

# Better Than Adventure Concept

## The Drift Dimension

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### 1. Dimension Overview

**The Drift** is a high-altitude sky dimension consisting of floating islands and endless skies. The environment is cold, bright, wind-swept, and unstable, with dangerous storms and airborne creatures.

Unlike other dimensions, The Drift operates on a [unique day/night cycle](#) and contains a powerful roaming “Boss” encounter tied to eclipses. It is the opposite to the nether, with themes of Wind/Air, High-altitude, Cold, and Celestial Phenomena

#### Key Features

- **Skylands-style terrain generation**
  - Floating islands with large drops between landmasses
  - **Stars visible during the daytime**
  - **Daytime lasts twice as long as normal (40 minutes between Eclipses)**
  - **Nighttime in this dimension is replaced with an Eclipse**
  - **Clouds** appear at the bottom of the world, well below the islands.
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### 2. Eclipse Event (Night Equivalent)

In The Drift, **nighttime manifests as a solar eclipse**.

During an eclipse:

- The sky darkens dramatically and The Sun turns black
- **Auroras become visible across the sky.**
- Powerful storm activity begins.
- New hostile mobs spawn.
- The **Star Drake boss appears.**

The eclipse only lasts for a limited time(8 minutes at current estimation), after which daylight returns.

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### 3. “Boss” Encounter: Star Drake

The **Star Drake** is a legendary mob that appears during an eclipse, the amount of which spawn is player dependent. Only 1 Star Drake Per-player spawns in the dimension.

#### Spawn Behavior

- Spawns at the beginning of the eclipse.
- Flies high above the islands.
- Attacks all nearby mobs with dive-bomb style attacks.
- **Prioritizes attacking the player.**

#### Eclipse Timer Mechanic

Players must defeat the Star Drake **before the eclipse ends.**

If the eclipse ends before it is killed:

- The Star Drake flies beyond render distance.
- It despawns until the next eclipse event.

This creates a **time-limited “boss” fight**.

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## **Star Drake Abilities**

The Star Drake uses several powerful attacks:

### **Wing Gusts**

- Creates powerful wind blasts from its wings.
- Pushes players and mobs across the terrain.
- Can knock enemies off floating islands.

### **Tail Lightning Strike**

- Slams its spike-tipped tail into the ground.
- Sends a shock through the terrain beneath.
- Lightning is summoned on tail impact site 64 ticks later.

### **Black Fire Breath**

- A unique flame attack.
  - Deals **double the damage of normal fire**.
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## **Boss Drop**

Upon death, the Star Drake drops:

### **Drake Egg**

This item functions differently depending on the dimension where it hatches.

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## 4. Drake Egg Mechanics

Placing the **Drake Egg** causes it to hatch **only when certain dimensional conditions are met**.

The result depends on **which dimension the egg is in**.

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### Hatching in The Drift

Conditions:

- Must be placed in The Drift.
- Only hatches during an **Eclipse**.

Result:

- The egg hatches into a **wild Star Drake**.
  - The Drake is **untamed and hostile**, but persistent, and drops another egg.
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### Hatching in the Overworld

Conditions:

- Must be placed in The Overworld.
- Only hatches if **Struck by Lightning**.

Result:

- The egg hatches into a **Fire Dragon**.

### Fire Dragon Behavior

- Automatically **tamed to the player who placed the egg**

- Patrols within **50 blocks of the hatch location** (so choose **Wisely**)
- Attacks any mob that attacks its owner
- Attacks anything the owner attacks

## **Territory Protection**

The Fire Dragon also acts as **native grief protection**.

If another player(who is not the one the dragon is tamed to) attempts to break blocks within its patrol radius:

- The Fire Dragon becomes hostile to that player.
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## **Hatching in the Nether**

The egg absorbs Nether energy and hatches into a:

### **Zombie Dragon**

- Undead variant of the Fire Dragon
- Hostile optional encounter
- Stronger than Fire Dragon

Drops:

**[Infernal Bone]**

Used to unlock:

**[Placeholder Mechanic]**

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# 5. Drift Mobs

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## Windevil

A powerful wind-born hostile mob.

