

# mcMMO

Here you can find information about our mcMMO setup, levels, skills, disabled skills and reasons.

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# Acrobatics

**Acrobatics** is a skill that allows Graceful Roll, as well as combat damage negation with the passive skill "Dodge". In combat.

## Server decision:

On United Factions we have disabled these Acrobatics skills of mcMMO, as it would form a threat to the PvP experience.

The skill is simply too overpowered to be rolled out. The impact of this skill between experienced players and new players would be so significant that new players would not even attempt to PvP with an experienced player. The battle for the experienced player would not be much of a challenge either, making the outcome of PvP fighting ridiculously predictable.

# Excavation

Excavation is the ability in McMMO related to using a shovel to dig anything on the soil chart, including exotic materials like Soul Sand. High-level Excavators can produce diamonds from dirt easily. (Like most McMMO abilities, it will only work if McMMO drops can spawn on the blocks, and not if they are funnelled into the player's inventory like with some plugins.)

- **The mcMMO Excavation Skill Level is maxed at level 1000 on United Factions.**

## Abilities

**EXCAVATION HAS NEW ABILITIES. LIST THEM HERE!**

## Increasing skill level

You level up by digging materials that are mined faster with a shovel.

Scouring the entire surface, or at least large hills, is the fastest way to level Excavation.

Another good way is to stock up on shovels and make a trapped snowman. This will allow you to dig the snow underneath it which is constantly refreshed. As the snow is fast to break, it will wear out your tools very quickly, but it will also help you to level very quickly in the comfort of your own home without having to worry about finding stuff to excavate. Keep an iron block nearby and use an iron shovel to clear the snow. When you are running low on durability, just repair the shovel and keep on digging. This method trains up Excavation and [Repair](#) at the same time. Stone can also be used at the cost of maintenance and XP. With the right scripting tools and settings, this can be automated as a client-side bot. It can also be automated with dispensers and a timer, and shovels can be gained through a mob grinder if you're lucky, or in the newest update of Minecraft, automatically crafted from iron ore, coal, and wood through hoppers and recipe selection.

You can also use Giga Drill Breaker in bursts to speed up digging, at the expense of extra durability wear on your shovel. To counteract this, use diamond shovels. Past level 350, it is more common than not to get at least 1 diamond from a single Giga Drill Breaker, allowing you to repair the shovel whenever durability starts to drop.

| Drops   | Block  | Skill Req. | XP Rewarded | Chance |      |
|---|--|------------|-------------|--------|------|
|  <b>Dirt</b> |  <b>Grass</b> | unknown    | 0           | 40     | 100% |

|   |  |          |     |           |             |
|---|--|----------|-----|-----------|-------------|
|  <b>Dirt</b>          |  Mycelium      | unknown  | 0   | 40        | 100%        |
|  <b>Dirt</b>         |  Dirt         | unknown  | 0   | 40        | 100%        |
| <b>Snow</b>   | <b>Snow Layer</b>  | <b>0</b> |     | <b>20</b> | <b>100%</b> |
|  <b>Gravel</b>       |  Gravel       | unknown  | 0   | 40        | 90%         |
|  <b>Flint</b>        |  Gravel       | unknown  | 0   | 40        | 10%         |
|  <b>Sand</b>         |  Sand         | unknown  | 0   | 40        | 100%        |
|  <b>Soul Sand</b>    |  Soul Sand    | unknown  | 0   | 40        | 100%        |
|  <b>Clay (x4)</b>    |  Clay Block   | unknown  | 0   | 40        | 100%        |
|  <b>Empty Map</b>    |  Clay Block   | unknown  | 25  | 200       | 2%          |
|  <b>Glowstone</b>    |  Grass        | unknown  | 25  | 80        | 5%          |
| <b>Dust</b>   |  |          |     |           |             |
|  <b>Glowstone</b>   |  Mycelium    | unknown  | 25  | 80        | 5%          |
| <b>Dust</b>   |  |          |     |           |             |
|  <b>Glowstone</b>  |  Dirt       | unknown  | 25  | 80        | 5%          |
| <b>Dust</b>   |  |          |     |           |             |
|  <b>Glowstone</b>  |  Sand       | unknown  | 25  | 80        | 5%          |
| <b>Dust</b>   |  |          |     |           |             |
|  <b>Gunpowder</b>  |  Gravel     | unknown  | 75  | 30        | 10%         |
|  <b>Slimeball</b>  |  Clay block | unknown  | 150 | 10        | 1%          |
|  <b>Bone</b>       |  Gravel     | unknown  | 175 | 30        | 10%         |
|  <b>Egg</b>        |  Grass      | unknown  | 250 | 100       | 1%          |
|  <b>Music Disc</b> |  <u>Any</u> | unknown  | 250 | 3000      | 0.05%       |
| <b>(13)</b>   |  |          |     |           |             |
|  <b>Apple</b>      |  Grass      | unknown  | 250 | 100       | 0.1%        |

