

Champion's Ashes

This is a souls-like datapack and needs Minecraft version 1.20.1.

The following resourcepack is needed for datapacks working properly: <https://github.com/Taffy-Nyaru/Lightning-Souls-Resourcepack>

Features

- Every item is obtainable using command: `/loot give @s loot ldmc:`
- Using special attacks of most items costs durability.
- Added new structure Firelink Shrine spawn only in mountain biome.
- Added new structure Genshin Switch spawn only in the end.
- Added new entity types and Bosses.
- Added some ds3 and ER weapons.
- Almost every single item has different abilities.
- Use the command `/function championsashes:all_in_one` to get all items.
- Compatible with most other adventure mods.
- Completely Built-in-Vanilla.

Playing Suggestion

To play this datapack, first kill a wither and make an energy crafter, craft steel furnace and cast iron ingots into steel ingots, the fundamental item of this datapack.

Find the structure "Firelink shrine". Then defeat the boss in the structure to craft other weapons.

Warns

- Every item that used the interaction entity may become unable to use when directly looking at other mobs with too close distances.
- Putting the blocks on any incomplete blocks may cause the loss of texture, except for the steel furnace on campfire.
- The datapack added a list of friendly creatures, anything in this list would never attack each other. It is revisable in `data/ldmc/tags/entity_types/friendly_creature.json`
- The datapack uses 1380000-140000 and 1440000-1450000.

Item Descriptions

- The steel tools and armors recipes places exactly as how iron tools and armors places in vanilla crafting



- Steel ingots, nuggets and blocks does every single function in which how iron ingots/nuggets/blocks in vanilla does.

- Both the crafting table and energy crafter could craft items, but the energy crafter is automatic-crafting and only craft the recipes provided in the datapack.

Any Item labeled with - ### Interaction Item will make the interact with surrounding environment be unavailable when holding on hand, these items may become unable to use when an entity is in certain distances, this is a bug caused by MC-260305:

<https://bugs.mojang.com/browse/MC-260305>

Medals

Could only rename once on the anvil, unable to get them for now.

The cat medal is the reward for vanilla minecraft advancement Complete Catalogue.



Alumopper's Fumo

No direct ways to get this item now, the item can be placed as blocks and right click it to play a simple animation.

Shift+right click to place on head.



Digestive Juice

A 100 amplifier hunger effect potion obtain by throwing water bottles or splash water bottles on mycelium.



Enchanted Golden Berries

A consumable item that offers all level 2 positive potion effects in vanilla minecraft.

Will spawn an invulnerable salmon if eaten.



GTX690

A graphics card that is used for mining, the durability is same with the netherite pickaxe.

Could chain-mine some blocks in 3x3x3.

Will explode when the durability downs to 0.

- Skill: summon a bomb with 10 explosion radius effected by gravity.



Heart of Echo

Dropped by killing the warden or crafted on the energy crafter, attacks deals a sonic boom with 5 damage each hit without CD nor causing durability.

Right click to summon a warden ally, right click again to teleport or shift+right click to make it disappear.

Highlight surrounding hostile entities and cure darkness effect, giving 20 seconds night vision when holding on hand.

Turns any warden into allies when they are closed to a player with heart of echo in main hand.

- The center echo shard is an enchanted echo shard crafted from 9 echo shards.



Vampire Hat

Gives some effects and armor to the wearer. Shift makes wearer invisible(Though the hat still visible)



Bomber

An elytra with infinite durability and auto-refilling fireworks, it also provides fall damage immune when



wearing it.

Reinforced Phantom Membrane

Crafting materials for bomber.



DS3 and ER Items

- Most of time use shift+right click to use weapon skills, some may use right click only.

Soul of NEP.

The Soul of Elder.NEP.

Could craft eternal crystal on the energy crafter or right click to use freecam.

The freecam will summon an iron golem at the coordinate where player uses the freecam, the player will be teleported back immediately when the iron golem is under attack.

The player could get down below y -70 to turn off the freecam.



Cheat Engine

Kill every mob with a single hit or right click it.

