

Lightning Souls: Champion's Ashes

This datapack is a souls-like datapack and initially from the server LD minecraft server. The datapack need Minecraft version 1.19.4+.

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:`
- 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 pvp weapons.
- Added some new items with all different abilities.
- Compatible with Epic Fight mod.
- Completely Vanilla.

Playing Suggestion

To play this datapack, first make a steel furnace to get steel ingots, the fundamental item of this datapack.

Then kill the wither to craft an energy crafter and obtaining more items, use the homeward bone to craft a map locating the structure "Firelink shrine". Then defeat every boss in the structure to obtain more items.

Warns

- Don't move the modded blocks with pistons or any form of translations.
- Don't put the modded blocks on any incomplete blocks, except for the steel furnace on campfire.
- The datapack added a list of friendly creatures and the mobs 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

- A brief description about the function and usage for each item.
- 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.



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 Slark ally.

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

Just crafting recipes for bomber.



DS3 and Elden Ring Items

Shift+Right click to use weapon skills.

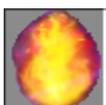
Soul of NEP.

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.

- Skill: Creative mode and Thunder Knife

Switch the player to creative mode and give thy a thunder 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 everything the player damaged to void. Right click to summon a night cavalry ally, shift+right click to teleport back the night cavalry.



Eternal Crystal

Interaction Item

These are the titanite shards, One of the Most important crafting recipe.

- Skill: Bloodhound Step with no invincibility frame.



v1.00 version:

v1.01 version:



Bewitching Branch

Like the bewitching branch in Elden Ring, using this item on any hostile entity to making it be friendly for 5 minutes, but once the time is over it will became hostile again, and meantime the charmed mob won't follow you nor protect you, it will just 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.

You can use estus cancel with facing a entity first, then look at somewhere else with press shift instantly.



Stalk Dung Pie

You can throw this to anyone you dislike, and making them buffed with poison I for 1 minute.



Weapons

Arbalist

- Skill: Free-aim

A crossbow shooting three explosive fire arrows each time used and 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.

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



Aquamarine Dagger

A special weapon used by boss Slark.

- Skill: Crystal Blade

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

The heavy skill accumulates 50tick frostbite. Costs 10 durability each time used.



Antspur Rapier

A weapon that accumulates poison, scarlet rot and bloodloss.

- Skill: Bloodhound's Steps



Black Knight Great Axe

Makes the player buffed with strength 3 when there are mobs got parryed.

- Skill: No skill



Black Knight Greatsword

Will add in the future.

Black Knight Halberd

Will add in the future.

Black Blade

Interaction Item

The most powerful weapon.

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

Enchanted with the power of destined death, each attack deals damage $15+(3\%$ 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: Destined Death

Fires a powerful auto-tracing dragon bomb.



Caestus

- Skill: Endure

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



Drakeblood Greatsword

The Sword of Elder.NEP.

Accumulate 320 bloodloss every hit.

No skill for now, will add skill "Judgement of Thrones" and "Jump of the Emperor" in the future.



Dragonslayer Great Bow

- Skill: Arrow Rain Shooting 12 explosive arrow rain.

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



Lothric Holy Sword

-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.



Gundryr Halberd

- Skill: Champion's Charge

Shoots a gundyr halberd damage whatever it hits with a sweeping strong attack in the cost of 25 durability.



Murky Hand Scythe

Every hit makes the foe stiff 20ticks.

- Skill: Quickstep

Making the player move 2 blocks forward with 10 ticks invincibility frame. Its okay if the view looks like stucked 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.



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.



Ringed Knight Straight Sword

Right click to cancel the backswing, black knight shield is not necessary.

- Skill: Ember

Stand ready with the timeworn blade as it restores its ancient brilliance and reignites a short-lived flame, the final hit makes an fire explosion.



Ringed Knight Paired Great Swords

- Skill: Ember

The user would become a ringed knight for a while and use this weapon as how it is used in ds3.



Splitleaf Greatsword

- Skill:

Wind Wheel

Rotate a splitleaf greatsword on the top of the player and making the player float like a helicopter. take a red-white shield on the left hand to cancel floating.



Zweihander

Interaction Item

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

- Skill: No Skill



Thunder 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

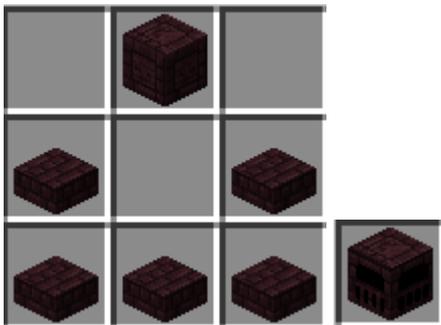
Steel Furnace

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

Right click on the furnace with iron ingots, then wait for $(5 * \text{Number of iron ingots})$ 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 tiem 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.



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:

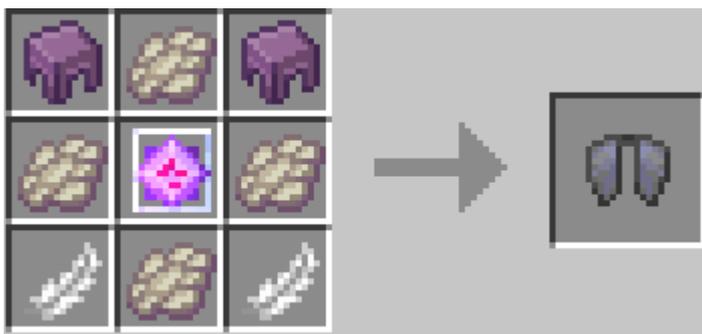


Steel block

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



Elytra:



Effects

Bloodloss

Similar to bloodloss in Elden Ring, accumulate bloodloss and when the time gets to 1200, it will cause $\text{maxhp} * 11\% + 20$ damage to the entity and some negative effects.

