.

Wizardry [-400 XP]

Redstone comes more naturally to some than others. You either get it, or you don't. You can apply this principle to your own creations. If someone isn't a natural savant on the subject, it is impossible for your creations to be reverse-engineered. Simply put, they either "get it" right away, or not at all. Oddly, this doesn't impede your ability to willingly teach your techniques.

Old Technology [-600 XP]

Some scholars theorize that many mobs were actually engineered by ancient civilizations. With this, you can create individual mobs comparable to spiders, zombies, creepers, etc. for fairly cheap, or focus your resources to make a "boss" mob akin to the Elder Guardian. By expending resources equivalent to that needed for over 100 of a weaker mob, you can enchant a structure no larger than an ocean monument to spawn that particular mob infinitely.

Inventive Exploits [-600 XP]

How short-sighted would it be to limit one's research to the observable laws of reality? In every jump, you will discover strange rituals to "exploit" the logic of the world in ways that alter causality, such as update suppression or RNG manipulation. Exploits that are too easy to perform or end up affecting too many people will occasionally be "patched out" of reality, requiring you to discover new, even more elaborate exploits to replace them. See Notes.

ROGUE PERKS

First two perks free and all others 50% off to the Rogue Playstyle.

Cover Your Tracks [-100 XP]

Not all destruction needs to be done loudly, even if that does make it easier. You are a master of quickly and silently erasing all traces that something ever existed. Replace a house with a grassy plain overnight or dig up a skyblock island to build a bridge and not only erase the bridge in minutes but terraform the island to make it appear as if it was supposed to be that small.

Breaking Point [-100 XP]

Even anarchists need some kind of hierarchy, as confusing as that sounds. You can reign in people who resent the very concept of order under your banner. While they'll be just as chaotic as before, you'll have an easy time focusing these impulses towards your own ends. Soon enough, they won't see any contradiction recognizing you as the king of their anarchist society.

A Little Birdie Told Me [-200 XP]

Rumors of new discoveries or potential for profit often find their way to you before anyone else, and with far more details than anyone else, even if it makes no sense for such valuable information to be in circulation. Not only will you be among the first to learn about the treasure hidden in a newly discovered temple, you'll be the first to learn how said treasure is used.

Net Positive [-200 XP]

Life is too short to hold onto useless grudges. You find that others tend to show you extreme gratitude when you save their lives from danger. This gratitude is barely impacted when it's very obvious you were the one who placed them in that danger in the first place. So what if you zombified a few villagers. You still cured them, so isn't that worth a few discounts?

Mathematically Impossible [-400 XP]

Just how lucky is too lucky?. Merchants sell exactly what you need, you always get the enchantments you want, enemies have rarer drops more often, etc. You're noticeably luckier than others. This is less effective the less of a role chance plays in your task, but under ideal conditions, outcomes that would normally have 1 in 10^{10} * 1 odds are more like 1 in 10 for you.

Rollback Prevention [-400 XP]

Isn't it so unfair when you spend a whole week trashing a kingdom, only for a literal deus ex machina to roll back your hard work? At your own discretion, you can make it so damage you inflict on inanimate targets cannot be reversed or repaired by any supernatural means. You can choose whether it's flat-out impossible, or if doing so will somehow make the damage worse.

Backdoor Access [-600 XP]

Stealing someone's possessions? Amateur. Stealing their entire body? That's how pros operate. A target must give you permission to access their body, but you can trick or coerce them into doing so. Once you have access, you can "log out" of your own body and "log in" to theirs at any time. You can't access your own abilities from their body, but any fate they're subjected to under your control, including death, will have no impact on you or your real body.

Malicious Exploits [-600 XP]

How dull would the world be without you there to spice things up? In every jump, you will discover strange rituals to "exploit" the logic of the world for the purpose of spreading destruction and chaos. Break the unbreakable, kill the unkillable, lag entire cities, etc. Exploits that are too easy to perform or end up affecting too many people will occasionally be "patched out" of reality, requiring you to discover new, even more elaborate exploits to replace them.

WARRIOR PERKS

First two perks free and all others 50% off to the Warrior Playstyle.

Experienced [-100 XP]

Isn't it interesting that you get about the same amount of experience points for fishing up a salmon as killing a zombie? Following that logic, pretty much any physically intensive task will provide a slight boost to your competence in combat. Not enough to become a master without actually training, but you'll always leave the mineshaft just a little bit stronger than when you entered.

PVPer [-100 XP]

Your combat skills are beyond what many natives may even realize is possible. You can hold your own against 2-4 opponents through pure martial arts, though this is significantly less effective against inhuman enemies. You can use unconventional weapons like fishing rods or pickaxes with little loss in effectiveness, or just use regular weapons in an unconventional fashion.

A New Legend [-200 XP]

As long as the original subject of a legend is dead, discredited, or otherwise out of the picture, you can seize the respect they possessed for yourself, as long as you fit the description closely enough. Provide people with a real hero to replace the one in their stories, usurp a cult once the leader dies, or prove that the rebel leader is a traitor to become the new leader yourself, etc.

The World You Leave Behind [-200 XP]

Perhaps violence is evil, but it is a necessary one. You can easily inspire those you fight to protect with the determination to join the battle themselves. Legends of your combat exploits alone can sculpt those you inspire into competent warriors, even if they were but meek villagers days prior. Just be aware that once a taste of violence is acquired, it is not easily lost.

Coding Mistakes Into Miracles [-400 XP]

I never thought the power of the human spirit was so literal. With enough motivation, your willpower can alter the amount of time a physical task or process takes. Even if it's hard-coded into reality that mining obsidian takes 250 seconds, you can manage in 100, and if you have enough food to survive a month, you can make it last years, because you're just that stubborn.

Jumper Never Dies [-400 XP]

Pick a single skill, occupation, or hobby. Whether dueling, potato farming, fishing, etc. Your accelerated development in this area will allow you to close a year-long head start in days, at the cost of making it the only thing that can hold your interest. You may choose a new hyperfixation once you are the world's greatest in your current choice, or the current jump ends.

