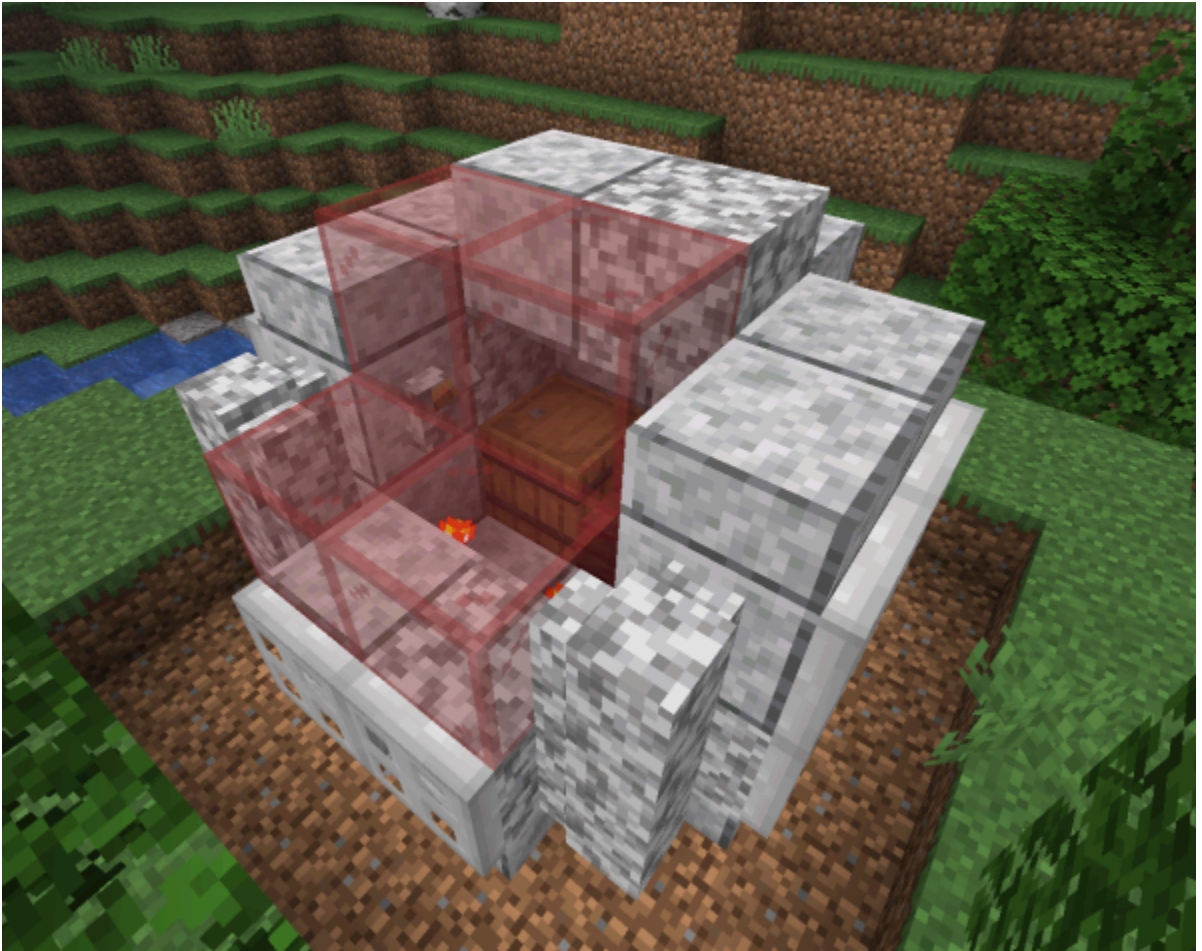