Minecraft is by far one of the most influential and popular games of recent times. Eleven years after its release, it still manages to have a cult following. World's most subscribed youtuber Pewdiepie confessed a sincere love of the game; it has sold over 176 million copies and made more profit from solely sales than any other game; and has received 15 full content updates in the ~8.5 years since it's 1.0 release.

To be this successful, you need to create a truly legendary game, and Minecraft does not fail to meet this requirement. Creating a new style of gameplay by merging Open World and Sandbox, utilizing low graphics quality to make it accessible to all, and putting them in a survival situation with little to no instruction and the ability to figure it all out for yourself, Minecraft does it all. But it's that last quality that always charmed me. I didn't have many friends when I was younger, but I knew enough people to know about Minecraft. I only hopped on after the 1.0 release, which was long ago, but still with plenty of content. I knew enough to make a pickaxe and sword, cutting my way through mobs and slowly improving on my dirt hut. I heard rumors of the magical obsidian doorway, and when I finally figured it out and stepped into the Nether, I was awestruck. Floods of magma, screeching ghouls, blazing demons guarding fortresses of the damned. "What mysteries are here for me?" I wondered. "And what can I do to find them?"

Today, so much more has been added. Futuristic cities, underwater squid temples, mushroom forests, and deltas of burning rock. Minecraft is a game about exploration, discovering the world around you and learning it's secrets. Not just of gameplay, but of it's history too. The community of Minecraft is strong, and learns from itself. So allow me to teach you of my discoveries of the ancient civilization that we missed.

Assumptions & Notes

- Minecraft started as a small sandbox, without any distinct plot or story. When developers realized the scope of their project, they began adding some, without modifying older features that did not have lore, as that would remove the "classic feel" they've fought so hard to maintain. (Example: Skeletons and Slimes are very generic monsters, a classic part of a fantasy story, they don't really *need* explanation)
- Minecraft is fantasy, and while it is a survival game to some extent, it does not have to strictly follow our rules of reality
  - Game mechanics like dropped items, floating blocks, command blocks, barrier blocks, tool damage, building limits, fast day night cycles, mob death animations, (excluding boss mobs and wither in BE) and any others I may have forgotten will be ignored
  - Minecraft has too little information about physics to know about gravity, the sky and other phenomena we experience in our world, and will be ignored

- - Erosion is canon, looking at underwater ruins, ruined portals, and geographical features caused by erosion, like ravines, caves, mesas, and possibly bastion remnants
- Anything from Notch and other developers' Twitter and the Minecraft blog to unused content is fair theory game.
  - We can use them as evidence, but we will not explain unused content
- The end credit scene is talking to the USER (us), not the player (Steve/Alex/the human we control), and has no direct impact on the lore.
- Minecraft Dungeons, as admitted by the developers, takes place in the same universe as Minecraft. While it's hinted that it's a continuation of the same story (whether that be a sequel or prequel), we'll do our best to focus on the elements of the environment rather than the story, for now. However, any discrepancies between Vanilla will be disregarded, as it is a very different type of game
- This is a work in progress, and any theory is subject to change
- A complete "Story of Minecraft" will be included after we go over all the evidence, at the bottom of this paper.
- Sections <mark>highlighted like so</mark> are not sound and need more discussion
- Sections who's lore is weak due to how early they were added have * next to the title
- Sections [Bracketed like so] are in a grey area due to overlap with game mechanics or

Dimensions

- Overworld
  - A world very vast and similar to earth, but with magical differences. (Creatures that don't exist on earth, alternate planes of existence, everything is cubes, ect)
  - Seems to be the "Base world" where most creatures reside, and the connector of the other two dimentions. (Overworld connects to the End and to the Nether, but the Nether is unconnected to the End)
  - Ignoring the 30,000,000 block limit, minecraft seems to be infinite in size, as walking to the edge of the world being impractical (taking just under 2 months of constant sprinting) with the only limitations being imposed due to hardware and coding, like the height limit
  - Previous home of an ancient civilization.
    - We frequently see ruins of advanced structures that seemingly could not be built by anyone except the player(or multiple players). These were most likely built by the same species as the player, hereby referred to as "humans"
    - Some great catastrophe caused the extinction of this race, and the destruction of the majority of the above ground structures
    - Their level of technology seemed to be similar if not beyond what humans are capable of in game. Abandoned igloos have crafting tables, furnaces, beds and brewing stands, jungle temples have rudimentary redstone

ability, mineshafts have complex tunneling systems and minecarts, various loot tables have enchanted books/items, Ect.
- ■ Most likely look and behave to players, as we follow in their footsteps, and the tasks players do in the game seem to be similar to what we see of the builders. All structures are also built for human dimensions. The most overwhelming fact is all of the corpses we see, zombies and skeletons are very clearly based on the default player model
- ● Nether
  - ○ The Nether definitely represents some sort of afterlife
    - ■ Designed after depictions of the afterlife(hades, sheol, inferno)
    - ■ Contains "spirits" such as ghasts, soul sand and soul soil, and skeletons, wither, giant, or normal
    - ■ Time does not pass in the Nether, similar to descriptions of purgatory (the first circle of hell in Inferno)
    - ■ You cannot sleep in the Nether by traditional means; the bed will instead explode with extreme force. This may be symbolism saying "The only way to rest in the Nether is to die"
      - ● This is most likely false, as the same explosion happens in the End
  - ○ Despite its strong spiritual symbolism, it is a physical place creatures can live in and gather materials from.
    - ■ This is evidenced by some of the life in the Nether like magma cubes, swine, fungus, and striders not having clear parallels to the afterlife. The same goes for basalt and blackstone.
  - ○ The nether seems to be stricken by one or more diseases, as blue fungus is unnaturally "warped" and "twisted", and most piglins you encountered are zombified
    - ■ Inhabitants of the nether like hoglins are scared of warped fungus. They're also scared of nether portals, so the warping might have come from there
      - ● Endermen, one of the only spawns in warped forests, have the same particle effects as nether portals
    - ■ Life is most abundant in crimson forests, but only endermen, creepy on their own, and striders spawn in warped forests. Adding to the barren, dead atmosphere is the complete lack of music.
    - ■ Other ambient noises include
      - ● Backwards audio of what plays in the wastes/crimson forests, making it sound distorted
      - ● Whispers labeled "Warped Forest Help" that get drowned out by screams
      - ● "Warped Forest Here" which *kind of* sounds like nether portals
      - ● Several stretched out endermen sounds
      - ● Literal evil laughter

- Zombified piglins have green blood where their skin ends, only a shade off from the twisted teal of the warped forests.
  - This green might arise from the fleshy orange-pink of pigs mixing with that bright teal.
  - It would explain how piglins and hoglins are technically afraid of the same things
- Crimson forests have a unique ambient noise, "Shine", which plays in reverse in Warped forests, called "Enish", an anagram of Shine, almost backwards
- The nether might be *hot* but it is definitely *damp*
  - No known life can exist without water in some form
  - Water can exist in cauldrons, but not on the ground, implying only the ground is hot
    - [How do cauldrons not conduct heat? Is conduction of heat not canon?]
  - Fungus only grow in *damp* environments, where they can spread their spores. This might mean the humidity of the nether varies place to place, as mushrooms grow more commonly in some biomes
- The overworld and nether are not strictly parallels
  - 1 meter in the nether somehow equals 8 meters in the overworld
  - While ruined portals spawn in both dimensions, netherrack, lava, and magma blocks leak into the overworld, but overworld blocks do not leak into the nether
  - Both of these facts combined imply the nether is in some way "stronger"
- Parts of the nether environment itself seem to be alive
  - The primary evidence for this is netherrack. It makes soft, fleshy sounds when walked on or broken, the texture vaguely resembles meat (especially the old texture which had a small segment that looked like an eye). In older versions, it was also called "bloodstone"
  - Several ambient sounds in the nether(especially the nether wastes biome) sound like biological processes
    - Breathing
    - Rapid heartbeat
    - Stomach gurgling
    - Joints popping (very distorted, but still recognizable)
    - Nails tapping/teeth chattering
    - General low hum
  - As mentioned before, the nether can "grow" through ruined portals, but also seems to be able to move. [Bastion "bridges" can spawn facing walls], ruined portals can be hidden in netherrack, and Fortresses often transition between tunnels and bridges, without any actual change to the structure, only what's around it

■ The nether might also be related to dreams, as the advancement name "We need to go deeper" is a reference to Inception. (The credits also mention dreams quite a bit but I don't think that's really canon)

- End
  - An artificial dimension created by humans to escape the apocalypse.
  - The sky and portals are black, bleak, empty, like it's not yet complete
  - The Endstone texture inverted is cobblestone, a block often used by builders to create temporary structures
    - When spectating an Enderman, colors are inverted. Endstone looks like a faintly purple-tinted cobblestone. (Purple and black corresponding with the theme of the end)
    - Endstone can be crafted into bricks, which are used in end cities, similar to cobblestone into stone bricks, used in strongholds where we find the entrances to the end
  - The song "The End" is the only song that plays in the background, and has notable static and clicking noises accompanied with a distorted version of the "Minecraft" track, as if someone tried to use a music disc to program overworld music into the dimension
  - Flawless obsidian towers and a bedrock fountain lie on a lonely island, clearly unnaturally made.
    - It's literally a boss room you can't convince me that this happened naturally
    - The end outlands are so far away from spawn because the dragon acts as a guardian for what would have been the builders creations, now only the end cities
  - The ender dragon drops an egg, but it never hatches, like a removed feature
  - The ender dragon can be summoned with end crystals, craftable items that builders could have used
  - The builders were obviously renowned for their hubris and capability. What better way to prove your hubris than to make an entire dimension as a safe haven?
  - Mostly likely began to design it as a literal challenge dimension, evidenced later
  - "The end" could very well mean The end of a struggle, like the builders fight against natural forces

