

In the creative inventory, there is a new tab with all the blocks, but you can't break them in survival.

And a command that i can set to specific area to have game rules only in that area,
(no pvp, no building, no placing anything) EX. (/ gamerule pvp false 29, 60, 50 50, 50, 58)

Only owners can access these commands

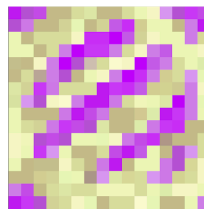
Rlcrafft flint mod. (get flint, craft flint shard. 1 flint = 3 flint shards, then with a stick and flint shard like a 1 stick shovel to make a flint knife. Than cut grass to get plant fiber. 3 plant fiber = 1 plant string with a stick bottom left, plant sting top left flint shard top right, you make a flint hachted than you can hop wood. So it takes a long time to break anything wood related (log, plank, crafting table, smithing table and more) to break with your fist and it will not drop anything, flint knife has 30 durability and does ½ attack damage.)

4 plant string = 1 string

Ender dragon will drop between 20 to 30 dragon scales
Looting does not matter



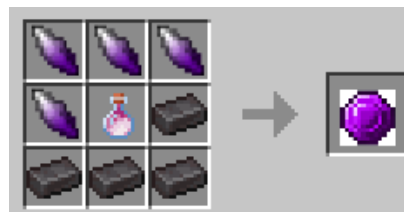
Enderite will rarely spawn in the end island
Not the main end island



Breaking it will drop enderite shards
Fortune does not work



Enderite gem



You can use netherite armor or tools in a smithing table with an enderite gem to make enderite armor and tools



Enderite block crafting recipe



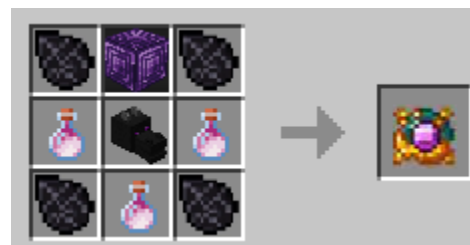
Enderite block



Dragon orb



Dragon orb crafting recipe



You can use enderite armor or tools in a smithing table with a dragon orb to make dragon armor or tools



You use upgrade smithing templates to upgrade to enderite or dragon armor or tools

Totem bundle crafting recipe (if you have a better name let me know)



Totem bundle use



So you don't need to switch a totem every time it pops

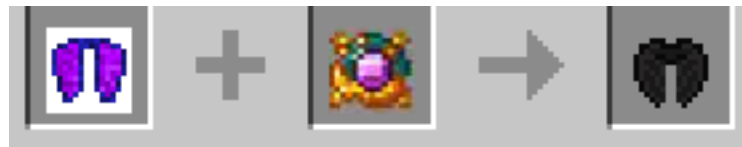
Bottle o enchanting crafting recipe
(64 bottles o enchanting)



Enderite elytra



Dragon elytra



You have to find the rare elytra smithing template only found in end cities

Every time you upgrade it gets more durability and can go faster.

When you where it there is a bar on the screen and you can move it up and down to show your max speed so you don't need to go extremely fast if you don't want to, but the dragon elytra has the best max speed, the enderite elytra can go faster than the elytra but not as fast as the dragon elytra, you can control the meter with by default O and P but you can change it in the key bind settings

You can make luck potions using rabbit's foot

Luck potions will increase the chance of getting better mob loot like looting but you don't get extra

So you have a better chance to get ender pearls, blaze rod, or iron from a zombie or things like that but you can't get more than one rod or one pearl.

Jump boost potions are made with frog legs,

Frog legs are also a food source raw will fill up 1 hunger bar and cooked will give 2.5 hunger bars, Frogs drop 2-5 legs

Emerald armor

You use blocks of emerald in the crafting table
The durability and strength would be in-between iron and diamond and gives the hero of the village effect

Emerald does not turn into netherite or anything else

Putting emerald sword or ax in an anvil with a block of emerald you can make emerald halbert or long sword this would cost 5 lvl. During a raid you will have speed, strength, and jump boost lvl 2



Emerald halbert



Emerald long sword



If you strip a log than cut it down without silk touch it will break and drop all the logs connected to it of that kind that kind

If you don't strip it, it will just break the one

If you strip it and chop it with silk touch only the one you chop will break (stripped)