Adapt or Die [-600 XP]

A zombie submerged in water eventually becomes a Drowned, a skeleton that freezes becomes a Stray, some even theorize that the Endermen were once Builders. Similarly, you are able to undergo extreme "evolutions" allowing you to not only survive, but weaponize the alien or hazardous properties of an environment. Each new evolution replaces the last, and you must survive the environment for a few minutes before you can adapt. See notes.

Ready to Smash [-600 XP]

You've discovered the forbidden game mode, which you can activate at any time. Your ability to build, break, and craft is almost instantaneous. You can now place blocks anywhere around you, even in mid-air. You can use your pick to cause random natural resources to just spawn from the ground without breaking a single block. The trade-off is that anything you build from these materials will disappear after a few seconds, or upon deactivating this mode.

BREWER PERKS

First two perks free and all others 50% off to the Brewer Playstyle.

Alchemy [-100 XP]

Anyone can throw sugar in a brewing stand, but it takes true mastery to call oneself a brewer. Any potions you brew are notably more potent, even if you use the same ingredients. If a normal potion of slowness makes someone feel sluggish, yours slow their personal time as a whole for the same duration. This even applies to potion-making techniques from other worlds.

Conjuration [-100 XP]

Okay, perhaps a name like that is a bit dramatic. You are a craftsman in the truest sense. You can make anything you craft a work of art with no lost in effectiveness, whether armor, books, jewelry, etc. This won't let you invent the next Netherite, but whatever you make will look good, and have the enchantability of gold regardless of the actual material.

Golomancy [-200 XP]

Through extensive research, you've recovered the ancient techniques to build golems from materials other than iron or snow. Different materials produce golems with different skills. Perhaps a wood golem fires darts, or a copper golem that presses buttons, or a mossy golem that cures status effects, etc. Who knows what you can make with materials from other jumps.

Enchanting [-200 XP]

Ah, yes, the other well-known application of magical studies. You can fluently read the runic alphabet and know more than a few trade secrets to make your enchantments more potent and take much of the randomness out of the process. You can even replicate treasure enchantments and curses that usually aren't possible with an enchanting table, like Mending or Frost Walker.

Animancy [-400 XP]

The process of curing a zombified villager is common knowledge in this day and age, but why stop there? You'll find that this same method can reverse undead infections in future worlds, as long as the patient retains 90% of their flesh [so no skeletons or ghosts]. In return for total restoration of their mind and body they'll lose any advantages from their undead form.

Abjuration [-400 XP]

What is magic for, if not providing hyper-specific solutions to hyper-specific problems? As long as you have the chance to study an artifact or entity in a controlled environment, you can devise a magical counter for it. Perhaps an enchantment that can damage an otherwise unbreakable object, or a potion to make an eldritch entity you set loose more docile. See Notes.

Necromancy [-600 XP]

Skeletons and Zombies weren't always bound to the night. There was a time where the sun held no power over them. Like the Nameless One or Pama, you can cast a spell on either yourself or someone else to provide total immunity to natural racial weaknesses. You must have some kind of artifact to act as the core of the effect, like the Redstone Heart or Orb of Domination. Should you be killed or the core destroyed, the spell will be broken. See Notes.

Evocation [-600 XP]

Somehow or another, you've formed a close enough bond with the Illagers to teach you their secret soul magic. These rituals revolve around using lapis and similar resources to manipulate souls. You can summon Allays, which can be corrupted into Vexes. You can summon waves of teeth from the ground, mutate villagers or similar beings into bestial Ravagers or ruthless Vindicators. Even the process of creating Totems of Undying is known to you.

COMPANIONS

Unless specified otherwise, all Companions receive 800 XP to spend. They can take Drawbacks for more XP, but cannot buy from the Game Moder, Other Players, or Modpacks sections, as they automatically benefit from whichever you selected for yourself. You can exchange some of your own XP, which will increase the XP of every companion you buy the same amount you spent.

Import Player [50 XP Per]

You may choose one of your allies from past worlds to join you. Alternatively, you can create a new companion wholesale to join you as a companion.

Export Player [50 XP Per]

You may choose a character already associated with this world to join you. This could mean a character from one of the spin-off games, or a well-known MineCraft YouTuber. In the latter case, they somehow know they have a large fan following, even though this world isn't virtual from their perspective.

Mob Talker [50 XP / 100 XP]

You have befriended a bizarre mob who has mutated into a humanized version of their species, or perhaps just a bizarrely endowed Builder. They receive no stipend, but in return each purchase after the first doubles the number of these humanoid mobs. You can also spend 100 XP to receive a humanoid version of a boss, which is unaffected by the previously mentioned doubling.

Private Server [50 XP / 500 XP]

For 50 XP, you can import every one of your companions or followers into this Jump. They receive no stipend and can't take Drawbacks but benefit from any freebies. For ten times the price, every single one of your companions can be individually imported with the same stipend as the Import Player option.

GENERAL ITEMS

Chunk Border [First Purchase Free \ -100 XP Per]

You may select a single chunk [16x16 meter area] to claim as a property. Each additional purchase doubles the chunks you can claim, either separated or contiguous. All freebies in this jump, with the exception of respawning, will still apply within these chunks in future jumps. All modifications including farms, structures, and animals will persist between jumps.

Wandering Trader [-50 XP]

Against all logic, you will be regularly visited by wandering Villager traders even in future worlds. Their trades are pretty hit-or-miss and there are no consequences for just killing them. Still, it's nice to have the option.

That's What the Mask Is [-50 XP]

This bottle contains a bottomless supply of "Normal Pills". If taken regularly, any neurodivergent attributes are heavily suppressed. Normal Pills can't dull feelings of self-loathing or alienation. In fact, it usually makes them worse.

Record Cutter [-50 XP]

This intricate block can be used to craft and record custom audio onto blank music discs that can later be played on a jukebox. Unemployed Villagers can even claim it as their workstation to become a "Record Dealer" who can buy and sell music discs. You also know the recipe to craft more Record Cutters.