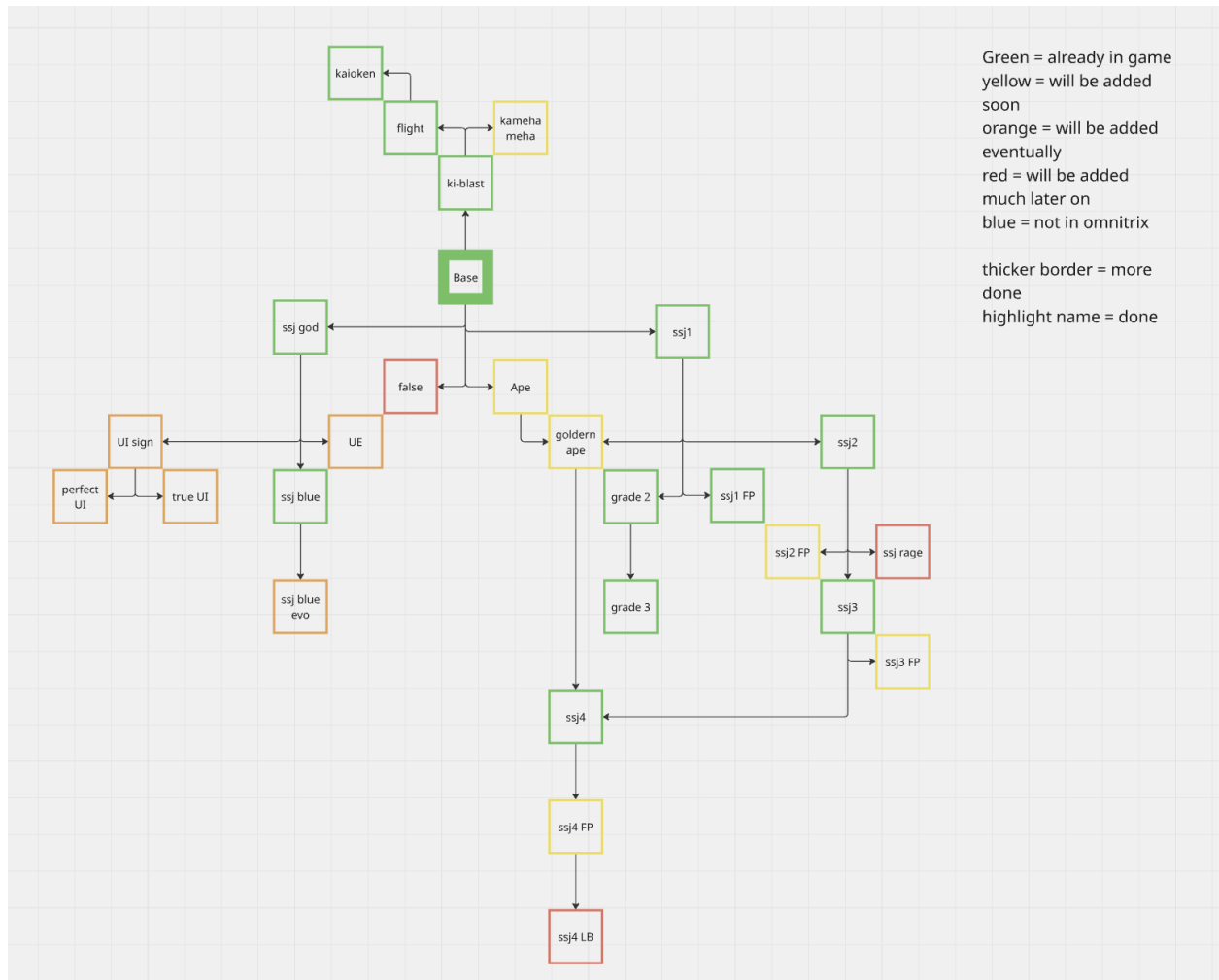Saiyan

