

WORDETOWN

Build a town. Hold until dawn.

PAPER PLUGIN · TOWNS YOUR PLAYERS BUILD · ENGLISH, FRENCH, ITALIAN



PRESENTATION · OCTOBER 2026

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Contents

Every line leads to its page; in each page header, “Contents” brings you back here.



	At a glance	03
01	The game loop	04
	The siege calendar	04
02	The town	05
	Founding, the Town Hall and its Mayor	05
	Territory and what it protects	05
	Members and roles	05
	Progression: titles, skills, rebirth	06
	Town Renaissance	06
03	The night	07
	A horde sized to the town	07
	Who comes, and when	07
	Warden and Wither	07
	The assault and the mob limit	07
	17 wave modifiers	08
	Nights with a name	08
04	The horde's AI	09
	What it can do	09
	Squads and “taking turns”	10
05	Bosses and elites	11
	Captains, major sieges, colossus	11
	32 powers	11
	The loot	11
06	Dawn	12
	Automatic repair	12
	What a night pays	12
07	Economy and villagers	13
	The currency and the shop	13
	Market, auctions, arms dealer	13
	Daily quests and contracts	13
	Ten specialists to hire	14
	Safeguards against abuse	14
	A week on a HordeTown server	15
	Caravan, leaderboards, handbook, music	15

08	Zones and dungeons	16
	The zone draw	16
	The horde's 10 dungeons	17
	Taking and holding a dungeon	18
	Mini outposts, practice camp	18
09	New items	19
	Artefacts and their chests	19
	8 right-click abilities	19
	Overworld artefacts	20
	Nether artefacts	20
	End artefacts	21
	25 original enchantments	23
	Enchantment scrolls	24
	8 decorations	24
	The arms dealer's counter	24
	25 resource generators	25
10	Player commands	26
	General	26
	Siege	26
	Territory	26
	Money and market	27
	Town	27
	Mercenaries	27
11	Admin commands	28
	Money and catalogue	28
	Waves and calendar	28
	Nights and events	28
	Zones and conquest	29
	Towns	29
	Tools	29
	Permissions	29
12	Installation and compatibility	30
	Requirements and compatibility	30
	Configuration files and languages	30
	Performance	30
14	Custom options	31
	Custom updates	31
	“Gems” edition	31
15	The offer and the demo	32

FOR PAPER SERVER OWNERS

At a glance

HordeTown gives your survival server towns that your players build themselves, and a horde that lays siege to them at night.

Your players found a town around its Mayor, grow it by day — territory, trade, specialist villagers, gear — and defend it by night against a horde that marches on the Town Hall and digs through the walls it cannot get around. Every wave held pays out money, territory and progress, all the way to the Nether, the End and the difficulty cap. One server can host several towns, each with its own siege calendar.

■ Not a wave minigame.

01

Your players build everything

The plugin places no buildings in the town: founding one only brings the Mayor, a villager. Walls, houses, shops, traps: your players build it all, block by block.

02

They set up their own traders

Blacksmith, Mage, Cook, Fisherman...
The 10 specialists are bought as eggs from the Mayor. The player places each one wherever they like in town, in a shop or on the square, with a bed nearby.

03

One town per group, not one for the whole server

Every group of friends has its own: its Mayor, its territory, its siege calendar.
On the same server: alliances, rivalries and zones to fight over.

10



specialist villagers

25



resource generators

10



dungeons generated with the world

273



possible daily quests

27



weekly contracts

80



artefacts: weapons, armour, shields

25



original enchantments

17



wave modifiers

22



mob types across 6 tiers

32



boss powers

■ What you get

 Self-contained A single .jar for Paper 1.21.6 to 26.3: no resource pack and no required plugin, not even for the economy, which stays separate.	 Three languages English, French, Italian: every player gets their messages in their own client's language.	 Everything is configurable A config.yml of more than 5,600 commented lines: every system can be tuned or switched off.	 The town repairs itself At dawn, whatever the horde broke is rebuilt for free, except obsidian.	 Several towns Each with its own Mayor, territory and calendar; alliances, zones and dungeons to conquer.
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See it before you decide

I'll show you HordeTown live on a test server, with no commitment.

THE OFFER IN DETAIL: P. 32

01

The game loop



A rhythm your players get from the very first evening: build by day, hold by night, repair at dawn. Every evening has something at stake.



Day Build and trade

Build the town block by block, place its traders, claim territory, trade, complete quests, conquer zones.



Dusk Get ready

The Forecast announces the wave: number, level, mob count, modifier. Some evenings, an auction.



Dawn Repair and cash in

Broken blocks are rebuilt; every mob killed has paid, every wave beaten earns territory.



Night Hold the siege

The horde arrives in squads, marches on the Town Hall and digs through what it cannot get around, to the last mob.

The siege calendar

- One wave every **3 counted nights**. ■ CONFIGURABLE `cycle.nights-per-wave`
- A night counts for a town when **3 of its members** are online, one of them in the Town Hall's world; players from other towns do not count. ■ CONFIGURABLE `cycle.min-players` `cycle.require-overworld`
- The leader or a second can lower that minimum to **2**, after a warning and a confirmation.
- The leader or a second can sound the horn (`/ht callwave`): the next wave comes the very next night, but fights like a wave 5 higher; 5 real hours between two calls.
- A new town gets **2 days' grace**: no caravan, no Breach and no colossus on its land. ■ CONFIGURABLE `town.grace-days`

02

The town



Each group of players builds its own town: a shared place, territory to defend and a reason to come back every evening.

Founding

`/ht town create <name> <colour>`: the Mayor, a villager, takes his place where the founder stands. The name has 3 to 16 letters or digits; the colour is one of Minecraft's 16. Founding is free by default.

A server can host **several fully independent towns**, each with its own Mayor, territory and siege calendar: at least 300 blocks between two Mayors, and no town within 500 blocks of spawn.

■ CONFIGURABLE `guilds.create-cost` `town.min-distance`
`town.spawn-exclusion`

The Town Hall and its Mayor

The Mayor is the town's front door: right-click him, or type `/ht`, to open the Town Hall — villagers to hire, generators, the market, the wave Forecast, days of peace, quests, skills, your record. He has 200 health points and is invulnerable outside waves. Within a 7×7 area around him, nobody can place obsidian, crying obsidian or a respawn anchor: he cannot be walled in. If he falls during a siege, the Mega Blood Moon rises.

Territory

10 chunks free at founding, then 2 territory points per wave **beaten**, spent with `/ht claim` on a neighbouring chunk. `/ht unclaim` releases a chunk and refunds 1 point.

■ CONFIGURABLE `territory.free-claims` `territory.points-per-wave`

What the territory protects

- Explosions from outside: TNT, a stray creeper.
■ CONFIGURABLE `town.protect-explosions`
- Natural monster spawning on its land.
■ CONFIGURABLE `territory.block-natural-hostiles`
- Pistons that would push a block out of the territory.
■ CONFIGURABLE `town.protect-pistons`
- Visitors: on a town's land, only its members can hurt one another, and two allied towns never hurt each other. Elsewhere, your server's PvP rule applies.

☠ **What it does not protect.** The town's own horde, which digs by its own rules — everything is repaired at dawn.

Members and roles

Leader	Runs the town. The only one who can appoint or dismiss a second, and hand the town over.
Second	Up to 2 per town. All the leader's powers, except handing over or disbanding the town and appointing another second. ■ CONFIGURABLE <code>guilds.max-deputies</code>
Member	Defends, builds, trades; teleports home or to an allied town.
Mercenary	A player without a town who hires out until dawn: defends the siege, without ever becoming a member. Earns 10% of what the members earn, but only while online and once they have hit that siege's horde; 3 per town at most.

By default, anyone can join a town; you can require an invitation instead. Alliances are proposed and accepted with a single command, and can be broken at any time, from either side.

■ CONFIGURABLE `guilds.open-join`

The flag

Each town designs its banner in a dedicated menu or on a loom: 16 colours, up to 8 layers (Minecraft stops at 6) and every pattern your server knows, datapacks included. The flag flies large above the Mayor and slowly turns; every member gets a copy with `/ht town banner`, free by default — for their shield, or to plant on a zone and conquer it.

Progression

AT FOUNDING Hamlet Start	10 WAVES BEATEN Village The Nether opens	20 WAVES BEATEN Borough The End opens	35 WAVES BEATEN City Difficulty cap
---------------------------------------	---	--	--

Each new title grants 2 more chunks. Access to the Nether and the End stays with each player, even if they change towns.

■ CONFIGURABLE `progression.nether-wave` `progression.end-wave`



Skill tree

Three branches of 10 to 13 nodes, bought with earned money and shown on the advancements screen; a full branch costs \$7,000 to \$17,000. The very first level is free.



Rebirth

A completed tree can be reset for one more permanent heart, up to 5.

■ CONFIGURABLE
`prestige.max-hearts`



Combat level

From 1 to 100, earned by killing the horde. The level gap with the mobs weighs on damage, both ways: falling behind should sting, not kill outright (`/ht level`).



Town Renaissance

Once wave 35 is beaten, the founder can start everything over in exchange for a star, up to 3.

■ CONFIGURABLE `town.rebirth-wave` `town.max-stars`

BACK TO ZERO

- The wave, reset to 0.
- The staff, paid off (the severance is shared among the members).
- The map, shrunk to the Mayor's quarter.
- Half the conquered zones, handed back to the horde: the founder chooses which ones to keep.

KEPT

- The town's identity: Mayor, name, colour, flag, members, alliances.
- All of each player's personal progress: money, skills, rebirths, combat level, unlocked dimensions.

EACH STAR ADDS, CUMULATIVELY

10% more money for every horde mob killed 2 free chunks 10% off at every specialist (floor: 70% of the price)
25% more health for the Mayor a gold border on the flag; at 3 stars, the stars circle above the Mayor an outpost already conquered

03

The night



The heart of the game: a horde that grows with the town, and no two nights alike.

A horde sized to the town

SIZE

$(8 + 1.5 \times \text{wave}) \times (1 + 0.25 \times (\text{players} - 1))$

It grows with every wave and with every defender online.

LEVEL

$1 + 0.25 \times \text{wave}$

About one level more every 4 waves; a plate shows each mob's level.

