

What is Vassallus?

Vassallus is a **simulation and roleplay** server set in the **late medieval era** of **Western Europe**. Vassallus is **low fantasy**; a little magic has leaked into its otherwise realistic world. Vassallus features **realistic medieval faction types, in-depth castle sieges, a coin based economy, naval warfare (piracy), and roleplay mechanics**. No mod installation is necessary to join, since Vassallus only uses plugins and datapacks.

Vassallus's timeline runs parallel to real history up until AD 1347, where it diverges due to the "Lunar Apocalypse".

Those who succumbed to the black death did not rest in peace. Every night, they are woken by moonlight, rotting and possessed... Every day, they burrow into the Earth to hibernate and shelter from sunlight. It is unknown how many kingdoms are left standing; the constant revenant onslaught has made distant communication too dangerous. "LA" or "Lunaris Annus" (Latin which reads, "Lunar Year") was adopted by those who survived to denote dates after AD 1347.

"Those near a dying revenant are afflicted with visions; memories of ancient magic and sorcery. It is from these visions that we have learned to make armor that is stronger than physically possible and weapons that break skin with the slightest touch. But now, every one of our armorers has fallen to ungodly powerful revenants..."

Humanity's hand, forced by all the chaos and destruction, plunged into the darkest depths of the mind; uncovering black magic to help defend itself. Enchanting of tools, weapons, and armor became possible. But it soon became clear that black magic had a cost... The more dark knowledge one holds, the brighter one shines as a beacon for the undead.

Community Discord:

[Vassallus Discord](#)

Whitelist Application Form:

[Vassallus Whitelist Form](#)

Online Map:

[Vassallus Map](#)

Recommended Mods:

[Voice Chat Setup Guide](#) (included in the official modpack)

[Vassallus Official Modpack](#)

More Resources:

[More Resources](#)

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Rules

Link: [Vassallus Rules Document](#)

Read [The Five Commandments](#) on the first page. These are the rule categories that every player should read before joining the server.

[You will be held accountable for breaking rules even if you haven't read them.](#)

Why These Rules?

For an explanation of why such rules are needed, click the link below:

Link: [Vassallus Rules Explanation](#)



If you have a question about the rules, please ask a moderator for clarification.

If you feel like you are being treated unfairly, or someone else is breaking the rules, please make a ticket about it.

Medieval Factions

Faction Type Overview: [Vassallus Faction Types](#)

How to Join or Create a Faction

To join a faction, first get invited to it, then use “/mf join [faction_name]”.

To create a faction, use “/mf create”, then use “/mf invite” to invite players into it.

Please read every rule in the rules document before creating a faction.

What is Power?

- Each player has a power level. Your power rises while you play, and drops while you are inactive. Getting knocked out will lower your level power by 1.
- Your power level is the number of people you represent. An increase in power represents your faction gaining members, while a decrease represents the death of people within your faction.

Why Should I Claim Land?

- Land that is claimed by your faction has protection against other factions.
- **All claim types** give you the right to remove, capture, or kill trespassers who have broken laws or refuse to leave.
- **Official claims** prevent outsiders from even interacting with your land, and are generally secure outside of declared battles.

How Do I Claim Land?

- **Unofficial claims** are simply marked with faction banners or a map in the Discord.
- **Official claims** are made by using “/mf claim” in the chunks you wish to claim.
- **Official claims** require power; one unit of power allows a faction to hold one claim.
 - If a faction’s power level falls below the number of official claims it holds, those extra claims may be taken by enemies during a siege or raid.

What Other Faction Commands Are There?

Please visit the wiki to learn what else you can do with the Medieval Factions plugin:

[Medieval Factions User Guide](#)

Use “/mf help” to see faction related commands (the commands on the wiki may be outdated).

Quick Tips:

- Fortify your most important land holdings even if they are claimed. It will prepare you for future wars and raids.
- Get involved in trading. Factions that don’t trade goods may run out of important resources in wars or famines.
- Have a functional economy within your kingdom, with shops and trading stalls. Taxes can give your kingdom more money with which you can trade.
- A faction disbands automatically upon reaching 0 power

What Is Feudalism?

Feudalism Simplified

A king has a lot of land to rule, but he can't be everywhere at once.

Kings would divide their land into pieces and give them to high ranking lords in return for their loyalty and a cut of their resources. Then those high ranking lords would do the same, giving pieces of their land to lower ranking lords. Then those lower ranking lords would give pieces of their land to even lower ranking lords. And so on.

