# 2nd Era Resources

For information relating to the Lost World event including gameplay information and event rules.

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# Era Classes Info

# Farmer

A class dedicated to farming crops and cooking food.

Farmer is Era's most beginner-friendly class. The act of farming crops is similar to vanilla Minecraft but with reduced chances of drops. Leveling up in this class primarily increases how much yield a player gets from harvesting crops and also unlocks new cooking and crafting options along the way. Farmer class XP is earned from a wide range of regular farming actions like punching crops and cooking food, each worth a different amount depending on the action.

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# General Mechanics

## New Foods

A handful of new food and drink items have been added on top of the existing vanilla ones. Vanilla food items themselves are untouched, aside from having level or subclass requirements.

- Banana: functions like an Apple but is harvested from Jungle Leaves instead of Oak Leaves.
- Coffee Beans: functions like an Apple but is harvested from Mangrove Leaves instead of Oak Leaves. Inedible.
- Lemon: functions like an Apple but is harvested from Acacia Leaves instead of Oak Leaves.

## Additional Rules

- Depending on the biome, crops grow at different speeds or not at all.
- Crops can only grow on irrigated soil (Farmland that touches water).

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# Level Outline

## Level 0

- 25% base chance of crop yield when harvesting crops. Further levels grant additions to this base
- Cookie Cereal: crafted with a Bowl, a Milk Bottle, and 3 Cookies.

## Level 1

- Successful Harvest: +15% chance of bonus crop yield when harvesting
- Milk Bottle: crafted with 3 Glass Bottles and a Bucket of Milk, yielding 3 per craft.
- Composter: crafting unlocked
- Campfire: crafting unlocked
- Boiled Egg: Cooking an Egg in a Smoker.
- Smoker: Usage unlocked

## Level 2

- Successful Harvest: increased to +30% chance of bonus crop yield when harvesting
- Animal Taming: can tame neutral baby animal mobs, except Horses, Donkeys, and Dogs
- Beet Soup: crafting unlocked
- Bread: crafting unlocked
- Marshmallow Cereal: crafted with a Bowl, a Milk Bottle, and 3 Marshmallows. Note that Cookies and Marshmallows themselves require the Culinarian subclass to craft, even though the cereal recipes only require base Level 2.

## Level 3

- Subclass Specialization: at Level 3, a Farmer can specialize into one of two subclasses:
  - Cultivator - focused on higher farming yields
  - Culinarian - focused on better cooking recipes
- Smoker: crafting and usage unlocked
- Mushroom Stew: crafting unlocked
- Fruit Salad: crafting unlocked. Crafted with Bowl, Apple, Melon Slice, Sweet Berries.
- Vegetable Salad: crafting unlocked. Crafted with Bowl, Carrot, Potato, and Beet.

# Level 4

- Golden Carrot: crafting unlocked
- Honey Bottle: can now be acquired

# Level 5

- No new unlocks at the base Farmer level. Progression continues through the subclasses below.

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# Subclasses

# Cultivator

A Farmer subclass focusing on higher farming yields.

The Cultivator leans into raw yield and quality-of-life around farming and animal husbandry. Crop yields climb further than the base Farmer class.

## Level 3

- Successful Harvest: increased to +50% chance of bonus crop yield when harvesting
- Meat Yield: fully grown tamed animals now guarantee +1 extra meat item when harvested
- No Builder XP from Placing Blocks

## Level 4

- Successful Harvest: increased to +70% chance of bonus crop yield when harvesting
- Meat Yield: increased guaranteed extra meat item from fully grown tamed animals
- Green Touch: can no longer break crops that are not fully grown

## Level 5

- Successful Harvest: increased to +90% chance of bonus crop yield when harvesting

- Meat Yield: increased guaranteed extra meat item from fully grown tamed animals
- Bone Meal: now affects a 3x3 horizontal area, fully growing all crops and instantly growing all saplings within it
- Auto-Replant: crops are automatically replanted when the player holds the corresponding item in their off-hand

# Culinarian

A Farmer subclass focusing on better cooking recipes.

The Culinarian leans into cooking, unlocking a wide range of new food and drink recipes while also boosting crop yield further than the base Farmer class.