Entities

- Blaze*
  - Archangels of some sort, possibly defending the nether?
    - Netherrack might be valuable, as nether bricks, what their fortresses are made of, are essentially compressed netherrack.
  - Blaze powder is a divine substance, used with nether wart to make elixirs which give the consumer the properties of their ingredients

- ○ Mob D was an even more powerful blaze, perhaps one of the more powerful angels, a proper harbinger of doom, wearing a crown and shields, to display their protective nature
- ○ Very coordinated mobs, as if one sees you, it will immediately alert its allies within nearly 50 meters. Piglins, known for their coordination, struggle to achieve this level of teamwork.
- ○ Ophanim are a type of angel described as rotating sets of wheels within wheels, not too distinct from blaze's spinning rods
  - ■ Angels of death along with ophanim are often depicted as on fire or wielding fire
- ○ Smite, a word with origins in the gods is effective against the undead. Another very effective way to be rid of the undead is daylight, where they catch on <u>fire</u>
- ● Creeper*
  - ○ Some sort of golem, a tool for destruction created by those who craft.
  - ○ A consistent detail in their anatomy is labeled TNT insides
  - ○ Their only purpose seems to be to destroy blocks near the player, as they're happy to let the player get out of their detonation range once they start exploding, but will follow if you get too far. They can even be taught to explode on command with flint and steel.
  - ○ While they are hostile to the player, they don't have to be. They're easily warded off by cats, but not attacked by them, like phantoms.
  - ○ Whoever created them obviously built quite a lot. Creepers may have been created to aid in the deconstruction process whenever mistakes were made, or just terraforming in general.
  - ○ Creeper faces seem to be worshipped by some, as they appear on cleric's capes and desert temple sides. Maybe creepers were the first in a long line of automatons, and they became the symbol for artificial life.
  - ○ [Why do they spawn so frequently?]
- ● Drowned
  - ○ Just a waterlogged zombie
    - ■ Normal zombies turn into drowned after about a minute fully submerged
    - ■ Barely know how to swim
  - ○ Two "types" of drowned; Normal zombies that fell into the water and couldn't get out, and zombies that were flooded
    - ■ Ancient ruins look like stone or sandstone villages (we sometimes see small groups of 3-6 houses together)
    - ■ Fishing rods are found in almost all chests, meaning they were primarily sea based
    - ■ This Civilization, referred to from now on as "the Ocean Civilization" was probably a small sect of builders who liked living below sea level.
      - ● [No known evidence of rising sea levels appears in Minecraft], meaning the villages were intentionally constructed in ocean basins(and most likely surrounded by dams)

- Wheat is found in chests, which is hard to grow underwater.
    - Probably also responsible for the majority of shipwrecks we find.
    - Primitive technology, but highly in tune with magic.
        - Most tools aren't above stone, but fishing rods often come enchanted.
        - Wielded (uncraftable) tridents, which can come with advanced magical powers such as summoning lightning, returning to the owner after being thrown, and swimming at blinding speed through water and even rain.
- End Crystal*
    - A mysterious artifact, not much information can be derived from it
    - Probably get their regenerative powers from ghast tears used to craft them, and the ender eye as some sort of "target"
    - What do the runes represent?
- Ender Dragon
    - The pinnacle of ambition, the answer to the omnipotence paradox, the last cruel laugh. The ender dragon is a creation too strong for the builders to control.
        - All other known/presumed golems are extremely cuboidal. However, the ender dragon is the least blocky mob in the game by far, to the point it's almost unnatural. A lot of energy had to be put into creating it, maybe too much energy for the builders to control
        - The rest of the main end Island is clearly constructed, not formed. Isolated for almost a kilometer, towers of obsidian in a perfect circle, a portal of bedrock in the center, with a ring of gateways along the outside to match. Why wouldn't the dragon be artificial too?
        - Mob heads are typically only dropped when a charged creeper blows them up. Given that creepers nor lightning spawn in the end, it seems improbable that end ship pilots obtained them this way. It would make more sense if they too were artificial
            - Decorations on the bows of ships are called "Figureheads". They're designed after the name or role of the ship, and often house guardian deities according to germanic myth. This implies that the Dragon is more a Protector of the end than an enemy. (see more [here](#))
        - No mob other mob can be resurrected. Why should the ender dragon be the exception? Is it not just created again?
        - The dragon egg never hatches, implying that it's either sterile (which is never the case with other eggs) or was never alive in the first place
- Enderman
    - Humans, who transmogrified to their current form after being corrupted by the ender dragon.

- End crystals cause violent explosions when broken, or used to resurrect the ender dragon. More were most likely used in the initial creation of the dragon, which means more violent effects
- The only mob to pick up blocks on camera
    - Canonically have soft hands
- Bizarrely human shaped compared to other entities
    - Skeletons and zombies are both undead, villagers have their arms locked and oversized noses
    - Also have semi-alien "speech" reminiscent of human words
- If humans went through the stronghold portal, where did the end up? Surely not all of them went into the void
    - Bodies are in some way artificial
        - The noises they make are arguably the most unearthly of any mob
        - Also use the same particle as nether portals, and are blackened like obsidian
            - Bodies are harmed by water, which cannot be placed in the nether
            - The whole color scheme of enderman lines up with nether portals
            - Hoglins are afraid of nether portals, but also warped fungi, which only spawn in the warped forest, a second home to the endermen
        - They drop "pearls" when killed, which are used to craft their "eyes", both of which are clearly inorganic based on the sounds they make
    - Minds have deteriorated in some way
        - Don't produce meaningful structures anymore, only randomly
        - Don't have jobs or activities like villagers
        - Suffer from intense scopophobia, but only attack when eye contact is broken. Maybe think players are zombies? Waiting until they think they haven't noticed?
            - Carved pumpkins keep them from noticing you. Could be that the endermen simply can't recognize you. The mobestiary implies something more magical, and given the context with golems, that might be the case
            - Why do they look at you and not attack, only when *you* look at *them*? Is it really just a slenderman reference?
            - What about hydrophobia? Are they extremely dry? Hot, like blazes? Is it some sort of chemical reaction?
    - Stated on the minecraft blog to be "looking for something" in the soul sand valleys.
- Endermite
    - Enderman parasite, nests inside ender pearls. (Discarded eyes)
    - Endermen attack them because they recognize them as parasites
    - Have a sort of group think that allows them to alert each other of danger. Pheromones?

- ○ Silverfish relatives? Early models are very similar to silverfish, and plenty of other similarities
  - ■ Their actual hitboxes are the exact same size
  - ■ Silverfish commonly appear in strongholds, where the only gateways to the end appears
- ● Evoker
  - ○ Villagers that began studying human magic and their ruins
    - ■ Woodland mansions have rooms containing mockups of human structures, such as end gateways, end portals, beacons/end crystals and more
  - ○ After moraly hazy experiments with human artifacts, they were banished from the villages ("unspeakable activities" are mentioned in the mobeastiary)
    - ■ This could include zombies, as somehow illagers are neutral towards them. Maybe this victory came at a price?
  - ○ Geographic Isolation lead to speciation
    - ■ Grey skin and separated brow could be some sort of camouflage to appear more undead/posthuman?
  - ○ Illagers constructed mansions out in the deep woods, where they can experiment in peace.
  - ○ Evokers are the head branch of the Illagers, who benefit the most from experiments
    - ■ Magical powers, summoning sprites and jaws from the ground
    - ■ Live in the nicest, safest, highest part of the mansions
    - ■ To "Evoke" means to call/summon something forth, or conjure something magically, similar to their attacks.
  - ○ Most likely discovered Lapis Lazuli's magical properties, and injected it into their heads to try and gain it's powers (somewhat successful)
    - ■ Wool evoker statues in woodland mansions have Lapis Lazuli blocks embedded into where the brains would be
    - ■ Vindicators also have blue eyes
  - ○ Evoker Fangs seem similar to crocodile jaws, yet they do not exist in the game. Artificial or something more?
  - ○ Hostile towards the player simply because you invade their territory
  - ○ Illagers are intentionally mentioned as mysterious and confusing. We don't need to know everything about what's going on, just that they're dangerous
  - ○ Why don't they use the totem of undying? Could it have to do with why undead don't attack them?
- ● Experience
  - ○ Seems to be a literal representation of knowledge
    - ■ Experience is granted from actions that the player learns from, such as trading, breeding animals, slaying monsters, or completing challenges. It also makes sense that you only gain a fraction of your experience after dying. Whatever it was, you were most likely being "unwise".