|  |  |     |      |       |
|--|--|-----|------|-------|
|  <b>Apple</b>          | Please add this back [The previous content broke the entire chart.]                          | 100 | 0.1% |       |
|  <b>Soul Sand</b>     |  Soul Sand  | 650 | 80   | 0.5%  |
|  <b>Spider web</b>    |  Clay block | 750 | 150  | 5%    |
|  <b>Cake</b>          |  Any        | 750 | 3000 | 0.05% |
|  <b>Netherrack</b>    |  Gravel     | 850 | 3000 | 0.5%  |
|  <b>Nether Quartz</b> |  Any        | 850 | 3000 | 0.5%  |

| Block  | Average XP/block  |
|--------|-------------------|
| Dirt   | 80.33             |
| Gravel | 95.account6for \4 |

\*Calculated with assuming you can receive every drop and your excavation level is over 900. XP/block can vary between servers as it's configurable by server admins.

# Leveling Table (Theoretical Time)

| Level | Total Blocks | Total XP | Total Time (seconds) |
|-------|--------------|----------|----------------------|
| 1     | 107.5        | 4300     |                      |
| 10    | 695          | 27800    | 500                  |
| 25    | 1970         | 78800    | 900                  |
| 50    | 4290         | 171600   | 1400                 |
| 75    | 7500         | 300000   | 1900                 |
| 100   | 11422.5      | 456900   | 3000                 |
| 150   | 21392.5      | 855700   | 3500                 |
| 175   | 27445        | 1097800  | 9300                 |
| 250   | 49860        | 1994400  | 16300                |
| 350   | 80537.5      | 3221500  | 28100                |
| 500   | 149355       | 5974200  | 36100                |

|      |          |          |       |
|------|----------|----------|-------|
| 650  | 187812.5 | 7512500  | 45600 |
| 750  | 224747.5 | 8989900  | 78886 |
| 850  | 293855   | 15260000 | 64100 |
| 1000 | 350245   | 19731200 | 71900 |

This table does not account for earning bonus items or dirt, or for breaking blocks besides dirt for more XP or different drops. Times may also vary based on the player's focus and efficiency at aiming and mining new blocks continuously, what enchants are used, , on tick lag, block lag, and latency, the player's skill level, and whether Giga Drill Breaker is in use continuously.

\*It's calculated without receiving drops other than dirt from it. Times may vary depending on the shovel used or other variables, such as accuracy. These variables can be negated using client-side bots.

## Trivia

- The 'Giga Drill Breaker' ability is a reference to the move 'Giga Drill Breaker' from the anime "Tengen Toppa Gurren Lagann".
  - The original name of the move was "Giga Drill Break" but "Giga Drill Breaker" stuck with the public due to Japanese pronunciation of English. It also was not used to harvest materials, instead being relegated to combat.