# Wiki

Go to subpages

# Obtainment

1. Find Crashed Saiyan Attack Ball



2. Get Saiyan Hair from barrel
3. Right click hair in mainhand while omnitrix equipped



Alien DNA scanned and recognised: Saiyans
Unlocked and Available on playlist 2

# Transformations

Green = already in game
yellow = will be added soon
orange = will be added eventually
red = will be added much later on
blue = not in omnitrix

thicker border = more done
highlight name = done

Nodes in the tree:
- kaioken
- flight
- kameha meha
- ki-blast
- Base
- ssj god
- ssj1
- false
- Ape
- UI sign
- UE
- goldern ape
- ssj2
- perfect UI
- true UI
- ssj blue
- grade 2
- ssj1 FP
- ssj2 FP
- ssj rage
- ssj blue evo
- grade 3
- ssj3
- ssj3 FP
- ssj4
- ssj4 FP
- ssj4 LB

Ability Tree

# Base

The Ability Tree is only available in this transformation, unlock everything through this tree

To transform, fill up the energy bar by charging up using the charge ability, then you can either go super saiyan 1, or super saiyan god, depending on if you shift or not shift.

You go great ape at night in base

ape

Great ape happens when ur in base, and it is night time
There is no way of reverting back into base, apart from waiting for day
You are 10x bigger

Charge is ability 4
Transform is also ability 4

golden ape

Ssj1 stacked on great ape

Charge is ability 4
Transform is also ability 4 into ssj4
Base form/revert form is ability 5

ssj1

OBTAIN SSJ1 (dog=Krillin)

tame a dog (make a friend)

kill the dog (loose the friend)

buy it in the tree menu

To obtain Super Saiyan 1, it requires a strong emotional response to a tragedy, such as a pet wolf dying.

Ki blasts is ability 1
Kaioken is ability 3
Charge is ability 4
Transform into ssj2 is also ability 4
Base form/revert form is ability 5

There are 4 grades

G1 is default
G2 is slightly stronger
G3 is stronger, but slower
G4 or Full Power, does not drain ur energy bar, and is same as G1

Transform into g2 via ability 3 menu
Transform into g3 when u r in g2 via ability 3

ssj2

Ki blasts is ability 1
Kaioken is ability 3
Charge is ability 4
Transform into ssj3 is also ability 4
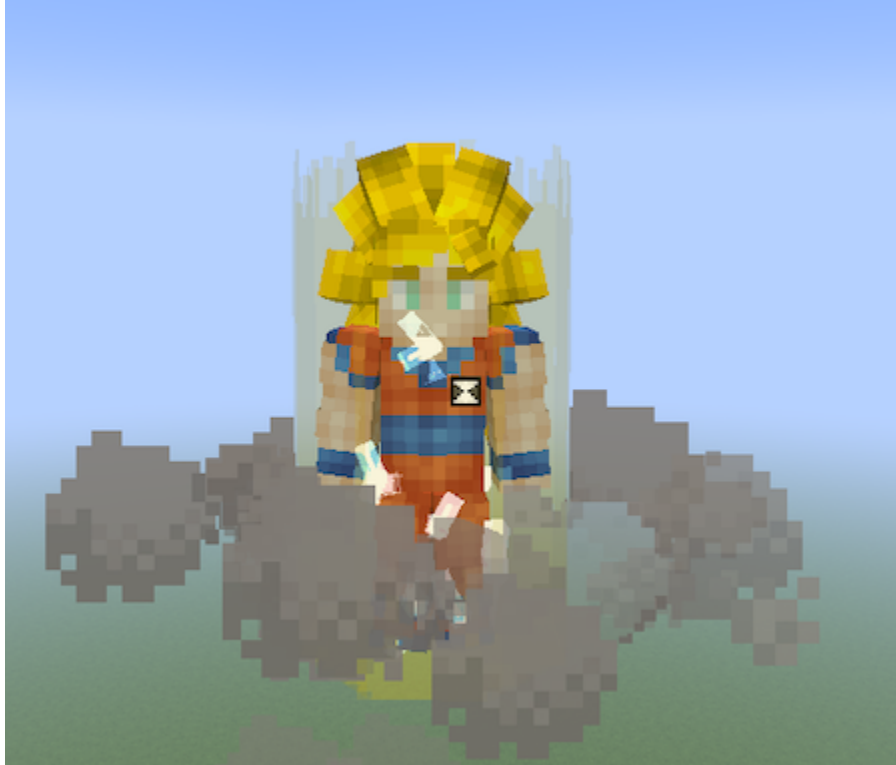Base form/revert form is ability 5

ssj3

Ki blasts is ability 1
Kaioken is ability 3
Charge is ability 4
Transform into ssj4 is also ability 4
Base form/revert form is ability 5

ssj4

Ki blasts is ability 1
Kaioken is ability 3
Charge is ability 4
Base form/revert form is ability 5

Requires golden great ape to be unlocked as well as ssj3

(no photo)

ssj god

Whole different branch from the other ssj forms

This transformation grants godly ki. It requires the use of Saiyan Ki dropped by Dummies to be unlocked, which are found in hyperbolic time chambers

Shift in base when powered up, it is ability 4 to transform

Ki blasts is ability 1
Kaioken is ability 3
Charge is ability 4
Transform into ssj blue is also ability 4
Base form/revert form is ability 5

ssj blue

Ssj1 on ssj god

Ki blasts is ability 1
Kaioken is ability 3
Charge is ability 4
Transform into ssj blue evo is also ability 4
Base form/revert form is ability 5

ssj blue evo

Ki blasts is ability 1
Kaioken is ability 3
Charge is ability 4
Base form/revert form is ability 5