- Skill0: Thunder Knife
- Skill1: Deathblight Knife

Switch the player to creative mode and give a thunder knife or deathblight knife.



Homeward Bone

- Interaction Item

Use this to link with the crying waystone, then right click the bounded homeward bone to teleport to the last crying waystone bounded.



Shadow Pearl

The tears of denial with 5 times usage, everytime player used it will make it erode by the abyss, but when on using, a void totem will keep replacing the player's offhand until the shadow pearl became completely unusable.

Damaged shadow pearls are renewable by the following recipe:



The void totem could recover the player to max health everytime used and will teleport the player to nearest surface when falling to the void.



Ender Ring

Teleports any entity the player hits into the void. Right click to summon a night cavalry ally, shift+right click to teleport back the night cavalry.



Void Eye

Loot of the future boss "Shadow Golem", currently dropped by NEP Elder.

Crafting material for the weapon "Thunder Slayer", any vanilla projectile closed to the player makes it create an end gateway that absorb nearby projectile entities in 5 blocks distances only when the item is in inventory.



Eternal Crystal

- Interaction Item

The titanite shards to create weapons. One of the most important crafting recipe.

- Skill: Quickstep



v1.01+ version:



Bewitching Branch

Using this item on any hostile entity to turn it into an ally for 5 minutes, but once the time is over it will become hostile again, meantime the charmed mob won't follow you nor protect you, it will attack one of any other non-charmed hostile mob close to it.



Estus Flask

Recover 12 health everytime used, stackable with max amount of 16.

Use estus cancel with facing a entity first, then look at somewhere else with pressing shift instantly.



Stalk Dung Pie

Throwing this to any entity to buffed them with poison I for 1 minute.



Shadow Vortex

From the power of the very darkness, absorb anything in 25 blocks and causes 1 damage when entities are too closed.



Weapons

Arbalest

- Skill: Left Bow Glitch

A crossbow shooting three explosive fire arrows with almost instant reload time. If the player has at least one arrow, it will auto-fill new arrows when the player is out of arrows.



Aquamarine Dagger

- Skill: Crystal Blade

Right click to use the light skill and shift+right to use the heavy skill.

This weapons deals 3-5 true damage and frame damage with 15tick stiff frame.



Antspur Rapier

Accumulates poison, scarlet rot and bloodloss.

- Skill: Bloodhound's Steps



Black Knight Great Axe

- Interaction Item

Makes the player buffed with strength III when anything closed to the player got parried.

- Skill: Stamp (Upward Cut)



Black Blade

- Interaction Item

Every hit will summon lightning bolts to surrounding 80 blocks distance hostile creatures.

Enchanted with the power of destined death, each attack deals damage $15 + (3\% \text{ of total hp})$ and for the first attack burning 3% of max hp.

Any mob in water close to these lightning bolts would gain weakness effects.

- Skill: Roar of the Ancient Dragon

Fires a powerful auto-tracing dragon bomb.



Carian Knight's Sword

- Interaction Item
- Skill: Carian Grandeur
- Passive Skill: Impaling Swords

The skill deals 100 magic damage to the mob and the impaling swords deals 20 damage.



Corvian Greatknife

- Skill: Blind Spot

The skill deals 30 damage.



Caestus

- Skill: Endure

Makes the player completely anti-knockback and giving resistance V for 3 seconds, anti-parry meantime.



Drakeblood Greatsword

- Interaction Item

The Sword of Elder.NEP.

Accumulate 320 bloodloss every hit.

- Skill: Judgement of the Lords

Summons 12 lightning bolts with frostbite accumulation around the player.



Dark Sword+22

- Interaction Item
- Skill: Aspects of the Crucible: Feathers

Skill deals 64 true damage.



Dragonslayer Great Bow

- Skill: Arrow Rain Shooting 12 explosive arrow rain.

There is a left-handed bow glitch from ds3 on this weapon.



Fume Ultra Greatsword

- Interaction Item
- Skill I: Wave of Destruction

Fires a destruction wave and damage nearby mobs.