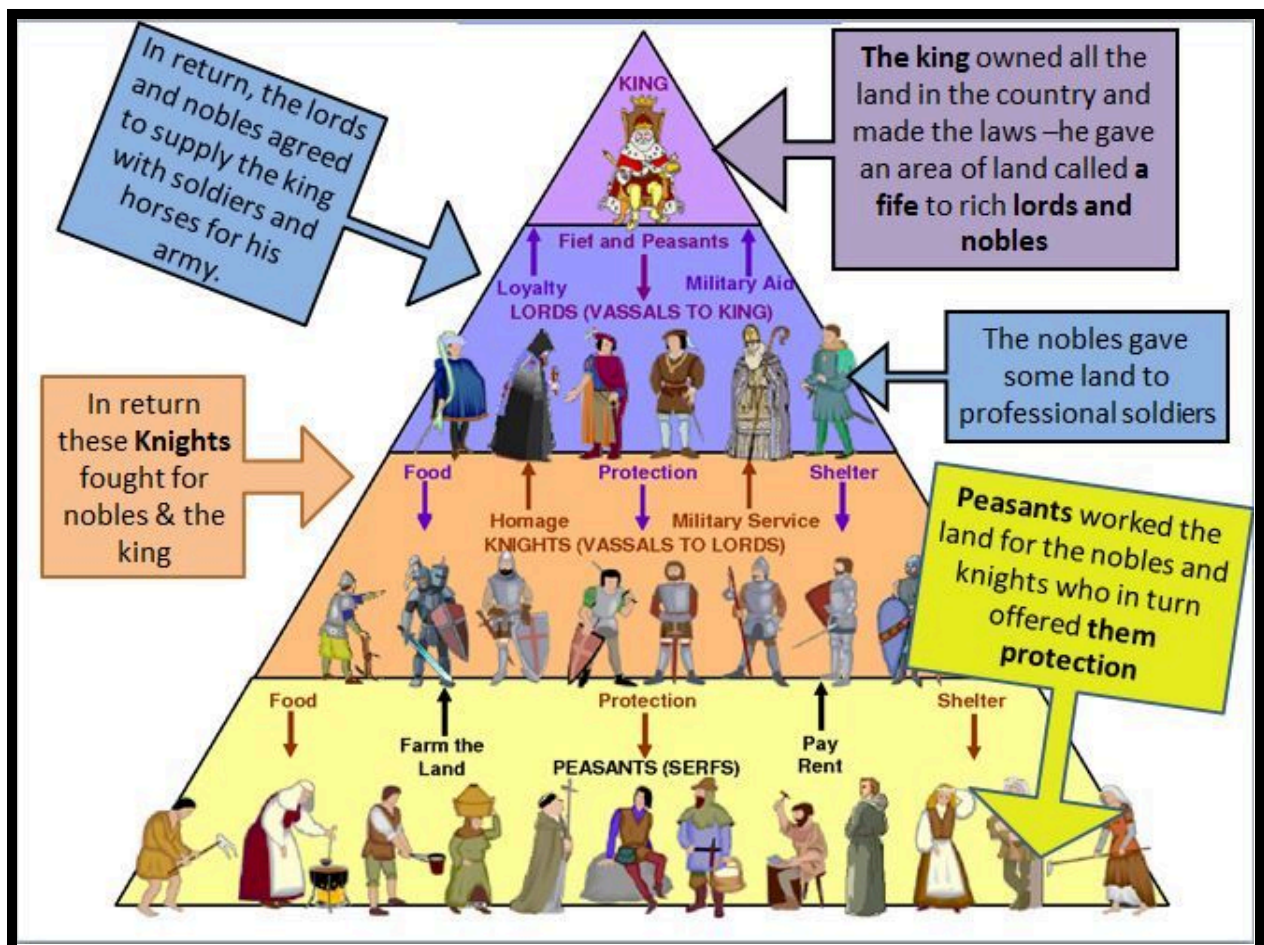
This cycle would continue, until the king's land was divided into small manageable pieces of land; each ruled directly by its own lord or an appointed kingdom official, such as a steward

This style of governance is called feudalism, and was used throughout Medieval Europe.

Feudalism (less) Simplified

📺 Feudalism explained through MINECRAFT

Example Feudalistic Hierarchy



King/Queen:

A king/queen is someone who rules over an entire kingdom. They are overlord to their highest ranking lords.

Lord:

A lord is someone who rules over a piece of their overlord's land. Lords must answer to their overlord. Lords can be overlords to other lords.

Vassal:

A vassal is anyone who answers to an overlord.

Knight:

Knights are elite warriors trained for combat with melee weapons like swords and axes; they protect towns and fight in wars. Knights are often contracted mercenaries, but they can also serve permanently under a lord.

Gentry:

A free citizen who owns an estate or land outside of population centers, but is still not a full lord.

Marshal:

A marshal controls the guards. They also command the men at arms during battles.

Man-At-Arms:

A man-at-arms is a trained fighter that works under a Lord or King generally as a guard.

Militia: Common citizens that have been placed under military service for a small period of time. Militias will generally act as temporary guards or the first defense force.

Labor Roles:

Lumberjacks, miners, farmers, etc. Typically, shelter and protection are given in exchange for these services. (laborers would be ranked as 'peasants' within the feudal hierarchy)

Monetary Roles:

Shopkeepers, innkeepers, traders, traveling merchants, bankers, etc. (these roles are recognized as part of the 'merchant class')

Contracting Roles:

Contractors can be hired to build naval vessels, castles, outposts, houses, etc. They are typically good builders and can handle most building tasks if given money and resources. (these roles are recognized as part of the 'merchant class' or 'burgher class')

The Art of Defense

Claims: Outsiders cannot directly interact with blocks in your official claims. If your walls are claimed, then outsiders can't mine through them. It is wise to claim a radius around your walls; this prevents enemies from building siege engines or encampments too close.