(no photo)

ui sign

Transform via ability 3 on ssj god or ssj blue

Lets u dodge all attacks

Ki blasts is ability 1
Charge is ability 4
Transform into ui perfect is also ability 4
Base form/revert form is ability 5

No kaioken for ui forms

ui perfect

Lets u dodge all attacks and is buffed

Ki blasts is ability 1
Charge is ability 4
Base form/revert form is ability 5

abilities

Ki-Blast:

Stacks on nearly every other transformation, with appropriate hair colour etc
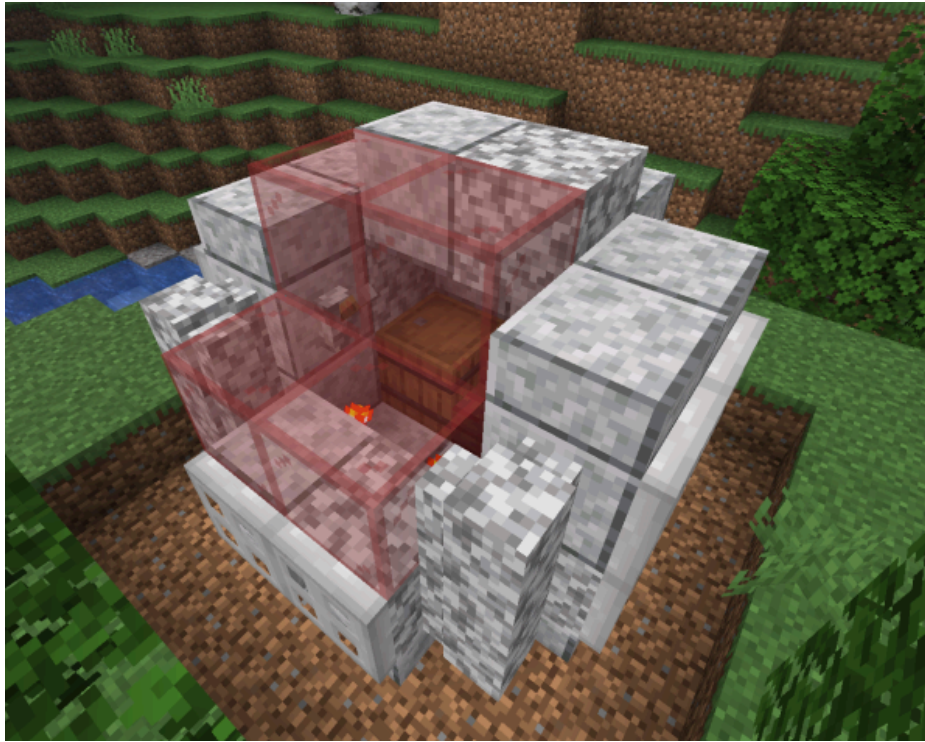
2x
3x
4x
10x
20x

Use the ability wheel to select which one, after using, press the remove kaioken button

Charges players ki/energy bar, also shows aura

# Structures

Attack Ball

The entrance is found at 72, 150, 1992 (if it didn't generate, transform into a saiyan, thats a fix)
You can spawn dummies inside of it to practice with, as well as they drop saiyan ki, which is need for the god transformations
The temple and outside fix itself every 5 mins incase of damage, there is food and a bed inside of the temple, with the food replenishing every 5 mins, for a near infinite amount of food (its 64 steak every 5 mins)
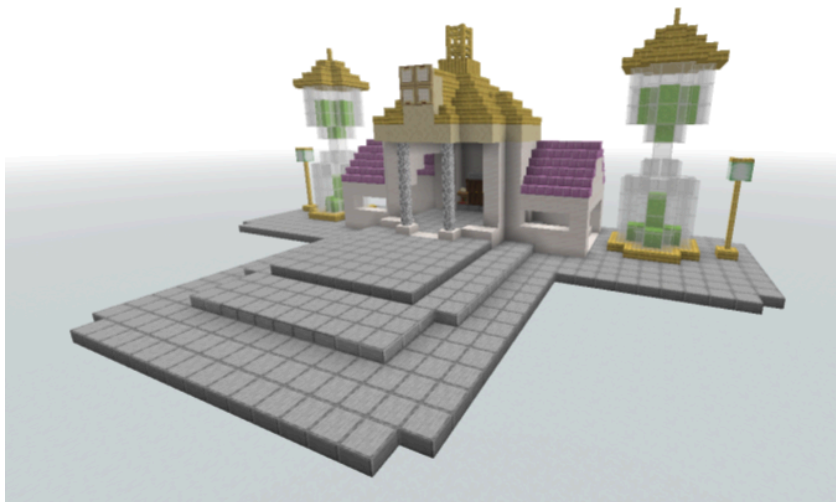There are 4 types of dummies, weak 1, 1 2 and 3
Weak 1 - gives 1 skill point
1 - ssj4 level - drops 1 god ki and gives 1 skill point
2 - ssj god level - 2 drops for both
3 - ssj blue level - 3 drops for each