- Skill II: Purple Fire

Generate a purple fire under any entity but the player in 6 blocks distance, the purple fire will summon a charmed zombie that fights for you. The purple fire deals 22 damage to the targeted entity for each hit.



Gael's Greatsword

- Interaction Item
- Skill: Blade of Peril

Skill deals 12 damage for each hit.



Greatsword

- Interaction Item
- Skill: Spinning Gravity Thrust

Skill deals true damage and frame damage.



Gundry Halberd

- Interaction Item
- Skill: Champion's Charge

Knock off anything it hits.



Irithyll Straight Sword

- Interaction Item

Causes frostbite damage with diamond sword durability. Every hit accumulates 600 frostbite.

- Passive Skill: Sword Dance Moves forward with a sword slash dance.



Ledo's Great Hammer

- Interaction Item
- Skill: Steel Caller

The second slash summons some iron blocks on the mob (You can somehow collect them)



Lorian's Greatsword

- Interaction Item
- Skill: Flame of Lorian

The slash summons a fire line.



Lothric Holy Sword

- Interaction Item
- Skill: Lothric Holy Lazer

Shoots a lazer beam that traces ANY mob but the user and the allies of the user, each lazer makes 10 damage that bypasses armor and enchantments, the lazer beam would continue tracing any mob in 20 distance radius.



Moonlight Greatsword

- Interaction Item
- Skill I: Moonlight Slash

Shoots a moonlight slash forwards and accumulates 620 frostbite onto the target.

- Skill II: Crystallization

Freeze 5 surrounding targets with ice crystals instantly for 9 seconds and does 25 damage, accumulates 220 frostbite.

- Skill III: Zamor Ice Storm (shift+F)

Generates an ice storm that deals frostbite damage with 1 heart each tick to any entity in 6 blocks, accumulates 50 frostbite for each hit. Meantime it will keep pulling surrounding entities.



Moonveil

- Interaction Item
- Skill: Dimension Slash
- Heavy Skill: Spinning Slash

Light skill accumulates 50 frostbite each tick. Heavy skill accumulates 200 frostbite each tick.



Murky Hand Scythe

Every hit makes the foe stiff 20ticks.

- Skill: Quickstep
- Swap with offhand will enchant the weapon with sharpness V. Making the player move 2 blocks forward with 10 ticks invincibility frame. Its okay if the view looks like stuck in blocks for an instant.



Nightrider Glaive

- Interaction Item

Weapon for the Night Cavalry.

- Skill: Magicblade phanalax

Summon three magic blades and automatically attack nearby hostile mobs, costs 100 durability each time using skill.

Any of them without hitting the target ends with teleporting back to the owner. The nightrider glaive accumulative 720 frozen every hit.



Obsidian Lmaina

- Interaction Item
- Skill: Dynastic Sickleplay
- Heavy Skill: Dynastic Sicklethrow

Every hit accumulates 300 bloodloss, the heavy skill would catch a nearby entity and trigger a bloodloss.



Pontiff Knight Curved Sword

Every hit makes the foe stiff 5ticks and accumulate 520ticks frostbite.

- Skill: Frost Blade

Execute large spinning motion to embue blade with frost, and follow through with a strong attack that slashes with a giant blade made of frost. Costing 100 durability each time used.



Rakshasa Great Katana

- Interaction Item

Every hit accumulates 500 bloodloss.

- Left Click: Rakshasa's R1 attack
- Skill: Weed Cutter
- Jump and Left Click: Rakshasa's jump attack
- Crouch + Left Click: Rakshasa's crouch attack



Ringed Knight Straight Sword

- Interaction Item
- **Skills and cancel must use with black knight shield.**
- Left click to cancel the backswing.
- Skill: Ember

Deals 12 damage for each slash with fire.



Ringed Knight Paired Great Swords

- Right Click: L1 attack
- Skill: Ember

Deals fire damage.



Serpent Hunter

- Skill: Great Serpent Hunt
- Swap with offhand: Chainsaw

A legendary weapon with the power of chainsaw, shoots a 60 block ranch explosion.



