

What is Vassallus?

Vassallus is a **simulation and roleplay** server set in the **late medieval era of Western Europe**. Vassallus is **low fantasy**, meaning that some magic has leaked into its otherwise realistic and normal 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 unfolds similarly 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 peacefully. By night, moonlight wakes them as demonic soulless husks. And by day, they burrow back down into the earth to hibernate and shelter from sunlight. It is unknown how many kingdoms remain; 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)

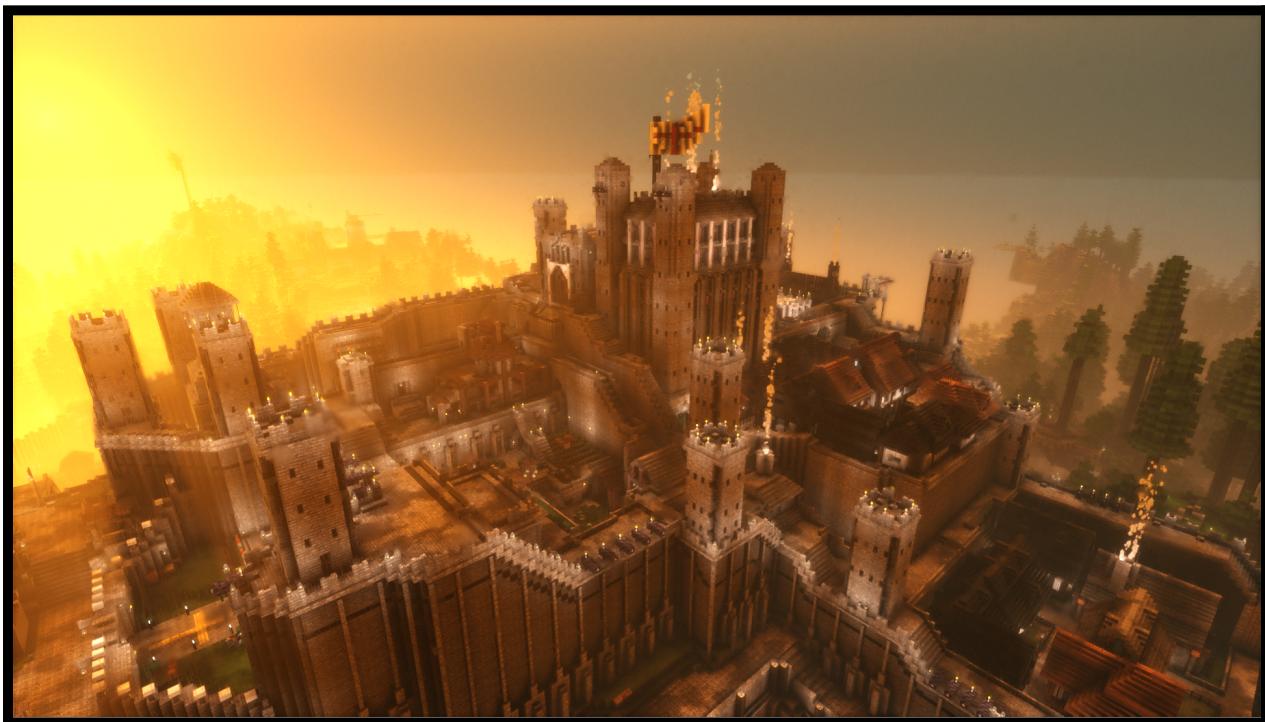
[Vassallus Official Modpack](#)

More Resources:

[More Resources](#)

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Rules

All players are expected to read The Five Commandment rule categories at minimum.
You will be held accountable for breaking rules even if you haven't read them.

To view the rules, please click the link below:

[Rules for Vassallus](#)

Rules are necessary to ensure that Vassallus is:

1. The most immersive medieval roleplay experience we can offer
2. Fair for all players
3. Performing and running well

How were the rules decided?

For a basic explanation of our priorities with rule enforcement, click the link below:

[Rule Enforcement](#)



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

Types of Factions: [Vassallus Faction Types](#)

How to Join or Make a Faction

You can use “/mf create” to create a faction, and you can use “/mf invite” to invite players into your current faction. If you wish to join someone else’s faction, they must invite you.