- In pirate speak, bottles o' enchanting are called "Rum o' wisdom" (rum being the name of strength potion), and the caption for picking up experience is called "Knowledge Gained"
  - I'm also pretty sure it also refers to something enchanted as "learnin'" but i have no proof for this claim
- Nowhere (to my knowledge) is it called XP or similar; it's only called "Experience"
- The only current use for experience is enchanting, which requires a lot of books, the symbol for knowledge.
- Ghasts
  - Ghosts of miscarried babies, abortions, and other infant deaths
  - Don't leave I have proof
    - Notch known to have conservative values; he *might* have insinuated this in the Halloween update
    - Literally sound like babies
    - Gast in Swedish (notch's native language) is a word for ghost
    - Babies cry a lot, like Ghasts
      - Tears have regenerative properties, like stem cells, highly concentrated in fetuses and infants
      - Ghast tears make regen potions
    - Ghasts are milk white, like newborns with little pigment
    - The color scheme of the Nether makes it *kind of* resemble meat, possibly a womb
    - Ghasts, despite being big, are weak, like newborns (only having 10 health, half of a player)
    - Only open their eyes for humans, much how newborns keep their eyes closed for most of the time, except for their mother
    - Only a floating head because the head is the biggest compared to the body into wombs
      - Tentacles might be some sort of limbs?
    - Ghasts were planned to be tamed and brought to the overworld. Maybe taming is more of "Raising" a Ghast?
      - Uneasy alliance advancement, the unused affectionate scream sound file, and "you guys are gonna love the Ghast" tweet prove taming
      - Tamed Ghasts would be a useful tool for navigating the Nether
    - Neither good nor bad people, forced to "float" between heaven and hell
    - Bodies are filled with fire that comes shooting out uncontrollably, to the peril of those they greet
- Guardian
  - Machines created by the ocean civilization, some sort of prismarine golem?
    - Don't suffocate on land like all other aquatic mobs, (excluding turtles)
    - Are hostile to squids, but not drowned, their presumed creators

- ● Why are they not hostile to fish, dolphins or axolotls?
  - ■ Whole (undigested or chewed) fish are dropped by them. Got caught inside the mechanisms?
    - ● Dolphins also drop whole cod
  - ■ Eye lasers??? What kind of natural thing uses eye lasers???
  - ■ Drop shards of the materials they're made of, like golems
  - ○ Built to guard the ocean monuments
    - ■ Literally named "Guardians"
    - ■ Never spawn or go far from monuments
  - ○ Bases off of the beholders from DnD, could be a similar case to skeletons or slimes
  - ○ <mark>Why do they sound squishy? Why can't players build them? Why are they hostile instead of neutral? Why do they have "meat" in their texture? How do guardians become "elder"?</mark>
- ● Hoglin
  - ○ Fungi/carnivores native to the nether
  - ○ Scared of warped things, including the nether portal and warped fungus. Why aren't piglins scared of the same?
    - ■ Being scared of nether portals and things in the warped biome might tie endermen and portals together
- ● Husk
  - ○ Dried out zombie, used to the harsh rays of the sun.
- ● Iron golem
  - ○ Iron figure brought to life
    - ■ Pumpkins might be magic?
  - ○ Basic circuitry trains it to kill monsters and protect villagers
  - ○ Most likely designed by villagers (same face)
- ● Lightning
  - ○ Some sort of magical properties (transforms various mobs, can be summoned with enchantments, ect)
- ● <mark>Magma Cube*</mark>
  - ○ Slimes that got into the nether somehow? Maybe "Tamed" by blazes?
    - ■ Slime parts+Blaze parts=magma parts
  - ○ How does 4 magma *cream* make a *rocky* magma block?
- ● Mooshroom
  - ○ Cow infested with cordyceps
  - ○ Symbiotic relationship
    - ■ 1)A cow consumes mycelium instead of grass, accidentally ingest cordyceps
    - ■ 2)Mushrooms take over mammary glands, infect the milk with spores
    - ■ 3)Calf drinks soup, gets infected, And grows up as an adult mooshroom

- ○ Black eyes caused by blindness like in green branded broodsacs. Shutdown of visual input makes them more willing to follow their "instincts" towards fungal biomes
  - ○ Shearing them removes the "nodes" of the infection, the fungus becomes confused and is unable to grow, making it die in an explosion (because devs needed to hide the texture change)
  - ○ Lightning causes MAGIC; makes a gene that causes recessive brown to become dominant.
  - ○ Brown strains are more volatile, adjusting drastically to small shifts in diet. This leads to milk with intense hormone cocktails, giving a variety of physiological effects
  - ○ Mushroom island biomes are just normal islands that got taken over by a funky fungal ecosystem
- ● Phantom
  - ○ Basically Zombified Flying Fish
  - ○ We know other mobs can get zombified, because of zombie horses, villagers and piglins/hoglins. Most undead mobs also burn in sunlight, like phantoms.
  - ○ Zombification process most likely removes a lot of weight as they decay, allowing them to be light enough to fly fully
  - ○ Phantoms were debued officially in update aquatic, where they flew just above the water, like their inspiration. (They also didn't burn in daylight, but that's probably just to make them more visible)
  - ○ Flying Fish "wings" are pectoral fins, made of thin membranes, like insect wings, used to maximise falling time and lift, like potions of slow falling and elytra, respectively.
  - ○ Scared of cats because they love the taste of fish. They even bring you phantom membranes as leftovers because they're so nice.
  - ○ Often described as manta ray like
  - ○ Have very similar skeletons to flying fish, and are equally vibrantly colored
  - ○ Might also just be a physical manifestation of insomnia? Does that make all of minecraft metaphysical?
- ● Piglin
  - ○ Native sapient species in the nether.
  - ○ Related to hoglins? What about normal pigs?
  - ○ Have/had access to the overworld
    - ■ Wield crossbows which take iron, and arrows which demand feathers
    - ■ Can trade you netherite hoes, which are forged with diamond, and obsidian, only capable of forming with water
  - ○ Their civilization was too, decimated
    - ■ Large portions of the piglin population have been zombified
    - ■ Their bastions, multiple times being said to be the piglin's homes, and built by them, are mere remnants, in absolute disrepair

- - - Lots of piglins seem to be homeless, trying to survive in the wastes or rare crimson forests
    - Mined out most of the naturally occurring "netherite" ore, leaving only scraps
    - Seem to have gone under some sort of culture shift
      - Despite most likely having the manpower, they refuse to repair their bastions
      - Greed for gold but never mine it, even in the walls of their own home
    - Why aren't they fire resistant? Why do they hate wither skeletons? Why are they afraid of soul fire? Their common tie is the wither, could it have something to do with that?
- Pillager
  - Lowest ranking Illagers, forced to patrol outside of the comfort of the mansions(They have similar building materials to the mansions in outposts, and call for higher ranks in raids)
  - Spy on villages and report back to commanders
  - Go on patrols to look for loners to kidnap (wandering traders/villagers escaped from zombie raids)
- Ravager
  - Villagers that have been abducted and transformed into beasts of war through occult means of the Evokers
    - Clearly have several villager features, such as
      - Unibrow
      - Green eyes
      - Big nose
      - Villager-y mumbles at the end of their roars and idle noises
    - Drop nothing except the saddle placed on them, like villagers
    - There are prisons in the woodland mansions, sized for villagers
    - When performing a charge attack and hitting their head on a shield, they shake it back and forth with their neck down, just like nitwits and unemployed villagers
    - Rooms in woodland mansions like the altar rooms and arena rooms suggest the transformation and training process
    - Visible restraints are on the beasts (not armor, does not cover vital areas like horse armor does)
    - Unnatural posture for quadrupeds, limbs stick out above the torso
    - Revealed to have "similar texture" to evoker fangs, something else magical/artificial
      - Are evoker fangs hairy??? Or are ravagers bald??? Neither of these are pleasing images
    - Early models of the ravager gave them… uncomfortably human characteristics, and were referred to as a "beast"
  - Transformations are rarely successful and victims limited, so they're kept safe… somewhere, stored for raids.

- Shulker
  - [Brrrrripp](#)
  - An "Ender golem"
    - Referred to as such by the texture files
    - Everybody loves their construct theories!!
  - End cities are supposed to be very challenging, not in terms of combat, but of navigation. Almost everything is vertical, there are lots of tight jumps, and to get the ultimate prize, you need a perfect pearl pitch. Shulkers are the ideal enemy because they change the way players think about traversal with a single hit while navigating what's essentially a parkour map.
- Silverfish
  - Arthropod that spends most of its life tunneling through rock and eating it as nutrients
  - Infested blocks are easy to break because they are hollow
  - Attack when broken because food source is being invaded
  - Employed by stronghold makers as defense against attacks
  - Overworld is [Oxygené](#) rich, allowing arthropods to be much larger than normal.
- Skeleton*
  - Literally no clue
  - Things to consider
    - Why do they carry bows?
    - Why do they spawn in the nether too? (SSV and Fortresses)
    - Why don't they attack villagers?
  - Most likely added for the purpose of gameplay without lore considerations. Minecraft needed a ranged mob as generic as other monsters
  - Skeletons *are* an Iconic monster, next to zombies.
- Skeleton horse/Horseman
  - Just a neat little RDE with a reference to biblical myth, the four horsemen of the apocalypse
- Slime*
  - Probably just another fantasy monster like skeletons?
  - Some sort of oversized amoeba or gelatinous water life?
  - What's their relation to magma cubes? What about their relationship to the moon phases?
- Snow golem
  - Snow brought to life somehow?? (pumpkins are magic im pretty sure)
  - Much weaker material than iron, much weaker attacks, constitution
- Spider
  - Cave spiders are smaller to be better fit for caves, and have venom to make up for their size
  - Hostile only at low light levels to ensure they can win with stealth on their side
  - Spiders have some connection with poisons, probably have to do with their venom