### Description

- Similar to a **Blaze**
- **Twice the size**
- Appears as a **living tornado**
- **Is drawn towards other Windevils**

### Abilities

- Lifts players into the air
- Throws them across terrain
- Attempts to **knock players off islands**
- Starts summoning lightning around it when on low health

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## Windwurm

small, serpentine sky predator native to the Drift. Though lacking wings, it glides effortlessly through the air using powerful air currents generated by its body.

Windwurms are territorial and aggressive creatures that patrol the skies around floating islands, often ambushing travelers who venture too close to open air.

### Appearance

- Small

- Wingless
- Serpentine body
- Moves through the air in smooth, flowing arcs
- Often circles above islands before attacking

Windwyrms are commonly seen **hunting Jellyshrooms**, which make up a large portion of their natural diet.

## Behavior

Windwyrms are **hostile airborne mobs** that attack players who wander too close to exposed island edges or open sky.

They prefer to **harass and displace players**, attempting to knock them from safe ground rather than engaging in prolonged melee combat.

Because of their hunting instincts, Windwyrms will often **break pursuit if a Jellyshroom drifts nearby**, choosing to attack the easier prey.

This interaction allows players to use Jellyshrooms as a **natural distraction** when escaping Windwyrms.

## Attacks

Windwyrms use simple wind-based attacks designed to **disrupt player positioning** rather than deal heavy damage. Their goal is often to **push or drag players off floating islands**, making them especially dangerous near cliffs and open sky.

## Gale Breath

The Windwurm coils its body into a tight circle before releasing a sudden **burst of compressed wind**.

- Produces a strong **knockback effect**
- Pushes players and nearby mobs away from the Windwurm
- Often used when the player is standing near island edges or other hazards

This attack is primarily used to **force players into dangerous terrain**, rather than dealing direct damage.

## Draft Rush

The Windwurm begins by flying in a **tight circular pattern**, building speed as air currents intensify around it.

After a short wind-up, it **rushes rapidly past the player**.

- Deals light damage on contact
- Creates a powerful **wind draft behind the creature**
- Players caught in the draft are **dragged in the direction of the rush**

This attack frequently pulls players **off cliffs or into open sky**, making it one of the Windwurm's most dangerous behaviors in the floating terrain of the Drift.

## Jellyshroom Interaction

Windwyrms actively hunt **Jellyshrooms**.

If a Jellyshroom is nearby:

- The Windwurm will often **prioritize attacking it instead of the player**
- The creature will pursue and destroy the drifting fungus

This allows players to **escape dangerous encounters** by luring Windwyrms toward Jellyshrooms instead of fighting them directly.

## Taming

Despite their aggression, Windwyrms can be tamed by skilled players.

Pacified using:

**[Placeholder Item]**

Tamed using:

**[Placeholder Item]**

## Ability

Windwyrms help prevent fatal falls.

If the player steps into a space with:

### **More than 16 blocks of air below**

The Windwyrm:

- Summons a cloud beneath the player
- Slows their fall
- Pushes them back toward safety with soft wind breaths

Essentially acting as a **fall-prevention companion**.

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## Hamadryad

A strange forest spirit bound to the Duskenoak trees of the Eclipsed Wold.

### Appearance

- Tall
- Featureless shadow figures
- Roughly player-shaped, with strange and oblong proportions.

### Behavior

- Wanders around it's spawning tree
- Spawn from the **Oaken Heart** only during eclipses
- **Teleport away when directly observed by the player**
- **Is invisible while within the player's FOV.**

### Hostility

- Normally passive
- Become hostile when the player is holding an axe
- **Does not directly damage the player**, but will summon a **Windevil** if the player holds an axe in their presence. (Placeholder)

## Role in Gameplay

- Acts as a supernatural guardian of Duskenoak forests
  - Discourages players from harvesting Duskenoak trees during Eclipse events
  - Creates additional danger in the Eclipsed Wold when players attempt to cut wood during an eclipse
  - Primary threat comes from the Windevils they summon rather than direct attacks
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## Tempest

A bigger, meaner airborne hostile mob, spawned when struck with lightning or when 3 or more windevils collide.