Fortified Structures:

- **Defensive Walls:** A strong fortification has defensive outer walls. The thicker and tougher a wall, the more resistant it is to cannonballs.
- **Geography:** If someone outside of a fortification can see inside, then they can also shoot inside. Fortifications should not be built in valleys or other areas of relative low elevation.
- **Organization:** Attackers shouldn't have easy access to important infrastructure or defensive positions, as it can be used against you. There should be protected vantage points from which your archers can shoot arrows to stop advancing enemies.

The Art of Offense

Breaching: The only way to win a landholding in a siege is to occupy it. Breaching is often necessary to enter a claimed structure. During battles in war, you can breach with ladders and siege towers (for climbing walls), or bombard and cannons (for blowing walls open).

Bombards and Cannons: Bombards and cannons are deadly weapons on Vassallus. A direct hit from a cannonball may kill all but the most well armored knights. But bombard and cannons have an even more important use; breaking down walls. **While you cannot normally break someone else's claimed blocks, a cannonball can.**

Siege Engines: Siege engines can be moved across the battlefield and play important roles in a siege. Cannon wagons can move cannons in enemy territory, siege towers can be pushed up to a wall and climbed to get past, siege bridges can be pushed over a gap, and siege covers can shield your men as they make their way across the battlefield. Siege engines fall apart and stop moving if they are damaged too much by cannonballs.

Alchemy: Potions, brews, and other forms of alchemy can make knights faster and more powerful; however, a simple milk splash potion can remove the effects of any potion.



Roleplay Mechanics

Chat Modes:

Global (OOC): Global chat is the default. Global messages can be seen by anyone and are also repeated and recorded in the Vassallus Discord by a bot. Global is also known as OOC (out of character) because it is less roleplay oriented.

Command: '/global'

Local (RP): When local chat is enabled, anyone who is more than 25 blocks away from you will not see your messages. Local chat is also known as RP (roleplay) because it has unique chat formatting for roleplay and makes roleplaying much easier.

Command: '/local'

Chat Toggles:

Faction Chat: When enabled, faction chat ensures that the only players who can see your messages are those who are in your faction. You must be in a faction from the Medieval Factions plugin in order to use faction chat.

Toggle Command: '/mf chat'

Characters:

Character Cards: Character cards allow other players to see information about your character. Players can see your card by doing a lookup on your username via command, or by right clicking on your character. In roleplay chat mode, your card name will be shown in front of your messages instead of your username or nickname.

Help Command: '/card help'

Server Nicknames: After setting up a character card, make sure you set your server nickname to the same name that your character card has.

Command: '/nickname'

Roleplay Commands:

To see a list of roleplay-specific commands (and what they do), use "/rphelp".

Movement Commands:

Sitting: You can sit on a block by right clicking the top of a stair/slab block that you are standing on. You can also type "/sit" to sit on other kinds of blocks.

Crawling: You can crawl by double tapping shift while looking straight down. You can also type "/crawl" to crawl. Press shift to stop crawling.

Currency

Currency on Vassallus is measured in florin coins. Florins have inherent value due to being made of precious metal; but they also represent humanitarian labor, proof of revenants being put to rest.

Revenants

Florins are found on the corpses of dead revenants, stronger revenants drop more florins. While somewhat consistent, this is a very dangerous method of earning florins.

Coin Purse

When you collect coins from a revenant, they are automatically added to your coin purse.

Use `/balance` to check what is in your coin purse.

Use `/withdraw` to take coins out of your coin purse.

Use `/deposit` (or right click while holding a coin) to return coins to your coin purse.

Use `/pay` to directly pay another player with coins from your coin purse.

Note: The coin purse is not secure. Upon incapacitation or death, you will drop everything in your coin purse. Store coins elsewhere if you cannot afford to lose them.

Trading

Florins can be earned through trading goods and services; likewise, you can also use them to pay for goods and services. Choose carefully who to do business with, scams are not against the rules.