## Level 3

- Successful Harvest: increased to +40% chance of bonus crop yield when harvesting
- New Recipes: access to the following recipes:
  - Cod Roll: 2 Dried Kelp + Cooked Cod.
  - Salmon Roll: 2 Dried Kelp + Cooked Salmon + Dough: 2 Wheat + Water Bottle. Inedible. Makes Bread cheaper to craft
  - Dough: Crafted using two wheat and a water bottle. Cooking Dough in a Smoker makes Bread.
  - Lemon Juice: Water Bottle + Lemon.
  - Coffee Mix: Milk Bottle + Coffee Beans. Inedible
  - Coffee: Cooking Coffee Mix in a Smoker.
  - Empanadas: all varieties, each made by cooking its Unbaked Empanada in a Smoker or Campfire. Unbaked Empanadas are inedible and made with 1 Dough plus the listed filling:
    - Steak Empanada: 1 Steak.
    - Porkchop Empanada: 1 Cooked Porkchop.
    - Mutton Empanada: 1 Cooked Mutton.
    - Chicken Empanada: 1 Cooked Chicken.
    - Rabbit Empanada: 1 Cooked Rabbit.
    - Salmon Empanada: 1 Cooked Salmon.
    - Cod Empanada: 1 Cooked Cod.
    - Tropical Fish Empanada: 3 Tropical Fish.
    - Cut Pufferfish Empanada: 3 Cut Pufferfish.
    - Cheese Empanada: 1 Cheese.
  - Chocolate Milk: Milk Bottle + Cocoa Beans.
  - Apple Juice: Water Bottle + Apple.
  - Banana Juice: Water Bottle + Banana.
  - Herbal Tea: made by cooking a Herbal Tea Mix (Milk Bottle + Jungle Leaves + Herbal Mix, inedible on its own) in a Smoker.
  - Medicinal Tea: made by cooking a Medicinal Tea Mix (Milk Bottle + Jungle Leaves + Medicinal Honey, inedible on its own) in a Smoker.

- Glistering Tea: made by cooking a Glistering Tea Mix (Milk Bottle + Jungle Leaves + Glistering Melon, inedible on its own) in a Smoker.
- Note that Herbal Mix, Medicinal Honey, and Glistering Melon are Healer Herbalist items, so brewing the Teas requires either having a Herbalist on hand or acquiring those ingredients from one.

# Level 4

- Successful Harvest: increased to +50% chance of bonus crop yield when harvesting
- New Recipes: access to the following recipes:
  - Cookies
  - Marshmallow: Water Bottle + Sugar + Egg, yielding 8 per craft. This also enables Roasted Marshmallow (cooking a Marshmallow in a Campfire), which is craftable by anyone at Level 0 once they have a Marshmallow
  - Ice Cream: Milk Bottle + Sugar + Ice.
  - Cheese: made by cooking a Cheese Mix (Milk Bucket + Salt Bottle, inedible on its own) in a Smoker. Restores 3 hunger and 2.4 Saturation. The Salt Bottle used in the Cheese Mix is itself made by cooking a Water Bottle in a Smoker
  - Pancake Batter: Bowl + 1 Dough + Sugar + 1 Egg + Milk Bottle. Inedible
  - Pancake: Cooking Pancake Batter in a Campfire.
  - Potato Omelette Batter: Bowl + 2 Eggs + 1 Potato. Inedible
  - Potato Omelette: Cooking Potato Omelette Batter in a Smoker or Campfire.
  - Cheese Omelette Batter: Bowl + 2 Eggs + 1 Cheese. Inedible
  - Cheese Omelette: Cooking Cheese Omelette Batter in a Smoker or Campfire.
  - Banana Omelette Batter: Bowl + 2 Eggs + 1 Banana. Inedible
  - Banana Omelette: Cooking Banana Omelette Batter in a Smoker or Campfire. Restores 8 hunger and 9.6 Saturation

# Level 5

- Successful Harvest: increased to +60% chance of bonus crop yield when harvesting
- New Recipes: access to all remaining recipes, including:
  - Cut Pufferfish: 2 Pufferfish, yielding 2 per craft. Restores 2 hunger and 1.2 Saturation
  - Unbaked Apple Pie: 1 Dough + 1 Apple. Inedible
  - Apple Pie: Cooking Unbaked Apple Pie in a Smoker. Restores 9 hunger and 9.6 Saturation
  - Unbaked Pumpkin Pie: 1 Dough + 1 Pumpkin. Inedible
  - Pumpkin Pie: Cooking Unbaked Pumpkin Pie in a Smoker. Restores 8 hunger and 9.6 Saturation
  - Unbaked Carrot Pie: 1 Dough + 1 Carrot. Inedible
  - Carrot Pie: Cooking Unbaked Carrot Pie in a Smoker. Restores 8 hunger and 9.6 Saturation
  - Cake

# Blacksmith

A class dedicated to crafting and maintaining tools, weapons, and armor.

The Blacksmith is Era's crafting and equipment class. Blacksmith gates which tier of tools, weapons, and armor a player can craft, from wood all the way up to Netherite. Blacksmith class XP is mainly earned through smelting charcoal/ores and crafting tools.

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# General Mechanics

## Gear Tiers

Each material tier of gear (Wood, Stone, Copper, Iron, Diamond, Netherite) requires a corresponding Blacksmith level to craft and use.

## Grindstone Repairs

A Grindstone can be used to repair gear, but at a base cost of 15% of the item's maximum durability per repair. Repairing Copper gear or higher tiers also consumes XP on top of the durability cost.