### Description

- Similar to The **Windevil**
- **Twice the size of the Windevil, darker lightning-themed textures**
- Appears as a **living tornado with spark particles coming off of it**

### Abilities

- Pulls players in towards them
- Throws them across terrain
- Starts summoning lightning around it when player is within 3 blocks
- Immune to lightning and fire damage.

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## Jellyshroom

A strange airborne fungus that drifts lazily through the open skies of The Drift. Though jellyfish-like in shape, the Jellyshroom is actually a floating mushroom with a rounded cap and short mycelium tendrils that pulse gently as it moves through the air.

### Description

- Rounded mushroom cap with several short mycelium tendrils hanging beneath it
- Moves through the air in a slow pulsing motion, similar to how squids once swam through the sky in older Minecraft versions due to a bug
- Comes in several natural color variants:

Brown

Red

Purple

### Abilities

- Passive mob
- Drifts slowly through open air around floating islands
- Moves in gentle pulses, rising and falling as it wanders the sky
- Tends to appear scattered across the skies but over time will begin to “school” together
- Windwyrms hunt Jellyshrooms

Note: Jellyshrooms can be turned into an item by catching them with a **Jellynet** and can afterwards either be cooked for food or released by R-clicking them in the air to be used to escape the **Windwyrms**.

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## Puffback

A small pale spider that appears during violent windstorms in The Drift. Puffbacks have a strange swollen abdomen that can inflate like a balloon, allowing them to lift themselves into the air when threatened.

## Description

- Pale white spider roughly **half the size of a Cave Spider** Drifts slowly through open air around floating islands
- Large soft abdomen that expands dramatically when inflated
- Thin legs and a slightly translucent body
- Abdomen visibly swells when preparing to float or explode

## Behavior

- Hostile mob
- Behaves similarly to a normal spider when on the ground
- Climbs terrain and attempts to close distance with the player
- Uses **web projectiles** to hinder movement

## Spawning

- Spawns **only during Windstorms**
- Can appear in **all Drift biomes** where open ground that can see the sky exists

## Abilities

### Web Spit

- Launches sticky web projectiles at the player
- On impact, the projectile creates a **Cobweb block** at the landing location
- Used both while grounded and while airborne

### Balloon Float

- When a player comes within **3 blocks**, the Puffback inflates its abdomen
- The spider slowly **lifts into the air**, drifting upward with the wind
- While airborne, it continues firing web projectiles at the player

## Death Burst

- If the Puffback is killed **while still on the ground**, it begins to inflate rapidly with a **hissing sound**
- After a short delay, the abdomen **bursts violently**, damaging nearby players and applying increased knockback

## Drops

- New Item: Silk  
Silk is a new item used to craft a **Jellynet!** (achievement get: Jellyfishing!)
  - Occasionally drops **[TBD]**
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# 6. Pigmen

Unique Pigmen traders appear in The Drift.

## Unlock Condition

They will only trade with the player **after the Star Drake has been defeated**.

## Currency

Pigmen accept:

## Rubies

In exchange for:

- Rare items
  - Powerful gear
  - Unique crafting tools
  - Food items
  - Utility items
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# 7. Gemcutting Table

Exclusive Pigmen trade.

The **Gemcutting Table** allows players to cut gemstones into refined variants.

## Supported Gems

- Diamonds
- Rubies
- Emeralds
- Lapis Lazuli

## Gem Effects

Cut gems can be applied to:

- Tools
- Weapons

By R-clicking them onto said item in the inventory.

They provide **minor enhancements** depending on the gem type.

