# Tales of Silta (1.20.4)

Datapack documentation

## Known bugs

1. Casting Rusmu can rarely create permanent barrier blocks
2. Goofy ah hitboxes sometimes
3. Dead ninja structure not even trying to generate
4. Dead shrines generating weirdly

## Known feedback

1. Skulkins are not very popular race

## Mechanics

1. Primary races  
   Every player gets assigned when they spawn one of the 5 primary races
   1. *human* – vanilla gameplay (AD: 2, Armor: 0, Speed: 0.1, HP: 20, Maxmana: 10)
   2. *renwik* – (Ad: 2.2, Armor: 0, Speed: 0.1, HP: 22, Maxmana: 8)  
      - Spawns in Nether.   
      + They can climb with no items in hands.   
       - Blindness in water.  
      - slowness in #spawns\_cold\_variant\_frogs  
      + Weakness immunity  
      + can eat mushrooms by shifting  
      + Golden equipment gives boosts
      1. Axe – luck 1 0, Sword – strenght 1 0, Pick – haste 1 0, full armor – fire res, res II
   3. *lutuk* - (Ad: 3, Armor: 2, Speed: 0.1, HP: 20, Maxmana: 10)  
      + Mining fatigue resistance  
      - blindness if light >14  
      - nausea if height > 110  
      + cannot suffocate in gravel and sand  
      - no cave noises  
      + hunger resistance  
      + can eat lichen and other cave plants by shifting  
      + haste 2 and night vision
   4. *qualak* - (Ad: 1.5, Armor: 0, Speed: 0.1, HP: 20, Maxmana: 10)  
      + when in water -> conduit power + dolphins grace  
      - needs water to survive (scoreboard OutOfWater, hotter weather -> dries faster)   
      + poison and nausea immunity  
      + eating dried kelp gives small water and saturation
   5. *xuluak* - (Ad: 1.8, Armor: 0, Speed: 0.12, HP: 16, Maxmana: 20)  
      + slowness resistance  
      + chance 1:8 to spawn as magik  
      + double Ustra gain  
      + jump boost on #mineable/hoe  
      - epearls and ender eyes in hand hurt  
      - unluck and weakness in end
2. Secondary races  
   Every race apart from humans can be corrupted into respective secondary race after filling certain conditions:  
   Obsah obrázku text, snímek obrazovky, Písmo, řada/pruh

   Popis byl vytvořen automaticky
   1. therwin - (Ad: 3, Armor: 0, Speed: 0.1, HP: 24, Maxmana: 12, orig: renwik)  
      + fire resist  
      + wither resist  
      + speed in nether  
      + light <3 🡪 invis  
      - slowness in all overworld bioms (#first:hotaf exception)  
      - water and snow hurts  
      + melts snow  
      + schizofrenia mechanic
      1. randomly sends one of these messages to itself based on context (nearby invis, low health, too many players online)  
         <You> There is someone hidden  
         <You> We are hurt! Do something!  
         <You> We should kill someone!
   2. skulkin - (Ad: 6, Armor: 4, Speed: 0.08, HP: 40, Maxmana: 2, orig: lutuk)  
      + darkness immunity  
      + gives Ustra recharge to every magik nearby  
      - Maximal Ustra (mana) cannot be boosted  
      + can spread sculk using crouch near sculk

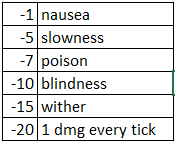
+ hears other entities (flute – dangerous, guitar – player, banjo – weak, hat – projectiles, snare – items, iron xylophone – the rest)

+ smells other races (particles)  
+ sculk affinity mechanic

* + 1. checks for nearby sculk blocks, calculates score 0 – 60
    2. gives boosts based on SculkCount Obsah obrázku text, snímek obrazovky, Písmo, číslo