■ CONFIGURABLE

elite.plates

CAP

wave 35

Beyond it, the horde stops growing, but the wave number and the records keep climbing.

■ CONFIGURABLE

wave.cap-wave

Who comes, and when

TIER	WAVES	NEWCOMERS
1	1-4	zombies, husks, skeletons, strays
2	5-9	drowned, bogged, spiders, cave spiders, creepers
3	10-19	witches, vindicators, pillagers, wolves
4	20-29	zombified piglins, silverfish, evokers, ravagers
5	30-34	wither skeletons, illusioners, polar bears, endermen
6	35+	siege golems (iron golems)

Each tier replaces part of the first night's zombies and skeletons. No horde mob can be tamed, ridden, fed or healed, and the horde never attacks itself.

Warden and Wither. From wave 25, each wave has a 15% chance of bringing a Warden on top of the horde; from wave 35, a 5% chance of bringing a Wither. A Wither brought by the siege drops no Nether star: the siege does not turn into a beacon farm.

■ CONFIGURABLE

wave.warden-chance

wave.wither-chance

wave.siege-wither-drops-star

The assault

- The horde arrives in 4 squads spread over the night, the first with its captain, to the sound of the horn; a small horde (30 mobs or fewer) arrives all at once.

■ CONFIGURABLE

wave.batches
- At most 50 mobs at a time per town: the wave is not reduced, reinforcements come in as places free up. A cap for the whole server is set separately — off by default; when set, the emptiest town goes first.

■ CONFIGURABLE

wave.max-alive

wave.max-alive-global
- From wave 8, it picks 2 or 3 fronts for the night, preferably the least defended side, avoiding the places where it has often died.
- It spawns on a ring 60 to 100 blocks beyond the territory, never on protected land.
- From wave 5, up to 6 thieves slip into the horde: with its first hit, each takes 5% of the player's money (\$250 at most, never an item) and runs. Bring it down and it all comes back; if it escapes or sees dawn, it is lost.

■ CONFIGURABLE

wave.thieves.enabled

■

17 wave modifiers

From wave 5, each night has a 40% chance of getting a modifier; a modified night pays 25% more.

■ CONFIGURABLE wave.modifier-chance		
MODIFIER	EFFECT	FROM
Swift horde	The whole horde moves 30% faster.	wave 5
Ironclad	Iron helmets and chestplates for zombies and skeletons, diamond at high level.	wave 5
Night of the spiders	A horde made up mostly of spiders.	wave 5
Vampiric	40% of the damage dealt to players heals the mob.	wave 5
Kamikaze	Creeper fuses are half as long.	wave 5
Double horde	A second full wave sets off at midnight.	wave 5
Storm	A thunderstorm all night, and 20% of the creepers already charged.	wave 5
Doubled captains	Twice as many captains that night.	wave 5
Deep night	Waves of darkness every 45 seconds.	wave 5
Diggers	The horde digs twice as fast.	wave 5
Standard bearer	One standard bearer per squad strengthens its own while it lives; bringing it down routs the squad.	wave 5
Nether raid	Wither skeletons, blazes, magma cubes and enraged zombified piglins. Ghosts are optional, off by default.	10 waves beaten
End incursion	Endermen, endermite and 2 to 4 shulker turrets up high.	20 waves beaten
Night of Giants	Half as many mobs, twice as big and 2.5 times as tough; their captain stands 2.5 times normal size.	5 waves beaten
Blackout	Waves of darkness on the defenders all night, without touching a block.	8 waves beaten
Night of Shadows	Basic mobs are invisible: only their smoke gives them away.	12 waves beaten
War weather	Rain all night: the mud slows the horde by 15%, but squalls of darkness blind the defenders.	wave 5

■

Nights with a name



Blood Moon

ON REQUEST

The leader or a second calls for it (/ht bloodmoon, then confirm): the current wave's horde, 1.75 times as many and 20% faster, under a clear sky. The night only ends when the last mob dies; holding it earns 7 days of truce, and the calendar does not move.



Mega Blood Moon

THE PUNISHMENT

It rises when the Mayor falls: a doubled horde, 10 waves stronger, and the stakes announced to the whole town. Wipe out the horde before dawn and the Mayor gets back up. If every defender falls, or if dawn still finds monsters on the territory, the town is lost and starts over from zero — its blocks are given back, except obsidian. Leaving the town that night counts as a death, and so does fleeing more than 200 blocks. With no defender present, it ends in victory.



Night of the Omen

NO SIEGE

About one night in 8 without a siege, under a red moon: monsters spawn 1.5 times as much in the town's world, and a boss prowls alone. Brought down before dawn, it pays \$150 to each defender.



Night of the Fallen

NEW MOON

The bosses this town has already beaten rise again, at the level they fell; each one pays \$100 to its killer. They dig through walls: what they break drops no blocks, and dawn puts it back.



Night of Falling Stars

THE QUIET NIGHT

About one night in 12: nothing hostile spawns on the territory, shooting stars cross the sky, and each fallen star, a short walk away, is worth \$120 and an item to whoever gets there first.



The Breach

BY DAY

One siege-free day in 4: a portal frame opens 80–150 blocks away, guarded by 2 or 3 level-10 elites. Cleared before dusk: \$600 shared. Ignored: the next wave gains a front at that spot.

04

The horde's AI



A horde that really lays siege: it looks for the weak spot, digs through whatever it cannot get around, and stays light on your server.

What it can do



It digs by hardness

1.2 seconds per point of hardness, 30 seconds at most for an ordinary mob: obsidian holds for 30 s against a zombie, about 7.5 s against a captain, 5 s against a boss. Bedrock and unbreakable blocks, never.

■ CONFIGURABLE `wave.grief.max-seconds`



The work stays on the block

Up to 3 diggers add up on the same block, and cracks last 60 seconds: a mob that gets knocked away does not start again from zero.

■ CONFIGURABLE `wave.grief.max-diggers-per-block`



Never under its own feet

A mob does not dig the ground beneath it. The one exception: going down in a staircase, one block at a time, towards a defender, a villager or the Mayor sheltering at least 2 blocks lower.

■ CONFIGURABLE `wave.grief.dig-down`



A wall is a step, not a door

Faced with a wall 3 blocks high or more, it no longer tunnels through the base: it climbs it, one block per pass, and reaches the top.



No chain of craters

A horde creeper never blows up the ground under its own feet: a series of explosions does not dig a pit.

■ CONFIGURABLE `wave.grief.blast-floor`



Moats that matter

Water and lava count as a block of hardness 1; the horde does not swim, it sinks and walks along the bottom. A moat stays a real obstacle, without making the town invincible.

■ CONFIGURABLE `wave.grief.fluid-hardness`



It picks its fronts

From wave 8, 2 or 3 sides of attack for the night, preferably the least defended one; it remembers the areas where it has often died.

■ CONFIGURABLE `wave.fronts.favour-undefended`



Arsonists

From wave 6, up to 10 arsonists set buildings on fire, within a limit of 40 blocks per wave.

■ CONFIGURABLE `wave.arson.budget`



The strong dig faster

Ravager, Warden, polar bear, hoglin, zoglin, piglin brute, vindicator: they break through a wall faster than their health would suggest, and bosses faster still. The Warden now digs too.

■ CONFIGURABLE `wave.grief.strong-types`



Hearts and pillars, seen from afar

From wave 8, the horde plants hearts beyond the walls — breaking one dissolves 15% of what is left — and pillars that give it speed and resistance; only players can break them. A plume of particles marks them from 512 blocks away, red for a heart, blue and white for a pillar, and stays visible at night.

■ CONFIGURABLE `wave.organs.column-height`

Never broken: Ender chests, beacons, the town's mob spawners, ResurrectionChest death chests. To switch off all block damage:

`wave.grief.enabled`

Coordination and performance

Each of these features can be tuned or switched off on its own (`wave.ai.*`).

01 A horde that stays awake

Paper puts monsters far from players “to sleep”. Wave mobs stay active and keep marching on the town, even when nobody is nearby.

■ CONFIGURABLE `wave.ai.keep-awake`

02 The plugin gives the orders, not chance

Minecraft’s own behaviour does not pull a zombie sent to the Town Hall off course towards a defender spotted 30 blocks away. Each mob follows one coherent order: march, hunt, strike back, retreat, dig.

■ CONFIGURABLE `wave.ai.arbitrate-targets`

03 No mob left idle

After a fight, the march order is given again on the very next tick.

04 Squads

Mobs from the same batch march in formation behind a leader — the standard bearer, otherwise the first one standing that is not a boss — in rows of 3, instead of arriving in single file; captains and bosses march alone. 8 mobs per squad at most.

■ CONFIGURABLE `wave.ai.squads.max-size`

05 Taking turns

At most 4 mobs in contact with the same player; the others circle a few blocks away and wait for a place to free up. A mob that gets hit strikes back at once. Off during the Mega Blood Moon and the final tide, when a wave’s last mobs rush the Town Hall.

■ CONFIGURABLE `wave.ai.tokens.per-player`

06 No lag spikes

The AI’s work is spread across every tick, with a budget shared by all towns: 2 ms per tick by default.

■ CONFIGURABLE `wave.ai.tick-budget-ms`

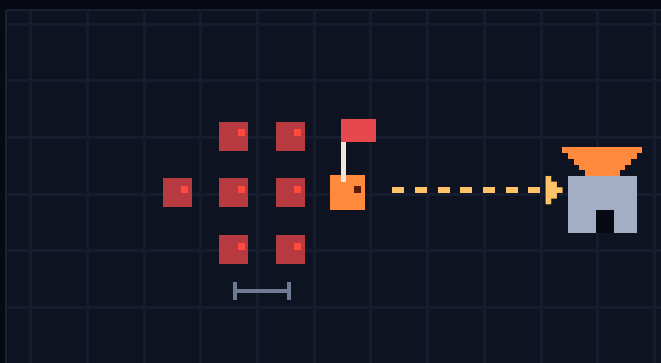
07 Built-in diagnostics

The plugin measures the share of the horde that is active and the AI time per tick: one line in the console every 30 seconds during a siege.