# Herbalism

Herbalism is a skill in McMMO that governs the ability to harvest plants and crops excluding trees and other more structural occurrences of plants. It requires multiple tools to make the full use of its abilities.

- **The mcMMO Herbalism Skill Level is maxed at level 1000 on United Factions.**

## Green Terra

Right-clicking empty farmland and breaking a plant or crop after Herbalism Level 50 activates the super move Green Terra. It increases in duration at certain levels. It has a cooldown of 240 seconds.

## Effects while activated

- High chance to triple all drops from harvested plants or crops, including seeds.
- For farming, a potential to replant numerous seeds for free during the skill duration, saving time and seeds.
- Consumes 1 wheat Seed to convert one of the following blocks:
  - Cobblestone into Mossy Cobblestone
  - Stone Brick into Mossy Stone Brick
  - Dirt into Grass

Be mindful that **all** of the above can be configured by a server admin. Also, similarly to all other super moves in McMMO, if the hoe in use is unequipped, the skill will immediately stop and undergo the full cooldown.

## Green Thumb

**(Wheat/Carrots/Potatoes/Nether Wart/Beetroot)**

Green Thumb has the ability to more rapidly progress the growth of all single-block crops. The skill curve roughly follows the equation based on this table:  
 $\text{level} * (13.3\% / 200) = \text{chance}$   
 where level is your herbalism level and chance is the odds for instant growth to that stage.

| <b>Herbalism Level</b> | <b>Growth Stage</b> | <b>Chance</b>          |
|------------------------|---------------------|------------------------|
| 0 - 199                | 0                   | (Lvl 0) 0% - 13.3%     |
| 200 - 399              | 1                   | 13.3% - 26.7%          |
| 400 - 599              | 2                   | 26.7% - 40%            |
| 600 - 799              | 3                   | 40% - 53.3%            |
| 800-1500               | 4                   | 53.3% - 100%(Lvl 1500) |

# Shroom Thumb

Using a mushroom on a block of dirt while both a red and brown mushroom are in the inventory triggers "Shroom Thumb". It consumes a red and brown mushroom, and has a chance to turn the block of dirt into a block of mycelium. The chances of success increases with Herbalism level.

# Farmer's Diet

This passive skill increases the amount of hunger that grown food will restore as the player's Herbalism level increases. One hunger is half of a piece of meat on the hunger bar.

| <b>Herbalism Level</b> | <b>Rank</b> | <b>Bonus Hunger Restoration</b> |
|------------------------|-------------|---------------------------------|
| 0 - 199                | 0           | 0                               |
| 200 - 399              | I           | 1                               |
| 400 - 599              | II          | 2                               |
| 600 - 799              | III         | 3                               |
| 800 - 999              | IV          | 4                               |
| 1000+                  | V           | 5                               |

*Note: Farmer's Diet is similar to the healing effect herbalism gave pre-1.8.*

# Hylvian Luck

Hylvian Luck gives a small chance to obtain special items when certain blocks are broken with a sword. Currently, the blocks that are affected by this are:

- Grass (Melon seeds, pumpkin seeds, cocoa beans)
- Saplings (Melon seeds, pumpkin seeds, cocoa beans)
- Dead Bushes (Melon seeds, pumpkin seeds, cocoa beans)
- Flowers (Potatoes, carrots, apples)

The chance for a drop goes up by 0.01% every level. However, the stats menu only displays whole percentage points. At Level 1000, the chances are 10%.

The drops can be edited in the config files.

## Double Drops (All Corresponding Blocks)

This skill doubles the drops obtained from crops and plants. The chance is increased by 0.1% each Level, mathematically guaranteeing double drops at level 1000. In the stats menu, however, the increased percentage will only be visible every 10 levels due to flooring.