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

What is Power?

- Each player has a power level. Your power rises the longer you play, and drops when you are inactive or get knocked out.
- Your power level is the number of people you represent. An increase in power represents people being born into your faction or joining it, 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 sieges and raids.

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 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.

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.

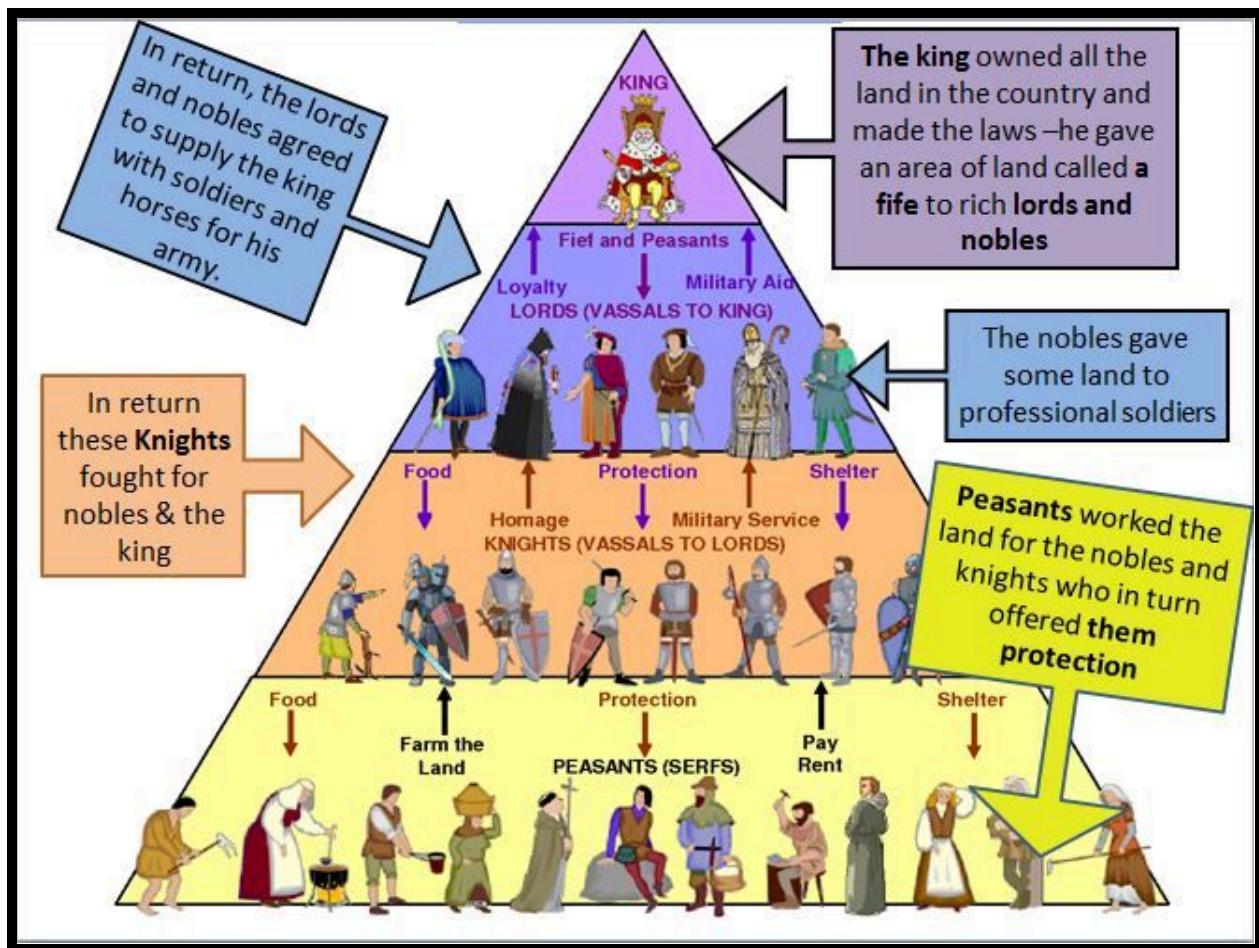
This cycle would continue, until the king's land was divided into small manageable pieces of land; each ruled directly by its own lord.