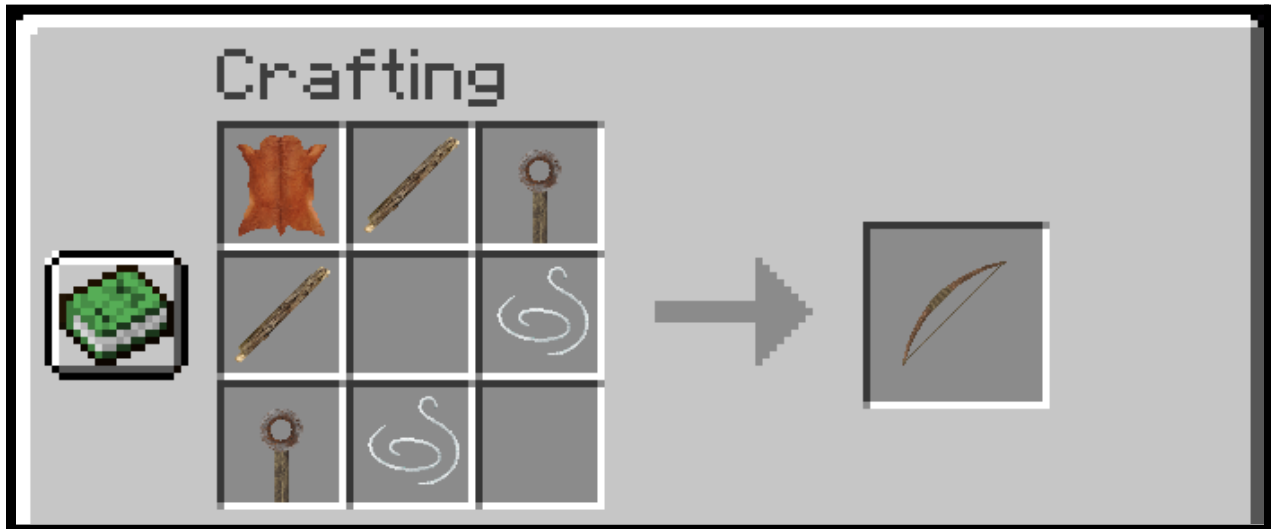
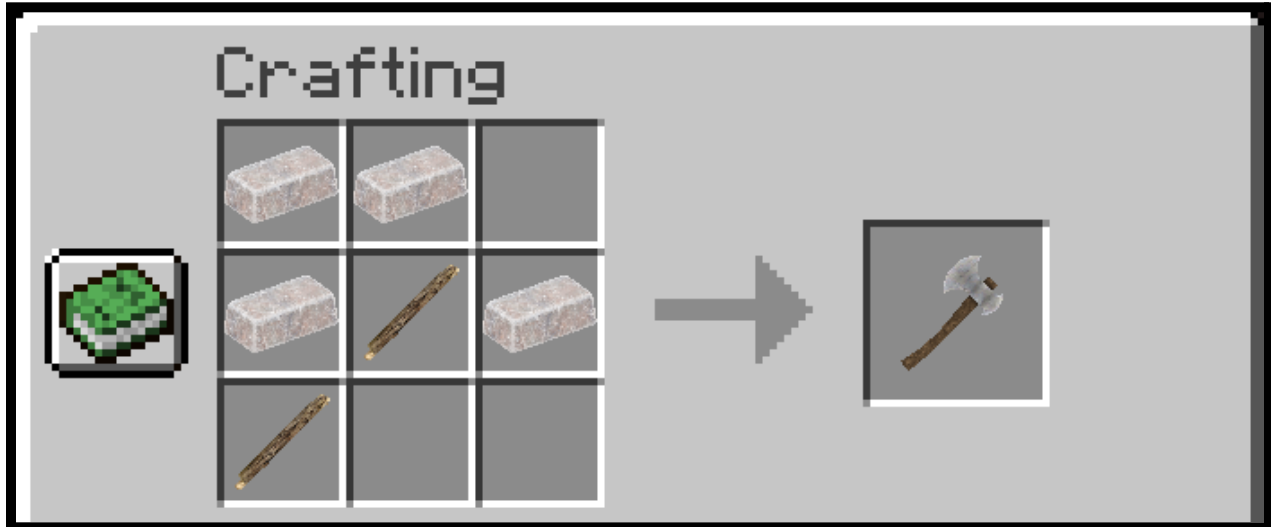
Domestic trade within a kingdom can often be done with chest shops. Chest shops are created by holding the item that you want to sell or buy, looking at a chest or barrel, and using `/ecs create`. Chest shops must be refilled when they run out of stock, and if you wish to haggle for a lower price then you must go to a real player.

Large scale trade between kingdoms will often require goods to be transported by ship, and for payments to be made manually. Pirates roam the seas, so there is some risk to trading overseas.



Crafting

Vassallus has many custom crafting recipes. You will not be able to rely on your knowledge of Minecraft's recipes. Use the recipe book (green book) to find a recipe, or seek out someone whose job it is to make the item you need.



Now craftable: chainmail, saddles, horse armor, name tags, gunpowder, bells, spikes, tridents, and more!

Starting Out

You won't survive long by yourself out in the wilderness with the revenants and brigands; you should join a faction as soon as possible. In the meantime, here are some tips:

1. Start a campfire
 - Furnaces are very versatile, but you need bricks in order to craft one. Until you have made enough bricks, you need to use a campfire instead.
 - Campfires have multiple uses:
 1. Cooking food
 2. Turning clay balls into bricks
 3. Turning rotten flesh into leather
 4. Turning sticks into torches (without taking additional coal)
2. Collect leather.
 - While base leather armor doesn't provide a lot of protection, it can be upgraded later, as it serves as the padding required to make plate armor. There is no penalty for crafting plate armor out of low durability leather armor, the resulting plate armor will still have full durability.
3. Budget your iron wisely.
 - It may be tempting to make plate armor right away, but chainmail is much more cost effective and usually the better choice when you are just starting out.
 - Craft a shield before you craft plate armor. Remember, these are full body wooden shields with a metal frame. They're expensive, but not nearly as expensive as full plate armor. They still block all frontal damage, perfect against mindless revenants.
4. Make some shears.
 - You need to make a bed to set your respawn point, and beds require wool.
 - Sheep won't drop wool if you kill them, you must shear them instead.
5. Watch your EXP.
 - There isn't an easy way to lower your EXP level until you have an EXP bottler. It may be best to avoid slaying many revenants until then.