Saiyan Armor

To get this just go use the accessory menu



accessory.saiyan.saiyan

Saiyan Accessories

config

**Transformation Toggle:**
To enable transformations if you turned them off:
/tag @s remove ssj1_off

To disable transformations:
/tag @s add ssj1_off

For all of these:
"ssj1": "ssj1_off", "ssj2": "ssj2_off", "ssj3": "ssj3_off", "ssj4": "ssj4_off", "ape": "ape_off", "golden_ape": "golden_ape_off", "ssj2-fp": "ssj2-fp_off", "ssj3-fp": "ssj3-fp_off", "ssj4-fp": "ssj4-fp_off", "ssj_blue": "ssj_blue_off", "ssj_blue-fp": "ssj_blue-fp_off", "ssj_blue_evo": "ssj_blue_evo_off", "ssj_god": "ssj_god_off", "ue": "ue_off", "ui_perfect": "ui_perfect_off", "ui_true": "ui_true_off", "ui_sign": "ui_sign_off"

They are all enabled to start

you can still unlock them from the ability menu, they just wont do anything if you have disabled them.

**Voicelines**
u just do /tag @s remove voice or /tag @s add voice

# Schedule

Schedule

- 21st -> 24th
  - -
- 25th -> 28th
  - -
- 29st -> 1st
  - -
- 2nd -> 5th
  - -
- 6th -> 9th
  - -
- 9th -> 11th
  - -

# To-do

To-do List:
- ☐ Custom Colours for uniform
- ☐ Fix Kaioken textures
- ☐ Fix ssj full power textures
- ☐ Re-add fixes from rc2 to revamp branch
- ☐ Scouter
- ☐ bug with ssj 1 -> ssj 2 where you dont have an animation
- ☐ remove the structure block for kamis lookout
- ☐ Punch sound only on base form (tag "punch_sound" needed for all transformations)

comp info

# AlienEvo Custom Alien Contest Rubric

Rules
- You may only work with one other person (teams of 2 max).
- You cannot submit an already made custom.
- If you already have a model made but no abilities, you can use the model.

Concept (25 pts)
- Idea (0–12): Is the alien's idea interesting, unique, and fun? Original alien or canon Ben 10 alien (not already in AlienEvo).
- Consistency (0–8): Do powers, abilities, and themes fit together as one design?
- WWHM (0–5): Would Habb realistically make something like this?

Model (30 pts)
- Consistency (0–10): Does the model function properly? (no lopsided builds, broken pivots, freaky limbs, or texture z-fighting)
- Texture Detail (0–10): Did the creator add shading, highlights, and visual details to make it polished and alive?
- Execution (0–10): How well was the concept translated into 3D? Is it clean, finished, and not rushed?

Powers & Balance (25 pts)
- Creativity (0–10): Are the powers fun, fresh, and unique compared to other aliens?
- Balance (0–10): Are they fair in Minecraft gameplay (not broken/OP)?
- Fit (0–5): Do the powers actually match the alien's design, lore, and vibe?

Minecraft Fit (20 pts)
- Gameplay (0–10): Do the alien's abilities and design work properly with Minecraft + the mod?
- Fun Factor (0–10): Would players actually enjoy using this alien more than once?

Bonus (40 pts)
- Lore (0–15): Detailed backstory or creative obtainment method.
- Custom Abilities (0–15): Original coded abilities (KubeJS/Java/MCfunctions) that add uniqueness.
- Animations (0–10): Are animations smooth, creative, and fitting for the alien's vibe?