## The Anvil

At Level 3, Blacksmiths gain access to the Anvil, but only for straightforward repairs, combining two damaged items of the same type into one. The other two vanilla Anvil functions, combining gear together for bonus durability and applying Enchanted Books, are restricted and only opened up by choosing a subclass.

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# Level Outline

## Level 0

- Wooden Tools and Weapons
- Charcoal: class XP source
- Ore Smelting: class XP source

## Level 1

- Stone Tools and Weapons
- Leather Armor, including Horse Armor and Wolf Armor
- Turtle Shell
- Grindstone: may be used to repair gear, reducing maximum durability by 15% each time. Copper gear and higher tiers also consume XP to repair
- 10% Mining Speed Increase when mining logs

## Level 2

- Copper Tools, Weapons and Armor, including Horse and Nautilus Armor
- Copper Shields
- Spyglass
- 20% Mining Speed Increase when mining logs

## Level 3

- Iron Tools, Weapons and Armor, including Horse and Nautilus Armor
- Shield
- Bucket
- Shears
- Flint and Steel
- Saddle
- Harness
- Anvil, for repairs only: no combining gear or using Enchanted Books
- Lodestone

- Experience Scroll recipe: 1 Paper + 1 Ink Sac + 1 Emerald. When used, absorbs 5 XP levels from the player, which another player can later reclaim
- Subclass Unlocks: At Level 3, a Blacksmith can specialize into one of two subclasses:
  - Truesmith - Specializing in higher armor quality and better repairs
  - Artificer - Specializing in enchantments and utility

# Level 4

- Diamond Tools, Weapons and Armor, including Horse and Nautilus Armor
- Breeze Rod recipe: 1 Stick + 8 Light Blue Dye. Cannot be used to craft Wind Charges or Maces

# Level 5

- No new unlocks at the base Blacksmith level. Progression continues through the subclasses below.

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# Subclasses

## Truesmith

A Blacksmith subclass focused on Netherite, Armor Trims, and better repairs.

The Truesmith leans into endgame gear: reaching Netherite, unlocking Armor Trims, and making the Grindstone cheaper to use.

Armor Trims are the decorative patterns that can be applied to armor at a Smithing Table. Normally these are found as loot around the world, but Truesmiths can craft the Smithing Templates directly instead. Every trim recipe follows the same formula: 1 Iron Ingot + 4 of a specific material + 4 Cyan Dye. The material for each trim is listed in parenthesis below.

Example of shaped armor trim crafting:

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## Level 3

- Smithing Table: exclusive usage
- Armor Trim recipes: Wayfinder (Terracotta), Shaper (Red Terracotta), Raiser (Orange Terracotta), Host (Yellow Terracotta)
- May combine gear at an Anvil (but not Enchanted Books)
- Grindstone repairs reduce max durability by 10% (down from the base 15%)
- Blast Furnace

## Level 4

- Armor Trim Recipes: Bolt (Copper Ingot), Flow (Breeze Rod), Dune (Sand), Coast (Iron Ingot), Wild (Mossy Cobblestone), Vex (Stone), Sentry (Cobblestone)
- Grindstone repairs reduce max durability by 5%

## Level 5

- Netherite Tools, Weapons and Armor, including Horse and Nautilus Armor. Must be made by upgrading Diamond gear with a Netherite Upgrade, not crafted directly
- Netherite Upgrade recipe: a custom recipe, not the vanilla one
- Grindstone repairs no longer reduce max durability
- Armor Trim Recipes: Spire (Purpur Block), Eye (End Stone), Rib (Netherrack), Snout (Blackstone), Ward (Cobbled Deepslate), Silence (Echo Shard)
- Crafting recipes for two additional Armor Trim materials:
  - Rose Quartz: 8 Quartz + 1 Pink Dye, yields 8 items per craft
  - Dark Prismarine Crystals: 8 Prismarine Crystals + 1 Black Dye, yields 8 items per craft

# Artificer

A Blacksmith subclass focused on enchantments, utilities, and cheaper repairs.

The Artificer leans into enchanting and XP management rather than the physical gear itself.

## Level 3

- Gold Tools, Weapons and Armor, including Horse and Nautilus Armor
- Clock
- Exclusive access to working with Enchanted Books at an Anvil, both combining Enchanted Books with each other and applying them to gear

## Level 4

- Enchanting Table

- Grindstone repairs of Copper, Iron, and Gold gear no longer consume XP

## Level 5

- Bottle o’ Enchanting Recipe: 1 Emerald, 1 Gold Ingot, 1 Redstone, 1 Lapis, 1 Water Bottle
- Enchanting Level Reduction: Reduced cost for enchantments
- Recipes for the Treasure Enchantments: Check /class for recipes.

# Hunter

A class dedicated to fighting mobs, wild animals and reaping higher benefits from them.