Food and Farming

Food

Foods spoil over time. Bread is hardy, and will last a long time, while fish will barely last a few days. Check the tooltip of a food item to see which day it will spoil on. Spoiled food is bad for your health and can make you sick.

Instead of eating individual ingredients (a steak, a carrot, etc.), you can combine them into a stew to make them more filling. Vassallus has recipes for pottage stew, poultry stew, meat stew, and fish stew. Certain drinks like table beers can also be filling; they are made with grains.

Farming

Unless a hoe is used to harvest crops, the harvested farmland will turn back to dirt and require tilling again.

Crops take multiple in-game days to grow naturally and a percentage of them will die off over time, even under perfect conditions. Famine, disease, and warfare can happen unexpectedly, and increase the demand for food, so it is important to have many large farms and keep a large backstock. During famines, crops will grow even slower, and animals may catch disease.

Chickens only lay eggs on hay, but the eggs can be cooked.



Revenants and Experience

Revenants

The wilderness is not safe at night. During the day, revenants retreat to shelter under trees or underground. But at night, revenants paint the landscape green, purple, and black. They will find you at every turn.

Experience

When a revenant dies, those nearby will absorb the dark knowledge it held. Dark knowledge allows one to imbue their weapons and armor with ancient magic, but it comes at a cost. The more dark knowledge one holds, the brighter one shines as a beacon for the undead. Revenants are drawn to dark knowledge like a moth to a flame.

Bottling

There is only one way to safely get rid of dark knowledge, and that is by bottling it away.

Use `/xpstorage recipes` to view the crafting recipe for an EXP bottler.

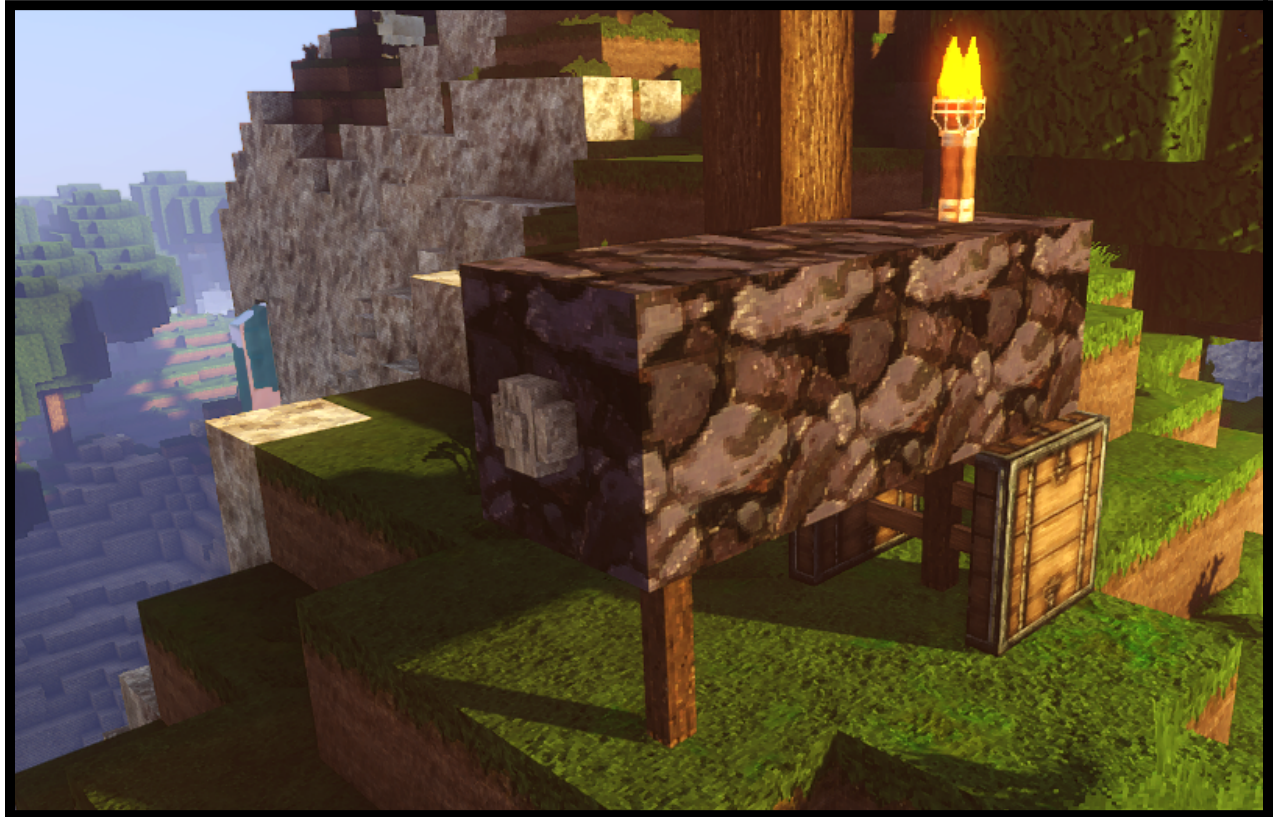
Bloodmoons

Every 15 days, the moon turns crimson red and agitated. Revenants are awakened at an accelerated rate, and hold much more dark knowledge. If you are not careful, and slay too many revenants during a bloodmoon, you will gain a dangerous amount of dark knowledge.