Examples could include:

- Mining speed
- Durability
- Attack damage
- Knockback

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# 8. Progression Flow

1. Player enters **The Drift**
  2. Explores floating islands and new mobs
  3. Survives until an **Eclipse**
  4. **Star Drake appears**
  5. Player defeats Star Drake before eclipse ends
  6. Receives **Drake Egg**
  7. Egg can be used to create:
    - Fire Dragon (Overworld)
    - Zombie Dragon boss (Nether)
    - Wild Star Drake (Drift)
  8. Unlock trading with Pigmen
  9. Player obtains **Gemcutting Table**
  10. Enhances equipment with cut gemstones.
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## 9. Biomes of The Drift

The Drift is composed of scattered floating landmasses generated using **Skylands-style terrain**, with large gaps of open sky separating islands. The dimension contains several distinct ecological regions, each with its own resources, hazards, and encounters.

The Drift currently contains **three primary biomes**:

- **Eclipsed Wold**
- **Starscourged Moor**
- **Fair Fenns**

Each biome responds differently to the **Eclipse cycle**, and some contain mechanics that only activate during that event.

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## Eclipsed Wold

The **Eclipsed Wold** is a dense forest biome dominated by twisted, dark trees and thick canopy cover. Even during daylight hours, the interior of the forest appears dim due to the density of the foliage.

### Terrain Generation

This biome generates as heavily wooded islands composed primarily of:

- Grass
- Dirt
- Stone (all variants)

Duskenoak trees generate in dense clusters, often forming continuous canopy cover across large portions of the biome.

Common terrain features include:

- Dense forest thickets
- Leaf-covered forest floors
- Occasional clearings between tree clusters
- Small ridges and uneven ground

## Vegetation

### Duskenoak Trees

The primary tree of the biome is the **Duskenoak**, which provides a full wood set.

Blocks include:

- Duskenoak Logs
- Black Planks (and variants)
- Duskenoak Leaves
- Duskenoak Saplings

Duskenoak trees tend to grow diagonally with twisting trunks and thick upper canopies.

## Oaken Heart

Some Duskenoak trees generate with a rare block within their upper canopy called the **Oaken Heart**.

Oaken Hearts activate during **Eclipse events**, triggering the spawning of a **Hamadryad** tied to the tree.

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## Mob Spawning

The Eclipsed Wold is normally a quiet, peaceful biome with NO hostile activity.

### Normal Conditions

- Windwyrms
- NO HOSTILES

### During Eclipse

- Hamadryads may appear from Oaken Heart blocks.

The biome otherwise remains relatively calm compared to other Drift environments.

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## Starscourged Moor

The **Starscourged Moor** is a barren, lightning & meteor-scarred biome dominated by stone terrain and towering fulgurite formations.

The landscape appears heavily weathered by repeated lightning strikes and other celestial phenomena

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## Terrain Generation

This biome generates with little to no vegetation.

Surface blocks include:

- Stone (all variants)
- Cobblestone
- Mossy Cobblestone
- Mossy Stone (all variants)

The terrain is rough and fractured, forming exposed rocky plains pocked with ridges and craters.

## Fulgurite Spires

Instead of trees, the biome generates tall vertical formations called **Fulgurite Spires**.

These conical pillars rise sharply from the surface and can reach significant heights.

Fulgurite spires are composed of:

- Raw Fulgurite blocks
- Ferrite Ore
- Ferrous Fulgurite

ALL spires are capped with **Ferrous Fulgurite**, which attracts lightning.

Lightning strikes these spires frequently, even during clear weather.

## Fulgurite

Fulgurite is a new stone type native to the Drift.

Variants include:

- Raw Fulgurite
- Smooth Fulgurite
- Cobbled Fulgurite (stairs and slabs included)
- Polished Fulgurite
- Fulgurite Bricks (stairs and slabs included)

When harvested and processed into building blocks, fulgurite becomes inert and no longer interacts with lightning.

## Ferrite Ore

**Ferrite** generates within the interiors of Fulgurite Spires.

Unlike most ores, Ferrite does not appear underground. Instead, it forms as veins embedded within the spire structures.

This encourages players to climb and mine within the tall lightning-prone formations.

Ferrite ore can be smelted into **Ferrite Ingots**, which are used to craft Ferrite armor.