They are the only class who can use bows and gain access to arrows with effects as they level up. The hunter is key in the domestication process, the act of taking babies away from wild animals and domesticating them into your farm animals. Many essential crafting recipes such as bandages rely on the hunter to acquire necessary resources from mobs.

# General Mechanics

To be added

# Level Outline

## Level 0

- Attacking any mobs grants class EXP

## Level 1

- Access to use bows
- 20% Mob drop increase
- 10% less damage from mobs
- Access to use fletching table.
- Access to these recipes: Arrow of Slowness 1

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## Level 2

- Access to craft arrows of instant damage and slowness 2

# Level 3

- Subclass Specialization: at Level 3, a Hunter can specialize into one of two subclasses:
  - Wayfarer: An exploration and traveler based class
  - Trapper: Focused on trapping mobs and animals
- Access to craft instant damage 2 and arrow of poison 1

# Level 4

- Access to poison 2 and weakness 1 arrows.

# Level 5

- Access to weakness 2 and spectral arrows.

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# Subclasses

# Trapper

## Level 3

- Ability to place bait blocks
- Can use wheat seeds as bait
- Placing blocks does not grant builder EXP anymore.

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## Level 4

- Can craft pistons
- Can use carrots as bait
- Access to stonecutters

## Level 5

Access to these recipes

image.png

# Wayfarer

## Level 3

- **You lose the mob damage reduction.**
- Hunger cost for walking is reduced.
- Can tame horses
- Can use cartography tables
- Access to these recipes:
- **Cheaper craft cost for boats**, anyone irrespective of crafts can still craft boats.

image.png

## Level 4

- **You regain the mob damage reduction**
- Can craft leads
- Can tame wolves

## Level 5

- Can tame pandas and polarbears.

# Miner

A class dedicated to extracting resources from underneath the earth.

The Miner is Era's dedicated resource-gathering class, built around digging, tunneling, and processing ores. Where a vanilla player can mine any block right away as long as they have the right tool tier, players in Era also need their Miner class level to be high enough. Miner class XP is generally earned from mining stone and ores.

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# General Mechanics

## Mineral Mining

Each mineral in the game is assigned a required Miner level, and a player must be at least that level to "properly" mine it.

Mining a block below the required level still breaks the block (and still grants Miner class XP, so progress is never wasted), but the block will not drop its item. In practice, this means a player with no levels in miner swinging a pickaxe at Iron Ore will break the block and earn a bit of XP toward leveling up, but no iron will actually drop. Level 2 needs to be reached for iron to actually give them something usable.

Ores are grouped into tiers that roughly mirror vanilla Minecraft's natural difficulty curve (coal and stone first, ancient debris last).

| Level | Unlocked Minerals |
|---|---|
| 0 | Stone & variants (Diorite, Dripstone, etc.), Regular Coal |
| 1 | Deepslate, Deepslate Coal, Regular Copper, Raw Copper Blocks |
| 2 | Deepslate Copper, Regular Iron |

| | |
|---|---|
| 3 | Deepslate Iron, Regular Gold, Regular Lapis, Regular Redstone, Regular Emerald, Nether Gold, Gilded Blackstone, Nether Quartz |
| 4 | Deepslate Gold, Deepslate Lapis, Deepslate Redstone, Deepslate Emerald, Regular Diamond |
| 5 | Deepslate Diamond, Ancient Debris |

# Increased Block Break Speed Attribute

Beyond unlocking new ores, leveling up also makes a Miner physically faster at breaking blocks. Each level adds a flat bonus to the player's block-breaking speed. The bonus grows by a fixed 0.24 per level, so the speed increase scales in a straight line rather than accelerating or slowing down as players progress:

| Level | Bonus |
|---|---|
| 1 | +0.24 |
| 2 | +0.48 |
| 3 | +0.72 |
| 4 | +0.96 |
| 5 | +1.2 |

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# Level Outline

## Level 0

- Mineral Mining: Stone & variants (Diorite, Dripstone, etc.), Regular Coal
- Block Break Speed: +0

## Level 1

- Mineral Mining: Deepslate, Deepslate Coal, Regular Copper, Raw Copper Blocks
- Block Break Speed: +0.24

# Level 2

- Mineral Mining: Deepslate Copper, Regular Iron
- Block Break Speed: +0.48

# Level 3

- Mineral Mining: Deepslate Iron, Regular Gold, Regular Lapis, Regular Redstone, Regular Emerald, Nether Gold, Gilded Blackstone, Nether Quartz
- Block Break Speed: +0.72
- Subclass Unlocks: At Level 3, a Miner can specialize into one of two subclasses:
  - Excavator - Specializing in gathering building materials and landscaping
  - Prospector - Specializing in gathering ores and caving

# Level 4

- Mineral Mining: Deepslate Gold, Deepslate Lapis, Deepslate Redstone, Deepslate Emerald, Regular Diamond
- Block Break Speed: +0.96

# Level 5

- Mineral Mining: Deepslate Diamond, Ancient Debris
- Block Break Speed: +1.2

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# Subclasses

## Excavator

A Miner subclass focusing on extraction of building materials and landscaping.