Core Total: 100 Points + Bonus (40 pts)

# Lore

The LOREEEEEE:



Long ago, a few hundred years in the past, the prideful world of Planet Vegeta met its end. Official records of its destruction tell of a "meteor," though whispers claim the truth is far more sinister, that an unseen hand guided its ruin. With the planet shattered, so too was the might of the Saiyan race, scattered to the stars.

Some Saiyan survivors fled aboard their small, single-occupant "Attack Balls". Their destinations were many, but one world in particular would be the most important: the Overworld.

The Overworld, unlike any other planet, pulsed with a strange cubic radiation, energy woven into the very foundation of its reality. When the Saiyans' pods pierced its skies, the planet's block-shaped essence clashed with their biology. Their bodies twisted and hardened, reshaped into the world's likeness. The Saiyans, once fierce and unyielding warriors, were cube-ified, their forms rigid, their lifeforce dulled. Their raw power, once legendary, was bound and weakened by the laws of the Overworld.

Most never lived to see this transformation. Their ships fell like meteors, scattering wreckage across the land. Many perished on impact, leaving behind only fragments of their existence, locks of dark hair, faint traces of alien energy, and a handful of strange treasures found on Planet Vegeta. These relics would be buried, forgotten, or claimed by the creatures of the Overworld.

But not all hope was lost. A few pods opened before their pilots' lives slipped away. Those who emerged found themselves alien in body and spirit, forced into hiding by the dangers of the realm. For the Overworld was not unclaimed, its wilds crawled with monsters born of the cubic energy itself. In this harsh new reality, even the proud Saiyans had to learn fear.

Some believe these survivors dwindled into obscurity, their bloodlines dissolving into the world around them. Others claim their descendants still exist, veiled among villagers or roaming the shadows, their cube-bound forms hiding a dormant spark of true Saiyan might.

Several pods crashed onto the artificial world of Primus, where the Volaticus Biopsis swiftly harvested the remaining DNA samples before the Attack Balls sank into the Codon Stream. That genetic essence lived on within the Stream, eventually becoming part of the database for the prototype 'Omnimatrix', a level 20 DNA alterer.

And so, the legend persists:
The Saiyans have now mostly vanished with Planet Vegeta, with remnants of many worlds such as the Overworld, and the broken fragments of their race yearn to be explored.

# Description

# Infinity Stone Core

# Infinity Stones
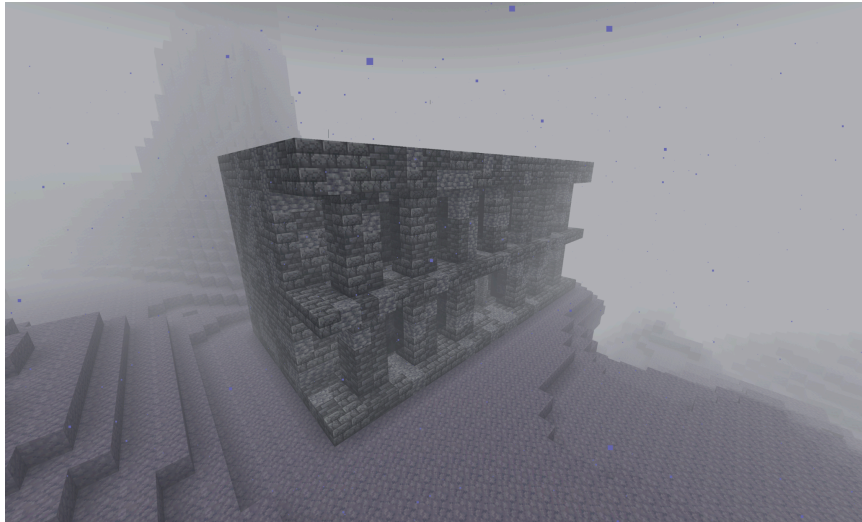
Power

Space

Reality

Time

Soul

Mind

# Infinity Structures

There are currently 7 Structures in Pugmeowla's Infinity Stone Core.