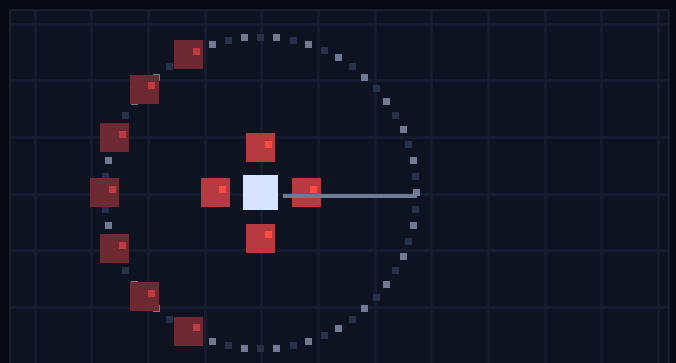
■ CONFIGURABLE `wave.ai.census-seconds`

08 A tuning tip at startup

It flags Paper’s `update-pathfinding-on-block-update` setting, which makes paths recalculate on every block broken during a siege. It never touches Paper’s files.



A squad. The leader marches on the Town Hall; the others follow in rows of 3, 2 blocks apart.



Taking turns. 4 mobs in contact; the others wait on a 5.5-block ring, each in its own place.

05

Bosses and elites



Every night has its headliners: named captains, night bosses and a daytime colossus, which give your players goals and stories to tell.



Horde captains

Every wave is led by a named captain, 5 levels above its horde, worth 5 times a mob's bounty and drawing 2 extra powers. One more captain joins the assault every 10 waves — 1 up to wave 9, 2 from 10 to 19... — never the same one twice in a night.

■ CONFIGURABLE `wave.captain-every`



Major sieges

Every 10 waves: a captain picked from the strongest available, a horde 25% bigger, a horn that announces the boss by name, a Forecast page that predicts it in advance — and, when the night rolls a modifier, a second one that does not clash with it.

■ CONFIGURABLE `wave.major-every`



The colossus of the day

Every 4 game days around noon, announced 10 minutes ahead, a colossus rises in every quarter of the map that has a town. Three times the health of the strongest captain of its level, with no extra damage; \$600 shared by damage dealt, and a loot chest for the town that hit hardest.

■ CONFIGURABLE `dayboss.health-vs-captain`



Zone champions

Every outpost and dungeon to conquer is guarded by a named boss: no capture while it lives (section 08). Named bosses have 50% more health and, except the colossus, hit 25% harder — shots included. Size: $\times 1.4$ captains and champions, $\times 1.3$ the Fallen, $\times 2.5$ the colossus. None can suffocate. Tunable: `bosses.might`.

Night bosses

The Night of the Omen sets a lone boss loose under the red moon; the Night of the Fallen raises the ones the town has already beaten (section 03).

Elites

Every horde mob is scaled to its level, and a floating plate shows that level.

■ CONFIGURABLE `elite.plates`

Recognisable from afar

Without a resource pack, named bosses wear a small halo above their heads — iron from level 8, gold from level 14 — and some wear a Minecraft mob head.

■ CONFIGURABLE `boss-look.enabled`

32 powers

Bosses carry a few; past a certain level, any horde mob can roll one.

DEFENCES	fire immunity	arrow immunity	knockback immunity	shield wall	speed				
HITS	fiery	freezing	weakening	poisonous	repelling	withering	gravitational	confusing	blinding
	lightning on contact								
RANGED	fireball	arrow rain	homing arrow	arrow barrage	frost cone	flamethrower	meteor shower	thunderstorm	
	rocket volley								
CONTROL	pull	implosion	shockwave	firestorm	backlash	big explosion			
SUPPORT	ally healing channel	resurrection							



The loot

Cash bounties ($\times 5$ for a captain), the colossus's chest, boss-night bounties — and Minecraft's three big bosses pay in artefacts: the Warden, the Wither and the Ender Dragon each give exclusive pieces, guaranteed on each player's first kill, then a 20% chance. A Warden or a Wither brought by the siege pays nothing.

A home-grown engine. No boss plugin required, no disguises and no 3D models: every boss is a Minecraft mob, with its own gear and powers.

06

Dawn



Morning wipes the night away: the town repairs itself, with no chores for your players or your staff.

**Automatic repair**

Every block the horde broke on the territory, or within 16 blocks of its edge, is put back at dawn, for free. Further out, trampled ground keeps its scars.

■ CONFIGURABLE `wave.repair.fringe`

**Chests first**

A container that had contents is always rebuilt, contents included, wherever it stands.

**Obsidian has to be earned**

It is never rebuilt automatically: only the Engineer restores it, one block every 2 minutes at most.

■ CONFIGURABLE `wave.repair.slow-restore-seconds`

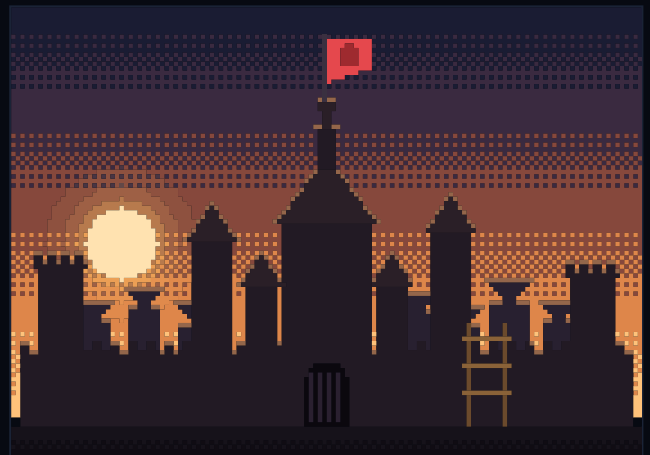
**No block damage at all?**

A single switch turns off all block damage: the mobs then pile up against the walls.

■ CONFIGURABLE `wave.grief.enabled`

What a night pays

- Every mob killed pays: \$4 for a zombie, \$8 for a creeper, \$12 for a witch or a vindicator, \$30 for a ravager... plus 10% per mob level, 25% more under a modifier, 5 times as much for a captain.
- Every wave beaten: 2 territory points, a new record, a step towards the next title, the Nether and the End.
- Blood Moon held: 7 days of truce. Mega Blood Moon survived, or record broken: a banquet — food rains from the sky for 15 seconds, and every portion caught gives Absorption II and Speed I for 24 real hours.
- From wave 3, every ordinary siege puts a price on one captain's head — \$300 plus \$10 per wave, \$1,500 at most — for whoever brings it down.
- About one night in two, also from wave 3, the horn sets a challenge — lose nobody, no bow or crossbow, let nothing hit the Mayor... (18 in all). Held, it pays every defender 10 to 30% of what they earned that night.
- Combat level rises with every mob brought down, and many quests and contracts are played out during the siege.



Economy and villagers



A complete, closed economy, designed so that defending the town always pays more than an automatic farm.



The “\$” currency

HordeTown runs its own currency: no economy plugin is required. It is earned mostly by killing the horde, then through quests, contracts and events; it is spent at the Town Hall, with the villagers and on the market.

An economy of its own. HordeTown's money never mixes with the money of your server's other game modes: it is deliberate.

Beyond \$5,000 earned, purchases (arms dealer, Mage, generators) go up gradually, to as much as 1.75 times the price.

■ CONFIGURABLE pricing.progressive



The Town Hall

At the Mayor's, the villagers are hired (leader or second) and the generators bought; the players' market, the Forecast, the quests and the skills are there too. The leader or a second can also give the town days of peace there — 1, 3 or 7 days without a siege — or buy the war horn (\$900): blown at night with 3 members online, it brings the next wave in on the spot, 2 levels higher and a quarter bigger — and every kill pays double.

Market, auctions, arms dealer



The players' market

`/ht sell <price>` puts the stack in your hand up for sale: it is set aside at once, 5 listings per player, 7 days on sale (then reclaimable), 5% tax taken on every sale.

■ CONFIGURABLE market.tax-percent



The arms dealer

1 or 2 visits a week, at random times, 24 hours each: 6 weapons and 5 items drawn at random from his catalogue, artefacts included. He also repairs worn gear (\$600 for a full bar).

■ CONFIGURABLE merchant.visits-per-week



The evening auction

Every 3 siege-free days, a high-end item from the arms dealer goes under the hammer 10 minutes before nightfall, for 5 minutes: opening bid at half price, \$25 minimum increment. Hovering over the lot's name shows the item; a click opens its details.

To bid on a Nether or End item, you must have unlocked that dimension. The unlock is recorded on every member when their town reaches the Nether or End wave, and they keep it even if they lose or leave their town.

■ CONFIGURABLE auction.every-days

Quests: one window, three tabs



Today

5 daily quests, the same for the whole server, drawn from a catalogue of 273 and renewed at 5 am: \$40, \$70 or \$110, and a \$100 bonus for all 5.



Town and week

6 Mayor's contracts a week, drawn from 27 (\$150 to \$500), and the town contract: the same quest for every town (13 possible), \$200 for each town that completes it, the title of “Lightning Town” for the fastest and a season table.



Orders

Towns post what they need (“64 iron for \$300”); the reward is set aside up front, and delivery is a right click on the Mayor.

Only one contract depends on another plugin (mcMMO): without it, that contract simply never comes up.

Ten specialists to hire

Bought from the Mayor as eggs, they are placed by a player wherever they like on the town's land. One of each per town. No player can hurt them, and the horde never kills them: knocked out, they get back up in 3 days, or straight away for a third of their price. They want a bed within 16 blocks, move with a button on their counter (leader or second) and refund half their price if dismissed. Each hire adds 15% to the price of the next ones.