Way stones crafting



You would use xp to teleport from way stone to way stone depending on how much xp is from how far, or you can use 1 dragon scale to go there no matter how far it's always 1 dragon scale

potion ring crafting recipe

Everyone kind of potion ring
Is a different color

Speed	sugar
Slowness	soul sand
Haste	netherite pickaxe
Mining fatigue	obsidian
Night vision	eye of ender
Blindness	wither skull
Darkness	skulk shrieker
Healthboost	enchanted golden apple
Wither	wither rose
Regeneration	totem of undying
Poison	spider eye
Resistance	whale eye
Absorption	golden apple (everyone five minutes your golden hearts will come back)
Strength	netherite sword
Weakness	golden sword
Luck	rabbit's foot
Bad luck	fermented spider eye
Water breathing	barnacle eye
Conduit power	conduit
Dolphins grace	heart of the sea
Turtle master	turtle helmet
Hero of the village	emerald block
Bad omen	ominous banner
jump boost	frog leg
Fire resistance	blaze heart
Levitation	shulker shell
Invisability	nether star
Glowing	glow stone
Saturation	golden carrot
Hunger	rotten flesh



Next to the off-hand slot there would be 3 extra slots for rings, the rings that are in the slots are the rings that are activated The rings that are in the slot will not drop on death (you keep them) , others will. Only rings can go into those slots.

You can combine the rings in an anvil. $1+1 = 2$, $2+1=3$ highest is 5 (not the ones that can be only level 1, ex. Fire res, invisibility ext.)

Ender trader



The ender trader would sell things for dragon scales

Mabey

10 dragon scales for a totem of undying

5 dragon scales for a random potion

3 dragon scales for chorus fruit

If you attack the ender traitor he will teleport (despawn but with particles)

Ender traitor would spawn randomly at end cities selling useless items and useful items (more useless than useful)

Bless of possession is 32 - 64 dragon scale (random price)

End warrior



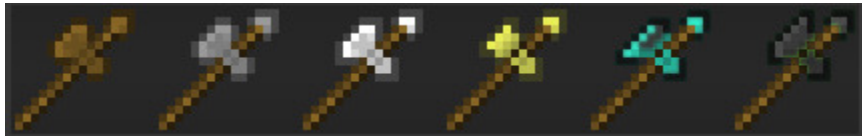
The end warrior will attack if you attack other enderman or look at it, but rarely attack for no reason, it can through blocks gives blindness, and have ender clones (basically the mutant enderman mod) on death it drops a lot of ender pearls depending on looting. (max = 16) and super rarely drop an eye of enderman. The eye of the ender man combines with ender pearls and whale eyes you can craft a pearl bundle this will let you store up to 64 pearls like the totem bundle. You can right-click the ender pear bundle and it will through one ender pearl if there is one in it



Halbert crafting



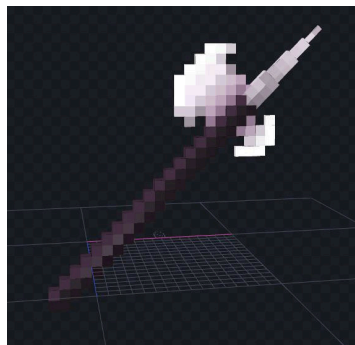
halberts



Enderite halberd



Dragon halberd



Flint halbert



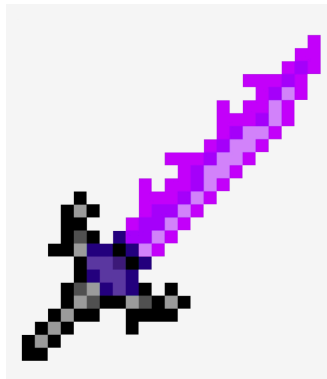
Long sword crafting



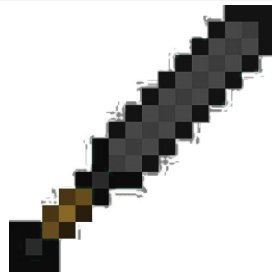
Ender long sword



Dragon long sword



Flint long sword



You use a smithing table to get enderite and dragon, it goes netherite - enderite - dragon
Halberts does more damage than the long sword but has a longer cool down and can't reach as far. It breaks shields longer than an axe. Enderite halbert does 12 damage unenchanted. A dragon halbert does 15 damage unenchanted.

Long swords have farther reach and has a smaller cool down, it has a 10% chance to break shields and only breaks for 5 seconds. An enderite long swords do 10 damage unenchanted and a dragon long sword does 12 damage unenchanted.