Spear of the Impaler

- Interaction Item
- Skill: Messemer's Assault



Splitleaf Greatsword

- Interaction Item
- Right Click: Splitleaf Infinite
- Skill: Wind Wheel

Rotate a splitleaf greatsword on the top of the player and making the player float like a helicopter, the first hit deals 15 ticks stiff, take a red-white shield on the left hand to cancel floating.



Steel Anchor

- Interaction Item
- Shift + Left Click: The contact that must facilitated
- Shift + Swap Weapons: The boundary that must maintain
- Skill: The way that must carve out

A weapon giving huge positive buff and mighty motility to the player.



Zweihander

- Interaction Item
- Skill: Giant Hunt

A colossal sword adding the reach distance of entity to 10 blocks with 25 damage.

Unbreakable.



Special Class Weapons

Meteorite Staff

A staff with four different magic, controlled by the following keybinds:

- Right Click --- Gravity Soul Stream
- Crouch + Right Click --- Gravity Orb
- Jump + Right Click --- Gravity Tornado
- Jump + Shift + Right Click --- Starscaller

Both gravity orb and gravity soul stream deals true damage and frame damage, gravity orb causes damage to the player.

Starscaller causes some true damage.



Ring of Favor

A ring with four different incantations, controlled by the following keybinds:

- Right Click --- Knight Lightning Spear
- Crouch + Right Click --- Blinkbolt Slash
- Jump + Right Click --- Ancient Lightning Spear
- Jump + Shift + Right Click --- Messemer's Orb

Blinkbolt deals true damage and frame damage.



Sun Princess Ring

Regens health when this ring is held on mainhand or offhand.

- Skill Shift+F: F8FQ Use only when xp level greater than 8, consumes 88 exp to summon 8 light rings.

- Special: Use right click or shift + right click to write letters.



Thunder Slayer

An imitation to the dragonslayer great axe and VE-60SNA(Stun Needle Launcher) from Armored Core 6, it shoots an arrow and a thunder crystal on it, if the thunder crystal lands on ground, it injurries surrounding entities with lightning bolts.

- Passive Skill: Lightning Crystal If the thunder crystal directly hit the target, a lightning bolt is summoned right under the target and causes $(\text{Power enchantment lvl}) + 2^x$ damage where x is the number of times the poise particle occurs. In which the poise particle will be shown for every 5 seconds the user charged the weapon.



Thunder knife



Kill whatever it hits.

Deathblight knife



Kill whatever it hits.

Shields

Warrior Round Shield:

Offer relatively high magic absorption when holding on left hand. No skill.



Black Knight Shield

Offer some armor when holding on left hand.



Brass Shield:

Able to parry mobs with 11 ticks parry tick, but will fall under great stiffness during the parry tick, then it will be disabled for 5 seconds.



Red and white shield:

Another parry shield that recover the owner's health when holding on left hand.



Armors

Steel Armor

An armor set with the iron armor durability, the defense of diamond armor and the knockback resistance of netherite armor.



The rest suits are same with iron sets recipe.

Drakeblood Armor

Armor of the drakeblood knights, stronger than the steel armor and with diamond armor durability.



The rest suits are the same recipe.

Tryhard Armor

Armor of the lord of cinders "Mr.WhitePigeon", with surprisingly high armor defense. This armor has netherite armor durability.



The rest suits are the same recipe.

Wither armor

Armor of the Night Cavalry, every armor set provides some buff, and the boots are with lava walker and cancels the fall down damages most of the time.

This armor has netherite armor durability.



The rest suits are the same recipe.

Blocks

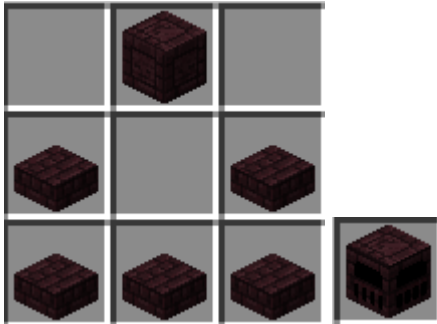
Steel Furnace

Need a soul campfire or campfire under the block to work correctly.