- ■ Immune to poison
- ■ Spider eyes used for making poison potions, and fermented spider eyes "corrupt/invert" potion effects
- ■ Spawn with potion effects in hard mode
  - ○ Why don't they hunt other things?
    - ■ The track ["Death" in Minecraft Volume Alpha](#) sounds like a spider stalking a chicken then slowly consuming it (jumpscare warning)
- ● Spider Jockey
  - ○ Spiders allow skeletons to ride spiders because they are intelligent enough too, lightweight, and have no meat for them to hunt
  - ○ Ranged attacks compliment spiders high speed and mobility
- ● Stray
  - ○ Zombies got a more powerful counterpart, so skeletons needed one too
  - ○ Slowness arrows because cold is slow?
- ● Strider
  - ○ Another mob that seems to just an organism that lives in the nether
    - ■ Looks a lot like netherrack, maybe some extension of the nether "hive mind"?
    - ■ The name "strider" just means "one who walks" What purpose do they have besides walking?
  - ○ To live in such a harsh environment, you need to be an extremophile. They can retreat from piglin predators by standing safely on lava, and feed off of an abundant but toxic food source, warped fungus.
- ● Vex
  - ○ Sprites summoned by evokers, in a similar manner to fangs
  - ○ Were they summoned or created?
  - ○ Might not be entirely corporeal
    - ■ Really weird idle sounds, multiple voices on top of eachother
      - ● Maybe added as a sort of shortcut feature; vexes always spawn in groups, its easier to make 1 weird idle sound with voices sliding in and out than make regular voice clips play on top of eachother with those effects
    - ■ Can pass through walls and have no drops, implying they have no mass
    - ■ Glow in the dark, could be ethereal and glow?
  - ○ Why do they get red and veiny?
  - ○ Might have some relation to souls? (MCD refers to a nocturnal soul bow as being "graceful like a vex")
- ● Villager
  - ○ Evolutionary cousin of humans, speciated behaviorally, possibly geographically
    - ■ Villagers only build villages, we never see structures that belong to them that they don't need to survive. This lack of ambition separates them from common humans, builders
    - ■ Look similar to players, but clearly a different species, like neanderthals.

- - ■ Seem to be responsible for some golem tech, iron golems have similar big noses and a unibrow, and shulkers and guardians just have a unibrow
- Vindicator
  - Middle rank Illager
  - High speed and intelligence, but don't have access to magical abilities
    - ■ Blue eyes probably relate to Lapis Lazuli enhancement like the Evokers
  - Privileged enough to live in the mansions, in exchange for being "servants"
  - The first things you see upon entrance to a mansion. They "vindicate" the villager's vile rumors.
- Wandering Trader
  - Greedy villager that wanted more emeralds, so went out to find other villages and exotic things to trade
  - Adept at finding rare items like glowstone, brought back from the nether in loot chests
  - Trains Llamas as moving chests, transportation, and defense
  - Ignored by iron golems as they aren't part of a village anymore
  - Actively showing their hands might also signify their otherness?
  - <mark>How do they get nether ingredients?</mark>
- Witch
  - Villagers that learned of evokers after they were exiled and attempted to follow in their path
    - ■ Seem to be allied with them, as they appear in raids
    - ■ Never hurt villagers, only act as support, throwing potion buffs
      - Lingering feelings for their family?
      - Not enough prestige to fight?
    - ■ Clearly the same species as villagers, unlike evokers
  - Learned the occult at a different time, acquiring different, less advanced knowledge before they were outed, namely potions
    - ■ Witches were added before blaze powder was a required fuel to make potions, so this is likely just an oversight, and they don't travel to the nether. Glowstone is probably obtained from wandering traders, as they arent hostile. This might be a trade between the two of them, as Wandering Traders require a surplus of invisibility potions
    - ■ Alternatively, Witches brew potions without brewing stands, as they don't have any in their huts, but they do have cauldrons in their huts
  - Possibly exiled for experimenting with zombies, as the secret igloo chambers spawn with brewing stands and potion ingredients. Additionally, zombies are not hostile to witches, despite them still being villagers
- Wither
  - The most hateful force
    - ■ Made of soul sand, damned spirits left to rot in the boiling rock
    - ■ The key ingredient is wither skeleton skulls, heads from those strong enough to "survive"

- - - The insatiable greed of soul sand with the latent power of wither skulls creates a monster with the desire to consume and the will and strength to do so
    - Likely the cause of the disappearance of lots of aboveground structures, and mass extinction
      - Breaks blocks on contact, Shoots explosive skulls, capable of breaking obsidian with ease
      - Achievement for killing the wither is "the beginning"
      - Depicted in red chiseled sandstone
        - This block never generates naturally, and the idea came from a reddit post
    - Literally the bane of all life, concentrating energy into itself, a parasite of the world
      - Upon death, they explode (BE only), and drop a nether star, a highly potent energy source
    - What could wither roses represent?
- Wither Skeletons
  - Blaze slaves, corpses charred and filled with new life to defend the fortresses they were slain in
  - Drop their heads more as a game mechanic than lore purposes
- Zoglins
  - Same case as Zillagers, they become far more aggressive and deranged.
- Zombie*
  - Reanimated corpses, seems to be some sort of disease
    - Caused by what? The wither? Magic? Something else?
  - Primary evidence for "ancient builders", look strikingly similar to the default skin
  - The player is at least partially immune, as new zombie does not appear when they are slain, and they only get hungry from eating their flesh
- Zombified Piglin
  - [Pigs might be some sort of relative?(lightning)]
  - Transformed shortly after entering the overworld, the disease might be airborne instead of bloodborne for piglins?
  - Why are they "Zombified" Instead of just "Zombie?" Could it have to do with how they don't burn in sunlight? What about the missing skin?
    - -ified means make something alike to the word before, but not quite.
- Zombie Villager
  - A Villager that got zombified
    - Transform only when killed by a zombie, must be bloodborne (for villagers at least
    - The fact that they are distinct from normal zombies mean they're not exactly "human"
  - The weakness potion and golden apple trick only works with zillagers, not ziglins, separating them further.

- ■ This seems like alchemy, so I won't go into too much detail
- ■ Beds might make zillagers convert back faster because it reminds them of home?

Blocks

- ● Ancient Debris
  - ○ 1st thing to note: There are 3 types of netherite
    - ■ "Netherite" scraps, made from ancient debris (for clarity i'll be referring to this as "debris")
    - ■ Netherite ingots, which seem to be an alloy between this magical debris and gold
    - ■ "Netherite" gear, Diamond tools and armor supplemented with netherite alloy. (not really "true" netherite, more like diamond with a paint job)
  - ○ Seems to slowly form over time, rather than other ores
    - ■ Most ores in minecraft are just stone with a concentration of a particular mineral, like in real life, but ancient debris looks completely distinct from netherrack, basalt, blackstone, or any other nether terrain
    - ■ Ancient Debris specifically has a ring pattern on the top and bottom, like the inside of trees. This means whatever it was, it was packed on in layers. This seems to line up with the outside texture, as it has distinct "clumps" layered on top of eachother, almost like scales.
      - ● Trees in real life get their rings from going in and out of hibernation during winter; not only do "trees" in the nether not have to worry about seasons, but to our knowledge, trees in the overworld don't either. Could this indicate that ancient debris is a type of log? You can't place it sideways like the others, and is far different in behavior
      - ● Another thing to note is that the rings on ancient debris are much "denser" than logs. This not only shows they grow slower, but have been around much longer, hence them being ancient.
  - ○ On the nether update page, Mojang Studios describes the dimension itself as ancient. They also said the piglins mined all of the naturally occurring "netherite" (How can an alloy be naturally occurring? Are they talking about debris or the alloy itself?) and the player is only picking up scraps. This explains why there's so little of it, but not much about how it forms. Maybe it's coerced into blocks by the moving netherrack, hence the layers?
- ● Basalt
  - ○ Basalt is a real rock that forms when lava cools "rapidly", usually by contact with air. Sheets thick enough to walk on can form in 15 minutes, but a cubic meter could take days depending on how much lava is surrounding it
    - ■ We know lava doesn't cool in minecraft, so how does it form in the nether? Could we be overanalyzing?

