

# Ultracore Guide

v1.0.1

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# Overview

Ultracore is a difficulty datapack that makes the game incredibly hard. It is always night and natural regeneration is turned off so that you can only heal with golden apples or potions. As you progress through the game, the difficulty automatically increases [see: Progression]. In addition to making it always night, mobs get a bit of a buff [see: Mobs]. It is hardcore, so if you die, the only way to get out of spectator is if a friend revives you [see: Revival]. Certain locations are more dangerous than others [see: Environments]. Special events can be triggered that temporarily increase the strength and abilities of mobs but if you survive these events, you are rewarded handsomely [see: Events]. Thank you for downloading Ultracore.

Good luck!

~Truff1e

# Mobs

## Level 1:

- #ultracore:armor\_entities [see: Tags] are given the level\_1\_chestplate loot table upon spawning in
- #ultracore:sword\_entities are given the level\_1\_sword loot table upon spawning in
- Every time a zombie spawns, there is a 1 in 200 chance that it spawns a second zombie
- Boss mobs have a 1 in 500 chance of spawning every time a #ultracore:ultracore\_bosses mob spawns

## Level 2:

- #ultracore:armor\_entities [see: Tags] are given the level\_2\_chestplate and level\_2\_boots loot table upon spawning in
- #ultracore:sword\_entities are given the level\_2\_sword loot table upon spawning in
- Every time a zombie spawns, there is a 1 in 100 chance that it spawns a second zombie and a 1 in 100 chance it becomes a baby zombie
- Spiders below y=0 become cave spiders
- Boss mobs have a 1 in 200 chance of spawning every time a #ultracore:ultracore\_bosses mob spawns

## Level 3:

- #ultracore:armor\_entities [see: Tags] are given the level\_2\_chestplate, level\_3\_leggings and level\_3\_boots loot table upon spawning in
- #ultracore:sword\_entities are given the level\_3\_sword loot table upon spawning in
- Every time a zombie spawns, there is a 1 in 50 chance that it spawns a second zombie and a 1 in 10 chance it becomes a baby zombie
- Spiders below y=0 become cave spiders

- Boss mobs have a 1 in 100 chance of spawning every time a #ultracore:ultracore\_bosses mob spawns
- Every tick, there is a 1 in 200,000 chance that the Blood Moon event will start [see: Events]
- Phantoms are ridden by skeletons

#### Level 4:

- #ultracore:armor\_entities [see: Tags] are given the level\_3\_chestplate, level\_3\_leggings and level\_3\_boots loot table upon spawning in
- #ultracore:sword\_entities are given the level\_4\_sword loot table upon spawning in
- Every time a zombie spawns, there is a 1 in 10 chance that it spawns a second zombie and a 1 in 10 chance it becomes a baby zombie
- All spiders become cave spiders
- Boss mobs have a 1 in 50 chance of spawning every time a #ultracore:ultracore\_bosses mob spawns.
- Every tick, there is a 1 in 200,000 chance that the Blood Moon event will start [see: Events]
- Phantoms are ridden by skeletons

#### All Levels:

- Endermen will delete any boat they get into
- Silverfish and endermite will duplicate when they hit you
- Spiders and cave spider cobweb you if they hit you
- You cannot fly with an elytra within 10 blocks of a ultracore mob

# Bosses

Mobs that can become bosses are:

Zombies -> Zombie Brute

Skeletons -> Skeleton Brute

Creepers -> Death Creeper

Wither Skeletons -> Wither Skeleton Brute

All bosses have increased movements speed, knockback resistance and health

Bosses spawn with glowing and fire resistance

All bosses except creepers wear chainmail armor

Zombies hold a diamond sword

Death Creepers explode faster

The bosses drop the following loot tables:

ultracore:mobs/rewards/zombie\_brute

ultracore:mobs/rewards/skeleton\_brute

ultracore:mobs/rewards/creeper

ultracore:mobs/rewards/wither\_skeleton\_brute

## Events

### Rain

All #ultracore:ultracore\_mobs gain speed 1

If you survive, you get the rewards/rain loot table

### Thunder

All #ultracore:ultracore:mobs gain speed 1

All zombies gain strength

Creepers' fuse time is shorter

Giant slimes spawn on lightning strikes

Skeletons become invisible and emit particles

If you survive, you get the rewards/thunder loot table

### Blood Moon

All nearby #ultracore:ultracore\_mobs are teleported within 20 blocks of you

5 'Blood Zombies' are summoned near you

Killing all 5 blood zombies results in the event ending and you receiving the loot table rewards/blood\_moon