## Experience Table

This chart details the amount of experience gained from harvesting the respective crops:

(servers may have custom experience set)

| Crop       | EXP Gained (per unit) |
|------------|-----------------------|
| Grass      | 1                     |
| Vine       | 10                    |
| Pumpkin    | 20                    |
| Watermelon | 20                    |
| Cocoa Bean | 30                    |
| Sugar Cane | 30                    |

|                  |     |
|------------------|-----|
| Cactus           | 30  |
| Potatoes         | 50  |
| Carrot           | 50  |
| Wheat            | 50  |
| Nether Wart      | 50  |
| Flowers/Lilypads | 100 |
| Mushrooms        | 150 |

# Training Methods

Below are listed the best methods for each crop.

**Bonemeal:** Set up a dispenser with a timer to automatically use bone meal on grass. The flowers grown will give 100 exp and the grass gives 10 exp. It doesn't give as much exp per minute as sugarcane/nether wart if farm size for both crops are massive but with advantage of not needing to wait. An optimized design may even have a skeleton spawner or dark room connected to create an unlimited supply of bones.

- Pros: No replanting required, nor a huge amount of space
- Cons: Expensive materials. High amount of bonemeal required. Server redstone restrictions may hinder efficiency.

**Cocoa Beans:** give 30 exp each, a moderate amount, but they grow very quickly. An optimized design will be one chunk wide farm to have enough cocoa beans growing quickly enough (at 4 blocks high of jungle logs) that the player can constantly harvest them.

- Pros: Very fast growing crop, does not require water/light.
- Cons: Moderate amount of exp per crop, also requires jungle logs to build the farms.

**Sugarcane:** An optimum farm is patterned to maximize space efficiency. A large enough farm can be harvested non-stop. Sugarcane can grow up to three blocks high, and breaking the middle of a full-grown stalk yield 60s exp total.

- Pros: No replanting, doesn't need light
- Cons: Sugarcane requires water next to the block it is planted on, making it less space efficient than other crops. Regrows at a fairly slow pace. Require massive space for optimization.

**Cactus:** A cactus farm of the same size as a sugarcane farm has fewer plants, since all adjacent spaces around cacti need to be empty.

- Pros: Same growth rate as sugarcane, but does not require water or light. Does not require replanting.
- Cons: Need sand to place cactus. Causes damage on contact. Drops can be destroyed by cacti. Can only be placed with nothing adjacent to it.

#### **Nether Wart:**

- Pros: Fastest growth rate among all crops without water or light.
- Cons: Soul Sand is required to plant. The slow walking speed on top of Soul Sand might also impede harvest and replanting, unless you have the Soul Speed enchantment.

#### **Wheat/Carrot/Potato:**

- Pros: Very space efficient, can be built vertically. Optimal conditions require only one water block for every 9x9 farm area.
- Cons: Requires heavy maintenance and offers no speed advantages compared to other farm-based methods. Cannot be automated, and the farm must be fully grown at each visit to gain the maximum amount of skill points, wasting time whether one micromanages one's farm or not.

**Flower/Lily pad (For some servers)/Mushroom:** Secondary training method. Swamps are best to find plants.

- Pros: Highest exp yield per crop.
- Cons: Unsustainable method since it requires finding a fresh biome every time it is done.

**Flower Forest/Flower Clusters:** Secondary training method. Flower forests contain large quantities of flowers which can earn you thousands of skill EXP.

- Pros: Highest exp yield per crop.
- Cons: Same as above

**Mushroom Plantation:** A imitation of a Mushroom Biome through placing mushroom on mycelium (obtained by Shroom Thumb, Silk Touch, or slowly spreading mycelium to dirt). An optimum plantation will be on top of the Nether without worries of lots of mobs, space, mycelium blocks, and lighting.

- Pros: Highest exp yield per crop.
- Cons: Slowest grow rate, making farms not very efficient. Stunt growth after mushroom grew approximately seven blocks away from originally placed mushroom. Required massive area with lots of mycelium blocks.