Ferrite armor provides protection in values similar to Diamond armor but increases the likelihood of lightning strikes during thunderstorms and eclipse events, with particularly poor fire-damage protection, though with decreased knockback.

Ferrite is not used to craft tools, only armor.

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## Mob Spawning

The Starscourged Moor is one of the more hostile regions of The Drift.

### Normal Conditions

- Windevils may spawn across the open terrain.

## During Eclipse

- Windevil spawn rates increase significantly.

The open landscape and lightning hazards make navigation particularly dangerous.

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# Fair Fenns

The **Fair Fenns** are wide open grassland islands and represent the most hospitable biome within The Drift.

Large fields and scattered vegetation create a calmer atmosphere compared to the harsher regions of the dimension.

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## Terrain Generation

The biome generates as gently rolling grassland terrain composed of:

- Grass
- Dirt
- Mossy Stone beneath the surface

The landscape is generally open, allowing wide views of the sky and surrounding islands.

## Vegetation

### Bryophyte

Bryophyte is a small white flower growing on a short, thick stem that grows naturally throughout the biome.

When struck by lightning, Bryophyte transforms into a **large flowering bush**,

During **Blizzards** and **Windstorms**, **Bryophyte Bushes** spawn **Tumbleweeds**, which are blown in the direction of the wind and **do damage on contact with an entity**.

**Bryophyte Bushes** will generate regular Bryophytes onto surrounding blocks during **Foggy** and **Snowy** weather, and can be collected with shears to be combined with a water bottle to make **Bryophyte Tea**, which provides 3 points of healing on consumption

## Cyan Rose

Cyan roses also generate sporadically across the biome, specifically growing beneath the shade of the Cherry Trees, they're like... roses, but Cyan-colored. Cool right?

## Cherry Trees

Cherry trees generate occasionally throughout the Fair Fenns.

These trees feature:

- Light wood
- Pink leaves
- Wide branching shapes

They provide visual contrast with the darker vegetation found elsewhere in The Drift.

## Duskenoak Brush

Low bushes made of Duskenoak leaves appear sporadically across the plains.

These serve as low ground vegetation.

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## Pigmen Villages

Pigmen villages generate exclusively in the **Fair Fenns** biome.

These settlements contain neutral Pigmen traders who will trade with the player once the **Star Drake** has been defeated. (See: [Pigman reputation and trading](#))

Villages typically generate on larger islands and consist of **low-to-the-ground beehive-shaped Broch-like** structures of mossy cobblestone and fulgurite adapted to the windy environment.

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## Mob Spawning

The Fair Fenns are relatively safe compared to other Drift biomes.

### Normal Conditions

- Minimal hostile spawns

### During Eclipse

- Windevils may occasionally appear in open areas during certain **Weather Events**

Pigmen villages act as safe zones where hostile mobs spawn less frequently.

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## 10. Weather Events in The Drift

The Drift features unique weather phenomena that emphasize its **sky-themed, high-altitude environment**. Unlike the Nether, which is cave-themed and hot, The Drift is open, wind-swept, unpredictable, and frigid. Its thin atmosphere reduces snow and ice accumulation, but precipitation and other extreme sky events still occur. Many of these weather events directly affect **player movement** and **mob behavior**, particularly the Windevil, and its super-charged cousin, The Tempest.

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### Windstorms

- Strong directional winds blow in a pre-established direction, randomized at the start of each event
- All entities are pushed in the wind direction and experience **slowed movement**, unless inside an enclosed space (building, cave, etc.)
- **Windevils spawn at increased rates** during windstorms

### Blizzards

- Function similarly to windstorms but with **falling snow and snow accumulation and global lightning strikes**.