Dungeoneering Tools [-50 XP / -100 XP / -150 XP]

With each purchase, you can buy a single weapon, armor set, or artifact from MineCraft Dungeons. 50 XP for common, 100 XP for rare, and 150 XP for unique. Will return in perfect condition a week later if lost or destroyed.

Sturdy Spawner [-200 XP / -300 XP / -400 XP]

Ordinarily, spawners are instantly destroyed once mined. This one seems sturdier than most, allowing you to pick it up and place it at your convenience. By default, this spawns a single type of basic hostile non-boss mob, such as Zombies or Skeletons. For an extra 100 XP, you can choose any non-boss mob, so Enderman, Creepers, or even passive mobs are valid choices. For a final 100 XP, you can attune this to a species from another jump. This cannot be exceptionally powerful, intelligent, or unique compared to the Vanilla options. You cannot re-attune it once you have chosen what to spawn.

Omni Tool [-300 XP]

A convenience commonly seen in larger modpacks is a special tool that allows you to combine all tools of the same type into a single transforming item. Any item of this type crafted with it becomes one of the item's forms that it can change between. Modifications or the like to one form have no effect on any other. This could be a wrench that can fuse with any other wrench-like item, or a book that acts as a handheld library of every other book merged with it. You can choose what "type" of item this can fuse with.

Portal Nexus [-300 XP / -600 XP]

A strange hallway has appeared in your Warehouse. This hallway is lined with portals leading to any personal dimensions you happen to have following you. Others will not find these portals unless you show them the way. For double price, the Nexus contains hundreds, if not thousands more portals. These added portals lead to an endless variety of parallel universes and dimensions relative to your current jump. However, this doesn't provide a way to know what lies behind each portal without seeing for yourself.

Regardless of which version you purchase, the nexus will extend to contain portals leading all throughout the multiverse, including your past jumps.

Education Edition [-600 XP]

A peculiar set of blocks that don't seem to have any crafting recipe. These involve the manipulation of the various elements of the periodic table. The Material Reducer can break any item into its component elements. The Element Constructor can create elements ex-nihilo, by selecting the number of protons, neutrons, and electrons. The Compound Creator can combine elements to create, well, compounds. Finally, the Lab Table is like a one-block chemistry set. With such control over the periodic table, your crafting options have expanded immensely. In addition to those four is a camera, a portfolio, a collection of blackboards, and a tiny golem called an "Agent".

Drop of Creativity [-600 XP / -800 XP / -1000 XP]

Through some unthinkable glitch of reality, you've seized possession of an item that should only be available to gods. For 600 XP, this is some kind of storage receptacle with infinite capacity for solids, liquids, or maybe both. For an extra 200 XP, this is instead a block that can infinitely generate a specific resource that you could find in this jump such as power, mana, or maybe even a specific item. For another 200 XP, you can attune this to generate an infinite amount of a single non-sapient and non-unique resource you possess from one of your other jumps, but you must choose it now.

Respawn Point [-1000 XP]

A single simple yet comfortable bed. As you'd imagine, there's more to it. In future worlds, as long as this is the last place you slept, at times when you would have died, you will instead respawn at this bed. If lost or destroyed, it will be gone until the next jump. Also, be careful, attempting to sleep on this in alien dimensions will cause it to violently explode. See Notes.

Orb of Domination [-1000 XP / -1400 XP]

The still-living heart of a dormant god. This orb possesses astounding magic power, able to launch devastating blasts of energy, present the wielder with visions of the future [of dubious legitimacy], or freely transform and manipulate nearby matter. It can even create small amounts of matter wholesale, like creating a delicious meal from thin air, but this is quite taxing.

Its primary abilities revolve around corruption. It can corrupt just about anything, items, animals, undead, automatons, etc. to mold their demeanor and abilities into something more hostile, oppressive, and destructive. For instance, you could corrupt a golem to constantly ooze deadly molten metal, or a beacon to project a cloud that blocks the sun and enhances the power and aggression of monsters. That said, sapient living beings, especially those with a strong will, are significantly more resistant to corruption.

Corrupted beings can be commanded, summoned, and empowered by the Orb. By default, the Orb retains its own will, and if not purified will constantly seek to corrupt you or refuse to provide you with its power out of spite. It may even shatter outright if your resistance to its influence is too great. For an extra 400 XP, it is cleansed of any such consciousness.

EXPLORER ITEMS

First two items free and all others 50% off to the Explorer Playstyle.

Quest Book [-100 XP]

Exactly what it says. This small leather-bound book serves as a guide for your progress through a given jump. It can't see the future or anything but will always provide you with a series of tasks and missions that will help you get safely acclimated with your current world and the dangers within without needing to blindly throw yourself into the unknown.

Diving Helmet [-200 XP]

Just the thing for exploring the depths without eradicating the pufferfish population. It's anyone's guess why there aren't more people trying to make these. This brass diving helmet doesn't actually connect to an air tank but will ensure you never run out of oxygen while you wear it. A simple effect, but one that's better to have and not need than need and not have.

The Legendary Trader [-400 XP]

Spoken of in Villager Legend is a master trader who can take on as many jobs as they want simultaneously, and master all of them. This is that trader. They will follow you between worlds, but don't count as a companion. Should you possess Master Trader yourself, you may be able to convince them to teach you the secrets of claiming multiple professions at once.

Gold Protocol [-600 XP]

An emergency countermeasure for the event that an Admin goes mad with power. When used as a weapon against deities or beings with reality warping abilities, this golden gauntlet allows you to, for lack of a better term: punch the godhood out of them. It will take several direct impacts to fully depower them, but once you're done, the former god will be a powerless mortal.

ARCHITECT ITEMS

First two items free and all others 50% off to the Architect Playstyle.

Master of Disguise [-100 XP]

Well... I suppose everyone needs a hobby. This leather outfit allows you to disguise yourself as a specific mob. As long as your behavior isn't noticeably unusual, they'll assume you're one of them. This isn't remotely effective on other types of mobs. If a jump has its own mob-like entities, you can choose to change the disguise to one of them. Also, please remember to wash this.