Use `/bloodmoon show` to see how many days are left until the next bloodmoon.



Bombards and Cannons



Bombards and cannons are highly effective siege instruments and weapons.

Construction

1. **Barrel:** Place a horizontal line of blocks, and put stone buttons on both ends.
 - **For Bombard:** 2 blocks long, polished blackstone
 - **For Cannon:** 3 blocks long, obsidian
2. **Fuse:** Place a torch on top of the back block.

Aiming

- Turn the barrel left or right by right clicking on the corresponding side of it.
- Turn the barrel up by right clicking on the top or back of it.
- Hold shift while turning to reverse the direction (up becomes down, etc.).

Loading and Firing

1. Clean the barrel by right clicking it with a ramrod (stick).
2. Insert gunpowder by right clicking the barrel with it.
3. Insert a projectile by right clicking the barrel with it.
4. Push the projectile back by right clicking the barrel with a ramrod (stick).
5. Light the fuse by right clicking the fuse with an empty hand.

Projectile Types

Shot Type	Item	Effect
Round Shot (weak)	Smooth Stone	Damages structures
Round Shot (medium)	Iron Block	Disassembles structures
Round Shot (strong)	Netherite Block	Obliterates structures
Grapeshot	Cobblestone	Has high spread/coverage
Shell Shot	Bell	Causes extreme concussive damage
Carcass Shot	Fire Charge	Expels fire and noxious gasses

While cannons can shoot any shot type, bombards cannot shoot medium/strong round shot or shell shot.

Portability

Bombards and cannons can be attached to some craft types. Crafts will generally be able to hold more bombards than cannons, because bombards are lighter/smaller.

Temperature

The barrel of a bombard or cannon can overheat during heavy usage, especially in hot biomes. An overheated barrel will burn you when you touch it. The barrel can be cooled with water or ice; manually by right clicking it, or automatically (if a chest is attached, cooling items from that chest will be used automatically). Use a golden nugget on the barrel to check its temperature.

Crafts

A craft is a build that can be piloted. Piloting something lets you drive or move it.

Construction:

1. Build the structure of your craft out of blocks in a shape that resembles its craft type.
2. Place a **pilot sign** on the structure. (a sign which just contains the craft type name)

Different craft types have different allowances and requirements for different block types.

Land Craft Types:

Name	Size Requirement	Speed Estimate	Max Chests	Max Cannons
Wagon	Small	OK	Many	None
Cannon Wagon	Small	Slow	Few	One
Siege Tower	Large	Snail	Very many	None
Siege Bridge	Medium	Slow	None	None
Siege Cover	Medium	Slow	None	None

All land crafts must be made mostly of wood, and can only move on land.

Water Craft Types:

Name	Size Requirement	Speed Estimate	Max Chests	Max Cannons
Rowboat	Tiny	Speedy	One	None
Skiff	Small	Fast	Few	Two bombardrs
Cog	Medium	Medium	Very many	None
Glider	Average	Medium	Few	Many bombardrs
Brig	Large	Sluggish	Many	Many
Galley	Huge	Slow	Very many	Very many
Carrack	Gargantuan	Sloth	Too many	Too many

All water crafts:

- Must be made mostly of wood
- Must have sails, which are made of wool (except rowboat)
- Can only move in water
- Cannot move (disabled) if sails are damaged or too small (except rowboat)

Larger ships can generally carry more heavy things, such as chests and cannons. But they also need larger sails and move slower.

Craft Piloting

Piloting a Craft

Right click on a craft's **pilot sign** (with nothing in your hand) to pilot it.

"The craft was too large." means that there are too many valid blocks connected to your craft for this craft type. It may have been built too large, or it may have merged with nearby blocks (a dock, a house, a tree, etc.), in which case you will have to break it free before piloting.

Moving a Craft

There are three ways to move a craft you are piloting.

1. **Manual:** Right click with a paper to move a craft 1 block in the direction you are facing. Hold right click to move continuously.
2. **Commands:** Toggle cruise mode with `"/cruise"` (your craft will keep moving forward on its own while in cruise mode). Rotate your craft left or right with `"/rotate"`.
3. **Signs:** Signs allow you to cruise, rotate, and more without typing any commands. Right click a sign on your craft to perform the action matching to the text on the sign.

Releasing a Craft

Release a craft to stop piloting it. Use `"/release"` (or a release sign) to release a craft. Your craft will release automatically if you leave it for a long time.

Make sure the craft is not touching any blocks that can attach to it when it is released, or the craft will merge with them the next time someone pilots it.

Modifying a Craft

Blocks placed on a piloted craft will not attach and move with it. So you must release a craft before making modifications to it. You can pilot it again when done.

Anchoring a Craft

To make an anchor, attach a piston to your craft. Extending the piston will make it impossible to pilot the craft, and deactivating the piston will make it possible to pilot again.

Make sure your anchor is being protected (with claims and maybe `"/lock"`) or else someone can just break it and pilot the craft.

Contacts

When piloting, use `"/contacts"` to see a list of nearby crafts and their direction/distance from you. Larger crafts will be listed from farther away.