The Excavator is built for players who spend their time reshaping terrain and gathering bulk building materials.

## Level 3

- Terrain Block Mining Speed: +20%. A wide range of common terrain and building blocks are mined 20% faster. This covers most "natural" blocks a player would dig through or gather in bulk, including:
  - Stone type blocks: Tuff, Diorite, Granite, Andesite, Dripstone, Calcite
  - Sand & sandstone: Sandstone, Red Sandstone, Sand, Red Sand
  - Nether/blackstone: Blackstone, Basalt, Netherrack, Soul Sand, Soul Soil
  - Obsidian: Obsidian, Crying Obsidian
  - Dirt-family: Dirt, Grass Block, Mycelium, Rooted Dirt, Coarse Dirt, Podzol, Mud, Muddy Mangrove Roots
  - Ice & snow: Ice, Packed Ice, Blue Ice, Snow, Snow Block
  - Misc: Terracotta (any color), Packed Mud, Magma Blocks, Gravel, Clay, Moss Block, Pale Moss Block
- No Underwater Mining Penalty for non-ore blocks
- No Builder XP from Placing Blocks. Since Excavators frequently place blocks just to landscape or fill terrain, this perk stops those placements from also granting Builder XP which would take away from Miner XP.

## Level 4

- Terrain Block Mining Speed increased to +35% (up from +20%), applying to the same block list as Level 3.

## Level 5

- Terrain Block Mining Speed increased to +50% (up from +35%).
- Ice blocks are mined as if with silk touch.

# Prospector

A Miner subclass focused on detecting ores and mobs to increase survivability underground.

The Prospector is specialized for careful and efficient exploration of caves and mineshafts.

## Level 3

- Dowsing Rod. Prospectors can craft and use a Dowsing Rod, a tool with a 5 second cooldown that scans the area directly in front of the player and reports back the single most valuable ore found within those blocks. At this level, the rod cannot detect Gold, Emerald, Diamond, or Ancient Debris.
- Reduced Damage from Hostile Mobs. Prospectors take slightly less damage when attacked by hostile mobs, making solo underground exploration a bit safer.

## Level 4

- Dowsing Rod detects Gold and Emerald.
- 1/2000 Chance of Night Vision on Block Break.
- Carved Torches Recipe. A new, cheaper torch recipe is unlocked: Cobblestone + Coal = 4 Torches.
- Torches Highlight Hostile Mobs. While holding a torch, any hostile mobs in the same chunk as the player are visually highlighted.
- Increased Mob Damage Reduction

## Level 5

- Increased Night Vision Odds. The chance to trigger Night Vision when breaking blocks (introduced at Level 4) goes up to 1/1000.
- Dowsing Rod detects Diamond.
- Increased Mob Damage Reduction

# Builder

A class dedicated to construction and reinforcing structures from mob damage.

The builders create the bases which civilizations rest on top of. Their main objective in Era is to craft brick blocks and use them to fortify against the mobs who break blocks. They do this by reinforcing the blocks with materials.

# General Mechanics

## Reinforcement

Anyone irrespective of their level can place a Clay Brick reinforcement on a block, making it difficult for mobs and players to break the block. However, as the builder class levels up, they get access to stronger types of reinforcement. Here are the following:

- Level 0: Clay Brick
- Level 1: Clay Brick Block
- Level 2: Copper Ingot
- Level 3: Iron Ingot
- Level 4: Nether Brick
- Level 5: Obsidian Shard

# Level Outline

## Level 0

The following grants Builder CXP:

- Smelting Cobble into Stone
- Smelting Sand into Glass
- Smelting Clay Balls into Clay Bricks
- Crafting Clay Bricks into Clay Brick Blocks

- Block placement except:
  - Dirt
  - Planks
  - Crafting Stations

# Level 1

  - Reinforcing Blocks with Clay Bricks to Clay Brick Block Tier\
  - Access to stonecutter to craft logs into wood variant blocks,
    - Stonecutter use is at no hunger cost.
    - Stonecutter use is half CXP gain
- Access to these recipes:
  image.png

# Level 2

- Copper Ingot Reinforcement
- Access to stonecutter to craft stone recipes.
- Access to these recipes: image.png

# Level 3

- Iron Ingot Reinforcementimage.png

# Level 4

- All level 4 builders irrespective of subclass get these unlocks.
- Nether brick reinforcement
- image.png

# Level 5

  - All level 4 builders irrespective of subclass get these unlocks.
  - Obsidian Shard reinforcement.

image.png

# Subclasses

## Architect

The builder subclass for those who enjoy building. This class is defined by having increased block interaction range, access to shulker boxes, and the ability, Artist's Mind which allows you to have a wider camera view.