Right click on the furnace with iron ingots, then wait for $(5 \times \text{Number of iron ingots})$ seconds to finish kiln firing and right click on the furnace to get steel nuggets.

Try keep 0 distances if the function don't works.

Crafted on the vanilla crafting table.

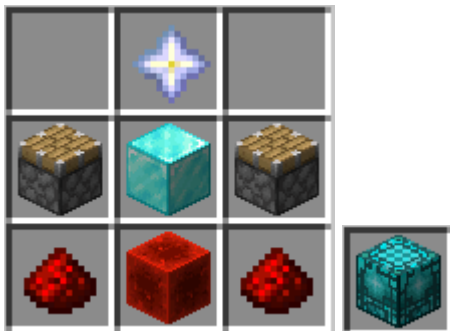


Energy Crafter

The most important block in this datapack, a auto-crafting table but only craft recipes added in this datapack.

If any function don't work, try get close enough until 0 distances and looking at it.

Crafted on the vanilla crafting table.



Upgrade Table

A block to display items by throwing items on top of the block, If an enchantment book is thrown then it will enchant the item inside whatever the enchantment is. Costing 30 xp levels each item enchant.



Lava sponge

Same as sponge but clears lava only. No need to dry.



Crying Waystone

The bonfire in this datapack, use homeward bone to link with the waystone, unable to teleport cross-dimensions.



Nep Medal



Dropped by NEP Elder.

Milk Tea

Place it and right click to drink it. remember to clear the empty bottles! Refillable only when bottle is empty,



Use the following recipe to refill:



Steel block

Same as iron block, when placing on the energy crafter will making it seperated to 9 steel ingots.



Elytra:



Effects

- These effects can be removed with consuming golden apples or enchanted golden apples.



Bloodloss

Accumulate bloodloss and when the time gets to 3600, it will cause $\text{maxhp} \times 11\% + 20$ damage to the entity and some negative effects.

The following weapons accumulate this effect when used:

- Drakeblood Greatsword
- Antspur Rapier
- Obsidian Lamina

Use `/scoreboard players set @s bloodloss_Timer 3600` to set the time.



Frostbite

Accumulate frostbite and when the time gets to 4200, it will cause $\text{maxhp} \times 7\% + 12$ damage to the entity and some stronger negative effects than bloodloss.

The following weapons accumulate this effect when used:

- Nightrider's Glaive
- Aquamarine Dagger
- Pontiff Knight Curved Sword

Use `/scoreboard players set @s frostbite_Timer 4200` to set the time.



Scarlet Rot

Takes away 3% max health every 5 seconds. When scarlet rot counts to 3600 The following weapons accumulate this effect when used:

- Antspur Rapier

Use `/scoreboard players set @s scarlet_rot_Timer 1200` to set the time.



Deathblight

Instant kill anything when its deathblight time counts to 7600.

The following weapons accumulate this effect when used:

- Deathblight Knife

Use /scoreboard players set @s frostbite_Timer 1200 to set the time.

Entity

Pets

Just pets, no help during fighting, could be teleported to the player.