# Trivia

- At high levels, Herbalism users can gain more hunger points from crop-based foods than Steak, and the bonus flowers can be used to create Saturation/Regeneration Suspicious Stew.
  - However, Steak still has more points of saturation than crop foods and may be better for players who want additional HP regenerated on the go, and unlike Suspicious Stew, stacks.
- Hylia Luck is a reference to The Legend of Zelda, a video game in which treasures and in-game money can be found by cutting grass with a sword.
- Green Terra is likely taken from the name Terra, meaning Earth.

# Mining

**Mining** is a skill focused around mining stone and ore. A notable perk of this skill is the higher potential yield from each ore, increased even further when using an active skill. Mining also adds new functionality to TNT, by allowing remote detonation. Mining is a parent skill of [Smelting](#).

- **The mcMMO Mining Skill Level is maxed at level 1000 on United Factions.**

## Special Abilities

### Super Breaker

unlocked by reaching level 50.

*Speed + Triple drop chance*

Super Breaker (activated by right-clicking with a pickaxe in hand), will temporarily add 5 Efficiency levels to the held pickaxe, triple the double drop rate, and replace normal-rate double drops with triple drops. In other words, Super Breaker stacks with fortune 3 enhancements.

The duration of the skill starts at 2 seconds, and increases by 1 second every 50 levels. There is no maximum duration. Like all skills, its default cooldown time is 240 seconds. The effects and duration of this Super Move can be altered in the server config, along with other information on this page. Unequipping the pickaxe will cause the remaining time with the ability to be wasted and cooldown time to start sooner.

### Double Drops

*Double the normal loot*

Double drops is a passive skill that allows the player to gain two items instead of the usual one when mining any naturally generated block found in the experience table below. The odds of this happening increase by 0.1% per level to a maximum of 100% at level 1000. It does not stack with the Fortune enchantment, but does work with Silk Touch.

### Blast Mining

*Bonuses to mining with TNT*

**Locked until level 125 mining**

Instead of using a pickaxe to break blocks, Blast Mining utilizes TNT to destroy and mine blocks. It is activated by using a flint & steel outside of the standard ignition range (shift and right-click the air between yourself and the TNT). Unlike ignition in vanilla, the TNT explodes instantly.

With Blast Mining, the range at which the TNT ignites is extended. Higher Mining levels will yield more ores and less debris. By default, TNT drops 30% of what is blown up, and is increased further with each level.

## Bigger Bombs

*Increases TNT explosion radius*

**Locked until level 375 mining**

The Bigger Bombs ability increases the explosive range of TNT ignited with Blast Mining. At level 375, it adds 2 to the radius of the explosion. At level 625, this bonus is increased to 3. And at level 875, the radius gains its maximum bonus of 4.

## Demolitions Expertise

*Decreases damage from TNT explosions*

**Locked until level 500 mining**

Demolitions expertise is a passive ability that reduces the damage done by TNT with Blast Mining by 25%. At level 750, the damage is decreased by 50%. At level 1000, damage reduction is 100%.

Note that TNT ignited through standard means still causes harm, and only when ignited through Blast Mining is the damage negated.

## Techniques

### Usage

- When mining, leave any ore blocks behind and continue exploring. When the area is clear and the ores are more exposed, activate super breaker for a chance at triple drops.

# Leveling

- Collect all the ores that you can find while mining, including coal.
- Due to its low hardness value, netherrack is among the fastest blocks to mine. Go to the nether with an Efficiency II or more diamond pickaxe and mine netherrack for quick leveling, though be wary of lava pockets.
- The Haste II buff (obtainable via potion or beacon), combined with an Efficiency V diamond pickaxe, allows stone to be instantly broken.
- Endstone gives the second-highest exp for non-ore blocks. Mining in The End with an Efficiency pickaxe is a very fast method to level this skill.
- End City blocks give high amounts of XP (200-250) and can be instantly mined with Haste II and Efficiency V. Wearing Elytra will prevent falling. Since End Cities can be very large, it is the fastest way to level Mining.