■ CONFIGURABLE `villagers.step`

VILLAGER	PRICE	WHAT THEY BRING
Blacksmith	\$1,300	Repairs the defenders' worn gear, much faster on an armour stand. Buys back raw ores and ingots, coal, lapis, quartz, emeralds, diamonds and netherite.
Alchemist	\$1,600	When the horn sounds, a defensive potion for every defender, then lingering vials thrown at the horde. At his counter: every potion on the server, to drink, splash or linger (from \$45). Buys back brewing ingredients, except blaze powder.
Mage	\$1,700	Puts any enchantment the server knows on the item in hand, with no anvil and no "Too Expensive!" ($\$120 \times \text{level}^2$, double for a treasure), curses included, at double the price. Removes all curses for \$480.
Healer	\$2,250	Regeneration and Resistance I across the whole territory, slow healing for villagers and animals, and a healing counter of his own.
Scout	\$1,600	Announces the next wave exactly, marks dangerous mobs, calls the directions of attack, counts the remaining horde per front and makes captains glow red. After a beaten wave, a 25% chance of revealing a dungeon that any town can take. At his counter: three siege orders and his scouting gear; he buys back what exploring brings home.
Cook	\$950	When the horn sounds, Saturation and Absorption for every defender. At his counter: the golden apple, the golden carrot and ten dishes, five of them stews with effects. Buys back crops and meat.
Engineer	\$1,800	Generators run 20% faster; he puts blocks back up during the siege, and is the only one who can restore obsidian. Buys back redstone.
Weapons Master	\$1,400	10% off at the arms dealer and one free reroll of his stall per visit, for his town. He forges the weapon or armour in hand, up to +5 (+1 damage or +1 armour per level, $\$250 \times \text{level}^2$), and buys artefacts back at 30% of the dealer's price.
Scholar	\$2,250	10% more money on every horde mob killed, for the whole town. Buys back the horde's loot.
Fisherman	\$1,300	Buys back fish; about one morning in three, while someone from his town is around, he brings something up from the water — fish, enchanted treasure, sometimes a trident, a heart of the sea or an artefact: the first to ask for it keeps it.
Villager	\$260	An ordinary villager, with no limit on numbers: breeding, trading halls.

Eight of them buy back the town's produce, at prices that drop as they are sold more during the day; anything that comes out of a generator is marked and refused at every counter. No automatic farm pays more than fighting.

Safeguards against abuse

On an offline-mode server, a new username is a new account: the money is protected at the source.



Money locked for a new account. An account must have played 120 minutes before its money can go to another player — `/ht pay <player> <amount>`, buying on the market, posting an order. Receiving, selling and delivering stay free. A tax and a daily cap (`pay.*`): optional.

■ CONFIGURABLE `pay.min-playtime-minutes`



Capped mercenaries. A town can hire 3 mercenaries at most, and each earns a share only while online and once they have hit the current siege's horde.

■ CONFIGURABLE `mercenary.max-per-town`



Welcome purse in two halves. A latecomer gets a purse worked out from the first town they join (\$50 per wave beaten, \$2,000 at most): half at once, the other half after the first wave of that town in which they hit the horde — lost if they leave before. A town pays out only 2 a week.

■ CONFIGURABLE `catchup.max-per-town-per-week`



Spawner farms braked. A spawner's drops go down as the hour goes on: 100% for its first 100 kills, 50% for the next 100, then 25%, back to 100% every hour. XP and the number of mobs never change; the rule is written on the spawner's purchase page.

■ CONFIGURABLE `spawners.diminishing-drops.enabled`

■

A week on a HordeTown server

Fixed events, in real time, that give your community a rhythm.

Mon	Tue	Wed	Thu	Fri	Sat	Sun
📄 The week's contracts The Mayor's board is renewed; the town race starts again. 5 am · daily quests		🏠 New zones Between 10 am and 10 pm, each one at a random time, announced in chat. 5 am · daily quests				🏠 New zones The week's second draw, between 10 am and 10 pm. 🚩 Takeovers A town can take a zone held by another. 5 am · daily quests

🔪

Arms dealer: 1 or 2 visits a week, at random times; he stays 24 hours.

☀️

Every day at 5 am: 5 new daily quests, the same for the whole server.

🌙

Across game days — A siege every 3 counted nights · an auction every 3 siege-free days · the caravan and the colossus roughly every 4 days.

■

Siege-free evenings that count too

🚐 Caravan. Roughly every 4 game days, a caravan waits in every quarter of the map that has a town. The first player from a town to reach it picks its road; their town escorts it for 3 to 5 minutes depending on the road, then the merchants dash for the Town Hall: \$400 base, shared among the escorts, then a 10-minute stall.	☀️ Colossus, Breach, banquet. Daytime and end-of-night events that give players a reason to log in even without a wave.
👑 Leaderboards. 5 holograms to place wherever you like: towns, mobs killed, money, combat level, town race.	💎 Decorations. 8 purely visual styles (flag particles; name in bold, italics or small capitals on the leaderboards), bought once and for all.
📺 Tutorial and handbook. 9 steps that block nothing and reveal each mechanic at the right moment; a <code>/ht</code> guide handbook in the player's language.	🎵 Music. A soundtrack of HordeTown's own, which each player can adjust or switch off for themselves alone (<code>/ht music</code>).



Zones and dungeons

Twice a week the map is dealt again: outposts and dungeons to take, to hold, and then to defend against a horde that comes back stronger.



The draw, twice a week

- Every Wednesday and every Sunday, new zones are drawn: each one appears at a random time between 10 am and 10 pm (server time), announced in chat — everyone gets a chance.
- Outposts and dungeons can turn up **anywhere in the world already generated**, within the world border — even where nobody has ever been, pre-generated ground included. Nothing is ever generated to place them.
- Overworld**: 3 outposts (easy, medium, hard) and 3 dungeons on the same scale. **Nether** and **End**: 1 outpost and 1 dungeon each, one and two notches above hard.
- The Nether and the End can only be conquered once the town has opened them (10 and 20 waves beaten).
- Never in a claim or within 300 blocks of a town's territory, nor in the spawn square, near another zone or beyond the world border.
- Each zone is guarded by a named boss. Taking it pays a bounty; holding it pays a daily rent and adds to map control.
- Rent is paid once per real day, at the end of the town's first horde, in equal shares among all its members; at most \$900 per town per day, with no back pay: a day without a horde pays nothing.
- A zone stays with its town for 7 to 15 days, drawn at random; on Sunday, another town can take the oldest half of its zones. Then the horde takes it back — its defenders return 3 levels stronger each time, up to +9 — and the former town has 15 minutes' priority to win it back.
- If a town is dissolved, all its zones fall back to the horde at once.
- No zone is handed out at founding: on a new server, the first ones arrive the following Wednesday or Sunday.

TIER	CAPTURE: OUTPOST · DUNGEON	RENT PER DAY: OUTPOST · DUNGEON
Easy	\$200 · \$100	\$75 · \$40
Medium	\$300 · \$150	\$120 · \$60
Hard	\$450 · \$225	\$180 · \$90
Nether	\$700 · \$350	\$270 · \$135
End	\$1,000 · \$500	\$400 · \$200

■ CONFIGURABLE `objective.dungeons.anywhere` `objective.outposts.anywhere` `objective.min-town-distance`
`objective.uprising.level-per-recapture`

■ The horde's 10 dungeons

HordeTown brings its own dungeons, and the world generates them, with the chunks, like a trial chamber: `/locate` structure finds them. The higher the tier, the bigger, deeper and richer they are.

DUNGEON	DIMENSION	TIER	SIZE X × Y × Z	WHERE TO FIND IT
Standard-Bearer's Crypt A ruined chapel over a vaulted crypt.	Overworld	■ EASY	25 × 24 × 25	Plains, meadows, forests, taiga, windswept hills, snowy plains
Buried Watch Post A stone watch post swallowed by a hill.	Overworld	■ EASY	27 × 20 × 27	Windswept hills, forests, taiga, savanna, meadows
Horde Nest A hill the horde has hollowed out.	Overworld	■ MEDIUM	37 × 18 × 37	Plains, savanna, meadows, forests, taiga
Siege Works The horde's buried siege workshop, under its trebuchet.	Overworld	■ MEDIUM	39 × 22 × 39	Plains, meadows, forests, windswept hills, savanna
Marsh Prison A jail on stilts, half-flooded cells, a cistern under the swamp.	Overworld	■ MEDIUM	35 × 24 × 35	Swamps and mangroves
Ossuary Catacombs Bone-walled catacombs round a domed rotunda.	Overworld	■ HARD	55 × 24 × 55	Under almost all dry land, sealed in the rock around y -30
Blood Moon Temple A stepped temple of red sandstone, a sunken arena at its heart.	Overworld	■ HARD	57 × 34 × 57	Plains, deserts, badlands, savanna
Basalt Forge The horde's foundry over the lava sea, under five smokestacks.	Nether	■ NETHER	61 × 34 × 61	Basalt deltas, Nether wastes
Soul Chapel A gothic church of basalt, blackstone and bone.	Nether	■ NETHER	55 × 38 × 55	Soul sand valley
Void Observatory An observatory tower on an End island, under an open dome.	End	■ END	49 × 56 × 49	End highlands

The plugin writes a datapack of its own at startup, nothing third-party: the dungeons appear from the next restart, in chunks generated after that — a world pre-generated after installation holds them all. Set `dungeons.enabled` to false and the plugin removes its datapack: dungeons already generated stay, new chunks have none.

■ What you find inside

- **Chests**, on a loot table that gets richer with every tier: a weapon or a piece of gear in 40% of an easy dungeon's chests, 86% of a hard one's.
- **Supply barrels**, in six of them: food, arrows, torches, coal... never an artefact.
- **Monster spawners** that suit the place, 2 to 5 per dungeon: skeletons and zombies in the crypt, drowned and witches in the marsh prison, blazes and wither skeletons in the forge, endermen in the observatory.
- **The sanctum**: the lowest, most central room. When the dungeon is drawn, the zone's banner goes up there, between four posts of its own stone topped with soul lanterns.

By tier: the chests, what they can hold and each one's chance of an artefact — never a boss piece.

■ EASY 10% chance of an artefact per chest 3 CHESTS Stone and iron swords, bow, shield, leather, golden apple	■ MEDIUM 18% chance of an artefact per chest 5 CHESTS Iron armour, crossbow, diamond sword, diamonds	■ HARD 30% chance of an artefact per chest 7 CHESTS Diamond armour, mace, netherite scrap, totem	■ NETHER 35% chance of an artefact per chest 7 OR 8 CHESTS Ancient debris, netherite template, enchanted golden apple	■ END 45% chance of an artefact per chest 7 CHESTS Elytra, mace, diamond armour, totem
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■ Taking and holding a dungeon

- Dungeon zones are drawn from our dungeons and from Minecraft's buildings — temples, mansions, ancient cities, fortresses, bastions... When a drawn chunk holds one of ours, it goes first, and a horde dungeon only carries its own tier. Villages, shipwrecks, ocean ruins, monuments, buried treasure, Nether fossils and ruined portals never become zones.
- The banner only appears at the draw: until then, a dungeon is just a building of the world.
- When the first player comes within 48 blocks, a horde garrison — melee and archers, sized to its tier — wakes with a named boss. Its level keeps up with the server: at every wake the garrison is raised to the highest wave any town has beaten, if that is higher than its own — never lower —, with a floor per tier: easy 3, medium 5, hard 8, Nether 10, End 12. The town's banner can only be planted once the garrison and the boss are dead.
- Chests, trapped chests and barrels are restored as new — put back if they were broken, their contents replaced by freshly drawn loot — when the zone becomes an objective, when the horde takes it back, and when one town takes it from another (the winning town is told); at most once every 24 hours, so nobody can farm it.