The Nose Knows [-200 XP]

A perfect pet for any greedy megalomaniac. This llama is hardy and unusually intelligent. More importantly, they've acquired the ability to smell treasure. No matter what it is, if it qualifies as treasure, the llama can follow its scent to the source. Be aware that it can't smell any traps or monsters between you and the treasure. No more than a normal llama, anyway.

Portal Atlas [-400 XP]

This book is used for navigating the Portal Nexus. By providing even a vague description of the world you want to go to, it will guide you directly to the portal that leads to it, should one exist. It also provides the ability to "see where people are from", which allows you to tell if someone is from another world and provides a vague grasp of their home environment. See Notes.

Stingy Command Block [-600 XP]

You... Shouldn't have this. Why is this even being offered? You're welcome. Yes, you receive a real command block that can warp reality in nearly any way you can imagine. However, this block is special, and can only be used once. Not once per decade, or even once per jump. Once, ever. The effects of the command block cannot extend past the jump you use it in, so make it count.

ENGINEER ITEMS

First two items free and all others 50% off to the Engineer Playstyle.

Redstone for Dummies [-100 XP]

Best to assume that it means "dummies" endearingly. This small booklet contains pretty much everything there is to know about Redstone. While it'll be a nice resource personally, it has an odd property that it can allow even the most dull-witted sapient beings to learn to make sense of Redstone once they're done reading it. Not instantly, mind you, but quite quickly.

Secure the Perimeter [-200 XP]

The pinnacle of efficiency and too much free time: A 1024x1024 meter hole all the way down to bedrock. This perimeter follows you and maintains changes between worlds. Without getting into the specifics of mob caps and the like, any processes relating to spawning or otherwise creating living beings will be exponentially more effective within the perimeter.

Virtual Perspective [-400 XP]

This may not have the most applications, but the applications it does have justifies the price. This large room acts as a kind of virtual reality. This allows you to project your consciousness to essentially "possess" a nearby robot. You can jump into other robots through line of sight, but only if they're sufficiently weak and lack any kind of ego. See Notes.

Redstone Heart [-600 XP]

A potent Redstone artifact. A device like this one once served as the core of the sentient Redstone computer PAMA. PAMA was able to pull mobs and Builders alike into its hive mind, enhancing their abilities and removing their weaknesses. You also receive the original PAMA blueprints, but considering how poorly the original went, perhaps you'll find another use for the Heart.

ROGUE ITEMS

First two items free and all others 50% off to the Rogue Playstyle.

The Dark One's Visage [-100 XP]

Herobrine: Baby's first creepypasta. You are in possession of a mob head customized to look like big H himself. Wearing this will invariably terrify or at least unnerve anyone under the age of 12, even if they've never heard of Herobrine. Herobrine isn't real of course, but... probably best to keep your distance from any gold and netherrack shrines while wearing this.

A Looming Reminder [-200 XP]

It's amazing the lengths some will go to be a public nuisance. Choose a particular shape, icon, pattern, or even pixel art. An obsidian representation of this symbol will manifest in the sky over a location of your choice in all future worlds, covering about 2048x2048 meters. It serves no practical purpose and will never fall, but the people below it don't know that.

The F Bomb [-400 XP]

A devastating explosive developed by Soren The Architect. The Formidi-Bomb contains over 1000 times the power of TNT. However, their instability will cause them to detonate 10 seconds immediately after being crafted. As such, you won't receive a mere Formidi-Bomb, but the recipe to make as many as you wish, assuming you have the sand and gunpowder to spare.

Ill-Gotten Gains [-600 XP]

Ah yes, 27 totally legitimately obtained stacks of bedrock, nothing to see here. Once a piece of bedrock is placed, it cannot be moved or broken by anyone who lacks similarly infinite/absolute destructive power, or just the ability to somehow erase it from existence. That includes you, so be careful. Any bedrock you use is restocked at the start of the next jump.

WARRIOR ITEMS

First two items free and all others 50% off to the Warrior Playstyle.

Order of the Chain [-100 XP]

A set of 5 identical wheel-shaped amulets, akin to that used by the Order of the Stone. They act as magical tracking devices, able to sense the presence of the other amulets or even pinpoint them on a map, as long as they're in the same dimension. However, there are no precautions stopping enemies from stealing one of the amulets and using it to track you instead.

Tim's Armor [-200 XP]

This fully enchanted armor belonged to the mighty Tim. Who's Tim? Nobody, you made him up, but the hope they inspire is very real. The existence of this armor is all the evidence most people need to believe whatever mythology you attach to it. This falls apart as soon as someone manages to definitively disprove the legend, but until then it's a valuable manipulation tool.

The Eversource [-400 XP]

Apparently, the respected Madame Benedict had a sister. This may look like a regular chicken, but instead of chicken eggs, she can lay spawn eggs for any passive, neutral, or hostile mob, excluding bosses. She can do this infinitely and doesn't technically need to eat. She also has a crown, but it has nothing to do with her ability, it's just to tell her apart from normal chickens.

Legendary Tools [-600 XP]

These magic tools are rumored to be the creations of the godlike Hosts. The Legendary lute allows you to command Allays to harvest resources and build for you. The Banner of Courage allows you to command and embolden all who fight by your side. The Flames of Creation allow you to create spawners for various types of golems to follow you into battle, at the cost of some lapis.

BREWER ITEMS

First two items free and all others 50% off to the Brewer Playstyle.

Lost Recipe [-100 XP]

This recipe cost you an arm and a leg, but you finally have it. You are now one of the few non-villagers (probably) able to craft a Bottle O' Enchanting. Essentially, you are able to bottle experience orbs for later use, or even to give to others. Each bottle stores the equivalent experience of around two zombies, but perhaps you'll be able to increase that with experimentation.