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 a lord.

Knight:

Knights are 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 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')

Instruments of Warfare | Offense and Defense

Official Claims: Enemies can't place or destroy blocks in your claimed territory. If your walls are claimed, then your enemies cannot simply mine through them during a siege.

What Can Bypass an Official Claim?

Ladders ignore claims and can be placed anywhere. Cannons can blow up blocks across claim boundaries. Crafts such as ships, siege towers, and wagons can travel through claim boundaries. If a faction's power level is below the number of chunks it has claimed, its extra claims can be stolen.

Knights: Knights are trained in melee combat and often fight on horseback. They are the main attacking force in sieges.

How to Defend Against Knights?

Make sure that your walls are tall enough that a knight can't climb them; the only way in and out of a castle should be through the gates. This can be supplemented with archer towers and cannons to stop knights from getting close.

Archers: Archers are trained with bows and usually shoot out from archer towers. They are important for stopping advancing enemy knights. It is easier for an archer to hit their target from an archer tower than it is for their target to hit them back, so archers are incredibly useful for defending and holding your ground.

How to Defend Against Archers?

Shields, siege towers, and siege covers protect against archers. But they also slow you down and make you more vulnerable to knights and cannonballs.

Ladders: Ladders are the only block that can be placed on claimed land by an outsider. In a castle siege, ladders can be used to scale walls.

How to Defend Against Ladders?

To make a structure less climbable with ladders, you can add ridges that extend outwards along the top of your walls, which block ladders. Note that cannonballs can destroy these ridges.

Alchemy: Potions, brews, and other forms of alchemy can make knights more powerful.

How to Defend Against Alchemy?

Milk bottles can be thrown at an enemy to weaken them. Check recipe book for the recipe.

Cannons: Cannons are a deadly weapon in Vassallus. A direct hit from a cannonball will kill all but the most well armored knights. But cannons have an even more important use during castle sieges; breaking down castle walls. **While you cannot normally break someone else's claimed blocks, a cannon certainly can.**

How to Defend Against Cannons?

To make a fort/castle more resistant to cannons, make the outer walls out of tough blocks like stone bricks, and make them multiple blocks thick. Building your fort or castle in strategic locations (like at the top of a hill) will also give you an advantage. Cannonballs have less velocity when firing upwards, and therefore do less damage.

It is wise to claim a radius around your fort/castle; this prevents your enemies from placing cannons up close to your walls (a closer cannon can do more explosion damage to your wall).

Cannon Wagons: Cannon wagons are exactly what they sound like; wagons that can hold cannons. Cannon wagons can travel through claims, so they are one of the only ways to move a cannon into an area that is claimed by an enemy faction.

How to Defend Against Cannon Wagons?

To stop a cannon wagon, blow it up with a cannon. If a cannon wagon takes enough damage, it will collapse and stop moving.

Siege Towers: Siege towers are large wooden towers with wheels. They are made to be taller than a castle wall. Once a siege tower reaches a wall, soldiers can climb the tower to get over the castle wall. Siege towers can also have archer slits and carry food or supplies.

How to Defend Against Siege Towers?

To stop a siege tower, blow it up with a cannon. If a siege tower takes enough damage, it will collapse and stop moving.



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.

Money, Trading, and Housing

(make this section better (still domestic economy and not global))

Earning Money

You can sell goods and services to other players to make money. You can also earn money from killing monsters; stronger monsters drop more money.

Using Money

Money can be used to buy items from shops, pay other players directly, or pay other players indirectly by dropping coins for them. You can buy goods, services, houses, etc.

How Money Works on Vassallus

When you pick up money from mobs, it automatically goes to your coin pouch.

When you die, you drop ALL of the money in your coin pouch. So make sure to store your money somewhere, like a bank or a hidden vault.

To bring money from your coin pouch back out into item form, use “/withdraw”.

Right click with money in-hand or use the “/deposit” command to store money from your inventory into your coin pouch.

Use “/balance” to see how much money you have in your coin pouch.

Use “/pay” to pay someone money directly. This is useful for more abstract transactions like houses since those can’t be put in a shop.