■ CONFIGURABLE objective.dungeons.garrison objective.wake-radius objective.chests.refill-cooldown-hours
objective.level-follows-server

The mini outposts

On open ground, the drawn outpost is one of the **10 home-made mini outposts** — 6 in the Overworld, 2 in the Nether, 2 in the End — picked to suit the biome, turned at random and built for the zone; where none fits, the plugin's small camp takes its place. Its chest follows Minecraft's loot table for its dimension — pillager outpost, Nether fortress, End city — with those chests' chance of an artefact.

It never goes up on a structure, a player's build or a player. When the zone is replaced at a later draw, the ground comes back as it was, block by block: only the blocks players have placed since and the chests that still hold items stay.

■ CONFIGURABLE objective.minis.enabled

The practice camp

When a town beats the tutorial's opening horde, a practice outpost goes up for it 140–200 blocks away, its gate facing the Mayor, and the compass points to it: a small garrison and no boss, to learn to clear it all and then plant the town's banner (`/ht town` banner gives a copy). It never goes away: neither the horde nor the draw touches it.

09

New items



Enough to collect for months: 80 artefacts across three dimensions, 25 original enchantments, 5 scrolls, the arms dealer's counter, 25 generators and 8 decorations.

Artefacts

- **80 pieces:** 21 in the Overworld, 20 in the Nether, 39 in the End — weapons, armour, shields and elytra, built on Minecraft items with their own stats and enchantments, sometimes beyond the game's maximums.
- **Two rarities:** epic and rare. All of them carry Unbreaking (up to XII), and nearly all carry Mending.
- **No resource pack needed:** each piece has its own look — a gradient name and a glint on all 80, a model borrowed from a Minecraft item for 40, and a worn appearance of its own for the 17 wearable pieces.
- **Where to find them:** in the chests of structures and of the horde's dungeons (never in a village), depending on the piece's value; from the arms dealer; at the evening auctions. Nether and End pieces follow the town's opening of those dimensions.
- **Seven boss pieces** never come out of a chest: 1 from the Warden, 2 from the Wither, 4 from the Ender Dragon.

Chests: who gives what

RANGE	COUNTER PRICE	WHERE TO FIND IT
Entry level	up to \$1,500	pillager outposts, mineshafts, Nether ruined portals
Mid-range	\$1,501 to \$2,900	dungeons, temples, buried treasure, shipwrecks, ocean ruins, fortresses, bastions, trial chambers; the horde's easy, medium and End dungeons
High end	\$2,901 to \$5,000	stronghold libraries, ancient cities, woodland mansions, ominous trial chambers, bastion stables and treasure rooms, End cities; the horde's hard, Nether and End dungeons
Boss pieces	over \$5,000	the Warden, the Wither and the Ender Dragon: guaranteed on each player's first kill, then a 20% chance

8 right-click abilities

16 artefacts have an ability: a right click with the item in hand, then a visible cooldown. None of them hurts a villager, the Mayor, a town golem, a tamed animal or a protected player.

ABILITY	EFFECT	COOLDOWN
Leap	A leap forward.	6 s
Blast	A shockwave around the wielder, up to 6 hearts of damage, without breaking blocks.	8 s
Mend	4 hearts restored on the spot.	25 s
Beam	One click charges it, the next fires a 24-block beam: 1.5 to 5.5 hearts depending on the wait.	12 s
Cleanse	Removes every harmful effect and leaves a healing cloud that allies can walk through.	20 s
Blink	Up to 20 blocks forward, through obstacles; cancelled at no cost if there is no safe landing spot.	10 s
Levy	Costs 3 hearts, gives Strength II for 12 s; refused below 5 hearts: it can never kill.	18 s
Veil	6 s of invisibility, and monsters within 12 blocks lose their target.	22 s

An artefact's name is written in the language of whoever receives it — the buyer, whoever opens the chest, whoever brings down the boss — or otherwise in the server's language. The tables below give the English names.

ARTEFACT	TYPE	WHAT IT DOES	RARITY	PRICE
■ Overworld — “the town by night” 21 PIECES				
The Long Vigil	Bow	Power V · Punch II · Flame · Infinity	■ EPIC	\$3,200
The Scout's Repeater	Crossbow	Quick Charge IV · Piercing V	■ EPIC	\$2,600
The Blacksmith's Cleaver	Axe netherite	14 damage · 1.05 attacks/s · Sharpness V · Bellstroke II · Long Reach I	■ EPIC	\$3,000
Last Bell	Sword netherite	9 damage · 1.7 attacks/s · Sharpness V · Looting III · Crowdbreaker II · Soul Harvest II	■ EPIC	\$2,800
Omen's Lance	Sword netherite	13 damage · 1.1 attacks/s · reach +0.5 · Sharpness IV · Long Reach II · right click: beam (12 s)	■ EPIC	\$3,500
The Sapper's Maul	Mace	14 damage · 1 attack/s · Density V · Bellstroke II · right click: blast (8 s)	■ EPIC	\$3,600
The Runner's Edge	Sword netherite	8 damage · 1.8 attacks/s · Sharpness IV · Sweeping Edge III · Quick Strike II · Crowdbreaker I · right click: leap (6 s)	■ EPIC	\$2,200
Breachstride	Sword netherite	7 damage · 1.6 attacks/s · Sharpness III · Quick Strike I · right click: blink (10 s)	■ EPIC	\$2,600
The Healer's Pledge	Sword netherite	6.5 damage · 1.6 attacks/s · Sharpness III · Soul Harvest I · right click: mend (25 s)	■ EPIC	\$2,000
The Scholar's Censer	Sword netherite	7 damage · 2 attacks/s · Sharpness III · Quick Strike III · right click: cleanse (20 s)	■ EPIC	\$2,400
Curfew Call	Sword netherite	7 damage · 1.6 attacks/s · Sharpness IV · Venom II · Bellstroke I	■ EPIC	\$2,200
The Alchemist's Ward	Shield	+4 armour · +2 toughness	■ EPIC	\$2,400
Nightwatch Treads	Boots netherite	+4 armour · +3 toughness · +10% speed · Protection IV · Blast Protection II · Feather Falling IV · Thistledown II · Standfast II	■ EPIC	\$3,400
The Rampart Harness	Chestplate netherite	+9 armour · +4 toughness · +1 max heart · Protection IV · Blast Protection II · Long Arm III · Blast Footing IV · Standfast II	■ EPIC	\$3,600
The Watchman's Visor	Helmet netherite	+4 armour · +3 toughness · +10% attack speed · Protection IV · Blast Protection II · Aqua Affinity · Respiration III · Hardiness III	■ EPIC	\$3,400
Forge-Tempered Legplates	Leggings netherite	+7 armour · +3 toughness · +10% damage dealt · Protection IV · Blast Protection II · Fire Protection IV · Rampart Leap II · Hardiness I	■ EPIC	\$3,400
Muster Helm	Helmet iron	+2.5 armour · +2 toughness · knockback resistance +0.05 · Protection II	■ RARE	\$1,200
Muster Plate	Chestplate iron	+7.5 armour · +2 toughness · knockback resistance +0.05 · Protection II	■ RARE	\$1,200
Muster Greaves	Leggings iron	+5.5 armour · +2 toughness · knockback resistance +0.05 · Protection II	■ RARE	\$1,200
Muster Boots	Boots iron	+2.5 armour · +2 toughness · knockback resistance +0.05 · Protection II	■ RARE	\$1,200
The Silent Watch	■ WARDEN Sword netherite	12 damage · 1.5 attacks/s · +40% sneaking speed · Sharpness V · Crowdbreaker II · Soul Harvest III · Quick Strike II · right click: veil (22 s)	■ EPIC	\$5,200
■ Nether — “the town on fire” 20 PIECES				
The Furnace Tap	■ WITHER Bow	Power VI · Punch III · Flame · Infinity	■ EPIC	\$5,500
The Signal Fire	Bow	Power V · Flame · Punch II	■ EPIC	\$4,500
The Great Bellows	Crossbow	Piercing VI · Quick Charge IV	■ EPIC	\$5,000
The Kiln's Answer	Crossbow	Multishot · Quick Charge III	■ EPIC	\$4,000
The Foundry Volley	Crossbow	Multishot · Quick Charge IV	■ EPIC	\$3,200
The Slow Fuse	Crossbow	Piercing VII · Quick Charge I	■ EPIC	\$4,200