Each Structure contains an infinity stone container, apart from the Crashed Kree Ship, which has the Cosmi-Rod

| | |
|---|---|
| The "Morag Temple" is an ancient structure that spawns on the planet Morag, it spawns about 10000 blocks away from spawn, normally underwater. It contains the "Orb" inside of it, behind the middle wall blocks on the bottom floor. |  |
| The "Norse Village" is a structure that spawns in the Overworld, it spawns about 10000 blocks away from spawn. It contains the "Tesseract" inside of it, behind the tree.<br><br>This a a slightly redesigned version of the original Norse Village structure from Heroes Expansion by Lucraft |  |

| | |
|---|---|
| The "Aether Chamber" is a structure that spawns on the nether roof, it spawns about 10000 blocks away from spawn. It contains the "Aether" inside of it.<br><br>This a a slightly redesigned version of the original "Aether" structure from Speedster Heroes by Lucraft | |
| The "Sanctum Sanctorum" is a structure that is the base for the Masters of the Mystic Arts, and spawns in the Overworld, it spawns about 10000 blocks away from spawn. It contains the "Eye of Agamotto" inside of it on the top floor. |  |

"Vormir's Edge" is a structure that spawns on the planet "Vormir", it spawns at spawn (0,0). To get the "Soul Stone", you must sacrifice a tamed dog, and kill it, you will then receive the "Best Friends Soul" that you can trade with the Villager, "Soul Guardian", to get the Soul Stone.

The structure was built by DogBoi64.

"Sanctuary", also called Chitauri Space, is a structure that spawns in the end, it spawns about 10000 blocks away from spawn. It contains the "Scepter" inside of it. it is an asteroid field, and the former domain of Thanos.
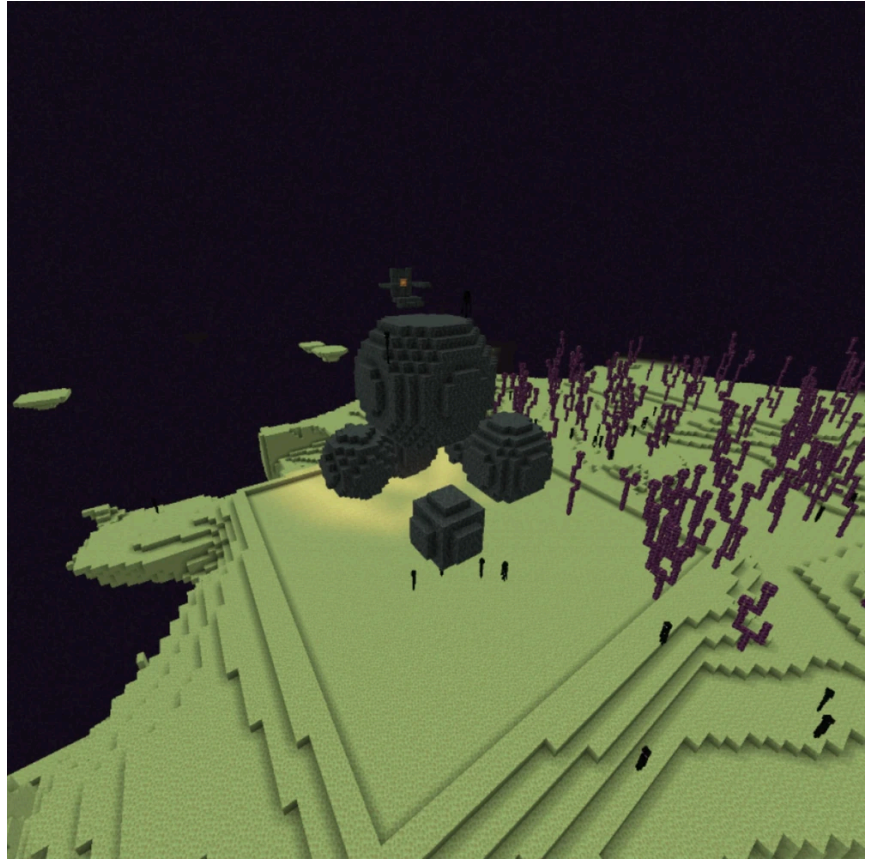
The "Crashed Kree Ship" is a structure that spawns in the Overworld, it spawns about 5000 blocks away from spawn. It contains the "Cosmi-Rod" inside of it.

This a a slightly redesigned version of the original Crashed Kree Ship structure from Heroes Expansion by Lucraft.

# Planets

There are 2 Planets so far in the mod, Vormir and Morag.

Svartelheim is being created at the moment

To get to these planets, either use Ad Astra with a tier 4 rocket, cosmic horizon ships, or the space stones tp command.