- ■ The individual hexagons in the texture are far smaller than they should be. Does this indicate that the lava cooled rapidly? (Smaller hexes -> Faster formation) Wouldn't it turn into obsidian at that point?
- Bell
  - Made of gold, as piglins will pick it up and stare at it
  - Villagers seem to be more in tune with magic than the player, as they can enchant things without a (visible) enchantment table, and [seem to be able to "summon" golems rather than creating them]. This might be how they can make it detect raid mobs without enchantments
- Beacon
  - A Nether star, with concentrated life energy, has its power refracted through obsidian's dimensional properties.
  - Takes metals/gems because ???
- Bedrock
  - Really strong, so therefor also magical?
  - Used only with the ender dragon, (nest, crystal bases, gateway) some sort of connection to them?
  - Could also be just non magical, and used in the end
- Blackstone
  - NOT a real rock that exists
  - Might be radioactive? Lots of basalt delta ambient noises sound like geiger counters
  - "Stone" isn't exactly descriptive either, so maybe we should just leave it at that
- Brewing stand
  - Using Blazes' holy power, they can change imbue water with properties of other materials, which are transferred to the consumer
    - ■ Another religious symbol in "Water to Wine"?
- Chorus Plant/Flower/Fruit
  - A plant designed as another "challenge" for the End, meant to add an element of randomness to the only food source
  - It might be used as a unique platforming challenge, where there's a small chance the feasibility of your jump can change on the literal fly
  - Called "Chorus" plants due to the sound they make when they grow
- Conduit
  - Heart of the sea radiates a strange oceanic energy that gives aquatic powers to players, channeled by prismarine, another magic sea block, and nautilus shells, a magic… shellfish… shell… or something
    - ■ WHY DOES IT HURT GUARDIANS IT MAKES NO SENSE
- Crimson fungus
  - Native sessile nether life
  - Brown and red mushrooms already grew in the nether

- - Seems to be related to nether wart. They grow wart blocks, crafted from nether wart. Crimson roots also sometimes randomly grow on soul soil, while nether wart grows on soul sand
    - This might just be an inconsistency issue like with magma blocks. It can be crafted out of magma cream, despite the blocks being very obviously not creamy (or are they?)
- **Dragon egg**
  - A canonical defunct feature. It sounds stony, never hatches, and teleports erratically without reason. From an in game perspective, it's only a trophy item.
  - Why does it leave a fake particle trail?
- Enchantment table
  - Uses obsidian to channel the knowledge from the books in the surroundings, visible in the characters flying. Somehow also saps literal knowledge from the player in order to make their weapons stronger?
    - Theres a chance that the enchantment table is more like giving a tool some of your knowledge, in the form of a technique that the item teaches to you. It could be a strike extra effective against undead flesh, or a landing stance that lets you break your fall. Obviously enchantments like infinity are an outlier
  - Lapis is required to make the enchantment "stick", turns into a powder and binds to the weapon, making it shimmer
    - Explains why it can be ground off with a grindstone
- **End Gateway/End portal/Frames**
  - We see blackness over layers of moving lights, green and blue. Some sort of interface?
  - The background doesn't change as we move, it's not very physical
  - You don't need to stand in it, you just fall through, distinct from portals
  - End portal frames appear to be made out of endstone themselves, reinforcing the idea that the whole of the end is artificial
  - End portals emit smoke particles, while End Gateways emit nether portal particles
  - End gateways emit purple beacon particles that expand and retract, unlike normal beacons, upon their initial creation (no particles emitted when used, although i seem to remember them being yellow at some point?)
- End rod
  - Modified blaze rods
    - Evident in the crafting recipe
    - Instead of throwing sparks they throw sparkles
- End Stone
  - Some strange, artificial cobblestone
    - When looking through endermen's eyes, it has the same texture as cobble, just tinted purple, fitting with the rest of the end's textures

- Has the same properties as cobble, with hardness and resistance scaled up by exactly 1.5 for both
- Can be crafted into bricks, just like stone. Stone bricks are also used in strongholds, where end portals are found
- Ender Chest*
  - A sort of miniature nether portal, linked together with eyes of ender
  - Makes nethery sounds when opened, also similar to enderman teleportation
- Glowstone*
  - Spirits of do-gooders, each speck of dust an individual
  - Rewarded in the afterlife by blazes, get to chill upstairs, all happy like
  - Highly potent in energy, as it can be used to enhance potions, make souls glow, and charge respawn anchors
- Infested Blocks
  - Silverfish in real life eat organic compounds, ranging from carpet to coffee. With how oxygen rich minecraft's atmosphere is and their corresponding size, they might be strong enough to get plenty of organic matter from tunnelling through stone.
  - The blocks they're eating have been hollowed out from the inside, which make them much less resistant and break faster
- Lodestone
  - Netherite, as an alloy, seems to have magnetic properties. The nether and end seem to lack a magnetic field, which makes compasses go crazy. By locking onto something with a strong magnetic field, they begin to work again.
  - See IT.Netherite
- Mob Heads
  - In terms of lore, maybe only really powerful explosions can sever the heads of mobs, with the exception of wither skeletons, who are extremely brittle
  - In terms of gameplay, which is more likely, its just a trophy item
- Nether Bricks
  - The smelting process seems to compress/purify netherrack. Higher blast resistance and hardness enforces this idea
- Nether Portal
  - Obsidian, with its dimensional properties is put into a torus shape, and a spark of energy is given to ignite a "reaction"
  - The nether exists as a sort of pocket dimension to the overworld. There isn't anything particularly special about it, it just exists in another plane of reality.
- Nether Quartz
  - Quartz crystals form as magma cools slowly, like in real life
- Netherrack
  - Flesh???
    - Sounds squishy, looks meaty, old texture has an eye.
    - The rest of the nether has a "death" feel
    - Called "bloodstone" on release

- ■ Seems to be able to "move" swallowing structures that were built out in the open like fortresses, bastions and portals
- ■ Lots of organic sounds in the wastes, where netherrack is most abundant
  - ○ Flesh of what? What about basalt, blackstone, and gravel?
- ● Obsidian
  - ○ Has a high "Channeling" factor
    - ■ Channels something through the minerals below beacons and up into the nether star
    - ■ One of the primary ingredients for an enchanting table, which acts as a conduit for your knowledge
  - ○ Somehow connected to alternate dimensions in some way
    - ■ Able to soak up portals to make crying obsidian
    - ■ Used to make portals
    - ■ Used to make other teleport things like ender chests and respawn anchors
    - ■ Lots of obsidian spawns in the end
- ● Prismarine
  - ○ "Fossilized coral" which somehow contains strange energy. Radioactive isotopes? Gains magic over time?
- ● Pumpkin
  - ○ Magic Gourd!
  - ○ As a normal plant, it doesn't have much use. When you carve a face into it however, it turns it into a "sigil" an entity who's power is manifested from those who believe in it.
    - ■ Ripped straight from jewish folklore, hence the name "golem"
  - ○ A carved pumpkin on your head can protect you from endermen, and the mobestiary suggests something magical about it
- ● Purpur
  - ○ Smelting chorus fruit makes it into a strong building material, but inedible
- ● Respawn Anchor
  - ○ A Jr. nether portal, tethered to the player with glowstone.
  - ○ By cramming enough portal magic together you can convince them to respawn in a certain space
- ● Sea Lantern
  - ○ Prismarine Crystals seem to luminate. Maybe this coral is extremely old and high in magic/radioactivity?
- ● Shroomlight
  - ○ Bioluminescence is fairly common in dark places like the the nether, but never in plants and rarely in fungi
    - ■ In fungi, it's given off as an anti-oxidation byproduct and is green. Maybe something similar happens with netherrack's chemical processes?

- - ■ It could also be used as bait for hoglins/piglins to get their nutrients when they die? Could these fungi be more carnivorus than they appear? Crimson fungi have the moniker of "Ichor" in pirate speak, meaning blood
    - ○ Could it have something to do with glowstone? The textures aren't all that far off.
  - Shulker box
    - ○ Why are you putting your items in a corpse that's super gross
  - Slime block
    - ○ Sludge/Amoeba juice pressed together to get… something bouncy
  - Soul fire
    - ○ Soul fire is the same teal color as the souls getting released with soul speed, and in dungeons, as well as the blue color the wither turns when it spawns.
    - ○ It's most likely souls being burned, turned into heat and light. Maybe because the souls are in anguish it's hotter and burns you harder?
  - Soul sand/soil
    - ○ Souls of the damned, forced tightly together next to hot magma as eternal punishment
    - ○ Literally have screaming faces on the side, in pain, trying to escape
    - ○ Drag you down to try and pull themselves up, back into the living world
      - ■ Soulspeed absorbs the force of the grabbing to use as more speed, but it wears down the boots
    - ○ Bubbles underwater are caused by screams forming gas pockets
    - ○ Soul soil is very old soul sand, trapped as a block for eternity, given up on changing its fate. It still has some souls trapped in the dirt, but they no longer fight, until they're spurred to life by the wither
    - ○ Just like how soul sand can grow nether wart, soul soil can grow a close cousin:crimson roots
    - ○ Maybe the fungus growing on it is feeding off the souls?
  - <mark>Spawner*</mark>
    - ○ Seems to mostly exist for gameplay purposes, although their presence in MCD would argue otherwise
    - ○ Something divine? Produce particles of flame, and blazes come from them
      - ■ How do they get in woodland mansions and mineshafts?
    - ○ Most likely just represents where things "live"
      - ■ Bastions employ magma cube spawners suspended by chains. Compared to other locations, this seems much more "intentional"
  - Warped Fungus
    - ○ "Corrupted" Crimson fungus (see DI.Nether.3)

Items

- Blaze Rods/Powder
  - ○ Fiery bones of a Wrath Angel
  - ○ Filled with all sorts of unknown, mysterious powers
- Bottle o' enchanting