Chest Shops

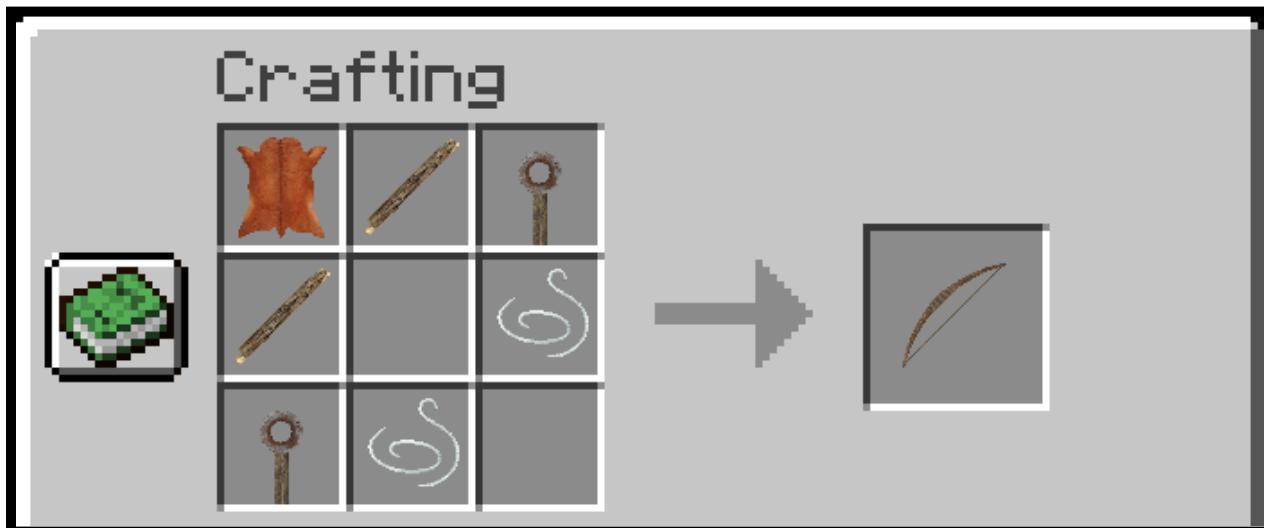
You can create a chest shop by using “/ecs create” while looking at a chest (or a barrel) and holding the item you want to be bought/sold. You can right click on a chest shop to use it. Chest shops allow you to set up a store for other players to buy and sell various goods from.

Housing

If you are within a kingdom’s territory, assume you need permission to build/buy a house unless specified otherwise by those above you in the hierarchy. Renovations typically don’t require any permissions unless they change the shape of the house significantly (for example, building vertically, or expanding horizontally)

Crafting

Vassallus has custom crafting recipes for most important items. 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.



Crafting recipes have been added for: chainmail, saddles, horse armor, name tags, gunpowder, bells, spikes, tridents, and more!

Starting Out

The first days on Vassallus are a bit different than in vanilla Minecraft

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 when you kill them, so you need to shear the sheep instead.

Food and Farming

Food spoils over time, and it will eventually run out if no more is being made.

You must use a hoe when harvesting crops to keep the soil tilled. Crops take multiple in-game days to grow naturally, and a percentage of crops will die off over time. Large farms are a necessity, as is keeping a backstock of food in case of famine or warfare. During famines, crops will grow even slower, and animals may catch disease.



Experience and Revenants

It is unsafe to venture out alone into the wilderness. During the day, raiders and bandits are common, and revenants shelter from sunlight under trees or in caves. But at night, revenants paint the landscape green, purple, and black. They will find you at every turn.

When a revenant dies, anyone 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 you hold, the brighter you shine as a beacon for the undead. Revenants are drawn to dark knowledge like a moth to a flame.

There is only one way to get rid of dark knowledge, and that is by bottling it away. Use "/xpstorage recipes" to view the crafting recipe for an EXP bottler.

EXPLAIN BLOODMOONS AND THE BLOODMOON SHOW COMMAND



Bombards and Cannons

How to Construct a Cannon

A cannon is constructed by making a line of 3 obsidian blocks, putting stone buttons on both ends, and putting a torch on the top side of the block opposite the barrel.