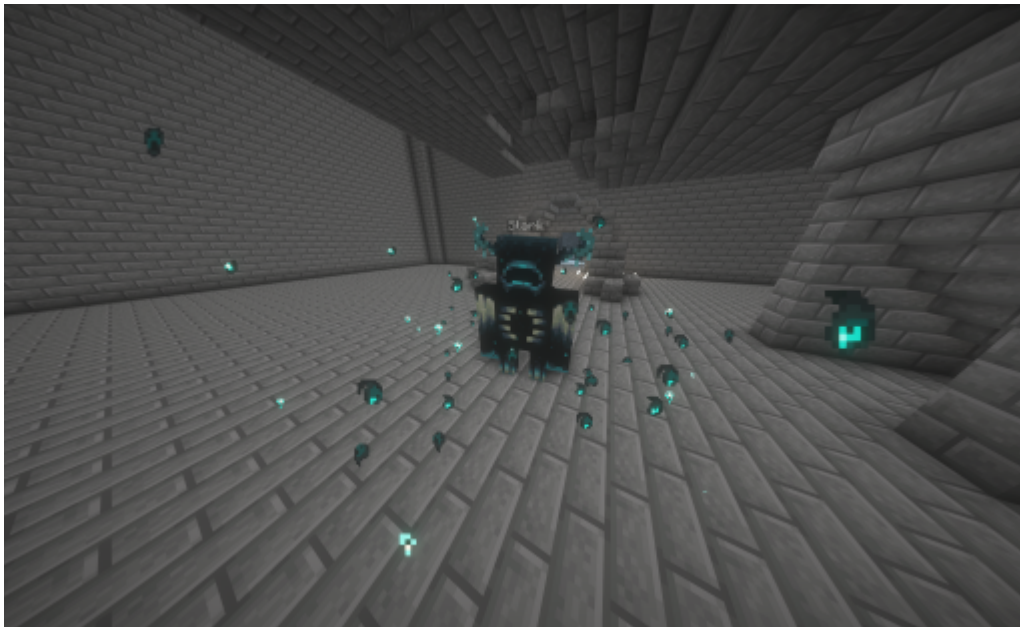
Slark the Warden

Ally of the players with 512 hp.

Abilities:

- Buffed with Resistance II, Regeneration II, Jump Boost IX and incredible speed.
- Destroy most kind of natural-generated, non-building blocks surrounding it when gets angry.
- Every 3 seconds makes a strong AOE attack to surrounding mobs.

Protects the player whenever the player received damages or hostile mobs are around the player holding heart of echo or player hits a mob using the heart of echo. Right click when holding a heart of echo to teleport slark to the player. Shift+right click to callback slark.



Night Cavalry

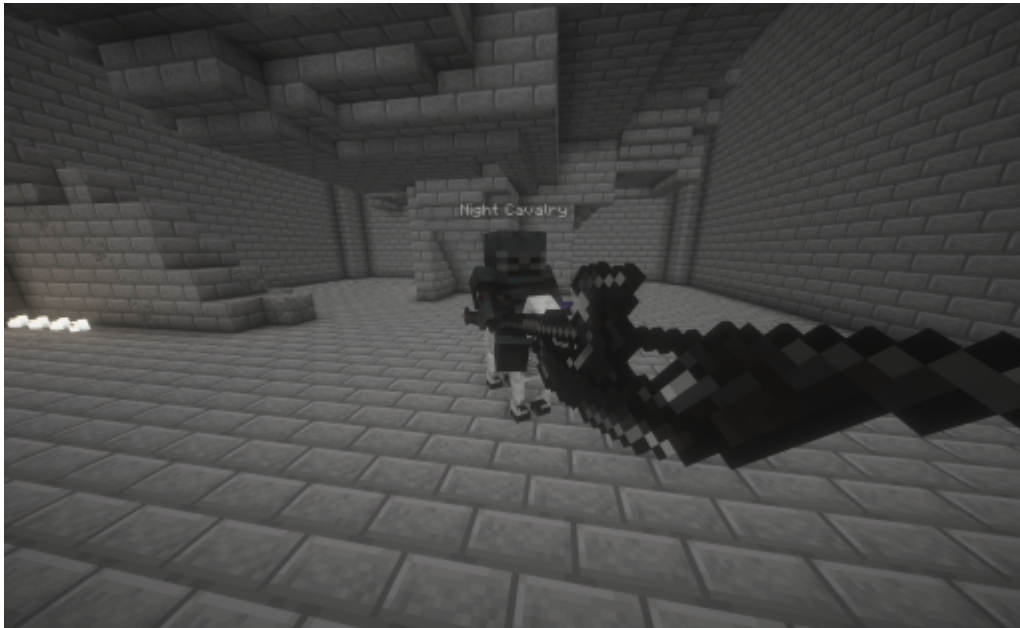
Ally of the players with 250 hp, the horse has 50 hp.