### Level 3

- Unlock Artist's Mind: Do Shift + Right click (Sneak button + right mouse button) while holding a stick to increase your camera view in F5 from 4 blocks to 20 blocks.
- Increase block interaction range to 6

### Level 4

- Unlock access to shulker boxes, both crafting and use.

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### Level 5

- Increase block interaction range to 10

## Engineer

Engineer is the dedicated redstone class. They gain access to minecarts and all related items as well.

### Level 3

- Access to Redstone Rigging ability: By shift and right clicking any block, it can briefly emit a redstone signal.

### Level 4

- Increase block interaction range to 8

### Level 5

- Access to these recipes:

image.png

# Healer

A class dedicated to healing, reviving, and protecting other players.

The Healer is Era's dedicated support class, built around crafting consumables and using bandages to patch up or revive teammates. Healers specialize in keeping other players alive and at full health since Minecraft’s natural healing regeneration is not in effect.

Crafting Healer specific recipes and applying healing to others is the main source of Healer class XP.

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# General Mechanics

## Bandage Healing

Bandage Healing works when a Healer clicks on an injured player with a Bandage. This starts a short mini-game for the Healer to complete, and finishing it successfully heals the injured player. To complete the mini game right click orange squares and left click red ones starting with the center and moving to the outside.

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Note: While the mini-game should work, if you run into any issues preventing you from finishing the mini-game, usually resetting the mini-game by exiting and clicking the player again should resolve it.

## Revival

Revival works in a similar way to bandage healing but applies to downed players instead of merely injured ones. When a player takes damage that would remove their last heart, they are downed instead of dying outright. While downed, a player is:

- Forced into a sitting position
- Unable to get back up
- Limited to 1/4th normal walking speed
- Unable to jump
- Unable to attack
- Unable to interact with storage

Downed players also have their own separate health pool, which starts full and slowly "bleeds" out over 2 minutes, causing final death if it runs out. Downed players can still take damage from any normal source in the meantime, including fall damage, fire, drowning, explosions, effects, projectiles, and melee attacks.

# Recovery

Recovery is a custom effect that acts as a slow form of Regeneration, restoring half a heart at a fixed interval rather than all at once.

- Recovery I: restores half a heart every 5 minutes
- Recovery II: restores half a heart every 2 minutes
- Recovery III: restores half a heart every 1 minute

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# Level Outline

## Level 0

- Herbal Stews: three stew variants, each crafted with a Bowl, Sugar, and Seeds, plus two unique ingredients
  - Water Breathing Stew: adds Kelp and Puffer Fish. Grants 10 seconds of Water Breathing, along with 3 Hunger and 1.2 Saturation
  - Fire Resistance Stew: adds Charcoal and Magma Cream. Grants 10 seconds of Fire Resistance, along with 1 Hunger and 0.2 Saturation
  - Night Vision Stew: adds Copper Nugget and Carrot. Grants 10 seconds of Night Vision, along with 4 Hunger and 4.8 Saturation
- Crude Bandage:  Heals 1 heart
- Herbal Solution: crafted with Water Bottle, Wheat Seeds, Dirt, and Charcoal. Grants Recovery 1 for 10 minutes.

# Level 1

- Copper Apple: crafted with an Apple and 8 Copper Ingots. Grants Absorption equal to 2 hearts for 1 minute, with the same Hunger and Saturation as a normal Apple

# Level 2

- Normal Bandage

# Level 3

- Subclass Specialization: at Level 3, a Healer can specialize into one of three subclasses:
  - Surgeon - Specializing in Bandage Healing
  - Herbalist - Specializing in healing over time with food that grants recovery
  - Alchemist - Specializing in potion brewing

# Level 4

- No new unlocks at the base Healer level. Progression continues through the subclasses below.

# Level 5

- No new unlocks at the base Healer level. Progression continues through the subclasses below.

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# Subclasses

## Surgeon

A Healer subclass focused on Bandage Healing.

The Surgeon leans into bandages specifically, unlocking stronger bandage recipes and making each bandage heal for more.

## Level 3

- Advanced Bandage: Heals 5 hearts.
- Bandage Bonus: grants +2 hearts of healing whenever healing with a Bandage.

## Level 4

- No new unlocks at this level.

## Level 5

- Golden Bandage: Heals 8 hearts

# Herbalist

A Healer subclass focused on crafting foods with healing effects.

The Herbalist leans into recovery-granting ingredients, crafting Pills and other items that feed into Medicinal Foods and other recipes rather than relying on Bandages.

## Level 3

- Herbal Mix: crafted with wheat seeds, 2 of any Flowers, and 1 of any Leaves. Grants Recovery I for 20 minutes when used as an ingredient in Medicinal Foods (made by Farmers) or Pills
- Medicinal Pills: crafted with Sugar and a Medicinal Ingredient. The ingredient used determines which variant is produced
  - Herbal Pill: grants Recovery I for 20 minutes.