# Experience Table

Please note that the values listed below are the default values, and may be different on servers with custom configurations.

|   | <b>Block Name</b> | <b>Experience</b> |
|---|-------------------|-------------------|
|  | Hard Clay         | 30                |
|  | Mossy Cobblestone | 30                |
|  | Netherrack        | 30                |
|  | Sandstone         | 30                |
|  | Stone             | 30                |
|  | Packed Ice        | 50                |
|  | Stained Clay      | 50                |
|  | Prismarine        | 70                |
|  | Coal Ore          | 100               |
|  | Red Sandstone     | 100               |
|  | Quartz Ore        | 100               |
|  | Redstone Ore      | 150               |
|  | End Stone         | 150               |

|   |             |      |
|---|-------------|------|
|  Image not found or type unknown | Obsidian    | 150  |
|   | Purpur      | 200  |
|  Image not found or type unknown | Iron Ore    | 250  |
|  Image not found or type unknown | Gold Ore    | 350  |
|  Image not found or type unknown | Lapis Ore   | 400  |
|  Image not found or type unknown | Diamond Ore | 750  |
|  Image not found or type unknown | Emerald Ore | 1000 |

# Trivia

- Super Breaker is likely based on the name Giga Drill Breaker because stone is harder to break than dirt.

# Woodcutting

**Woodcutting** is a skill that is based around chopping trees down with an axe. Levelling the skill gives you increased chances of extra wood dropping from trees, as well as extra duration on the tree feller ability.

- **The mcMMO Woodcutting Skill Level is maxed at level 1000 on United Factions.**

## Abilities

### Tree Feller

*Make trees explode*

Tree Feller is an active skill that allows you to chop down entire trees by only breaking one block. To use Tree Feller, right-click while holding an axe to ready your tool. With the tool ready, chop a block of wood or giant mushroom to activate the skill. Tree Feller only breaks blocks at the same height and higher than the block that is chopped, so cutting the middle of a tree will leave a stump. At level 0, tree feller is unavailable, it unlocks at level 50, and it increases by 1 second every 50 levels. This gives it a max duration of 22 seconds at level 1000. The ability has a cooldown between uses that lasts 240 seconds (4 minutes). Tree feller does not break trees larger than 500 blocks by default and at lower levels, it breaks much less.

When using Tree Feller, the durability of one's axe will be decreased by as much as if each log/huge mushroom block had been broken individually. If one's axe should break while Tree Feller is active, the user will suffer eight damage () and a message will appear reading, "Your axe splinters into dozens of pieces!". The surrounding logs/huge mushroom blocks will remain intact, apart from the one on which the axe was broken.

### Leaf Blower

*Blow away leaves*

**Locked until level 150 woodcutting**

Leaf Blower is an ability that will cause leaf blocks to break instantly when hit with an axe. When destroyed using Leaf Blower, a leaf block has a 10% chance of dropping its respective sapling. The leaves do durability damage to the axe and make a popping sound when broken.

# Double Drops

*Double the normal loot*

Double drops is a passive skill that allows you to gain two items instead of one when chopping any log or giant mushroom block that was either generated by the world or grown. The chance to get double drops increases by 0.1% per level to a maximum of 100% at level 1000.

## Techniques

### Levelling

- Create a large grove of birch trees, then chop down and replant as many trees as possible. This is because birch trees will not grow into the big trees that oak saplings can grow into, allowing for an easier time cutting down the trees when Tree Feller is on cooldown.
- Create a mushroom tree by using bone meal on mushrooms planted on mycelium.
- Most compactible tree to grow is spruce trees without letting the trees too big for tree feller to work. Put two blocks between each spruce tree.
- 2x2 spruce trees have the best advantage of being able to cut down the entire tree easily, with or without Tree Feller.
- Cut trees using an Efficiency V axe and run with speed potions to maximize the number of trees you can cut down during a single duration of Tree Feller.
- Haste II Potions are can be brewed from the Alchemy skill after level 125 Alchemy. They'll allow you to cut down trees faster.