# To Do

To Do:

- Stones
    - Space
        - The Church Keeper "Boss" (he wont do anything hes just, there)
    - Power
        - Open hand ability
        - energy Slash
        - Dragon breath or sonic boom
        - stomp that does AOE damage
    - Reality
        - Skin Change Ability
    - Time
        - Durability
        - Ancient One Boss
        - Rings when ability used
    - Mind Stone
        - Thanos Boss
- Nidavilir

# FAQ

** Pugmeowla's Infinity Stone Core - FAQ**

*Last Updated: 7/1/2025*
Don't see your question here? Open tag a staff member for help!

---

**Q1:** How do I get each stone?
**A1:**
Space Stone - Norse Village, Overworld
Time Stone - Sanctum, Overworld
Cosmi-Rod - Crashed Kree Ship, Overworld
Reality Stone - Aether, Nether
Power Stone - Morag Temple, Morag
Mind Stone - Sanctuary, End
Soul Stone - Vormir Sacrifice, Vormir (Use Space Stone TP or T4 Ad Astra Rocket to get there, **dimension id is vormir**)

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**Q2:** What's coming next?
**A2:** You can see planned updates in <#1386200605256847454> !

---

**Q3:** What should I do for help?
**A3:** Ask! Use <#1295769619113705625> or <#1331567917443055658> for questions/bugs.

---

**Q4:** How does the Snap work?
**A4:** The Snap ability is currently a W.I.P, and only works on Superflat worlds.

---

**Q5:** How do I put the stones in the Gauntlet?
**A5:** You put the gauntlet in your offhand/Baubles Hand Slot. Then the stone in your main hand and use the **gauntlets** first abililty.

---

**Q6:** Why is the game crashing with Ad Astra?

**A6:** We have noticed instability and crashing with certain Ad Astra/Forge versions, recommend using the modpack in <#1332505194046558318> for compatibility!

---

**Q7:** What should I do with a idea?
**A7:** We are always happy for new ideas! You may suggest ideas in <#1295769664886018150> .

---

**Q8:** What are the dependencies?
**A8:** All dependencies and recommend mods can be found in the screenshot attached.

---

**Q9:**  Where is each structure?
**A9:** Every structure is within 10k blocks of spawn in any direction, only **exception** is Vormir which is 0'0.
---

**Q10:** Where can I find each stone ability?
**A10:** Each stone ability can be found by opening the chat box while that stone is equipped or using the menu in the Palladium Inventory.

---

**Still lost?** Contact staff or ask in <#1295769619113705625> !

# Infinity Generator

Addon to Infinity Stone Core

Produces 100,000 rf/tick with an infinity stone inside of it

# Deus Chrono-Machina

# Crafting Recipe Ideas

Repair a chronosapien time bomb, and then scanning that, so you will find this "broken Chronosapien Time Bomb" somewhere and then a lengthy process of repairing it using gray matter and upgrade and other materials with some ingredients found in all vanilla dimensions and then afterwards, it will be turned into a "Modified Chronosapien Time Bomb", which will not function as a timebomb but a DNA sample

Ingredients:

Overworld:
- ☐ Redstone (obv)
- ☑ ~~Copper~~
- ☑ ~~Tinted Glass~~

Nether
- ☐ Glowstone
- ☐ Soul Lantern
- ☐ Netherite Scrap

End
- ☐ Ender Pearl
- ☐ Chorus Fruit

Components to craft:

Top Key

| - | Copper ingot | - |
|---|---|---|
| Copper ingot | Copper ingot | Copper ingot |
| - | Lightning Rod | - |

Window

| Tinted Glass | Tinted Glass | Tinted Glass |
|---|---|---|
| Tinted Glass | Netherite Scrap | Tinted Glass |
| Tinted Glass | Tinted Glass | Tinted Glass |

Main chassis

| Copper | Glowstone | Netherite Ingot |
|---|---|---|
| Redstone | Broken CTB | Redstone |
| Netherite Ingot | Glowstone | Copper |

Internals

| | Ender Pearl | |
|---|---|---|
| | Soul Lantern | |
| | | |

Incomplete Chronosapien Time Bomb

| Copper ingot | Top Key | Copper ingot |
|---|---|---|
| Window | Chasis | Copper ingot |
| Copper ingot | Internals | Copper ingot |

Process:

1. Find Broken Bomb
2. Craft all Components
3. Combine all parts into "Semi-Complete Chronosapien Time Bomb" via gray matter from "Incomplete Chronosapien Time Bomb"
4. Finish Process via Upgrade -> "Modified Chronosapien Time Bomb"