Cannon types, projectile types, and signs/chests. Full sized cannons can't be used on small crafts

Loading a Cannon

To load a cannon you need:

- A stick (ramrod)
- Gunpowder
- A projectile (smooth stone, cobblestone, bell, or firecharge)

1. Clean the barrel by right clicking it with your ramrod until it is clean.
2. Insert gunpowder by right clicking the barrel with it.
3. Insert the projectile by right clicking the barrel with it.
4. You can now fire by right clicking the torch with nothing in your hand.

Aiming a Cannon

- Turn the cannon right and left by right clicking on the corresponding side of the barrel.
- Turn the cannon up by right clicking on the back or top of it.
- Hold shift while turning the cannon to turn it in the reverse direction.

Crafts

A craft is a vehicle or portable structure.

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	Slow	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	One
Cog	Medium	Medium	Very many	None
Glider	Average	Medium	Few	Many
Brig	Large	Sluggish	Many	Many
Galley	Huge	Slow	Very many	Very many
Carrack	Gargantuan	Sloth	Too many	Too many

All ships:

- Must be made mostly of wood
- Can only move in water

- Must have sails, which are made of wool (except rowboat)
- 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

How to Pilot a Craft

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

"You are already piloting this craft!" means that you or someone else is piloting that craft already. (or you are currently piloting a different craft)

"The craft was too large." means it has too many blocks. 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 your currently piloted craft.

1. **Right click with a paper in your hand.** (moves craft in direction you are facing)
2. **Use "/rotate left" or "rotate right".** (rotates the craft)
3. **Use "/cruise".** (moves craft in direction you are facing until you use "/cruise" again)

Releasing a Craft

Use "/release" to stop piloting a craft.

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

Important: Your craft will automatically release from your control if you leave it for a long time. Before your craft releases, make sure it is not touching any blocks that will merge with it, or your craft will be stuck to something the next time you try to pilot it.

Anchoring a Craft

To make an anchor, place a piston in your craft. Extending the piston will anchor the craft, and deactivating the piston will unanchor the craft.

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

Craft Signs

The following are a list of signs which, if placed on a craft, can show information or give your craft functionality. The numbers correspond to the line the text needs to be on.

Pilot sign

Lines:

1. The name of the craft's type

Purpose:

Right click a pilot sign to pilot a craft. If the structure the sign is placed on does not fit the criteria for the craft type on the sign, it will fail.

Release sign

Lines:

1. "Release"

Purpose:

Releases the craft.

Helm

Lines:

1. "[Helm]"

Purpose:

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

Status

Lines:

1. "Status:"

Purpose:

Shows your craft's status. The numbers are percentages of certain block types on your craft.

Crewbed

Lines:

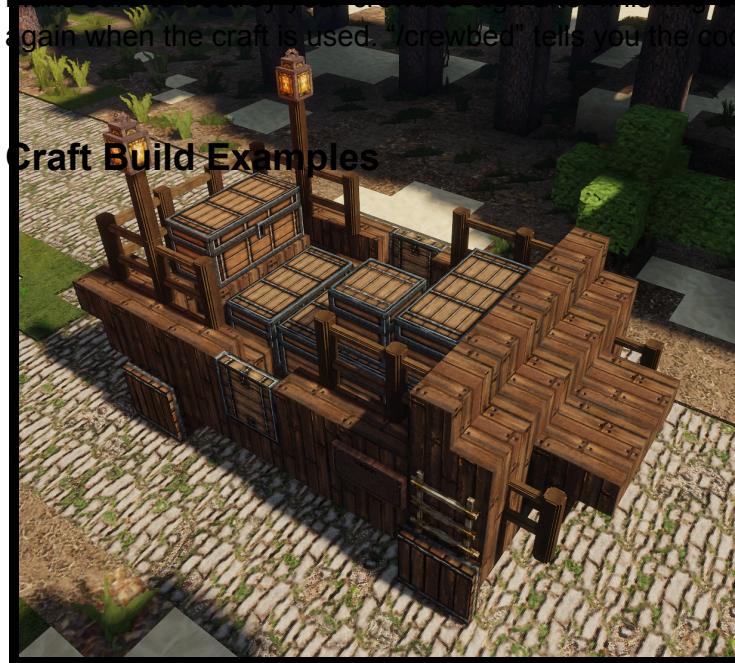
1. "Crew:"
2. Your username

The sign must be placed in the block above the head of a bed.