New enchantments

name	function	What it goes on	Highest lvl	How to get it
Flight protection	Protection for elytra	elytra	4	End city
slicing	Less cooldown time	Sword, ax, halberd, long sword	3	Villager, enchant table
Double jump	Can let you jump twice (does not stop or lower fall damage)	leggings	1	Ancient cities, end cities
Shield breaker	Breaks shields longer	Halbert, ax, long sword	3	Villager trades, dessert temple, end city
absorb	Gives more xp	Sword, ax, halberd, long sword, pickaxe	5	Treasure bastions, ancient cities, end cities
Bless of possession	Item does not drop on death (you keep it)	Armor and tool	1	Ender trader (if they sell one you can only buy one)
combo	Chance for no cool down	Sword, long sword, ax, halbert	3	Jungle temple
Ice aspect	Gives slowness for 10 seconds and makes them cold like if you're in powdered snow and gives weakness for 5 seconds Fire aspect can not go on a tool with ice aspect	Sword, ax, halberd, long sword	2	Ice camp
frost	Ice aspect for a bow	bow	2	Ice camps

Fire aspect and flame give regeneration for 5 seconds to fire-resistant mobs and does a little more damage to ice mobs (icoliger, goat, polar bear, strays)

Ice aspect and frost give regeneration for 5 seconds to ice mobs and does a little more damage to fire mobs (blaze, hovering inferno, magma cubes, ghastr, strider)

the icoliger lives in the mountain area with a small camp with a chest. When killed gives the bad omen 3 effect

The chest can include

Snow balls

Ice

Packed ice

Blue ice

Diamond

Emeralds

5% chance for an ice aspect 1-2 lvl

5% chance for frost 1-2 lvl



The hovering inferno is 3 blocks tall and can be summoned by putting magma blocks in a wither formation with wither skulls on top. It has a sheiling move and is completely inviolable to any form of damage. It is always fire resistant and is very weak to ice aspect. It can shoot many fireballs at once and has a chance to break your shield temporarily. Once it is at half health it explodes causing lava and fire to go everywhere, where. It uses the shielding move more and shoots even more fireballs. When it dies it deletes all fire and lava in a radius. If spawned in soul sand valley it will be blue

Its drops are

Blaze rods

Blaze heart



the barnacle, it is 10 blocks long and the jaws are 7 blocks long

You can summon him in the ocean with a 3 by 3 build with a cross of prismairine, and the corners are prismairine bricks and the middle is sea lantern

It drops

Ink sacs

50% heart of the sea

Barnacle tooth

100% 2

50% 3

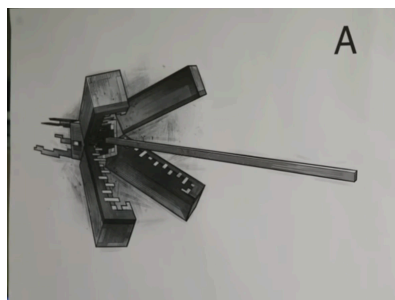
25% 4

10% 5

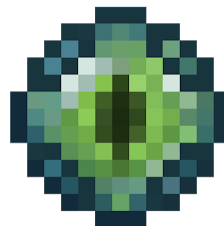
1% 10

barnacle eye

50% 1



barnacle eye



barnacle tooth





With these blocks you put them in a nether portal formation and throw a heart of the sea in it and it will activate the ocean dimension, it will have blue particles and the portal is blue

This dimension is completely water with guardians dolphins fish and more everywhere and rarely an elder guardian

There would be a rare mermaid that you can trade stuff for barnacle teeth

With the ocean portal blocks in a wither formation and conduits on top it will summon mobey dick

You can only summon it in the ocean dimension.

It can break any block other than unbreakable blocks

Mobey dick will have a sonic boom power using echolocation

It can smack you with its tail

It can bite and drag you

Its drops are

10 - 32 Whale teeth

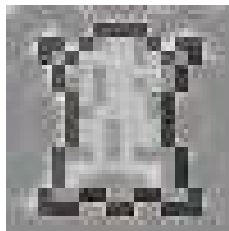
Whale eye 50% (max is 2 eyes 25%)

Heart of the sea 10%

Lots of bones

Whale leather 10 - 25

whale leather



Whale eye



whale tooth



Whale teeth can be used for whale tooth arrows doing 20 damage (10 hearts)

The whale eye is used for crafting a pearl bundle

Whale eyes can be thrown like an ender pearl

but goes twice as far and 3 times as fast

Whale leather can be used for armor, the armor is

In between diamond and netherite

You craft it like normal armor

Whale leather armor can not be turned to netherite or

Anything else.

Full whale armor gives you strength 3 underwater

Or in the rain and gives infinite water breathing and haste 2



Cosmic apple



Cosmic apple crafting

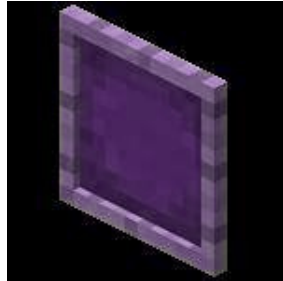


The cosmic apple is a super apple that is hard to get but is worth the materials

The cosmic apple gives

Health boost 5	5:00
Absorption 5	5:00
Night vision	10:00
Regeneration 2	5:00
Speed 5	5:00
Jump boost 5	5:00
Instant health	0:10
Water breathing	10:00
Invisibility	10:00