Artefact	Type	What it does	Rarity	Price
Nether — “the town on fire” CONTINUED				
The Burner’s Hatchet	Axe diamond	9 damage · 1 attack/s · Sharpness IV · Fire Aspect II	■ RARE	\$1,200
The Quenching Iron	Sword diamond	7 damage · 1.6 attacks/s · Sharpness IV · Venom II	■ RARE	\$2,500
The Assayer’s Edge	Sword gold	7 damage · 1.6 attacks/s · Smite V · Soul Harvest II	■ RARE	\$2,600
The Tithe	Sword netherite	8 damage · 1.75 attacks/s · Sharpness V · Looting IV · Quick Strike II	■ EPIC	\$4,000
The Blood Levy ■ WITHER	Sword netherite	16 damage · 0.8 attacks/s · Sharpness V · Bellstroke II · Crowdbreaker II · right click: levy (18 s)	■ EPIC	\$6,000
Bloodwage	Sword netherite	7 damage · 1.8 attacks/s · Sharpness V · Quick Strike III · Soul Harvest III · right click: mend (25 s)	■ EPIC	\$4,800
Millstone	Axe netherite	13.5 damage · 0.6 attacks/s · –12% speed · Sharpness V · Bellstroke II · right click: blast (8 s)	■ EPIC	\$4,200
The Striker’s Cast	Trident	11.5 damage · 1.1 attacks/s · Loyalty III · Channeling · Impaling V	■ EPIC	\$3,800
The Forge Backdraught	Shield	+5 armour · +3 toughness · Thorns III	■ EPIC	\$3,500
The Hammer Face	Shield	+5 armour · +3 toughness · knockback resistance +0.15	■ EPIC	\$3,500
The Slagheap Ward	Shield	+5 armour · +3 toughness · Thorns II	■ EPIC	\$3,500
The Firebreak Mantle	Elytra	+5 armour · +2.5 toughness · –4% speed · Fire Protection IV · Plated Wings IV	■ EPIC	\$4,500
The Slagman’s Coat	Chestplate netherite	+8 armour · +3 toughness · Protection IV · Fire Protection IV · Hardiness III	■ RARE	\$2,600
Kilnwatch Helm	Helmet netherite	+3 armour · +3 toughness · Protection III · Fire Protection IV · Respiration III · Hardiness II	■ RARE	\$1,500
End — “the people at the portal” 39 PIECES				
The Last Roll Call	Bow	Power VI · Punch II · Infinity	■ EPIC	\$5,000
The Waypost	Bow	Power V · Punch I	■ RARE	\$3,500
The Keening	Bow	Power V · Flame · Punch III	■ EPIC	\$4,200
Brinkfire	Crossbow	Piercing VI · Quick Charge III	■ EPIC	\$4,800
The Threshold Bolt	Crossbow	Piercing VIII · Quick Charge II	■ EPIC	\$4,000
The Long Absence ■ DRAGON	Sword iron	10 damage · 1.4 attacks/s · +2 absorption hearts · Sharpness V · Soul Harvest III · Crowdbreaker II · right click: levy (18 s)	■ EPIC	\$7,000
The Cairn Maul	Axe netherite	14 damage · 0.4 attacks/s · Sharpness V · Bellstroke II	■ EPIC	\$4,500
Lanternlight	Axe netherite	9 damage · 1 attack/s · Sharpness IV · Fire Aspect II · Quick Strike II	■ EPIC	\$3,800
The Homecoming ■ DRAGON	Sword netherite	12 damage · 1.6 attacks/s · reach +0.6 · Sharpness V · Looting IV · Crowdbreaker II · Long Reach II · right click: blast (8 s)	■ EPIC	\$7,500
The Widow’s Turn	Sword netherite	7 damage · 1.9 attacks/s · Sharpness V · Fire Aspect II · Quick Strike III · right click: cleanse (20 s)	■ EPIC	\$4,200
The Mourner’s Count	Sword netherite	7 damage · 1.7 attacks/s · reach +0.35 · Sharpness V · Looting III · Soul Harvest III	■ EPIC	\$4,000
The Quiet Word	Sword netherite	6 damage · 1.6 attacks/s · Sharpness IV · Long Reach II · right click: beam (12 s)	■ EPIC	\$4,500
The Far Road	Trident	9 damage · 1.2 attacks/s · Loyalty III · Impaling V	■ RARE	\$3,200
The First Milestone ■ DRAGON	Sword wood	3 damage · 20 attacks/s · Quick Strike III	■ EPIC	\$9,999

ARTEFACT	TYPE	WHAT IT DOES	RARITY	PRICE
■ End — “the people at the portal” CONTINUED				
The Tether ■ DRAGON	Sword netherite	8 damage · 1.8 attacks/s · Sharpness V · Quick Strike II · Bellstroke II · right click: blink (10 s)	■ EPIC	\$6,000
The Wayfarer’s Axe	Axe netherite	9.5 damage · 1 attack/s · +25% mining speed · Sharpness IV · Efficiency V	■ RARE	\$3,200
The Tollkeeper’s Blade	Sword netherite	7.5 damage · 1.8 attacks/s · Sharpness IV · Looting III	■ RARE	\$3,000
The Verge Ward	Shield	+5 armour · +3 toughness · Thorns II	■ EPIC	\$3,800
The Returner’s Ward	Shield	+6 armour · +3 toughness · +4% damage dealt · Thorns III	■ EPIC	\$3,500
The Mourning Ward	Shield	+5 armour · +2 toughness	■ RARE	\$3,000
The Hollow Wings	Elytra	Unbreaking VIII · Mending	■ RARE	\$900
Roadworn Wings	Elytra	+4 armour · +1.5 toughness · −7% speed · Protection IV · Plated Wings III · right click: veil (22 s)	■ EPIC	\$4,000
The Homeward Wings	Elytra	+3 armour · −30% fall damage · +3 blocks of safe fall · −30% gravity · Feather Falling IV · Plated Wings II	■ EPIC	\$5,000
Roll-Call Helm	Helmet netherite	+3 armour · +2.5 toughness · knockback resistance +0.05 · Protection III · Hardiness II	■ RARE	\$1,900
Roll-Call Plate	Chestplate netherite	+8 armour · +2.5 toughness · knockback resistance +0.05 · +12% attack speed · Protection III · Hardiness II	■ RARE	\$2,000
Roll-Call Greaves	Leggings netherite	+6 armour · +2.5 toughness · knockback resistance +0.05 · +20% sweeping damage · Protection III · Hardiness II	■ RARE	\$1,900
Roll-Call Boots	Boots netherite	+3 armour · +2.5 toughness · knockback resistance +0.05 · Protection III · Hardiness II	■ RARE	\$1,900
Threshold Helm	Helmet netherite	+3 armour · +3 toughness · knockback resistance +0.1 · Protection IV · Projectile Protection IV · Hardiness II	■ RARE	\$2,000
Threshold Plate	Chestplate netherite	+8 armour · +3 toughness · knockback resistance +0.1 · Protection IV · Projectile Protection IV · Hardiness II	■ RARE	\$2,100
Threshold Greaves	Leggings netherite	+6 armour · +3 toughness · knockback resistance +0.1 · +30% sneaking speed · Protection IV · Projectile Protection IV · Hardiness II	■ RARE	\$2,100
Threshold Boots	Boots netherite	+3 armour · +3 toughness · knockback resistance +0.1 · +6% speed · Protection IV · Projectile Protection IV · Hardiness II	■ RARE	\$2,000
Widow’s Helm	Helmet netherite	+3 armour · +3 toughness · knockback resistance +0.1 · +1.5 blocks of safe fall · Protection IV · Blast Protection III · Hardiness III	■ RARE	\$2,500
Widow’s Plate	Chestplate netherite	+8 armour · +3 toughness · knockback resistance +0.1 · Protection IV · Blast Protection III · Hardiness III	■ RARE	\$2,600
Widow’s Greaves	Leggings netherite	+6 armour · +3 toughness · knockback resistance +0.1 · +12% jump · Protection IV · Blast Protection III · Hardiness III	■ RARE	\$2,500
Widow’s Boots	Boots netherite	+3 armour · +3 toughness · knockback resistance +0.1 · +0.45 blocks of step height · Protection IV · Blast Protection III · Hardiness III	■ RARE	\$2,500
Cairn Helm	Helmet netherite	+3 armour · +3.5 toughness · knockback resistance +0.22 · −4% attack speed · Protection IV · Blast Protection IV · Hardiness III	■ RARE	\$2,300
Cairn Plate	Chestplate netherite	+8 armour · +3.5 toughness · knockback resistance +0.22 · −4% speed · Protection IV · Blast Protection IV · Hardiness III	■ RARE	\$2,400
Cairn Greaves	Leggings netherite	+6 armour · +3.5 toughness · knockback resistance +0.22 · Protection IV · Blast Protection IV · Hardiness III	■ RARE	\$2,400
Cairn Boots	Boots netherite	+3 armour · +3.5 toughness · knockback resistance +0.22 · Protection IV · Blast Protection IV · Hardiness III	■ RARE	\$2,300

■ 25 original enchantments

The plugin writes its own datapack at startup: nothing to install, and their names show up in all three languages.

ENCHANTMENT	LVL	EFFECT	TYPE
Cinder Walk	II	Lava hardens underfoot: you can walk on it.	Treasure
Sure Step	II	Steps up a full block without jumping.	Standard
Forced March	III	Walk faster, without a potion.	Standard
Rampart Leap	II	Jump higher and take the fall better.	Standard
Hardiness	III	+1 health point (half a heart) per level, on each piece.	Standard
Long Reach	II	Hit enemies from further away.	Treasure
Quick Strike	III	The weapon is back on guard sooner.	Standard
Venom	III	Hits poison, except the undead.	Standard
Soul Harvest	III	Monsters killed give more experience.	Standard
Forge Touch	I	Ore comes out of the ground already smelted.	Treasure
Long Arm	III	Place and break blocks from further away.	Treasure
Blast Footing	IV	Explosions barely move you any more.	Standard
Thistledown	II	Makes you fall more slowly.	Treasure
Bloodlust	III	Hit harder, but armour protects less.	Standard
Plated Wings	IV	Elytra protect you, but you walk more slowly.	Standard
Cloud Runner	IV	The happy ghast flies faster.	Standard
Spur	III	The mount runs faster.	Standard
Bounding Gait	III	The mount jumps higher and lands better.	Standard
War Fang	III	The wolf bites much harder.	Standard
Curse of Burden	III	The weapon hits harder, but slows you down.	Curse
Curse of Gigantism	II	Makes you grow: tougher and stronger, but easier to hit.	Curse
Curse of Dwindling	II	Makes you shrink: hard to hit, but weaker blows.	Curse
Standfast	II	Hits taken no longer knock you back.	Artefact
Bellstroke	II	Blows send enemies flying much further.	Artefact
Crowdbreaker	II	The swing sweeps the crowd around you.	Artefact

Standard: enchanting table, librarians, loot. Treasures and curses: librarians and loot, never the table. The three “artefact” ones only exist on the artefacts that carry them. The Mage writes all the rest — curses at double the price — and removes them all for \$480.

- **Enchantment scrolls**

Scroll in one hand, item in the other, right click: no table, no anvil, no experience levels, no repair penalty. A scroll does two things: an enchanting-table roll at its rank's level, then a guaranteed floor on top, which goes past Minecraft's maximum levels. It is the game's only way to Sharpness X, Unbreaking X, Efficiency IX and Looting VI.