       Popis byl vytvořen automaticky
  1. cerglan - (Ad: 2, Armor: 0, Speed: 0.1, HP: 22, Maxmana: 20, orig: qualak)  
     + slowness resistance  
     - cannot wear trims and elytra  
     - +3 fire dmg  
     + Ice armor mechanic
     1. checks for temperature, calculates -1 – 5
     2. gives armor with Armor: temp + 1, prot: temp, color: dark blue 🡪 white 🡪 light blue
     3. cannot be unequiped, vanishes on death, dissapears while invis
     4. Obsah obrázku text, snímek obrazovky, Písmo, číslo

        Popis byl vytvořen automaticky
  2. chorusian - (Ad: 2, Armor: 0, Speed: 0.1, HP: 20, Maxmana: 15, orig: xuluak)  
     + unluck resistance  
     - water hurts  
     + sneaking in air 🡪 slow falling  
     + can use spell liosa\_world, liosa\_nether, liosa\_end which tps them into respective dimensions in the exact same position

1. Spells
   1. Base mechanic  
       „magik“ can see 3 stats shown over hotbar  
        
        
      1. Spell picked (SPick 1 - 10): shows which spell is selected for casting via staffs
      2. Cooldown (SpellCD): enables casting of any spell, can be <0; inf)
      3. Ustra counter (mana/Maxmana): shows how much Ustra is stored in a player – all players have some, this number can be any Int (-inf;inf). Casting spells reduces it. Ustra naturally regenerates slowly, but can be instantly gained via Scroll of Energy. The regaining can be sped up by holding echo shard in offhand.  
          If mana reaches negative number, debuffs start appearing:   
           
         if mana > Maxmana 🡪 Ustra starts releasing every tick by 1 and player flashes during this process
   2. First spell
      1. Becoming a magik can be done by standing on a enchanting table with Bergimalic and a lapis lazuli in hands, or spawning as one when the player is a xuluak
      2. Bergimalic can be obtain in 2 custom structures: (mountain hut, wizard tower) or can be received from librarians after defending them in a raid.
      3. Magik’s level is stored in scoreboard Mlvl (1 - 10). The Mlvl value sets the number of spells usable.
      4. Spells 2-7 are obtained by throwing respective items on enchanting table
      5. Obsah obrázku text, snímek obrazovky, číslo, Písmo

         Popis byl vytvořen automatickySpells can be casted by /trigger <spell name> or right clicking with staff
   3. Staffs
      1. Made by throwing stick and Perfect magical gem (quartz, lapis, emerald) on Enchanting table. Gem type is purely cosmetic
      2. Can be used to cast spells via right click
   4. Element spells
      1. Magiks on Mlvl 7 may enter The Forge on nether Rooftop, summon The Forger using goat horn and obtain Magical Gold ingot
      2. Combining MGI with one of 9 items can create one of 9 element rings  
         Obsah obrázku text, snímek obrazovky, Písmo, číslo

         Popis byl vytvořen automaticky
      3. The ring cannot be removed and will be consumed upon absorbing it on ench. table
   5. Late spells
      1. Can be unlocked by placing ender dragon head and Dark boneman head on enmaging shrine
2. Scrolls
   1. Bonus magical consumables, can be found or created by magiks on lecterns,
   2. Can be used by anyone. They do not consume Ustra.
   3. Obsah obrázku text, snímek obrazovky, Písmo, číslo

      Popis byl vytvořen automaticky
3. Bosses
   1. Dark Boneman
      1. Needed for magic progression
      2. Spawnable by lighting the top of Dead shrine structure(One use only)
      3. Drops: Soul sword and Dark Boneman head
   2. Triton
      1. Drowned spawnable by stealing trident from Trident Altar
      2. Drops: Trident with Maelstrom enchant
   3. The Forger
      1. Giant summoned via horn in The Forge
      2. Needed for magic progression
      3. Drops: Magical gold ingot
   4. Dead Ninja
      1. Not really spawnable in survival
      2. Drops: Nature Bow
4. Admin note
   1. Deleting race tag from magik causes infinite Maxmana
   2. There is one more race and element for player boss events (god, chaosMagik, team salix)
   3. Deleting all tags causes instant race selection
   4. Same element-type magiks do less to none damage to each other
   5. Nothing was tested for compatibility
   6. Resourcepack required
   7. This datapack adds saddle and sculk catalyst recipe