Craft Signs

This is a list of signs which have functions if placed on a craft. The numbers correspond to the line the following text needs to be typed on.

Pilot sign

1. The name of the craft's type

Purpose:

Right click this sign to pilot the craft it is on. This will fail if the craft does not meet criteria.

Release sign

1. "Release"

Purpose:

Releases the craft.

Cruise

1. "Cruise: OFF"

Purpose:

Right click it to toggle cruising in the direction of sign. Must be placed on the side of a block.

Helm

1. "[Helm]"

Purpose:

Creates a steering wheel. Left click to turn left, right click to turn right.

Speed

1. "Speed:"

Purpose:

Creates a gear shift. Right click it to shift to the next gear. Higher gears are slower.

Crewbed

1. "Crew:"
2. Your username

Purpose:

If you place this sign above a bed on a craft, then it will make the bed your spawnpoint any time the craft is being piloted. Crewbeds take priority over all other spawnpoints, but do not overwrite them. Do not set your spawn using the bed itself; doing so will overwrite your previous spawnpoint and you won't be able to respawn at that bed if it moves. "/crewbed" tells you the coordinates of your current crewbed (or other spawnpoint) if one is active.

Status

1. "Status:"

Purpose:

Shows the status of your craft. "W 72/60" means your craft is 72% heavy wooden blocks, and 60% is needed. "S 11/10" means your craft is 11% sail blocks, and 10% is needed.

Repair

1. "Repair:"
2. Name of the save slot to use

Purpose:

Used to save the state of your craft, then repair it back to the saved state later. Please read craft repairing below for more details.

Contacts

1. "Contacts:"

Purpose:

Shows nearby crafts, and their direction/distance from you.

Name

1. "Name:"
2. The name for this craft

Purpose:

Names your craft. This name may show up on contacts.

Craft Repairing

Left click the repair sign twice with an iron axe to save the current state of your craft. Right click the repair sign twice to attempt a repair back to the saved state.

Repairing takes materials from the chests and barrels on your craft and uses them to rebuild your craft. A repair will fail if the required materials are not present, and it will tell you what kinds of blocks you need. A repair can be done at any time, but it does release your craft.

Save slots are stored per-player; one player cannot use another player's save slots.

DO NOT

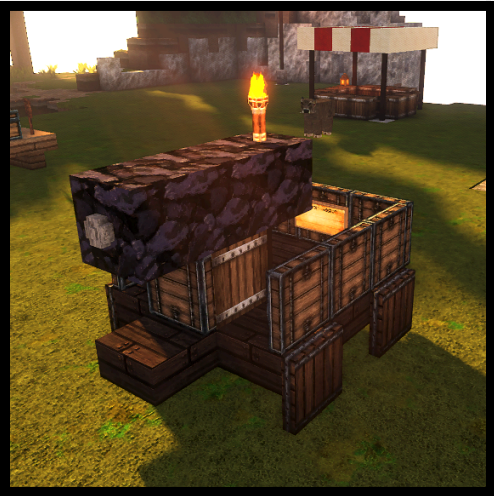
1. Repair a craft while it is facing a different direction than in the save slot
2. Repair a craft from a different repair sign than the one used to make the save slot
3. Repair a craft with a save slot from a different craft
4. Move a craft while it is being repaired

If you do any of these things, it is very likely that the repair will either fail to start, or repair the wrong blocks in the wrong places; ruining the craft.

Craft Build Examples



Wagon



Cannon Wagon



Siege Tower



Gliders and small Cogs



Carrack

Drink Brewing

Custom drinks can be brewed on Vassallus, like ale or table beer. The more accurately a recipe is followed, the higher the quality of the drink will be.

Drink Brewing Process:

1. Boil ingredients in a cauldron.
 - The cauldron must be full of water and have a fire beneath it.
 - Right click the cauldron with an ingredient to add it.
 - Right click the cauldron with a clock to see how long it has been boiling for.
2. Move the mixture into bottles.
 - Right click the cauldron with a bottle to fill the bottle with the mixture.
3. Distill the mixture if needed.
 - Put the bottles of mixture into a brewing stand.
 - Put glowstone dust in the slot above the bottles (no blaze powder needed).
4. Age the mixture if needed.
 - Aging is done by leaving a bottle of mixture in a barrel for long periods.

Large Barrels:

Large barrels can hold more drinks than normal minecraft barrels, so they're better for aging a lot of drinks at once. They are needed when a recipe calls for a specific wood type for aging.



Large barrels are constructed by building a barrel shape out of wood (one of the shapes shown above), and then placing a sign on the correct spot, which says "Barrel".

- Upon creation, you will receive a message that says "Barrel created". **If the message doesn't appear, the barrel was not built correctly.**
- Right click the front of the barrel to access its storage.

Drink Recipes:

All of Vassallus's drink recipes can be found in the Vassallus Drink Recipe spreadsheet.