SCROLL	PRICE	WAVE BEATEN	ROLL LEVEL	GUARANTEED ON A SWORD
Apprentice's Scroll	\$700	1	– · book 10	Unbreaking I–II; sometimes Sharpness up to II and Looting I
Scribe's Scroll	\$1,500	5	12 · book 16	Sharpness I–III, Unbreaking I–II; sometimes Looting up to II
Master's Scroll	\$3,000	10	20 · book 26	Sharpness III–V, Looting I–III, Unbreaking II–IV; sometimes Bane of Arthropods up to III
Archmage's Scroll	\$5,000	15	30 · book 40	Sharpness IV–VII, Looting II–IV, Unbreaking III–V; sometimes Bane of Arthropods up to V
The Last Word	\$8,000	25	50 · book 75	Sharpness VI–X, Looting III–VI, Unbreaking IV–X; sometimes Bane of Arthropods up to V

The roll level is that of a sword, an axe, armour, a bow or a tool; a book is rolled higher. The enchanting table stops at 30. The roll follows its rules (never two incompatible enchantments) and also draws from treasures and HordeTown's enchantments, never from curses.

On an already enchanted item, it adds and never lowers: a missing enchantment is added, a weaker one is raised, an equal or higher one stays as it is. If it would add nothing, the scroll is refused and stays in hand.

It works on swords and axes, tools, armour, bows, crossbows, maces, fishing rods, shields and books (a plain book becomes an enchanted book). Elytra, tridents and shears: refused, and the scroll is kept.

- 8 decorations

Purely visual, bought once and for all (not even a Renaissance takes them away); only one active per category.

FLAG PARTICLES	
Sparks	\$4,000
Embers	\$4,000
Starfall	\$4,000

TOWN NAME (LEADERBOARDS)	
Bold town name	\$1,500
Italic town name	\$1,500
Small capitals	\$2,500

PLAYER NAME (LEADERBOARDS)	
Bold name	\$1,000
Small capitals	\$2,000

- **At the arms dealer's counter**

30 items on top of the artefacts, drawn at random at every visit.

2 WEAPONS YOU CANNOT CRAFT	
Trident	\$1,800
Mace	\$3,500

7 CONSUMABLES	
Spectral Arrows x32	\$260
Arrows of Slowness x16	\$320
Arrows of Weakness x16	\$320
Arrows of Poison x16	\$400
Fire Charges x8	\$280
Militia Kit (iron + sword)	\$900
Veteran Kit (diamond + sword)	\$3,200

16 RARE ITEMS	
Golden Apples ×3	\$350
End Pearls ×8	\$400
Bottles o' Enchanting ×16	\$300
Name Tags ×2	\$200
Saddle	\$150
Heart of the Sea	\$900
Totem of Undying	\$2,400
Enchanted Golden Apple	\$3,000

Netherite Scrap ×2	\$1,600
Wither Skeleton Skull	\$1,200
Respawn Anchor	\$700
Nether Star	\$5,000
Shulker Shells ×2	\$1,200
Elytra	\$4,000
Dragon's Breath ×4	\$800
End Crystals ×2	\$900

At the counter, the 2 weapons and the 16 rare items always show their English names; consumables and scrolls are translated into each player's language.

■ 25 resource generators

A barrel bought at the Town Hall and placed on the territory, which fills itself: one item every N seconds, up to 8 per town, unbreakable by the horde, explosions, pistons and fire.

Tier I — the walls FROM FOUNDING

Cobblestone	10 s · \$100	Oak log	15 s · \$130
Dirt	8 s · \$65	Sand	15 s · \$100
Gravel	15 s · \$100	Glass	23 s · \$160

Tier II — siege supplies FROM 5 WAVES BEATEN

Bread	20 s · \$200	Steak	30 s · \$260
Arrow	5 s · \$230	Coal	23 s · \$230
String	20 s · \$200	Bone	20 s · \$200
Copper	30 s · \$230		

Tier III — advanced materials FROM 10 WAVES BEATEN

Iron	60 s · \$520	Gold	90 s · \$590
Redstone	45 s · \$390	Lapis	45 s · \$390
Gunpowder	60 s · \$460	Obsidian	120 s · \$780
Quartz	60 s · \$460	Glowstone	60 s · \$460

Tier IV — valuables FROM 20 WAVES BEATEN

THE ENDER PEARL NEEDS 30 WAVES BEATEN

Emerald	150 s · \$980	Diamond	300 s · \$1,630
Experience	90 s · \$780	Ender pearl	240 s · \$1,300

- **Choose the block:** sneak, empty hand, right-click the barrel; a page offers the block to produce within its family (11 woods, 9 stones, 6 dirt, 2 sands, 18 glasses). Whatever is already inside does not change.
- **Any member of the town** that owns the land can dismantle a generator while sneaking: the barrel comes back to them exactly as it was bought.
- **On the admin side,** `/ht admin catalog` creates a generator for any item, picks the wave that unlocks it, sets its production time (barrels already placed included) and its price, takes it off sale or deletes it.

■ CONFIGURABLE

`generators.max-per-town`

`generators.variants`

10

Player commands



Almost everything can also be done from the Town Hall menus: commands are short, consistent and translated into all three languages.

■ How to read this document

Settings ■ CONFIGURABLE wave.max-alive The config.yml key that tunes or switches off that system.	Commands /ht admin setwave <n> [town] <value> required, [value] optional; keywords stay in English.	Admin commands ■ DESTRUCTIVE ■ READ-ONLY An admin command that deletes for good, or one that only reads.	Navigation ■ CONTENTS In the PDF, this header link leads back to the contents, and the reader's bookmarks follow the same outline.
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- /hordetown, /ht and /wave are fully interchangeable.
- Keywords (confirm, list, on, off...) stay in English in every language; <value> is required, [value] optional.

COMMAND	WHAT IT DOES	WHO CAN
■ General		
/ht	Opens the Town Hall menu; without a town, a reduced menu lists the server's towns.	Everyone, no permission
/ht help	The list of commands, with the admin part for administrators.	Everyone, no permission
/ht status	The siege calendar: next wave, record beaten, truce, territory points, defenders required and online.	Town member
/ht level	Your combat level, and what tonight's horde does to you.	Everyone
/ht guide	Gives, or gives again, the player's handbook in their client's language.	Everyone
/ht daily /ht daily list	The 5 daily quests; list shows them as text rather than in a window.	Everyone
/ht music /ht music on off /ht music volume <0-100>	HordeTown's music, for yourself alone: status, on, off, volume. The short siege jingles stay audible.	Everyone
■ Siege		
/ht bloodmoon /ht bloodmoon confirm	Requests, then confirms, a voluntary Blood Moon.	Leader or second
/ht callwave /ht callwave confirm	Sounds the horn: the next wave comes the very next night and fights like a wave 5 higher. A warning, then confirm within 30 seconds; 5 real hours between two calls; refused during a wave, or if it is already scheduled.	Leader or second; otherwise permission hordetown.callwave
/ht objectives	Every zone to take, outposts and dungeons alike: where it is, who holds it, how far away.	Town member
■ Territory		
/ht claim	Claims the chunk you stand in, next to the territory, for territory points.	Town member
/ht claims	The town's chunks, and the cost of the next claim.	Town member

COMMAND	WHAT IT DOES	WHO CAN
■ Territory CONTINUED		
/ht unclaim	Releases the chunk you stand in (+1 point); never the Town Hall's chunk, nor one that would split the territory.	Town member
/ht borders	Outlines the town's borders for 30 seconds, visible to you alone.	Town member
■ Money and market		
/ht pay <player> <amount>	Sends money to another player, online or not. The sender must have played 120 minutes; a tax and a daily cap are optional.	Everyone
/ht sell <price>	Puts the stack in your hand up for sale on the players' market, at the price given.	Everyone
/ht ah /ht asta	What is for sale: the evening auction, with a link to bid, and the players' market, which opens.	Everyone
/ht bid <amount>	Bids in the current evening auction.	Everyone
■ Town		
/ht town create <name> <colour>	Founds a town: the Mayor takes his place where you stand. Name of 3 to 16 letters or digits, one of the 16 colours.	Player without a town
/ht town join <town>	Joins a town, freely by default or by invitation.	Player without a town
/ht town info /ht town info <town>	The card of your own town, or of any town by name: leader, seconds, members, level, mobs killed, map control...	Everyone
/ht town list	Every town on the server, with its highest wave beaten.	Everyone
/ht town warp /ht town warp <town>	Teleports you in front of your Mayor, or an allied town's. 60 seconds between jumps, impossible in the middle of a fight.	Town member
/ht town banner	A copy of the town's flag, wherever you are: for your shield, or to plant on a zone.	Town member
/ht town leave /ht town leave confirm	Leaves the town; a leader must hand over first. The last member to leave ends it, after confirmation. During a Mega Blood Moon, leaving counts as a death.	Town member
/ht town promote /ht town demote	With no argument: the list of the town's seconds.	Town member
/ht town invite <player>	Invites a player to the town.	Leader or second
/ht town kick <player>	Removes a member. Nobody can remove the leader, and a second cannot remove another second.	Leader or second
/ht town move	Moves the Mayor within the town's territory, or plants a new one if he was removed.	Leader or second
/ht town ally <town> /ht town unally <town>	Proposes or accepts an alliance; unally breaks it at once, on both sides.	Leader or second
/ht town hire <player>	Hires a mercenary who has offered their services to the town.	Leader or second
/ht town promote <player> /ht town demote <player>	Names a second (2 at most), or takes their keys back: they stay a member.	Leader
/ht town transfer <player>	Hands over: the chosen player becomes leader, and the former leader stays a member.	Leader
■ Mercenaries		
/ht mercenary <town>	Offers your services as a mercenary to a town, until the next dawn.	Player without a town
/ht mercenary leave	Breaks your own mercenary contract.	Hired mercenary
/ht mercenary dismiss <player>	Dismisses a mercenary hired by your town.	Leader or second

Refusals that explain. Depending on the case, the player learns that no town exists yet, that they are in no town, or that their Mayor is not standing right now: never a generic message. Every reply is translated into their client's language.

11

Admin commands



Everything you need to run, fix and test your server without opening a file, with safeguards on every reset.

- All of them require `hordetown.admin`. A role in a town never grants access to admin commands.
- `[town]` is optional if there is only one town on the server, required otherwise. Resets (town, Mayor, race) must be confirmed within 30 seconds, by the same admin.