Corrupted Cauldron [-200 XP]

Whatever magic was attempted in this cauldron caused it to gain life and various potent abilities. The cauldron can control purple flames and spawn a variety of mobs to eliminate enemies. It can even absorb nearby corpses, including those of mobs it summoned, in order to regenerate some of its health. This cauldron seems quite loyal to you, almost dog-like.

Night Beacon [-400 XP]

A peculiar corruption of the standard beacon. When placed on the ground, it blocks out the sun with thick clouds that enhance the power and ferocity of any monster-like creatures in their shadow, similar to how a normal beacon affects players. If that isn't enough for you, the beam itself is quite deadly, so you can just pick up the beacon and use it like a devastating magic cannon.

Nether Novelty [-600 XP]

Where in the world did you find something like this? This massive obsidian ax is actually just an ax-shaped nether portal. The magic of this weapon lets you spread netherrack that prevents building wherever you strike, and you can even launch fire charges from the portal. Most notably is that on the other side of the portal are almost 100 suicidally loyal piglins. See Notes.

MODDING

Packs are priced by the collective power and/or utility they offer relative to the difficulty of attaining it. Anything added by a mod will be treated as if they were a default part of the game for other parts of this jump, such as species choices or crafting recipes.

You may only choose one tier of modpack. Mod compatibility or performance is a non-factor. As long as the total power/utility offered is inline with the tier you purchased, you can include as many mods as you want, or include mods that would normally conflict or belong to mutually exclusive versions.

You can freely include custom progression in your modpack to curate a particular crafting experience or simply for mod cohesion. For example, if several mods all add their own version of steel ingots or copper gears, they can now be used interchangeably.

Should your modpack contain Avaritia, or offer outright creative items through custom recipes, then they will lose all power after this jump until post-spark. The upside is that you don't have to account for them when determining what tier your modpack falls under.

F Tier - Vanilla Minus Pack [+400 XP]

You have chosen to embrace the struggle for survival. Your modpack actively makes progression more difficult while providing negligible benefits to the upper limit of what you can accomplish. If the pack does provide notable advantages not present in vanilla, then they are dwarfed by the dangers you'll be facing on a regular basis and the difficulty of staying alive long enough to actually use them. Examples include modpacks like *Fear Nightfall* or *RLCraft*.

E Tier - True Vanilla [+300 XP / +400 XP]

You have decided to reject modernity and embrace vanilla. The only mods available to you provide little-to-no practical advantage like Clay Soldiers or MrCrayfish's Furniture Mod. For extra XP this bars you from taking any mods.

D Tier - Vanilla Plus Pack [Free]

This tier is for any modpacks that expand the vanilla experience in ways that don't feel out of place. Basically, if the most substantial changes a pack makes to the game are very minor conveniences, a new coat of paint on vanilla content, or additions that would look perfectly in-place in the vanilla game, it falls here. This includes packs like *Better Minecraft* or *Crucial 2*.

C Tier - Automation Pack [-200 XP]

This is probably what comes to most people's minds when they think of MineCraft modding. This accounts for any modpacks with extensive focus on NPCs or automation. To be clear, this isn't about raw power, this is about mods designed to increase the ease or automation of tasks that were already technically possible in vanilla without exploits, albeit with much more effort. Examples include *Create Above and Beyond* and *Valhelsia*.

B Tier - Escalation Pack [-300 XP]

While C tier enhances your ability to accomplish feats that are theoretically possible in vanilla, modpacks like this provide power and utility well beyond anything in vanilla. Magic that can command the very forces of nature, swords that deal thousands of hit points, personal pocket dimensions, etc. Examples include *Heaven's of Sorcery*, or *FTB Ultimate Reloaded*.

A Tier - MaWPC [-600 XP]

The name of this tier is short for "Might as Well Play Creative". This is for packs that include completely game-breaking mods. From duplicating matter ex-nihilo to creating entire custom dimensions. If you feel like a god once you're done, it falls here. Examples include *Tekkit Classic*, *GreedyCraft*, and pretty much any pack that includes *EE* or *MystCraft*.

DRAWBACKS

Companions cannot take Drawbacks marked with *.

Texture Pack [+0 XP]

Different artists have taken various approaches to artistically representing MineCraft, you're free to choose which applies here. Perhaps you experience the world in its full blocky glory. Perhaps it just looks like a completely natural non-cuboid world. Maybe you just want it to emulate your favorite MineCraft porn, up to and including making all mobs look like anime girls.

Whitelisted [+0 XP]

Is there perhaps a particular group of MineCrafters you want to spend your time here with? You may choose to specifically start this jump within a world based on a particular MineCraft server or video series.

Older Versions* [+0 XP]

MineCraft has gone through many iterations over the years. You may choose what game version is in effect during your jump. This won't conflict with your mods, unless said mods specifically rely on missing vanilla features.

Speedrun Killer [+50 XP Per, +400 XP Max]

RNG is no friend of yours. With one purchase, you'll just find yourself taking a bit longer than most to get the Piglin barters you need. With each purchase, you get increasingly less lucky. For 4 purchases you'll be constantly plagued by creepers and Endermen will constantly poke holes in your house. For a full 8 purchases, lightning striking you or your house will be an almost daily event.

Sword of Dreamocles [+100 XP, Incompatible with Singleplayer]

You committed some shameful deed that you've tried to bury. Whether it was grooming a minor or fabricating all of your accomplishments. Should this secret get out, which it will occasionally threaten to, it will ruin you.

Curse of Bickering [+100 XP, Incompatible with Singleplayer]

You are an all-around pain to be around. You have terrible social skills and a tendency to start arguments for no reason. People may respect your skills or accomplishments, but that doesn't mean they like spending time with you.

Shadow of JumpChain [+100 XP]

Persistence was never your forte. For any project, be it building, storytelling, etc. no matter how strong your start, you always lose motivation and either give up or just half-ass the last leg. Expect to be constantly reminded of this.

Skyblock* [+100 XP]

A fun challenge on paper, a lot scarier in person. You start the jump on a small dirt island with a chest, a tree, and void as far as you can see. You must use your wits and limited resources to create a home from just this.