## Level 4

- Golden Apple: crafted with an Apple and 8 Gold Nuggets. Grants Absorption equal to 4 hearts for 1 minute, with the same Hunger and Saturation as a normal Apple
- Medicinal Honey: crafted with a Honey Bottle, Redstone, and Charcoal. Grants Recovery II for 20 minutes when used as an ingredient in Medicinal Foods (made by Farmers) or Pills
- Medicinal Honey Pill: Crafted with Medicinal Honey and Sugar. Grants Recovery II for 20 minutes.

## Level 5

- Enchanted Golden Apple: crafted with an Apple and 8 Gold Ingots. Grants Absorption equal to 5 hearts for 1 minute, with the same Hunger and Saturation as a normal Apple
- Glistering Melon: grants Recovery III for 20 minutes when used as an ingredient in Medicinal Foods (made by Farmers) or Pills. Crafted using 1 melon slice and 8 gold nuggets.
- Glistering Melon Pill: Crafted using Glistering Melon and Sugar. Grants Recovery III for 20 minutes.

# Alchemist

A Healer subclass focused on potion brewing.

The Alchemist leans into brewing, gaining access to a cheaper Brewing Stand recipe, a set of Splash Potions, and ways to extend potion duration and Blaze Powder supply.

## Level 3

- Brewing Stand: crafting and usage, with a cheaper recipe that uses a Magma Block instead of a Blaze Rod
- Lesser Splash Potions: weaker versions of vanilla Splash Potions, brewed the same way in a Brewing Stand
- Blaze Powder Extraction: can extract 1 Blaze Powder from a Magma Block in the crafting menu
- Potion Experience: gains XP when crafting potions and using Splash Potions

## Level 4

- Blaze Powder Extraction: new crafting recipe allowing more Blaze Powder to be extracted per Magma Block

## Level 5

- Currently nothing

# CXP Sources

| Level unlocked + subclass | Item | CXP amount |
|---|---|---|
| 0 | Bottle | 3 per |
| 0 | Crude Bandage | 5 |

| | | |
|---|---|---|
| 0 | Crude Bandage usage | |
| 0 | Any herbal stew | 50 |
| 0 | Herbal Solution | 10 |
| 1 | Copper Apple | 5 |
| 1 | Advanced Bandage Usage | |
| 1 | Golden Bandage Usage | |
| 2 | Normal Bandage | 20 |
| 3 Alchemist | Any potion | 10 |
| 3 Alchemist | Brewing Stand | 20 |
| 3/4 Alchemist | Either blaze powder recipe | 5 |
| 3 Surgeon | Advanced Bandage | 40 |
| 5 Surgeon | Golden Bandage | 60 |
| 3 Herbalist | Herbal Mix(Recovery 1) | 5 |
| 3 Herbalist | Herbal Mix Pill(Recovery 1) | 2 |
| 4 Herbalist | Golden Apple(only absorption) | 20 |
| 4 Herbalist | Medicinal Honey(Recovery 2) | 10 |
| 4 Herbalist | Medicinal Honey Pill(Recovery 2) | 10 |
| 5 Herbalist | Enchanted Golden Apple(only absorption) | 60 |
| 5 Herbalist | Glistering Melon(Recovery 3) | 15 |
| 5 Herbalist | Glistering Melon Pill(Recovery 3) | 15 |

# New Player Guide

Welcome to Era of Civilization! This guide is meant to shed some light on the most important changes to gameplay in Era of Civilization compared to regular Minecraft, and to help newer players get acclimated.

Many of the changes in the plugin amount to a much more challenging early game experience. Having a basic understanding of how things work compared to the base game can be very beneficial. **One of the most important things to keep in mind is that Era is fundamentally a cooperative experience**. The plugin is designed around encouraging cooperation and the formation of groups. Playing solo can be incredibly difficult and frustrating and is not recommended. Era is difficult either way, but playing with others can help take the edge off and foster a sense of camaraderie. As such, **one of your first priorities should be finding other players**.

# How to Survive?

Your first days as a new player will be tough. The higher mob difficulty, lack of natural regeneration and increased hunger will make survival difficult, all while the class systems locks you out of most tools, weapons and materials you need to survive, and ultimately thrive. But don't be spooked by the challenge, with the right approach and the help of others, this seemingly insurmountable task *can* be overcome. And this guide will teach you how to get started. First, we will cover the most important changes you need to know to be able to engage with the new mechanics effectively, as this is **not the same as vanilla survival**. We will then talk more in depth about the particulars of each class, as **the choice of class is a rather important one** that needs special attention. And finally, we cover the most important strategies to survive the first days, and nights.

# Important Changes

- **Class-Locked Progression** - The biggest change is the addition of the class system. In regular Minecraft, the player can fulfill their material needs entirely by themselves. In Era, there are six different classes to choose from, each with their own unique roles, crafting recipes, and abilities. To become a class, the player must accumulate class experience by performing actions related to said class. A player can only be one class at a time, and changing class is difficult, so players will want to cooperate with each other and take on different roles to make up for individual shortcomings. **To see your progress on each class, as well as recipes you have unlocked, type /class**.