Purpose:

Crewbeds allow you to respawn on a craft. A crewbed becomes your respawn point until it is destroyed, taking priority over normal beds and respawn anchors. Crewbeds only work in a piloted craft, so remember to set your spawn manually after releasing the craft.

Make sure to destroy your crewbed sign after finishing a voyage, or you may respawn there again when the craft is used. "/crewbed" tells you the coordinates of your current crewbed.



Wagon





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 contain water and have fire beneath it.
 - Right click cauldron with an ingredient to add it.
 - Right click 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.



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](#)



Role suggestions

Role suggestions doesn't really have a reason to exist...? Also you can't be all of these if you're in a kingdom (eg viking)

Note: You don't have to force yourself into only one role. Those above you (if you are in a kingdom) get final say though, and they may even create their own roles.

Pirates:

Pirates sail the seas and steal cargo from other vessels with force.

Vikings:

Vikings steal resources from other factions in raids on landholdings.

Spies:

In order to become a spy, you must have explicit permission from your leader. You also need permission from a moderator. Only kingdoms can have spies and they can only have 1.

Your king can order you to join a different kingdom to either gather information, or sabotage it from the inside. Be careful, the act of spying is considered treason.

Bankers:

Bankers secure their citizens' money, and give loans and interest.

It is highly recommended that you give interest on savings, even if it is not calculated fully accurately, as it is a big incentive for people to use your bank. You may give out loans, and you may also hire people with combat experience as "loan sharks" to collect unpaid loans.

Bank vault requirements:

- Vault walls should be made of a tough material.
- Vault doors should be piston activated with no exposed machinery.
- Vaults should be full of containers with signs indicating who owns each one.

Bank vault example build: <https://youtu.be/U6s1ekBtqw>

It should be impossible for any citizen who isn't the banker to get into the vault by mining, right clicking doors/levers, etc. This can be achieved by having the banker use "/lock" on all blocks of their bank's vault.

An admin must be notified upon construction of a bank, and may give feedback.

Replace this page with one that just explains the faction-specific roles and how they work?

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 skylight 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/>

Patrix (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)

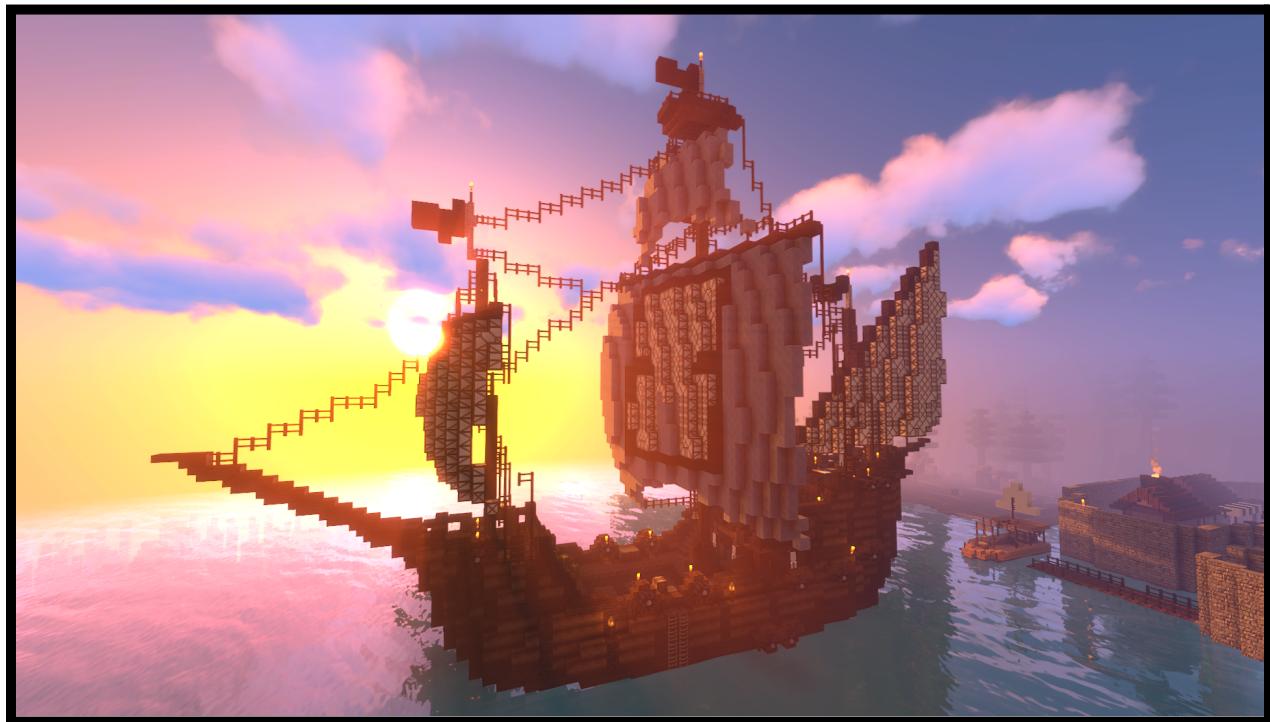
Note: To use shader packs, you either need the **Optifine** mod (for Forge users) or the **Iris Shaders** mod (for Fabric users).