100 Days [+100 XP]

Who are you trying to impress here? You have a bizarre obsession with giving yourself difficult challenges to complete in 100 days each. This makes you prone to rushing and will fall into a deep depression if you fail a challenge.

Uncreative [+200 XP]

Oh... well. You are extremely lacking in creativity. Everything you build is depressingly bland. You only ever use your outside powers and resources in the most straightforward ways imaginable. You won't even be able to craft anything new that doesn't have a crafting recipe in this world.

Limited RAM [+200 XP]

I guess your nature was too much for reality to handle. The more outside powers or equipment you use, the more you will "lag" in time. Some minor telekinesis will just cause some stuttering but using them constantly could stretch seconds into agonizing hours. This never works to your benefit.

Chest Monster* [+200 XP]

Now you face the true final boss of MineCraft: Inventory management. For the duration of this jump you will lose access to your warehouse, the items within, and any other abilities that could potentially make your storage situation more bearable. Also, your sorting systems break constantly.

Night Owl [+200 XP / +300 XP]

Get comfortable with being surrounded by mobs. In addition to persistent insomnia, every moment you spend in direct sunlight causes you immense discomfort. For an extra 100 XP, this is just as bad as skeletons and zombies, and direct sunlight will cause you to instantly ignite into flames.

Total Anarchy* [+200 XP / +400 XP]

I hope you're prepared for what true freedom looks like. You find yourself in the world of an anarchy server. There are no rules, and no taboos, and everybody is both willing and able to exploit the laws of reality. For double the payout, you are the only one unable to execute these exploits. See Notes.

Up Slime Creek [+300 XP, Requires Multiplayer(Private)]

Even a whole world can be seen as a kind of cage. You must find the Enchanted Flint and Steel and escape at all costs. Should you fail, your Chain will end as if you chose the "Stay Here" option. Something about this place stifles your extrasensory abilities. You'll have to search for it the long way.

Run [+300 XP]

You thought he wasn't real? You thought he wouldn't notice your arrival? You thought he'd let you trounce about his domain with impunity? Herobrine, or some similarly mysterious and powerful entity will be in constant pursuit of you. Ideally, you'll never find out what happens once they reach you.

Keep Inventory Off [+300 XP]

Do you really need all these fancy powers to enjoy your time in the fun block game? I certainly hope not, because you won't be able to use any of your outside powers for the duration of this jump. I'd say good luck, but you probably won't need it if you didn't pick Hardcore Mode.

Let's Not Play [+400 XP / +800 XP]

At various points, your world will be threatened by godlike entities like the Wither Storm or the Admin, who will inevitably set their sights on you specifically. All of these threats have specific weaknesses hidden within the world, without which defeating them is impossible. For double the payout, not only do these weapons no longer exist, but they will be wholly immune to anything else you could possibly throw at them. See Notes.

Adventurous [+600 XP]

Are you really sure you can handle this? Alright then. You are stuck in adventure mode. You will find it completely impossible to place or break blocks by any means. This only applies to you specifically, everyone around you is able to interact with the world as normal.

CREATE YOUR WORLD

What's the point in shaping a world that you'll only get to enjoy for a measly ten years? This challenge comes with various modifiers that alter both the difficulty and the rewards. Take as many or as few as you please, but Survival Mode is mandatory for all other modifiers.

Base Challenge - Survival Mode
[Mandatory for all other modifiers]

A simple challenge, but the foundation of all that follows. You simply have to complete the game. In concrete terms, this means you must complete every achievement. Clearing the list will give you a taste of everything MineCraft has to offer: beating bosses, breeding animals, harassing Villagers, etc.

Survival Mode Reward - The reward for this will be the world itself. You may craft a special portal in a material and design of your choosing. This portal will let you return to this world. Within here, you benefit from all the same freebies you do during this jump, even if you didn't purchase them.

Bonus Challenge - Adventure Mode
[Requires Survival Mode]

Throughout the world, you will find strange locations wherein blocks cannot be broken or placed. Each of these "adventure maps" offers some kind of puzzle, trial, or sometimes a full-blown narrative. Whether it's being invited to a dinner party and needing to solve a murder, navigating a town haunted by eldritch forces, or just some pretty difficult jumping puzzles.

Adventure Mode Reward - In addition to these quest locations occasionally popping up in your world for you to explore, you can freely choose to make the restriction on placing or breaking blocks not apply to you. You can also make your own "adventure maps" and apply the same restrictions to those who enter. Naturally, this all only applies within the confines of this world.

Bonus Challenge - Creative Mode
[Requires Survival Mode]

A prize like this requires a sufficiently extreme trial. Simply put, you must turn your world into a utopia. The definition of "utopia" can vary between individuals. To judge your success, your world will be assigned six avatars:

- The Avatar of Explorers - Embodying the pioneers, adventurers, free spirits, and all who find beauty in discovery.
- The Avatar of Architects - Embodying the craftsman, logisticians, leaders, and all who find beauty in structure.
- The Avatar of Engineers - Embodying the scientist, the inventor, and those who find beauty in the understood forces of the world.
- The Avatar of Rogues - Embodying the thief, the terrorist, the rebel, and all who find beauty in chaos.
- The Avatar of Warriors - Embodying the soldier, the strategist, the athlete, and all who find beauty in challenging oneself.
- The Avatar of Brewers - Embodying the wizard, the witch, the saint, and all who find beauty in the unknown forces of the world.

You must create a world that perfectly satisfies each of these six avatar's ideas of what a "utopia" is. You have your entire chain to complete this task, but the spirits become even stricter with every jump you visit, as they incorporate the standards and knowledge of the most significant examples of their archetype in each world. As long as at least 10 jumps have passed since this one, you may consider this scenario completed as soon as you can get all the avatars to approve your utopia, in return for the reward and your planeswalker spark. Alternatively you can just put the world on pause once you accomplish your goal, allowing you to receive the reward as soon as you obtain the planeswalker spark through some other means.