- - ○ Experience trapped in a glass bottle
    - ○ How is "knowledge" tangible?
      - ■ See EN.Experience
- Dragon's breath
  - ○ Most likely just magic for gameplay's sake
- Elytra
  - ○ ????????????????
  - ○ Beetle shells??? But why and how??? Why do they look and sound fabric????????
- Enchanted book
  - ○ Books containing knowledge about the techniques mentioned in BK.Enchantment Table.1.1. High surface area also helps the lapis stick to the book, which then gets smacked off with an anvil
- Ender Pearl
  - ○ Enderman organ (eyes) used for teleportation
  - ○ Turn green as the dimensional energy (the same as nether portals, same particles) leaves upon death. Eyes were originally green, but changed to purple when the dragon was added
  - ○ Could have something to do with their scopophobia? Throwing an ender pearl hurts you, what about staring at one?
- Eye of Ender
  - ○ Enderman eye brought back to life with blaze powder, a "spark" of life
  - ○ Float towards strongholds because that's the closest way back to the end, where it belongs (this behavior is given to it by the blaze powder, not present in the eyes itself)
    - ■ Blaze powder can be used to make fire charges, copies of the ones ghasts shoot, which also defy gravity and travel in straight lines
- Fermented spider eye
  - ○ Spiders, as mentioned previously, have an affinity to potions. When prepared properly (fermented) their eyes seem to have a inversing/corrupting effect on potions
    - ■ Why the eyes specifically? It might have something to do with how they glow when invisible.
- Fire Charge
  - ○ An explosive mixed with a fuel and holy dust creates a self-propelling bomb, usable in fireworks
- Ghast Tear
  - ○ Tears of Ghasts with regenerative properties (see Ghast above)
- Glistering melon & Golden apple/carrot*
  - ○ Certain foods seem to be able to interact with gold. Not sure why.
  - ○ The Gapple might have been a reference to the apple of eden, and the devs just rolled with it

- ○ High iron foods are considered healthy. Gold is much heavier, so high gold foods are healthier?
- **Heart of the sea**
  - ○ Some sort of pirate secret?
  - ○ Formed or created?
  - ○ Why is their only use in conduits?
- Lapis Lazuli
  - ○ A weak mineral with the property to "enchant" surfaces by sticking to them in different forms.
  - ○ Has religious significance both in minecraft, and in real life, but mostly used to make blue dye
- Magma Cream
  - ○ Slime ball with fiery properties (aka, blaze powder)
- Nautilus shell
  - ○ Shells are known for their unique shape, maybe with a little tweaking on the crafting table, they become conduits in the literal sense
  - ○ Devs probably just needed an item to be rare and didn't want to implement a new mob for it
    - ■ Maybe mob A was supposed to drop shells?
- Nether brick
  - ○ Some sort of compressed/refined netherrack. Not much else to say
- **Nether Star**
  - ○ Soul energy so tightly packed that it constantly emits it, giving others magical abilities with the right setup
- Nether Wart
  - ○ A relative of crimson fungi. Like a fern, they don't grow as tall to fill a different niche
- Netherite ingot
  - ○ For scrap info, see BK.Ancient Debris
- Phantom membranes
  - ○ Membranes from phantom wings, just like in flying fish
  - ○ Elytra are also made of "membranes" in real life, maybe thats why they are compatible?
- Potions
  - ○ Using blaze powder as a catalyst, water can be imbued with properties of other materials. These properties can transfer to the drinker.
    - ■ Nether wart is responsible for this retaining of properties, but best not to overanalyze
    - ■ Slow falling from the gliding phantoms, jump boost from the nimble rabbit, ect
  - ○ Tipping arrows with them delivers the effects of a potion through a wound, but weakened because there is less liquid
  - ○ Gunpowder is responsible for explosions, and splash potions kinda explode?

- - Glowstone is seen to be used as a power source in respawn anchors, maybe thats why it "enhances" the potion
    - I'm not even gonna try with dragons breath and redstone
  - Prismarine Crystals/Shards
    - Broken up pieces of prismarine, some more "potent" than others
  - Redstone*
    - A whole new complex, dynamic system that operates outside of our understanding of physics, ie, violation of conservation of energy
    - It doesn't need to be explained with our world's physics because it doesn't correspond to our world's physics.
    - Please just for once accept that this is a fantasy game
  - Rotten Flesh*
    - It's just corpse meat. Obviously corpse meat will make you sick.
    - Clerics buy it because they probably want to study zombies
  - Slimeball
    - Just a small piece of slimy stuff
  - Spectral arrow
    - Glowstone are spirits of the dead, so tipping arrows with Glowstone dust will pierce an enemy, effectively overclocking their life force. This concentration of souls allows the entity to be visible through walls
  - Suspicious stew
    - Brown mooshrooms have much more volatile guts than usual, so their mammaries can vary wildly depending on their diet
  - Totem of undying
    - Some sort of magical craft from the evokers, like their summons
    - Seem to break open upon death, releasing green and yellow particles
      - Might be related to experience? Were you "unwise" when you died? Does this totem contain knowledge of how to survive?
    - Evokers don't use them because they require both hands free to cast spells? Could "Undying" be related to the Undead? Is this what makes them immune to zombies and other monsters?
  - Trident
    - An ancient tool used by the drowned civilization, most likely made of prismarine
    - In tune with magic as stated before.
    - Maybe connected to the heart of the sea?
  - Wither roses
    - More evidence for the wither's parasitic nature.
    - After killing it's victim, it plants a seed, a trap to leech more life force/soul energy from the world

Structures

- Bastion Remnant

- ○ Probably not a bastion in the literal sense, more of a fortress in general. It's not obvious where the rest of the castle would be. Might be "the last bastion" of piglin society
  - ○ Home of the piglins, as confirmed by developers
  - ○ Only a "Remnant", as it has been eroded greatly, possibly fireballed and attacked.
  - ○ WAS a part of a larger system, like the fortresses. We can see "bridge" bastion remnants that lead to nowhere
- Buried treasure
  - ○ Pirates loot, stashed away and forgotten about
- Desert Pyramid
  - ○ Temple dedicated to burying ancient kings
    - ■ Rotten flesh and bones are in the chests, along with valuables that they might need in the afterlife
    - ■ Protected with TNT so the bodies are not disturbed
    - ■ Im like 80% sure notch just copied this from some indana jones flick
  - ○ Likely built by a civilization older than the destroyed one referenced
- Dungeon*
  - ○ Most likely another plot hole
  - ○ Secret (military?) bunker to store items?
  - ○ Forgotten/abandoned, monsters inhabited, goodies free to take
- End City
  - ○ A grand challenge, a test of both mobility and and strength designed by Players/Endermen
    - ■ Unlike most challenges in the game, this one is unique in that its less combat oriented. It involves extremely vertical navigation with lots of tricky jumps, and it's easy to get lost if you get too focused. You also have to occasionally worry about shulkers, either sacrificing health for a bit of a vertical boost, or get hit at the wrong moment and worry about the way down.
    - ■ Your reward is of course elytra, a huge boost to player's mobility, something that you had to fight against to obtain.
- Fossils
  - ○ Not actually fossils; if they were, they would not have any bone matter, and would be made of something stony, meaning they were alive recently
  - ○ Skulls look like crude humanoids, one as a cyclops.
    - ■ Apparently the cyclops was based of when greeks discovered a mammoth skull and mistook it for a cyclops (Need source)
  - ○ Always consist of a skull/ribcage. Must be a creature with both of these, but that presumably applies to most mobs.
  - ○ There's a chance it could be related to the removed Giants. The primary evidence for this is size, since they're the only ones to match the scale, but in

1.14 snapshots, giants briefly had been given AI again, showing that mojang must have been thinking about adding them again, at least for a while

- Igloo
  - Research station for the zombie virus after it got out of hand
  - In a cold environment because viruses do not propagate well in the cold
  - Testing station underground to even further prevent uncontrolled infection
  - Were eventually successful, but were too late to save the world, so the research station was abandoned (leaving the villager inside because they're cruel)
  - The villager and zombie live that long due to plot magic
    - Maybe still in use?
- Jungle Pyramid
  - Desert Temple echo fighter
- Nether Fortress
  - A large collection of concentrated netherrack.
    - Why?
  - Why is the fortress called "Terrible"?
  - Souls guarded by blazes and wither skeletons to make sure the dead stay dead
  - Loot are the spoils of those that died there? Previous possessions of wither skeletons? They seemed shoved into corners randomly, unlike strongholds or mansions
- Nether Fossils
  - About as much evidence as normal fossils
  - Once again, not normals fossils. They do not erode and get replaced with coal ore, since they are all aboveground
  - All of the fossil variants are based on ribcages, either the ribs or the sternum. Where could the rest of the bones have gone? Are ghast skeletons secretly just big ribcages?
- Ocean Ruins
  - Small villages that have been flooded
    - Lots of non-underwater crops lie here
    - Were they always below sea level? Or did the oceans rise?
- Ocean Monument
  - A temple of some sort.
    - Monuments are usually meant as a structure praising something
    - Similar to mediterranean ziggurats, an early worship site
    - Why is it all made of prismarine? What about the sponges and secret gold? Why are they only possible to navigate when flooded? Why are they so labyrinthian?
- Pillager Outpost
  - A Station set up to steak out villages, seeing if they're weak enough to attack, Never far from villages after all
  - Keep tents to sleep in outside, maybe leftovers from setting up
  - Keep cages to capture iron golems

- - - Mostly likely trick them into there, as they are only golems, not designed to be clever. They save on resources that way, and risk less lives than killing them
  - - Might be taking them back to the mansions to experiment on
    - Warden theory coming soon™
  - Scarecrows set up to keep wild mobs from intimidating their base, sometimes target practice
- Ruined Portal
  - Obsidian is much stronger than other blocks, so it takes much longer to deteriorate
  - As mentioned before, the nether seems to be alive, and it's ability to leak into the overworld might have to do with that
  - Proof that builders were extravagant; portals are needlessly decorated
- Stronghold
  - A stronghold, as defined by miriam webster, is a place of security and survival. It seems to be a shelter against whatever was on the surface at the time
  - Functions a lot as an underground house, with libraries, storage facilities and research stations.
  - Another display of hubris by the builders, as even in their most desperate attempts to hide and survive, they still manage to decorate.
- Woodland Mansion
  - Mansion made by Illagers as shelter and a sort of boast against the villages with their less elaborate builds
  - Highly sophisticated base, with traps, small builds, a map room and more. Most builds are mimics of human structures. Might be trying to recreate their accomplishments? Why so much wool?