## Experience

Experience settings for woodcutting

| Block         | Experience |
|---------------|------------|
| Acacia Wood   | 90         |
| Birch Wood    | 90         |
| Dark Oak Wood | 90         |
| Jungle Wood   | 100        |
| Oak Wood      | 70         |

# Watch mcMMO Woodcutting in action!

<https://www.youtube.com/embed/L0dCnkuHhOk>

# Fishing

**Fishing** is a skill which increases the chance of finding catches, and can pull up useful loot. It also has the Shake ability, which pulls drops from mobs without having to kill them.

- **The mcMMO Fishing Skill Level is maxed at level 1000 on United Factions.**

## Ranks

Instead of being based directly off skill level like most skills, fishing uses a rank value that determines the strength of most abilities. There are 8 ranks in fishing that are unlocked through obtaining certain levels.

:

| Rank | Fishing Level |
|------|---------------|
| 1    | 0             |
| 2    | 125           |
| 3    | 250           |
| 4    | 375           |
| 5    | 500           |
| 6    | 625           |
| 7    | 700           |
| 8    | 875+          |

- *Note: The fishing level required usually increments by 125, but rank 6 (625-699) and rank 7 (700-874) do not match this pattern.*

## Abilities

### Treasure Hunting

Treasure Hunting is an ability increases the chance to give useful items when fishing.

Note: Server admins can tweak the plugin configuration to add or remove certain objects to specific tiers and levels.

| Rarity       | Tier 1<br>lvl 0 | Tier 2<br>lvl 125 | Tier 3<br>lvl 250 | Tier 4<br>lvl 375 | Tier 5<br>lvl 500 | Tier 6<br>lvl 625 | Tier 7<br>lvl 700 | Tier 8<br>lvl 875 |
|--------------|-----------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|
| Traps        | <b>7.68%</b>    | 2.5%              | 1.5%              | 1%                | 0.25%             | 0.1%              | 0.05%             | 0.01%             |
| Common       | 7.5%            | <b>6.5%</b>       | <b>3.5%</b>       | 2%                | 1.5%              | 1%                | 0.25%             | 0.1%              |
| Uncommon     | 1.25%           | 1.75%             | 2.75%             | <b>3.5%</b>       | <b>3.75%</b>      | 3.25%             | 2.75%             | 1.5%              |
| Rare         | 0.25%           | 0.75%             | 1.25%             | 2.25%             | 2.5%              | <b>3.75%</b>      | 4%                | 6%                |
| Epic         | 0.1%            | 0.5%              | 1%                | 1.5%              | 2%                | 2.5%              | <b>5%</b>         | <b>7.5%</b>       |
| Legendary    | 0.01%           | 0.05%             | 0.1%              | 1%                | 1%                | 1.5%              | 2.5%              | 5%                |
| Record       | 0.01%           | 0.01%             | 0.01%             | 0.01%             | 0.01%             | 0.05%             | 0.10%             | 0.25%             |
| <b>Total</b> | 16.80%          | 12.06%            | 10.11%            | 11.26%            | 11.01%            | 12.15%            | 14.65%            | 20.36%            |
| <b>Fish</b>  | 83.2%           | 87.94%            | 89.89%            | 88.74%            | 88.99%            | 87.85%            | 85.35%            | 79.64%            |

| Rarity    | Items Dropped  |
|-----------|--|
| Traps     | TNT, Splash Poison Potion entity (0:15)  |
| Common    | Wooden Tools<br>Leather Armor<br>Lapis Lazuli (1 - 20)                           |
| Uncommon  | Stone Tools<br>Gold Armor<br>Gold Tools<br>Iron Ingots (1 - 5) Gold Ingots (1-5) |
| Rare      | Iron Tools<br>Blaze Rod<br>Bow<br>Ender Pearl                                    |
| Epic      | Diamonds (1 - 5)<br>Iron Armor (Any)<br>Ghast Tear                               |
| Legendary | Diamond Armor<br>Diamond Tools   |

|         |   |
|---------|---|
| Records | Music Discs: mall, mellohi, stal, strad, ward, blocks, and 11 |
|---------|---|

# Magic Hunter

Magic Hunter is an ability that allows armor and tools obtained from Treasure Hunter to be enchanted, the chances of which are shown in the table below.