Gamble item frame



Gamble item frame crating



The gamble item frame is a dangerous but rewarding item. Any item you put in it has a chance to be destroyed forever or be duplicated. When you craft it, it is a lvl 1. In an anvil, you can add dragon scales to get a different level. It will cost 1 level and it will randomly become a lvl 1-5. So you could have a lvl 1 gamble item frame and then use a dragon scale to upgrade it and it might become a lvl 3 then maybe lvl 2 then maybe lvl 4 then maybe lvl 1. It is random. Dragon egg can not be placed in it, shulker box with dragon egg can not be placed in it. Shulker with other items if duplicated will duplicate the shulker box with all the items

Chance of duplicating

Lvl 1. 20%
 Lvl 2. 25%
 Lvl 3. 30%
 Lvl 4. 35%
 Lvl 5. 40%

Luck 1. + 1%
 Luck 2. + 5%
 Luck 3. + 10%
 Luck 4. + 15%
 Luck 5. + 20%
 Invisible item frame



Invisible item frame crafting



It looks normal in your hotbar, hand, and on the wall, but when you put an item in it, it becomes invisible

Fake dragon egg

Fake dragon egg crafting



The fake dragon egg is a way to have multiple dragon eggs in the world so you can use them for decoration or to flex. Fake dragon eggs can be broken with an emerald pickaxe only. And takes 30 seconds with no haste or efficiency.

The illusioner

The illusioner is a mob that is 2 blocks high, can make clones of himself, give blindness and nausea, and shoots a bow, the clones can not be hit and can not hit you, it seems like they hit you causing knockback and shaking your screen but they do no damage. They can summon fake vexes that do nothing, they look like they are batting but they do nothing, and you can not hit them either.

Illusioner drops

Bow like a skeleton/stray

Arrows like a skeleton/stray

Totem of undying

Invisibility 2 potion for 5:00 10% (10:00 with using redstone in bring stand) it will hide your armor and item you are holding and have no particles. You can not make invisibility 2 potions or get the effect any other way. (there is an invisibility 2 potion in the creative inventory)

Mobs in each lvl of bad omen	Bad omen 1	Bad omen 2	Bad omen 3	Bad omen 4	Bad omen 5
Wave 1	Vindicator 3 Pillager 3	Vindicator 5 Pillager 4	Vindicator 8 Pillager 7	Vindicator 10 Pillager 10	Vindicator 12 Pillager 15
Wave 2	Vindicator 5 Pillager 4	Vindicator 8 Pillager 7	Vindicator 10 Pillager 10	Vindicator 12 Pillager 15	Vindicator 15 Pillager 20
Wave 3	vindicator 8 Pillager 7	vindicator 10 Pillager 10	vindicator 12 Pillager 15	vindicator 15 Pillager 20	vindicator 30 Pillager 37
Wave 4	Vindicator 10 Pillager 10 Ravager 1	Vindicator 12 Pillager 15 Ravager 3	Vindicator 15 Pillager 20 Ravager 7	Vindicator 30 Pillager 37 Ravager 12	Vindicator 35 Pillager 40 Ravager 25

wave 5	Vindicator 12 Pillager 15 Raveger 3 Evoker 2	Vindicator 15 Pillager 20 Raveger 5 Evoker 4	Vindicator 30 Pillager 37 Raveger 12 Evoker 9 Illusioner 1	Vindicator 35 Pillager 40 Raveger 25 Evoker 12 Illusioner 3	Vindicator 40 Pillager 50 Raveger 20 Evoker 15 Illusioner 5
wave 6		Vindicator 25 Pillager 35 Raveger 10 Evoker 6	Vindicator 35 Pillager 40 Raveger 15 Evoker 12 Illusioner 3	Vindicator 40 Pillager 50 Raveger 20 Evoker 15 Illusioner 5	Vindicator 45 Pillager 55 Raveger 25 Evoker 15 Illusioner 10
wave 7			Vindicator 40 Pillager 50 Raveger 20 Evoker 15 Illusioner 5	Vindicator 45 Pillager 55 Raveger 25 Evoker 15 Illusioner 8 Icoleger 2	Vindicator 50 Pillager 60 Raveger 30 Evoker 20 Illusioner 10 Icoleger 5
wave 8				Vindicator 50 Pillager 60 Raveger 30 Evoker 20 Illusioner 10 Icoleger 5	Vindicator 55 Pillager 62 Raveger 35 Evoker 22 Illusioner 12 Icoleger 8
wave 9					Vindicator 58 Pillager 65 Raveger 38 Evoker 25 Illusioner 15 Icoleger 10
wave 10					Vindicator 60 Pillager 68 Raveger 40 Evoker 30 Illusioner 18 Icoleger 12