Ambience

I'd recommend going through [the ambience section on the wiki](#) as you read through here.

- Cave Ambience
  - Seems to be largely incomprehensible.
  - Contains everything from train whistles to a choir to generic low, ominous droning.
    - Cave 14 when viewed as a spectrogram shows a creeper face, but I don't think there's any lore reasons for this
  - Due to the dark and scary environment I think it's safe to chalk up most of these as auditory hallucinations
    - This is supported by them being just a random collection of sounds, rather than a loop and loop additions like in the nether
- Underwater Ambience

- ○ Sounds like Animal 1&2 and Bass Whale 1&2, imply the existence of marine life beyond the player's knowledge, but also could just be chalked up as atmosphere
  - ○ "Crackles" 1 & 2 both sound like someone knocking on a door? Not sure what this could be
  - ○ "Dark" 1,2,3,&4 all sound like some sort of combination between a nether portal and the earlier whale noises.
- ● Nether Ambience
  - ○ Basalt Deltas
    - ■ The "Active" group seems a lot like pitch shifted laughter at first, but given #4, and the context of it's name, it could just be the basalt shifting around, hence it being geologically "active"
    - ■ The "Ground" files seem to back this idea up, as it sounds like the ground shifting or bits of rock falling off.
    - ■ The clicks are definitely based off geiger counters, but why? Are the deltas radioactive?
    - ■ Debris seems to just be something burning, but could it be something to do with ancient debris?
    - ■ "Plode" seems to be some sort of distant collapse, maybe something that ex*plode*s or im*plode*s
    - ■ I'm not at all sure what "Twist" could be, it seems to combine the clicking of the geiger counters with a whooshing noise
  - ○ Crimson Forest
    - ■ Addition 1 seems to be a generic sound to make the biome seem more alien, 2 seems to reflect the burning aspect of the nether, and 3 is a creaking stretching sound reflecting how the forest is violently alive.
    - ■ "Particles" Definitely reflects the spores swirling around the players face. It's very faint and sounds like wind
    - ■ "Shine" is interesting, as it sounds like wind chimes, but there's not an obvious source. Maybe it's just meant to be atmospheric, maybe its supposed to reflect on the tingly sound nether gold ore makes, who knows.
    - ■ "Shroom" as the name implies, seems to be the mushrooms creaking and moaning, reinforcing the idea of it being more alive than at first glance
    - ■ "Twang" Is a very strange stuttering sound, a little reminiscent of earlier creaking, but not much
    - ■ Mood 1 2 & 3 seem pretty normal, more creaking and moaning, but mood 4 is an eerie revving noise, almost like a nether portal
  - ○ Nether wastes
    - ■ As an in-between biome, we hear a lot of more echoey versions of other biome's noises, such as basalt deltas activity, wooshing of the soul sand valley, moaning from the forests and more
    - ■ A lot of this biomes sounds seem very distinctly "alive". Additions 4 & 8 sounds like a heartbeat, 3 sounds like a breath being drawn, 5-7 can be

argued to sound like a churning stomach (*Especially* Ground 3&4), the fact that the "ground" has ambience like it's moving is a red flag and more.

- Mood 3 stands out for being a high pitched shriek, among the low rumbling and crushing of the rest of the mood additions

○ Soul Sand Valley
- The loop for this biome sounds a lot like wind, which is interesting cause it's all underground. This is backed up with "sand" being particulate rolling along the ground, and the entire group called "wind"
- "Voices" are definitely one of the more interesting audio cues, as it implies the soul sand not only contains souls, but those souls are still semi-cognisant. 1-3 sound like generic low moans, but 4 sounds a bit like Cave 2, and 5 is dramatically pitched down, almost demonic.
- The "Whispers" are interesting because it implies that whatever information the souls are sharing, they don't want you to hear it. 5-8 seem to back this up, with some whispers being hushed out by others. I won't try to guess what they're saying, but feel free to take a stab at it.
- "With 1" is extremely fascinating because it's the only one of its kind, and the sound it's making is hard to pin down. It sounds like a bunch of whispers and wind swirling together, getting higher pitched before fizzling out.
- "Mood 1" is a long lasting, low frequency moan that lasts quite a while, reminiscent of a whale call. Could these be the sounds made by whatever the fossils were when they were alive?
- "Mood 2-4" sound a lot like voices 1-3, but seem a bit more… strained, almost like whatever is making them is in agony

○ Warped Forest
- The ambient loop for this biome is a lot more synthesized than the others, and significantly louder
- Additions 1-3 sound a bit like the record scratching effect we hear in the song "The End", the only song to play in the end outlands
- Additions 4&5 sound like idle enderman noises given extra reverb and paired with the scratching sound we hear in 1-3
- 6 is similar to 4&5, but it sounds like one of the "screaming" noises from the endermen; be that their death sound or the sound they make when you stare at them
- "Enish" as the name implies, are backwards and modified versions of the sound "Shine" That plays in the crimson forest
- "Help 1" Seems to be a low whisper that either transforms into, or gets drowned out by a high pitched shriek. Conversely, "Help 2" is a warbling synth, starting off low before jumping to a higher pitch. How could these 2 be related?

- ■ "Here 1" Sounds like eerie wind chimes, not too far off from some of the overworld cave noises. "Here 2" Seems like a choir almost, a bunch of low, vocal tones overlapping each other. "Here 3" Is out of place, as it sounds a lot like the nether's normal echoey drones
- ■ Mood 1,2, and 4-7 all have distinct rattling, tapping noises, like something tough being dragged across a concrete floor, or fingers rapping on a table. 1&2, implement some of the static mentioned earlier, where 4&6 only use a low buzz as background.
- ■ Mood 3 seems to just be a sine wave, fading out near the end. Considering how out of place it is, it might have been left in as a test (I personally have never heard this sound, and I live in a warped forest)
- ■ Mood 8 sounds like a low growl accompanied by a shuffling noise, while 9 sounds like evil laughter from the same voice?? Why is no one talking about this? What could it mean?
- ■ Creak 1-5 all reflect on a perversion of the crimson forest like in "Enish"; the trees still seem to be moving, but more jaggedly, sounding distinctly "unnatural", even compared to the rest of the nether. There's also a touch of synth in Creak 3.

Unique Biomes

- ● Mushroom Feilds
  - ○ This biome seems like a subtle danger; being very unnatural compared to the rest of the world. The terrain is extremely barren and seems ecologically dead. It lacks variety in its flora, and even the animals there seem to have been "corrupted" by this fungal influence. Further on this that the only mobs to spawn are mooshrooms, corrupted cows. Even normal Nighttime mobs like skeletons, zombies, and spiders don't spawn. Something sinister is lurking in these islands, something powerful enough to drive out dark forces.
  - ○ Grass, when planted here, is extremely verdant, even moreso than in a Jungle. This implies that the soil is extremely rich. Fungi, unlike Plants, survive only off of organic matter in the ground and do not photosynthesize. Perhaps the richness in the soil is what allowed the mushrooms to "Take over".
  - ○ "Mycelium" are tiny fungal threads which trees can Hijack and use to communicate. Given how small mushrooms can grow in full sunlight in this biome, it seems that mushrooms have started using their mycelium more aggressively, spreading it, and using it to help other members of their community grow.
  - ○ Note that these are often found as islands or peninsulas. We know that mycelium can compete with grass for control over dirt, but can it potentially drive grass out? Maybe these islands are all isolated for a reason.
  - ○ Mushroom Feilds have a temperature of 0.9, making them warmer than plains, but cooler than jungles
- ● Shattered Savana