[Vassallus Drink Recipes](#)



Recommended Texture Packs

(the **bolded** are heavily recommended)

Note: Many of these packs require the **Optifine** mod (for Forge users) or a combination of **Entity Model Features** mod and **Entity Texture Features** mod (for Fabric users)

Winthor Medieval (high resolution medieval, **HIGHLY RECOMMENDED AND CANON):**

<https://www.curseforge.com/minecraft/texture-packs/winthor-medieval-texture-pack-v2-6-wip-mc-1-14>

Shadow Warrior Sound Pack (medieval sound, **HIGHLY RECOMMENDED AND CANON):**

<https://legacy.curseforge.com/minecraft/texture-packs/shadow-warrior-sound-pack>

Zillyen Coin Texture for Vassallus (makes coin items look like coins):

<https://www.planetminecraft.com/texture-pack/Vassallus-optional-coins-resourcepack/>

Fresh Animations (animation pack):

<https://www.curseforge.com/minecraft/texture-packs/fresh-animations>

Restored Brightness (fixes MC brightness bug that has existed since 1.17):

<https://modrinth.com/resourcepack/restored-brightness>

Sodium Shader Support (required for Restored Brightness to work with Sodium):

<https://modrinth.com/mod/sodium-core-shader-support>

Excalibur (16x polished stylistic medieval):

<https://www.curseforge.com/minecraft/texture-packs/excalibur>

John Smith Legacy (32x stylistic medieval):

<https://www.johnsmithlegacy.co.uk/>

Patric (32x realistic medieval):

<https://www.curseforge.com/minecraft/texture-packs/patrix-32x>

Mythic (32x mythical medieval):

<https://www.curseforge.com/minecraft/texture-packs/mythic-a-pixel-art-journey>

Alacrity (32x stylish medieval)

<https://www.curseforge.com/minecraft/texture-packs/alacrity>

Conquest (32x gritty medieval):

<https://www.curseforge.com/minecraft/texture-packs/conquest>

Programmer Tweaks (16x vanilla-tweaks styled pack):

<https://www.curseforge.com/minecraft/texture-packs/programmertweaks>

Recommended Shader Packs

(the **bolded** are heavily recommended)

Note: To use shader packs, you either need the **Optifine** mod (for Forge users) or the **Iris Shaders** mod (for Fabric users).

Stylized Shaders:

- [Bliss Shaders](#): Gorgeous, polished and very atmospheric - Enchant glint hard to see.
- [IterationT](#): Very realistic and polished, vibrant, lacking fog.
- [Lux V1](#): Realistic; dense fog, dark interiors, red sunsets, aurora borealis. - Glint glitch
- [Sildur's Vibrant](#): Very vibrant, somewhat atmospheric, orange lights.
- [Chocapic13's Shaders](#): Vibrant, sharp textures.
- [Continuum](#): Very realistic, sometimes pretty vibrant.
- [Arcane Shaders](#): Medieval fantasy look (tinted heavily).
- [Arc](#): Very vibrant high contrast lighting (dark darks and bright lights). - Night too dark
- [Project Luma](#): Somewhat vibrant realism with nice effects.
- [Photon Shaders](#): Realistic, colored lighting, high quality normal map rendering.
- [SEUS](#): Realistic/advanced lighting, but with nice colors and effects.
- [Soft Voxels](#): Path tracing! High quality visuals but very demanding.
- [RedHat Shaders](#): Dark, saturated fantasy medieval - (set SSS to 0 to fix sparkle glitch)
- [Solas Shader](#): Nice colors; VERY volumetric, visible smog.
- [FastPBR](#): Realistic but tame; has good PBR support.
- [Nostalgia Shader](#): Very vibrant, nice rain puddles - Blurry with noticeable artifacting
- [Triliton's Shaders](#): Vibrant, fun colors, nice lighting. - Lights are white
- [Sunflower Shaders](#): Moody; somewhat contrasted and flat at the same time.
- [Voyager Shader 2.0](#): Overexposed realistic; many QOL immersion features.
- [UShader](#): Very vibrant; has many volumetric lighting effects.
- [Noble Shaders](#): Realistic, atmospheric, and a little dim; not very colorful.

High Performance Shaders (runs on potato!):

- [Seraphic Shaders](#): All-rounder; optimized, vibrant, good looking - Nether looks weird
- [Ebin Resurrected](#): All-rounder; optimized, vibrant, good looking - Beacons look weird
- [Tricked's Shaders](#): Vibrant - A tad blurry.
- [LITE Shaders](#): Somewhat vibrant, low contrast lighting.
- [Chocapic13's High Performance Shaders](#): Vibrant - Shadows cut off kind of early
- [Skygleam Shaders](#): Vibrant, no fog - Far leaves have no shading.
- [Potato Shader](#): Atmospheric and somewhat vibrant - Particles are black sometimes
- [Simplicissimus Shader](#): Somewhat vibrant - Leads glow and far chunks can be blue



Roleplay Context

Population

While a player can only play one character at a time, they represent up to 20 people. How many people a player represents is equal to their power level. These people are “unrecorded”, meaning that they have been lost to time; they don’t exist in historical records and can’t be seen in-game. But in Vassallus canon, they exist.

Deaths cause a player’s power level to go down, which means that unrecorded people are dying. The player’s character didn’t truly die unless it was a canonical death.

A player’s power level rises with playtime, this represents unrecorded people joining their faction or being born into it.

Those people who are not players are “unrecorded”; all records of them have been lost to time, which is why they aren’t visible in-game.