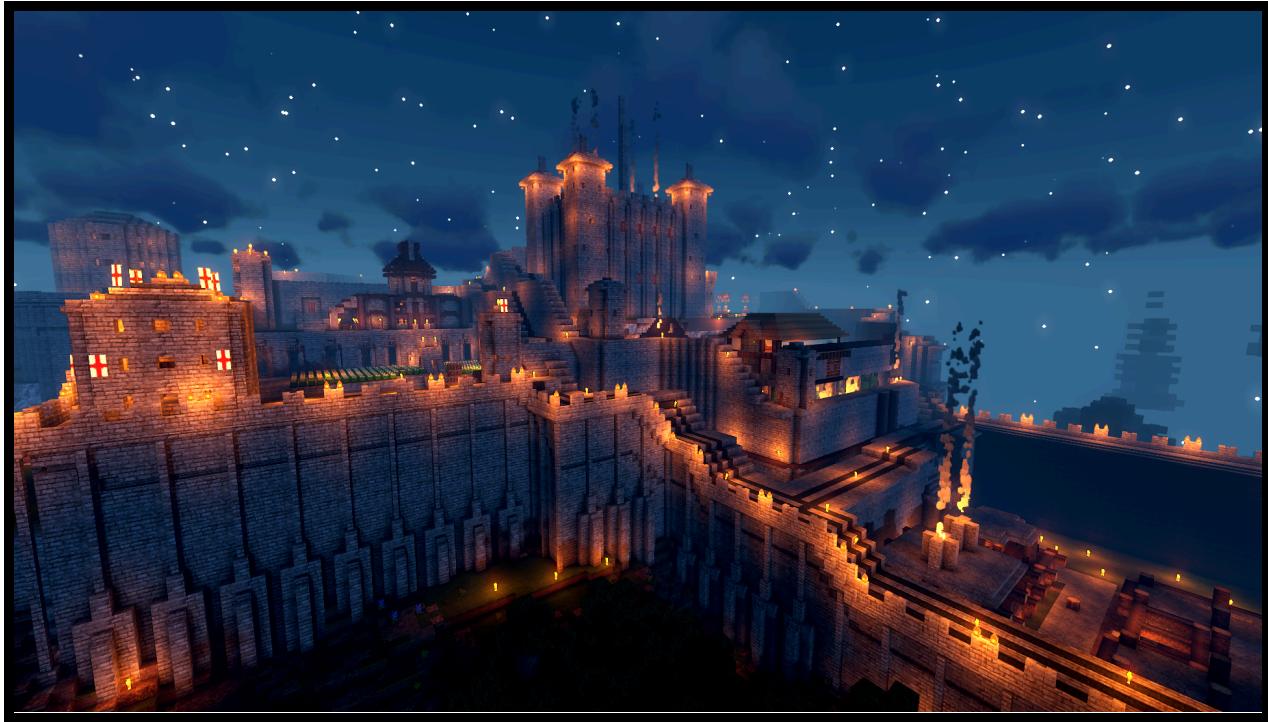
Stylized Shaders:

- [**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 very 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
- [**Sunflawer 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.

Crafting