- **Randomized Names** - Unlike other Minecraft servers, where your Minecraft username is displayed, Era will assign you a **random name** at the start of the event. You will then

have 10 minutes to decide if you want to change this name to one of two other options, which will appear in a chat message when you join. This new name will be your pseudonym for the duration of the event. **You may not reveal your actual Minecraft name or Discord username during the event.** For more information on this, see the relevant section of the #rules channel.

- **Monster Difficulty** - In Era, monsters are a much greater threat. They can move very quickly, hit harder, notice players from further away, and **can break blocks**. It is advised to avoid facing monsters head-on until sufficiently prepared. The Builder class can create mob-proof defences. The Hunter class has improved combat capabilities against mobs.

- **Healing** - Natural regeneration, the ability to regenerate health using food, is disabled. Most sources of healing come from the Healer class, so players will want to obtain a Healer as soon as possible. Healers are able to craft bandages which serve as the primary source of healing in Era.

- **Hunger** - In Era, energy-intensive actions, like sprinting, exhaust the player much more than normal. **There are also new sources of exhaustion, such as crafting**. The player is unable to craft when starving, or if crafting would reduce them to near starvation. It is imperative to work towards establishing a stable food supply, which is the responsibility of the Farmer class.

- **Local Chat Messages** - Chat messages are localized to an area, having a maximum distance at which they will appear to others. This is intentional, as communication is meant to be limited to players that are close to one another. Another valid form of communication is using the Simple Voice Chat mod, which is *highly recommended* for all players to download and install. **You may NOT use out-of-game communication methods** (such as Discord) to talk about in-game events or information throughout the duration of the event. Doing so is called "metagaming", and it is against the rules.

# Classes

- **Blacksmith** - Blacksmiths are critical for progression, as a Blacksmith is needed to craft most equipment, including tools, armour, and weapons. Blacksmiths gain experience by taking ores out of Furnaces, crafting equipment, and repairing.

- **Builder** - Builders are a well-rounded class with the ability to create mob-proof defenses through brick-type blocks and reinforcement. They have a wide range of crafting recipes ranging from decorations to Redstone components.

- **Farmer** - Farmers are required for agriculture and thus food production at scale. Harvesting crops has a chance to yield no return, which for non-Farmers is extremely high. Having levels in Farming increases the success rate, making farming feasible. Farmers also possess the unique ability to breed livestock and tame animals.

- **Healer** - Healers have a focus on keeping players alive through their healing abilities. Healers can heal players directly using the Bandages they craft. They can also heal players who have been 'downed', which players become upon reaching zero health, unless the damage received exceeded a certain threshold.

- **Miner** - Miners have the unique ability to harvest stones and ores that are necessary for Builders and Blacksmiths, respectively. They gain an increased block breaking speed that scales with their level. Miners gain experience by, well, mining.

- **Hunter** - Hunters are designed to fight both animals and monsters with an increased combat prowess. Only hunters can use bows in Era. They take less damage from mobs and reap higher drops from them as well.

# First Days, and Nights

For the first days, your priority should be to find (or, if you are brave, form) a group of people of at least 6 players, one for each class. You will need to work with one another to be able to make progress, as the class system prevents any single player form being able to survive effectively on their own. **Teamwork is essential, so find your tribe.**

You may die multiple times before finding others (or, goodness forbid, *after* finding them). Do not worry, **you can still survive for long enough to find a group that will take you in**:

- Firstly, if you can, you should install the recommended mods of **Simple Voice Chat and Distant Horizons** (or Voxy). The first one is particularly important for communicating with others, as chat messages are kept local and most people will likely prefer voice chat instead. The second mod may help you greatly in finding your way back to places you were previously at. If you can't (or don't want to) use these mods, that's okay! They are not required to play in any way.
- Secondly, although mobs are significantly stronger than normal, there are still ways to survive at least for a few days until you get your group together. **Pillar up with blocks, or get on top of a safe tree to survive the night**. You can also use /sit to sit down and conserve energy.

Once you have a group together, your first priority should be to **build a rudimentary base to call a home**, where you will be able to safely pass the nights. While at night, talk to others to plan your moves and assign classes to the different members of your burgeoning society. During the day, you should focus on **hunting for food** and gathering materials to **make beds**, as these will allow your group to survive and to stay together, respectively.

# What's next?

After the initial formation and stabilization of the settlement, the rest of the journey will be about increasing your class levels to acquire new items and abilities that will turn deadly mobs into mundane inconveniences, impossible journeys into routine voyages, and a primitive base into a wealthy metropolis. **Survive, thrive, make friends and enemies, and carve your own path through this Era Of Civilization!**