Creative Mode Reward - In return for jumping through all these hoops, you will gain access to Creative Mode, not just within this world but whatever world you find yourself in. In creative mode you can fly, break any block with one hit, are immortal and can't be damaged by anything other than void. In addition, you can spawn an infinite amount of any item that can be found in any world you have access to, including spawn eggs for a world's native creatures. I assume you see now why this is limited to post-spark.

Bonus Challenge - Story Mode
[Requires Survival Mode, Creative Mode, and Let's Not Play]

Surprisingly enough, there is a level of power above Creative Mode. By taking this, your world will occasionally give birth to existential threats on the level of the Admin or Wither Storm. You must naturally deal with them as they arise, unless you want your world reduced to space dust, if that.

Story Mode Reward - In return for regularly protecting your world from total destruction or worse, you are given the godlike power of the admin. You can shapeshift, create life, and pretty much warp reality in any way you can imagine. You can also create command blocks, structure blocks, and the like as tools to make your manipulation of the world slightly easier. As an extension of the Creative Mode scenario, this is off-limits until post-spark.

Bonus Challenge - Legends
[Requires Survival Mode, Incompatible With Dungeons]

Your time in this jump starts far earlier in the timeline than expected, in a time where undead and Villagers coexisted in harmony. Countless exotic species inhabit this world, and ores are so plentiful one can find valuable ores just lying above ground. Very soon, Piglins will invade the overworld to harvest its resources. Originally, the Hosts would summon the first Builder to this world to fight off the Piglins, but then you showed up. Either by uniting the peaceful inhabitants of the Overworld or just relying on your personal power, you must personally thwart the Piglins' invasion of the Overworld.

Legends Reward - The reward has already been described. Starting at an earlier point in time means that your world will start off with far more plentiful resources than before. Perhaps by intervening with the world's history this early on, you can prevent the undead, Villagers, and Illagers from drifting apart into the mortal enemies they would eventually become.

Bonus Challenge - Dungeons
[Requires Survival Mode, Incompatible With Legends]

In a forgotten temple, a terrible artifact known as the Orb of Domination uses a small Illager called Archie to begin its domination of the Overworld. It will raise armies of golems and undead alike to reach Archie, now dubbed the "Arch Illager". Even should you defeat the Arch Illager, the Orb of Domination will split into shards to corrupt more of the land, before eventually reforming as its true form: the Heart of Ender. You must rid the world of this dark god once and for all to complete this scenario.

Dungeons Reward - This age in the world's history was defined by mighty heroes slaying powerful monsters for copious amounts of loot. Similarly, your world will be home to far more dangerous mobs, but also overflowing with valuable treasures and powerful artifacts.

Bonus Challenge - The Movie
[Requires Survival Mode]

It would seem that outsiders being transported into this world is hardly a unique occurrence. From time to time a visitor from another world will wander in and act as a force of great change. Sometimes these visitors are great heroes or builders, other times they're horrible villains and conquerors, sometimes they're so incompetent that the difference hardly matters. You must simply mitigate the damage these visitors cause. Basically, as long as they don't leave your world in a significantly worse place than you found it, you can consider this challenge completed.

The Movie Reward - For succeeding, these naturally occurring portals will continue to appear in future Jumps. However, this phenomena will become more discerning. Villainous or destructive beings will be subconsciously repelled by these portals, while heroic or creative individuals feel an equally subtle attraction. Neutral individuals feel nothing in particular either way. Those who appear in your world will often be heroes, of a sort. They may outwardly seem like a dysfunctional band of misfits, but even the most inept party that comes through the portal will manage to be a force of positive change in the world, whether big or small. Should you desire a little privacy, you are in possession of a special cuboid crystal that is linked to all these portals, allowing you to open or close them all remotely, even if you have no idea where they are or how many currently exist.

THE END?

Or perhaps just the beginning.

Re-Create World [Go Home]

What point is there in creation if you're always too busy looking forward to what comes next that you are unable to appreciate what came before? You return to your roots, to your original world. The game is over.

Play Selected World [Stay Here]

Can you truly say that the freedom offered by this world is any less than what you can find elsewhere in the omniverse? You will spend the rest of your days in this world, this multiverse. The game continues infinitely.

Create New World [Move On]

Sadly, even endless freedom becomes repetitive after long enough. You decide not to overstay your welcome. Your time here was brief, but the spark of creativity and freedom will never leave your heart. A new game begins.

With that said, let's check back in on our two long-winded friends. It doesn't seem that they even noticed me cutting their connection back at the start.

and the universe said I love you

and the universe said you have played the game well

and the universe said everything you need is within you

and the universe said you are stronger than you know

and the universe said you are the daylight

and the universe said you are the night

and the universe said the darkness you fight is within you

and the universe said the light you seek is within you

and the universe said you are not alone

and the universe said you are not separate from every other thing

and the universe said you are the universe tasting itself, talking to itself, reading its own code

and the universe said I love you because you are love.

And the game was over and the player woke up from the dream. And the player began a new dream. And the player dreamed again, dreamed better. And the player was the universe. And the player was love. - You are the player.

Wake up.

GENERAL NOTES

Jump by Gene.

I want to give proper credit to the makers of the other MineCraft jumps, *MinecraftAnon*, *Paradoxdragonpaci*, *Itmauve*, and whoever made Unmodded Minecraft. I didn't make this under the conceit that any of these are bad. All of them had some elements that I wanted from a MineCraft jump, but none of them had absolutely everything I wanted, which is how this came to be.

It's your call whether items despawning is a factor or not. In Story Mode, it's made pretty clear that items don't despawn even if left sitting for years.

Unless you buy the Stingy Command Block, it will be fiat impossible for you to craft or use command blocks after this jump until post-spark.

I have not played MineCraft Dungeons, and frankly I don't plan to. All items based on MineCraft Dungeons are based on my understanding from the Wiki.

I definitely could have been clearer in the fluff. When I say "Ancient Builders" I mean the hypothetical ancestors of Steve who built all the vanilla structures. The "Old Builders" are the Builders responsible for the portal nexus and pretty much everything that happened in the second half of Story Mode Season ٦ before being completely forgotten about. Ancient Builders are probably long gone and may have become the Endermen, Old Builders are still around, but they're all either criminally irresponsible or cartoonishly evil.