COMMAND	WHAT IT DOES
■ Money and catalogue	
<code>/ht admin give <player> <amount></code>	Credits personal money to an online player.
<code>/ht admin wipe <player></code>	Resets a player's personal money to zero, online or not. ■ Destructive
<code>/ht admin givepoints <amount> [town]</code>	Credits territory points to a town, without going through a wave.
<code>/ht admin economy [days]</code>	The town's economy day by day: money created, money destroyed, and by what (7 days by default). ■ Read-only
<code>/ht admin catalog</code>	A five-tab window: what the arms dealer (at the counter and at auction) and the caravan sell, the enchantment books on sale, the loot of the colossus of the day and the generators. A cross switches between normal, delete and price modes. Everything is written to <code>admin_catalog.json</code> .
■ Waves and calendar	
<code>/ht admin forcewave [modifier none] [wave] [town]</code>	Starts a wave right away: a modifier of your choice, none (none) or one drawn at random. A wave number here does not move the counter.
<code>/ht admin setwave <n> [town]</code>	Sets the town's wave counter.
<code>/ht admin setbeaten <n> [town]</code>	Sets the highest wave beaten — which opens or closes the Nether and the End.
<code>/ht admin wave stop [town]</code>	Stops an ordinary siege: neither won nor lost, nothing counted, calendar untouched.
<code>/ht admin truce <days> [town]</code> <code>/ht admin truce end [town]</code> <code>/ht admin truce reduce <n> [town]</code> <code>/ht admin truce set <n> [town]</code>	Grants truce days (they stack), ends the truce today, takes n days off, or sets it to exactly n days. During a truce, nights do not count.
<code>/ht admin cycle</code> <code>/ht admin cycle min-players <n></code> <code>/ht admin cycle nights-per-wave <n></code>	Reads or changes the calendar: members online required for a night to count (for all towns), nights per wave. Takes effect the next night, written to <code>config.yml</code> .
<code>/ht admin siege [town]</code>	The state of the current siege: wave, mobs left and what the horde has placed on the ground. ■ Read-only
■ Nights and events	
<code>/ht admin night fallen blood mega stars omen [town]</code> <code>/ht admin night clear [town]</code>	Stages a special night right away: Fallen, Blood Moon without the ceremony, Mega without killing the Mayor, Falling Stars, Omen. <code>clear</code> cleanly ends whatever is running.
<code>/ht admin breach open dusk close [town]</code> <code>/ht admin breach status [town]</code>	The Breach: open it, resolve it as at dusk, close it, or see its status.
<code>/ht admin merchant</code>	Brings in the arms dealer right away.
<code>/ht admin auction</code> <code>/ht admin auction stop</code>	Opens an auction right away, or brings the hammer down.
<code>/ht admin caravan</code> <code>/ht admin caravan stop</code>	Makes a caravan wait in every quarter of the map that has a town; stop withdraws them.

COMMAND	WHAT IT DOES
■ Nights and events CONTINUED	
<pre>/ht admin dayboss /ht admin dayboss now /ht admin dayboss stop</pre>	Announces a colossus in every quarter of the map that has a town, or raises it right away (now); stop sends them all away.
<pre>/ht admin banquet [town] /ht admin banquet stop [town]</pre>	Starts the feast, or ends it.
<pre>/ht admin event <name list></pre>	Triggers an event by name — merchant, night, breach, banquet, auction, callwave, caravan, dayboss...; list shows their status.

■ Zones and conquest

<pre>/ht admin objective /ht admin objective draw /ht admin objective reroll <zone></pre>	Zone status, dimension by dimension, and the next draw with its appearance times. draw runs a draw right away: every zone appears at once, handy for a demo. reroll moves a free zone, never a held one.
<pre>/ht admin conquest <town> [objective] [weight]</pre>	Credits a conquest to a town; the weight is what it counts for on the Map control page.
<pre>/ht admin uprising <zone any></pre>	The horde takes back a held zone. ■ DESTRUCTIVE
<pre>/ht admin relic status /ht admin relic lose <zone></pre>	Conquest relics; make one stealable.
<pre>/ht admin zones reconcile</pre>	Realigns every town's zone atlas with the ground (already done at every startup).
<pre>/ht admin townrace /ht admin townrace reset /ht admin townrace reset confirm</pre>	The weekly race standings; resetting them applies to the whole server and cannot be undone. ■ DESTRUCTIVE

■ Towns

<pre>/ht admin reset [town] /ht admin reset confirm [town]</pre>	Wipes one town only — Town Hall, territory, calendar, staff, generators — and gives its zones back to the horde. Every other town, and players' money, skills and stats, stay. Refused during a siege. ■ DESTRUCTIVE
<pre>/ht admin removemayor [town] /ht admin removemayor confirm [town]</pre>	Removes only the Mayor: counter, territory and points stay. The leader plants a new one with /ht town move. ■ DESTRUCTIVE

■ Tools

<pre>/ht admin daily /ht admin daily roll</pre>	The status of the daily quests; roll draws 5 new ones right away.
<pre>/ht admin leaderboard set <type> /ht admin leaderboard remove <type> /ht admin leaderboard list</pre>	Places, removes or lists the leaderboard holograms: towns, kills, money, combat, race.
<pre>/ht admin book</pre>	The Op's Handbook: a book that lists every command. Operators only.
<pre>/ht admin purge-orphans [radius]</pre>	Clears, around you, the mobs left over from an old conversion (drowned mobs).

■ Permissions

NODE	DEFAULT	WHAT IT OPENS
hordetown.player	everyone	Player commands. /ht and /ht help need no permission.
hordetown.bloodmoon	everyone	/ht bloodmoon — in practice restricted to the leader, their seconds, admins and the console.
hordetown.callwave	operators	/ht callwave for anyone who does not lead the town — first of all an operator testing their server: the leader and their seconds sound their own town's horn with no permission.
hordetown.admin	operators	The whole /ht admin branch. The Op's Handbook also requires being an operator.



Installation and compatibility

A single file to drop into the plugins folder: HordeTown starts with nothing else and is configured entirely from its own files.

Requirements

- A **Paper** server from **1.21.6 to 26.3**, with one and the same file. Startup verified on 1.21.6, 1.21.8, 1.21.10, 1.21.11, 26.1.2, 26.2 and 26.3: two startups each, no errors. 26.3 is still in alpha on Paper's side: best-effort support. 1.21.4 and 1.21.5: not supported.
- **Java 21**; Paper 26.x itself requires Java 25.
- No mandatory dependency: no resource pack, no economy plugin, no database — everything is saved as JSON files in the plugin's folder.
- The original enchantments and the dungeons install themselves (two datapacks written by the plugin, active from the next restart); a **self-test** at every startup writes a "HordeTown self-test" line and one warning per problem.
- Folia, and Bedrock players via Geyser: untested, no guarantee.

Compatible, optional

- **mcMMO** — One weekly contract out of 27 depends on it; without mcMMO, that contract simply never comes up.
- **ResurrectionChest** — The horde never breaks a death chest marked by this plugin.
- **PlaceholderAPI** — Town placeholders for your tab list or scoreboard; without it, the town colour goes through Minecraft's teams.
- **For developers** — 13 public Bukkit events, read-only, that other plugins can listen to: a town about to be founded (cancellable), founded or disbanded, a member joined or left, a wave started or ended, a boss killed, a zone captured or lost, a caravan arrived or lost, a contract completed. A crate key after a won siege, a Discord announcement... HordeTown depends on none of them.

Configuration files

- **config.yml** — More than 5,600 commented lines: every system can be tuned or switched off.
- **messages_fr.yml · messages_en.yml · messages_it.yml** — Every text in the game, in all three languages.
- **merchant-catalog.yml** — The arms dealer's catalogue.
- **admin_catalog.json** — What you set in game with `/ht admin catalog`.

Languages

The `language` setting picks the server's language — console, announcements, the Mayor's sign. Each player receives what is addressed to them in their own client's language: English, French or Italian.

Good to know: even artefacts follow this rule — their name is written in the language of whoever receives them.

Built not to lag

These safeguards come from real measurements on a production server.

- Natural spawning stops around the defenders during a siege. ■ CONFIGURABLE `wave.pause-natural-spawns`
- 50 horde mobs at a time per town; a cap for the whole server is set separately (off by default). The wave is never reduced: reinforcements come in as places free up. ■ CONFIGURABLE `wave.max-alive-global`
- The zone draw never generates terrain and never launches a structure search: it reads the regions already generated, off the main thread.
- Block damage is capped in time: 30 seconds at most per block. ■ CONFIGURABLE `wave.grief.max-seconds`
- Unloaded generators only catch up a capped amount. ■ CONFIGURABLE `generators.offline-cap`
- Striders no longer spawn naturally in the Overworld. ■ CONFIGURABLE `territory.never-in-overworld`
- The AI's work spread across every tick, with a shared budget (details in section O4). ■ CONFIGURABLE `wave.ai.tick-budget-ms`

14

Custom options



HordeTown can go further for your server. These options are built on request: they are not part of the delivered plugin.



Custom updates

Features, balancing or texts tailored to your server and your community, on quotation.



“Gems” edition

A **second currency**, one that stays precious.

Two ways to get them

- **In game:** convert in-game money into gems at the dealer, at a deliberately steep rate, so that gems stay precious.
- **On your server’s store**, with real money (Tebex or other): the store runs a command that credits the gems.

What they are for

- Personal or town **decorations**.
- **Loot boxes:** decorations — among them floating candles in the town’s colours and a floating relic totem —, special weapons and enchantments.
- If you wish, **ranks:** title, name colour, chat prefix, comfort perks — content defined with you.

What stays true, whatever happens

- **Everything can also be obtained without paying:** gems are earned in game, at the dealer, at a deliberately steep rate.
- **Loot box odds are displayed.**
- Loot boxes **can be switched off** by the server.
- **No capes.**
- Gems **with no real value:** neither resellable nor transferable to another server.

THE OFFER AND THE DEMO

See it before you decide

I'll show you HordeTown live on a test server, with no commitment.

A paid plugin

Priced to fit the size of your server.

Installed and set up for you

Installation and setup for your server included, then 3 months of updates and fixes.

Custom, if you want

Custom updates, as an option.

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LICENCE

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