# Environments

## Below $y=0$

- You receive blindness unless you are holding a `#ultracore:light_emitters` in your mainhand or offhand
- You are set to 8 hearts
- You get permanent weakness

## Below $y=-32$

- You receive blindness and slowness unless you are holding a `#ultracore:strong_light_emitters` in your mainhand or offhand
- You are set to 8 hearts
- You get permanent weakness and hunger

## The Nether

- You are set to 8 hearts
- Using fire resistance gives you weakness
- Wearing a chestplate or leggings not made out of chainmail or netherite sets you on fire

## The End

- During the dragon fight, you have permanent darkness
- You cannot fly with an elytra

# Progression

Certain actions will cause the difficulty to increase. Here is a list of them:

## Level 1 -> Level 2

- Obtain diamonds
- Enter the Nether

## Level 2 -> Level 3

- Enter the end
- Use an enchanting table

## Level 3 -> Level 4

- Obtain an Elytra
- Pop a totem



# Revival

To perform a revival you need the following items (which vary depending on difficulty)

## Level 1

Throw 2 golden apples and a Level 1 Revival Shard on an iron block. The iron block will not be consumed but the apples and revival shard will.

To obtain a Level 1 Revival Shard, you need to kill zombies, skeletons, husks, creepers or strays (5% Chance to drop +1%/lvl of looting)

## Level 2

Throw 4 golden apples and a Level 2 Revival Shard on a diamond block. The diamond block will not be consumed but the apples and revival shard will.

To obtain a Level 2 Revival Shard, kill an ultracore boss (Ex: Death Creeper or Skeleton Brute)

## Level 3

Throw 1 notch apple and a Level 3 Revival Shard on a diamond block.

To obtain a Level 3 Revival Shard, kill a giant slime in a thunderstorm

## Level 4

Throw 2 notch apples and a Level 4 Revival Shard on a beacon.

To obtain a Level 4 Revival, kill an evoker

## Sun Summoning

Difficulty Level	Sun Fragments Required
1	1
2	2
3	4
4	8

Throw 2 blaze rods and the correct amount of sun fragments on a block of glowstone to summon the sun.

Sun fragments are dropped by blood zombies and found in desert pyramids.

## Loot Tables

ultracore:mobs/rewards/zombie\_brute

Conditions: must **not** be projectile

Rolls: 1-2

Item	Chance	Count
Diamond Axe	8.3%	1
Golden Apple	25%	1-3
Chainmail Chestplate	3.3%	1
Chainmail Leggings	5%	1
Chainmail Boots	8.3%	1
Iron Ingot	33.3%	3-7
Enchanted Book	8.3%	1
Level 2 Revival Shard	8.3%	1

ultracore:mobs/rewards/skeleton\_brute

Conditions: must **not** be projectile

Rolls: 1-2

Item	Chance	Count
Bow	15.38%	1
Golden Apple	23.08%	1-3
Chainmail Chestplate	3.08%	1
Chainmail Leggings	4.62%	1
Chainmail Boots	7.69%	1
Arrow	30.77%	6-15
Enchanted Book	7.69%	1
Level 2 Revival Shard	7.69%	1

ultracore:mobs/rewards/creeper  
Conditions: must **not** be projectile  
Rolls: 1-2

Item	Chance	Count
Gunpowder	50%	5-25
Golden Apple	16.66%	1-3
TNT	16.66%	3-8
Enchanted Book	8.33%	1
Level 2 Revival Shard	8.33%	1

ultracore:mobs/rewards/wither\_skeleton\_brute  
Conditions: must **not** be projectile  
Rolls: 1-2