- ○ This biome is interesting, as it doesn't accurately portray the topography of any real biome, yet still has the name "Savanna", a region known for it's flatness.
  - ○ This biome has such extreme terrain, it can double the height of extreme hills from sea level. There's lots of exposed dirt, coarse dirt, stone, lakes as deep as oceans, and cliffs that soar beyond the clouds. Due to the extremeness of this biome, floating islands generate here more often than any other space in the overworld.
  - ○ What could be so special about the savanna? Is there anything special about it at all? Then why don't we have biomes like "Shattered Tundra"?
  - ○ It seems likely that instead of this being something that formed naturally, (We see no signs of erosion despite all the surface area) this was likely a spot of great upheaval. Maybe something like an asteroid? Could this have been that recent? If so, why don't we see the crater, or the asteroid for that matter?
- ● Nether Wastes
  - ○ I've already talked in depth about this biome in the "Dimensions" section, but it seems like this part of the nether is alive, the terrain itself a sort of organism in its own right
- ● Soul Sand Valley
  - ○ Of all the places in the nether, this one feels the most "dead". Skeletons, regular and giant can generate here. Swathes of ghasts lurk around every corner. The ambience is "Unsettling" to say the least, and the ground you walk on is made out of souls. If the nether is some sort of afterlife, this must be where it funnels it's dead.
  - ○ The fossils are one of the more interesting parts about this biome. What left them? What did they look like when they were alive? The terrain is flat and the winds are high, so why haven't they eroded? Why are they only ribcages?
  - ○ Nether wart can only be grown on soul sand, and crimson roots can be found growing on soul soil. Additionally, Nether wart can be crafted into wart blocks, which huge crimson fungus are made of. They seem to have a strong connection.
  - ○ Basalt forms when lava is in prolonged contact with cool air. Given all the wind in the SSV, lavafalls cooling into massive basalt pillars seems likely. However, all of the nether biomes do have the same temperature ID, that being 2.0, or desert temperature.
  - ○ The blue fog has the same shade as escaping souls and soul fire. Could the air itself be permeated with souls?
- ● Crimson Forest
  - ○ There's surprisingly little to talk about here, and what little there is I've discussed in ambience.
- ● Warped Forest
  - ○ The theme of this biome is an "Inversion" of the crimson. The colors are contrasting, ambiance is backwards, vines grow the wrong way; everything seems corrupted.

- ○ The only mobs that generate here are striders (probably attracted to their favorite food), and Endermen.
  - ○ The endermen here are in fact so present, that the ambience consists largely of their noises, and the usual crimson fog has been warped to an eerie purple.
  - ○ It seems like the endermen have taken over this biome, warping it into a place where the nether meets the end. Consider that "Warp" not only means to twist or corrupt, but also to teleport.
- Basalt Deltas
  - ○ Reminder that the basalt deltas was a late addition
  - ○ This biome has been consistently called a "remnant of volcanic eruptions?". Does this mean the nether is, or was at one point, geologically active?
  - ○ Basalt pillars like we see in this biome happen when lava cools so fast it cracks. Assuming this place was mostly lava, how did it cool so fast? Why is there still so much lava? Is the ash volcanic or from something burning?
  - ○ Bastion Remnants generate in every biome except for this one. Why? Blackstone is the most abundant in the deltas, is it worth the extra effort to avoid them? It can't just be because the terrain is dangerous, Bastions can appear in the middle of lava lakes or in the diseased Warped Forests. What are the piglins afraid of?

Proposed Timeline

These are my own conclusions on how this evidence stacks together. A large part of this, particularly the beginning, is speculative.

- The nether started as the origin of the universe. It attempts to create life within itself but struggles with how hostile the environment is. Most creatures are blocks she managed to coax into living, and the best she manages are pigs and overgrown fungi.
- Nether fortresses are constructed as a mechanism for defense against natives, blazes have a hive mind because it's one mind, the nether, controlling them.
- Due to her difficulty in creating life, the basalt delta is actually a manifestation of the Nether's sorrow, lava cooled into basalt by her tears, anguish a property of the terrain itself.
- After her mourning, the nether rests and dreams of what could be; a place where life could truly thrive. In her imaginings she creates the overworld, and her dreams quite literally come true.
- Life progresses as it would on earth, with a little acceleration from the creator's hand. Something that can manipulate the world around it comes to be in a fertile valley somewhere.
- These "Humans" are able to set up defenses, housing and an economy, just as in Mesopotamia or Egypt. They advance technology when they can, not only physically, but coming to understand some of the more magical laws of the universe.

- Some more magically inclined folk decide to live by and off the ocean, using the strange properties of fossilized coral
- Pumpkins were found not only to be a useful food source, but also have some magical properties when carving a face into it. This is used to create automatons guarding villages.
- Religion inevitably comes and goes, temples are crafted to bury venerable ones, and traps to guard them.
- Attempting to press further, these "Builders" burrow into the earth to mine it dry of resources. Some "Villagers" content with keeping their life simple, are opposed, and a schism begins to form.
- Eventually, a breakthrough is made. A gateway filled with flame creates a portal back into the Nether itself, the dreams escaping their confinement.
- The natives are wary, and the environment hostile, but trade is established between humans and swine, to help grow each other's empires.
- The builders, unfortunately knew no bounds to their hubris nor greed. Invading the nether fortresses awoke their guardians; as the blazes burned, hell roared. Shoving excess supplies into corners when they could, Builders struggled to fight against flame. Even their charred bodies turned against them, now puppets to the nether.
- But the assault did not cease there. Portals broke as the nether tried to crawl through their unstable connection. The natives they were once comfortable with turned against them, only being coaxed back into trading by displaying their wealth
- Eventually, souls of the departed, spawned by the nether began to return to it, forming as grains of dust and sand, together making valleys of the fallen.
- Souls taken before their time are too strong to be confined to dirt. In their volatility they balloon with the heat of the underworld, becoming creatures of fire; young, confused and frightened, they unleash their anger on those foolish enough to cross paths with them.
- Seeing this abominable rebirth, and their hubris only dented, some humans try to resurrect the fallen. By taking the heads of withered skeletons and pairing them with soul sand, they did their best to reunite body with spirit. What they created was plague incarnate. A screaming mass of lost souls, reaching out for a chance to return to life, and a charred yet powerful body, possessed with the urge to slay. A mindless devourer, to siphon the soul out of everything they see, was born
- This hateful force brought with it destruction in its wake. Large settlements were utterly destroyed, only puny villages were small enough to escape detection, and the abandoned temples across the landscape.
- Those who survived the encounter with decay became rotten and festering, bodies reanimated with a desire to infect further hosts. This pathogen spread like fire through the nether, which had received equal destruction. Those who managed to steer away from the plague would have the cyan flames from the valley of death burned into their mind.
- The swine, with their alien anatomy were ill equipped to deal with a human disease. They could convert into something unholy just by breathing in the air where the sick once stood. Despite their vulnerability, the outcome was not nearly as vile. Flesh was

rendered from the body instead of being corrupted, and their minds still remained partially intact.

- Laboratories were manufactured to try to cure the disease, in frigid barrens which the plague had difficulty penetrating. Some success was made, but it was largely too late.
- Refusing to learn from their mistakes, these builders still sought to build an empire, even in the shadow of their failure. Sprawling underground complexes were built, carved from the earth and protected by silverfish. It served to not only house the masses, but to provide research. Even in their darkest hour, humans still find time to decorate. And all who opposed were jailed.
- Eventually, the code was cracked. First, synthetic items were created, spheres of crystalline energy, stone materialized out of thin air, chests that were portals to each other, and more. Finally, a gate opened. A gate to nowhere, but in that nothingness there laid possibility. A void, folded between the great dreams, only accessed with the ashes of a god. It would be there that humanity makes its most tragic mistake: chasing perfection
- In this new, empty dimension, the few who survived became something beyond what as possible. In a world without hunger, thirst, disease or death, the true enemy of man was boredom. Challenges were devised to test their creators. Jumping from platform to platform, dodging bullets from hidden monsters, with your only method of healing potentially putting you in a more dangerous position. All to make one jump, 1 leap into the void, to unlock a chance at flight.
- Even in their hollow paradise, humans were not satisfied. What if their mistakes caught up to them? They needed protection, and as usual, they wouldn't settle for anything less than perfect. The beast was engineered, the arena constructed, then isolated. Drawing all the power they could from the darkness between the dream and the dreamer they forged their final mistake.
- The power from spawning the beast surged through the pocket reality, warping and corrupting it and it's inhabitants. The human's flesh hardened to obsidian, their bones crunching as the magenta current eroded their souls, screams distorted into monstrous shrieks. They were unstable, unnatural. The essence of life, water, dissolved their skin, and they can barely control their teleportation, even shifting between realities. Over centuries, their minds decayed. Their past glory lingered in their minds, but they could no longer build anything of meaning, only clutch what they used to construct their pride. A gaze from their past self, a reminder of their past was all it took to drive them into a rage.
- The influence of the purple stream flowed through the dreamer too, twisting the fungal forests into something equally as sick. It drove out all life, even the undead with it's vile influence. All that remained were the stream's first victims, and the extremophiles that managed to scavenge from the shores
- Eons pass. Memories of what was return to the sand. The calamity fades away, and life continues marching on.
- The humans who survived the calamity, those who were humble, eventually began to analyze their peers' mistakes. What did they do wrong? What could they do better? However, the elders, those who bore witness to the price of pride, would not allow this

research into the dark arts. These budding creators were exiled from the villages which raised them. But they would strike back. They would show them all.

- Disaster is about to strike. The world is covered in scars. You have been given another chance. Will you protect the innocent? Avenge the betrayed? Fight to reclaim your empire? Or simply try to cure the world of the suffering caused by your ancestors. It is your choice. Your world. It is your time to shine.