Abilities:

- Incredible speed
- Every attack accumulates frozen effect.
- Every attack gives wither II effect.

Protects the player whenever the player recieved damages or hostile mobs is arround the player holding ender ring or player hits a mob using the ender ring.

Shift+right click when holding an ender ring to teleport all night cavalry to the player.



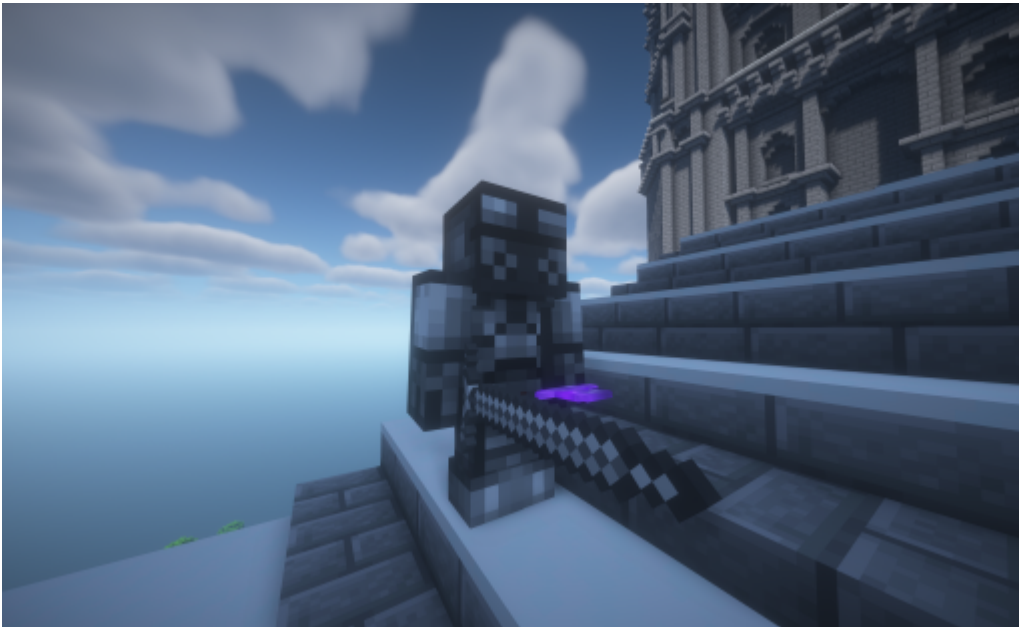
DrakeBlood Knight

Having 250 HP.