Item	Chance	Count
Iron Sword	15.38%	1
Golden Apple	23.08%	1-3
Chainmail Chestplate	3.08%	1
Chainmail Leggings	4.62%	1
Chainmail Boots	7.69%	1
Arrow	30.77%	6-15
Enchanted Book	7.69%	1
Level 2 Revival Shard	7.69%	1

ultracore:mobs/rewards/big\_boi  
Conditions: must **not** be projectile  
Rolls: 1

Item	Chance	Count
Slime Sword	100%	1
Level 3 Revival Shard	5% + 1%/Looting	1-3

ultracore:mobs/rewards/blood\_zombie  
Rolls: 1

Item	Chance	Count
Redstone	44.44%	5-15
Golden Apple	22.22%	1-3
Sun Fragment	11.11%	1
Enchanted Book	11.11%	1
Level 4 Revival Shard	11.11%	1
Blood Tunic	11.11%	1

ultracore:mobs/gear/chestplate\_level\_1  
Rolls: 1

Item	Chance	Count
Leather Chestplate	33.33%	1
Chainmail Chestplate	16.66%	1
Nothing	50%	

NOTE: Leggings and boot loot tables are almost exactly the same as the chestplate loot tables except with leggings and boots instead of chestplates.

### ultracore:mobs/gear/chestplate\_level\_2

Rolls: 1

Item	Chance	Count
Leather Chestplate (Enchanted)	36%	1
Chainmail Chestplate (Enchanted)	18%	1
Iron Chestplate (Enchanted)	9%	1
Nothing	36%	

### ultracore:mobs/gear/chestplate\_level\_3

Rolls: 1

Item	Chance	Count
Leather Chestplate (Enchanted)	7.7%	1
Chainmail Chestplate (Enchanted)	30.8%	1
Iron Chestplate (Enchanted)	23.1%	1
Iron Chestplate (Enchanted)	15.4%	1
Diamond Chestplate (Enchanted)	7.7%	1
Nothing	15.4%	

### ultracore:mobs/gear/weapon\_level\_1

Rolls: 1

Item	Chance	Count
Stone Shovel	15%	1
Wooden Sword	15%	1
Iron Hoe	5%	1
Stone Sword	5%	1
Iron Sword	2.5%	1
Stone Hoe	7.5%	1
Wooden Hoe	20%	1
Nothing	30%	

ultracore:mobs/gear/weapon\_level\_2

Rolls: 1

Item	Chance	Count
Stone Shovel	9.5%	1
Wooden Sword	9.5%	1
Iron Hoe	9.5%	1
Stone Sword	23.8%	1
Iron Sword	14.3%	1
Stone Hoe	9.5%	1
Wooden Hoe	4.8%	1
Nothing	19%	

ultracore:mobs/gear/weapon\_level\_3

Rolls: 1

Item	Chance	Count
Stone Shovel	6.6%	1
Iron Shovel	20%	1
Stone Axe	10%	1
Stone Sword	26.6%	1
Iron Sword	16.6%	1
Iron Axe	6.6%	1
Nothing	13.3%	

# Tags

#ultracore:ultracore\_mobs [entities]

Zombie, skeleton, creeper, wither skeleton, spider, husk, stray, zombie\_villager, drowned

#ultracore:ultracore\_bosses [entities]

Zombie, skeleton, creeper, wither skeleton

#ultracore:sword\_entities [entities]

Zombie, husk, zombie\_villager

#ultracore:armor\_entities [entities]

Zombie, skeleton, wither skeleton, husk, stray, drowned

#ultracore:light\_emitters [items]

Torch, soul torch, campfire, lantern, soul lantern, glowstone, redstone torch, soul campfire, sea lantern, shroomlight

#ultracore:strong\_light\_emitters [items]

Soul torch, campfire, lantern, soul lantern, soul campfire, sea lantern, shroomlight



# Info

## CREDITS:

Thank you to the following online generators that made this datapack possible:

Minecraft Tools - <https://minecraft.tools/>

CloudWolfYT - <https://cloudwolfyt.github.io/index.html>

Misode - <https://misode.github.io>

Datapack by Truff1e