The following weapons accumulate this effect when used:

- Drakeblood Greatsword
- Antspur Rapier

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

Frostbite

Similar to Frostbite in Elden Ring, accumulate frostbite and when the time gets to 3200, it will cause $\text{maxhp} * 7\% + 12$ 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 1200` to set the time.

Scarlet Rot

Similar to scarlet rot in Elden Ring, takes away 3% max health every 5 seconds. The following weapons accumulate this effect when used:

- Antspur Rapier

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

Entity

Pets

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

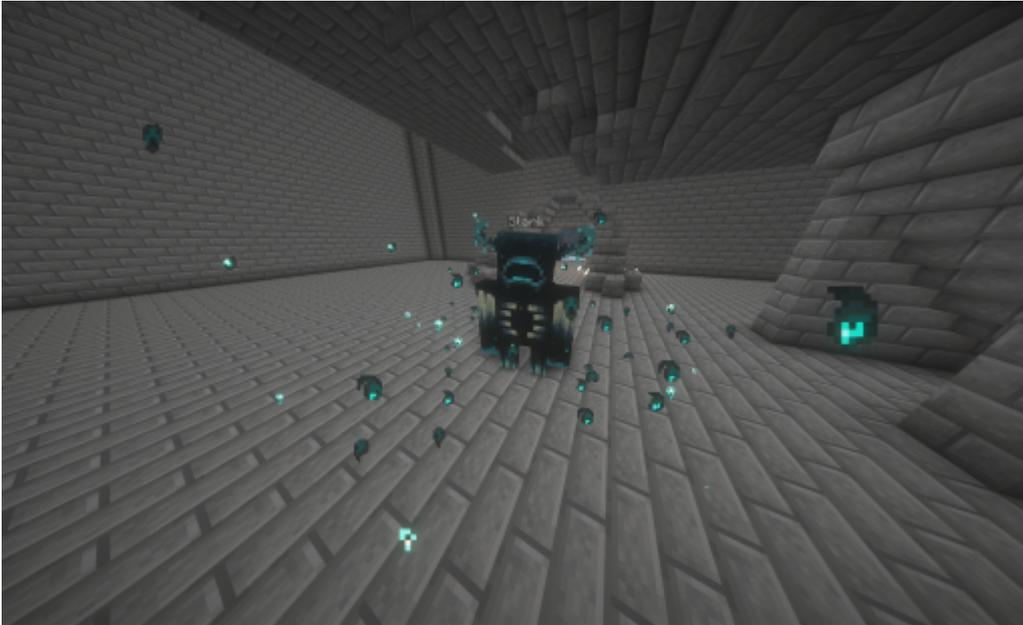
Slark the Warden

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 is 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+rClick to callback slark.



Night Cavalry

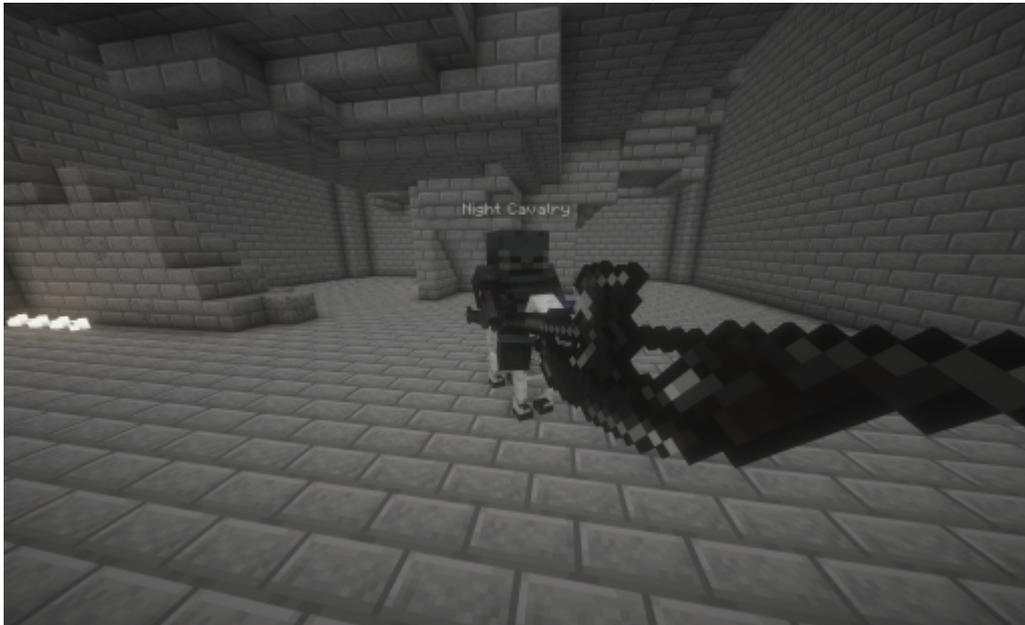
Ally of the players with 250 hp, the horse has 50 hp.

Abilities:

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

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

Shift+rclick 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 Idmc: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



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.