PURCHASE NOTES

Notes on Origins Modifier - The Origins modifier can let you take End or Nether based origins even if you haven't taken the modifiers, since they tend to do a pretty good job of balancing each origin's strengths and weaknesses.

Notes on **Master Trader** - Items generated from your job don't physically exist until they're purchased by another person. You can change your profession at any time by claiming a new workstation, but this resets your trade experience. Perhaps you'll find new types of workstations in future jumps that come with new trades, but they'll never be significantly greater than what you can get from Vanilla trading.

Notes on Ender Whisperer - When I say "spawner" I mean the giant structures you build yourself, not the ראר kind found in vanilla dungeons. In future worlds, you can create such spawners for any monster as long as they are sufficiently unintelligent and common within the world in question. Basically, it only works on generic cannon fodder. Even then, it's up to you to create precautions against them breaking out of the spawner.

Notes on Extended Crafting - This technique was seen in Story Mode, which Ellegaard used to create a Command Block. Due to the restrictions mentioned above, this will be impossible for you. Hence why I'm using the Redstone Heart and Portal Atlas as examples, even if we're never actually told how the Old Builders made them. Just assume that Extended Crafting can be used to craft other artifacts around that level with enough trial and error.

Notes on Inventive Exploits - Exploits along these lines are so far beyond my grasp of the game that I'm not even going to pretend to understand them. Just look it up yourself if you need more concrete examples.

Notes on Mob Talker - If you buy a mob that would normally benefit from the Nether or Ender modifiers, you don't need to pay extra. I don't see much point in being that stingy. You also won't have to worry about them burning in sunlight or similarly lethal weakness, but they still won't like it.

Notes on Default Controls - I couldn't think of a satisfying answer to what "active players" would even mean outside of a game world, so I'm just saying it's context-dependent. Figuring out how it works is now your problem.

Notes on Adapt or Die - Not sure how clear I was with my explanation. Basically when you subject yourself to an environment that's hostile but not immediately lethal, your biology will change to resist it, and possibly gain some ability related to said hazard. Like how Strays are not only immune to freezing, but their arrows are now tipped with slowness. You can choose to revert to your base form at any time, but adapting to a new hostile environment will replace whatever adaptations you gained previously.

Notes on Ready to Smash - Probably obvious, but this is based on Steve's mechanics in Super Smash Bros Ultimate. Look up gameplay to get an idea of what buying this lets you do. I unfortunately am not the most informed person on fighting games, so I'm not the person to ask.

Notes on Abjuration - The enchantments or potions made are rarely an instant win. For instance, the potion to control the Wither Storm was unusable once it was already summoned and its main body could no longer be reached. Or how the enchantment for breaking the Command Block still took a few direct strikes to break it entirely. These also aren't likely to be cheap to make, hence why Igor could only make the one potion.

Notes on Necromancy - Any sufficiently powerful McGuffin-type item (whether magical or mechanical) will work as a core. There's no limit on how many people you can apply this to, or how far away they can be from you.

Notes on Portal Atlas - It's vague how much information the Portal Atlas Provides. Hadrian was able to use the Atlas to not only find out what world Jesse came from, but that he used to live in a treehouse, and that his best friends were named Axel, Olivia, and Reuben. However, it didn't fill him in that Reuben was both dead, and a pig. So it's clearly spotty.

Notes on Virtual Perspective - In Story Mode, PAMA uses chips to pull others into its hive mind while also strengthening them and removing their racial weaknesses. Jesse countered this with a device that let him hop-between the different chipped mobs. I just simplified it to robots, since those brought into the PAMA hive mind are functionally robots.

Notes on Nether Novelty - Post-jump you can choose to replace the portal with one leading to another dimension you have access to between jumps.

Notes on Total Anarchy - This is based on servers like 2b2t, where cheating is pretty much part of the culture and people will destroy anything for any reason. In the context of the jump, it means that everyone benefits from the effects of the Productive, Inventive, and Malicious Exploits perks for the duration of the jump. Everyone except you, if you doubled the cost, which is enforced even if you paid for one of those perks.

Notes on Let's Not Play - The Wither Storm grows stronger the more it devours, can regenerate or even multiply as long as the command block is intact (which is pretty much indestructible) and anything injured by it slowly dies to Wither sickness. The Admin is just a straight-up god with seemingly unlimited reality warping on a global scale. He only lost because his old admin friend invented a golden gauntlet that could punch the godhood out of him.

Notes on Respawn Point - The explosion reaction only triggers in dimensions that are noticeably alien from the dimension containing Earth or the closest equivalent. This means traveling to another planet in the same dimension or alternate timelines won't impact it, but being in Hell will, even if you start your jump there. All that matters is that there is an "overworld" dimension somewhere in the setting, and you very clearly aren't there.

MODDING NOTES

It simply isn't feasible for me to prepare a countermeasure against any potentially exploitative combination of mods. If you pick out a mod or mods that end up destroying all semblance of balance for your chain, that was your choice to make, and I accept no responsibility for it.

Deciding what tier a modpack falls under is 90% gut feeling. When in doubt, the safest bet is to round up to the higher tier.

- F Tier - This is an actively worse experience than Vanilla
- E Tier - This is basically/literally just Vanilla
- D Tier - This still feels like Vanilla, just more of it
- C Tier - This lets me do Vanilla things far more efficiently
- B Tier - This expands what is even possible in Vanilla
- A Tier - This is just creative mode past a certain point

Your call whether worlds found through the nexus can contain different mods or if whatever you pick here is pretty much universal. In the former case, nothing from mods you didn't buy will function outside of those worlds.

If a modpack isn't complete [questbook stops early, maker has expressed intentions to add mods, mods haven't been implemented into progression, etc.] but you have enough information to reasonably deduce what it would look like, you get to use that hypothetical complete version instead.