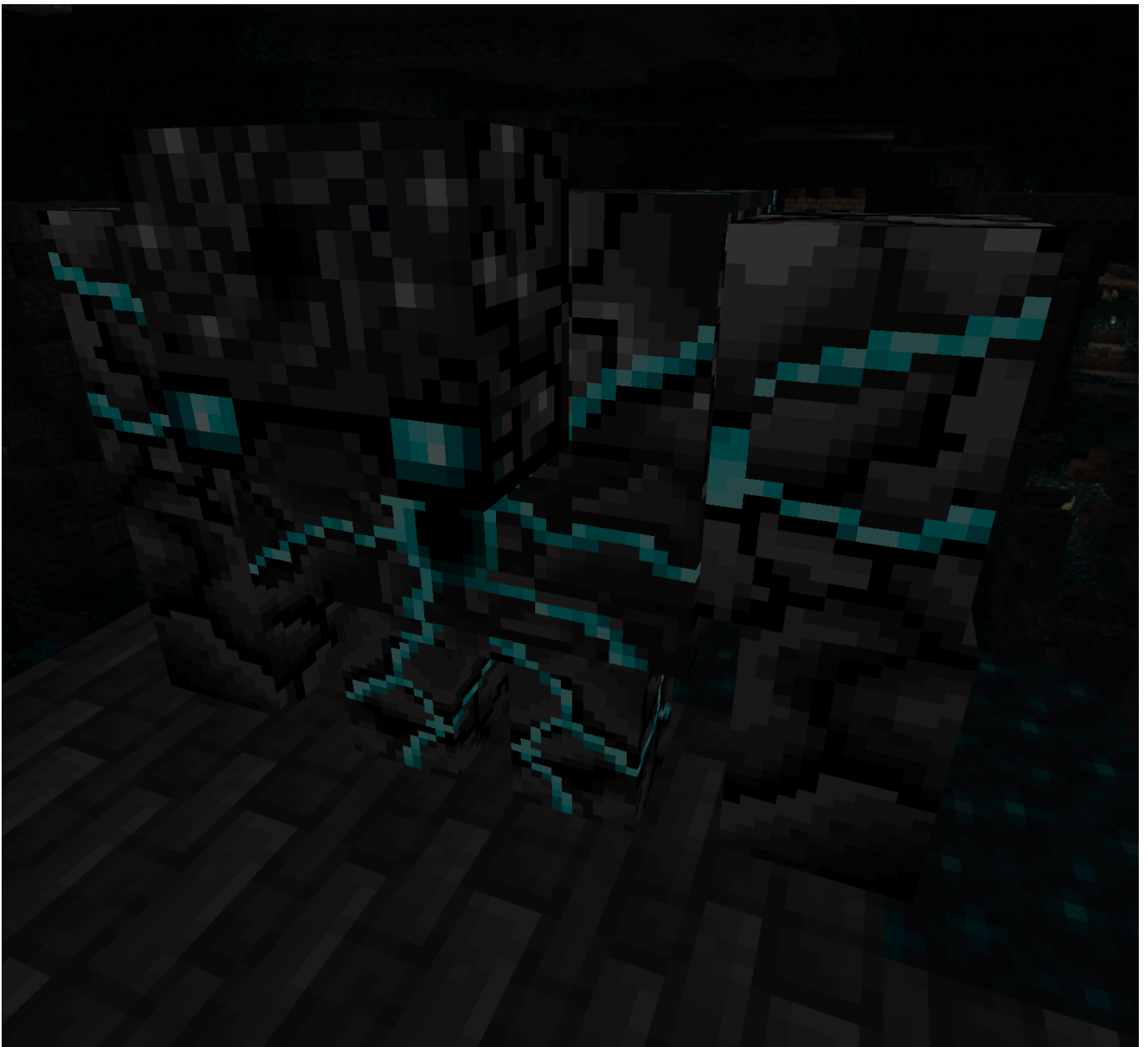
Naturally spawning in the firelink shrine right tower, use `/function ldmc:entities/drakeblood_knight/summon` to summon.

Abilities:

- Every attack gives wither II effect.
- Magic phanalx
- Using drakeblood greatswords
- Drops Shadow Pearl and possibly dropping eternal crystal



Shadow Golem



Incomplete Future Skills:

- Shadow vortex
- Immune to projectiles

Lords of Cinders

Cinderella

Slark

Mr.WhitePigeon

Elder.NEP

Having 512 HP. Throw amethyst shard, nether star, echo shard and an end crystal to the central crying waystone in the firelink shrine to summon, or use /function

ldmc:entities/drakeblood_knight/nep_elder/summon to summon.

Abilities:

- Every attack gives wither II effect.
- Magic phanalax

Same with player's magic phanalax, but it only attack the player and allies of the player, nep uses this skill every 30 seconds.

- Switch to one of the following weapons every 600ticks:

Drakeblood Greatsword

Murky hand scythe

Pontiff knight curved sword

Nightrider's Glaive

Black Knight greataxe

Zweihander

Dragonslayer great bow

Splitleaf Greatsword

Black Knight Shield(Offhand)

- Parry

There is a chance for Nep to switch into parry mode, meantime nep can't move but is invincible, if the player attacked nep during the parry mode, nep will switch to black knight greataxe instantly and execute the player.

- Recover Health Nep recovers 1 hp every 2 seconds in phase 1.

Phase II:

- If there is no drakeblood knight in 50 distance, summon a drakeblood knights every 30 sec.

-Fires dragon bombs.



- Drops Soul of NEP.