- Snow melts or sublimates shortly after the blizzard ends due to the thin atmosphere
- **Windevils spawn at increased rates** during blizzards

### **Snowfall**

- Identical to vanilla snowfall, except snow **does not accumulate on the ground**
- No changes to Windevil spawn rates

### **Starfall**

- Tiny micro-meteorites streak across the sky, **blazing as they fall**
- Impacts produce **small but noticeable explosions** that deal damage to entities(visual only; no terrain damage)
- More likely to occur during an **Eclipse**

### **Foggy**

- Dense fog envelops the world, hiding the sun and **darkening the environment**
- No changes to Windevil spawn rates

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## **11. Drift Agriculture**

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### **Purple Needlegrass**

Because of the Drift's thin atmosphere, harsh winds, and unstable climate, traditional crops struggle to grow. Instead, agriculture in this dimension revolves around a hardy sky-adapted plant known as **Purple Needlegrass**.

Purple Needlegrass is uniquely adapted to the drifting winds of the dimension and begins its life cycle not in the soil, but in the air.

## Floating Seeds

Purple Needlegrass first appears as **floating seeds** that drift across the sky, carried by the direction of the wind during weather events.

These seeds behave like small airborne entities and can be **punched by the player**, causing them to drop as collectible items.

The seeds can be eaten raw, but doing so provides **no healing**, making them a poor food source unless processed.

Instead, players are encouraged to **farm the seeds properly**.

## Cultivation

To cultivate Purple Needlegrass:

- The ground must be **tilled using a hoe**
- **Needlegrass Seeds** can then be planted on the prepared soil

However, unlike Overworld crops, Purple Needlegrass will **only grow during certain weather conditions**.

Growth occurs exclusively during:

- **Blizzards**
- **Foggy weather**
- **Snowfall**

During these conditions the plant progresses through several growth stages until it reaches maturity.

## Harvest

When fully grown, harvesting Purple Needlegrass yields:

- **2× Needlegrass Thresh**

Needlegrass Thresh visually resembles wheat bundles and represents the harvested grain of the plant.

## Processing

Needlegrass Thresh can be processed further to produce seeds:

- **1 Needlegrass Thresh → 9 Needlegrass Seeds**

This makes Purple Needlegrass an extremely **high-yield crop**, rewarding players who invest time in cultivating it despite the harsh growing requirements.

## Pinole

Needlegrass Seeds can be **smelted in a furnace** to produce a powdered food product called **Pinole**.

- **1 Needlegrass Seed → 3 Pinole**

Pinole represents ground roasted grain and serves as the primary ingredient for Drift baking.

## Seed Cake

Pinole can be combined with other Drift ingredients to create a nourishing food item known as **Seed Cake**.

Crafting recipe:

- **Pinole**
- **Egg (or Dryad Sap)**
- **Bryophyte Tea**

The resulting **Seed Cake** restores health **roughly comparable to Bread**, making it one of the most reliable food sources available in the Drift.

Seed Cakes also have a decorative function. By **crouch-right-clicking on a block surface**, players can place them as small decorative food items.

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## Dryad Sap

Some **Duskenoak trees** in the Eclipsed Wold generate with a rare variant of log known as a **Sapwood Duskenoak Log**. These trees slowly seep a faint **purple sap** from cracks in their bark.

The substance, known as **Dryad Sap**, is believed to be connected to the strange forest spirits that inhabit the biome.

## Sapwood Duskenoak

Sapwood Duskenoak trees appear visually similar to normal Duskenoaks, but their logs feature **thin glowing purple veins** where sap leaks through the bark.

Breaking these logs works normally, but **destroying the tree yields no sap**, encouraging players to harvest it carefully instead.

## Harvesting Sap

Players can collect sap by **right-clicking a Sapwood Duskenoak Log with a Glass Bottle**.

This produces:

- **Bottle of Dryad Sap**

Sap slowly replenishes over time, allowing the same tree to be harvested repeatedly.

## Uses

### Dryad Sap (Bottle)

- Can be consumed directly
- Restores a small amount of health/hunger
- Leaves behind an **Empty Bottle**

Dryad Sap acts as a **simple renewable food source**, similar in role to Honey Bottles in later versions.

Because Sapwood Duskenoak trees generate primarily in the **Eclipsed Wold**, this mechanic provides players with another reason to explore and revisit the biome.