Some servers disable this skill, as the rare items can be farmed.

Magic Hunter is able to catch tools and armor with enchantment combinations that are unavailable by normal means, such as Silk Touch and Fortune together or Smite and Bane of Arthropods together.

| Enchantment           | Common | Uncommon | Rare | Epic | Legendary |
|-----------------------|--------|----------|------|------|-----------|
| Efficiency            | 1      | 2        | 3    | 4    | 5         |
| Unbreaking            | 1      |          | 2    |      | 3         |
| Fortune               | 1      |          |      | 2    | 3         |
| Protection            | 1      | 2        | 3    |      | 4         |
| Fire Protection       | 1      | 2        | 3    |      | 4         |
| Feather Falling       | 1      | 2        | 3    |      | 4         |
| Blast Protection      | 1      | 2        | 3    |      | 4         |
| Projectile Protection | 1      | 2        | 3    |      | 4         |
| Respiration           | 1      |          | 2    |      | 3         |
| Aqua Affinity         |        |          |      | 1    | 2         |
| Thorns                | 1      |          |      | 2    | 3         |
| Sharpness             | 1      | 2        | 3    | 4    | 5         |
| Smite                 | 1      | 2        | 3    | 4    | 5         |
| Bane                  | 1      | 2        | 3    | 4    | 5         |
| Power                 | 1      | 2        | 3    | 4    | 5         |
| Punch                 |        | 1        |      |      | 2         |
| Flame                 |        |          |      | 1    |           |
| Knockback             |        | 1        |      |      | 2         |
| Looting               |        | 1        | 2    |      | 3         |
| Fire Aspect           |        |          | 1    |      | 2         |

|            |  |  |  |  |   |
|------------|--|--|--|--|---|
| Infinity   |  |  |  |  | 1 |
| Silk Touch |  |  |  |  | 1 |

| Rank | Common Enchantment | Uncommon Enchantment | Rare Enchantment | Epic Enchantment | Legendary Enchantment | Total Chance |
|------|--------------------|----------------------|------------------|------------------|-----------------------|--------------|
| 1    | 5%                 | 1%                   | 0.1%             | 0.01%            | 0.01%                 | 6.12%        |
| 2    | 7.5%               | 1%                   | 0.1%             | 0.01%            | 0.01%                 | 8.62%        |
| 3    | 7.5%               | 2.5%                 | 0.25%            | 0.1%             | 0.01%                 | 10.36%       |
| 4    | 10%                | 2.75%                | 0.5%             | 0.1%             | 0.05%                 | 13.40%       |
| 5    | 10%                | 4%                   | 0.75%            | 0.25%            | 0.1%                  | 15.10%       |
| 6    | 9.5%               | 5.5%                 | 1.75%            | 0.5%             | 0.25%                 | 17.50%       |
| 7    | 8.5%               | 7.5%                 | 2.75%            | 0.75%            | 0.5%                  | 20.00%       |
| 8    | 7.5%               | 10%                  | 5.25%            | 1.50%            | 0.75%                 | 25.00%       |

## Master Angler

As of the 1.7 update, Master Angler is unlocked at level 125 (by default) and can grant 2 different multipliers for your bite chance. By default, the bite chance is 0.2% per tick. This chance by default by either being in a river or ocean biome, being in a boat, or fishing during rain. All of these methods stack.

There are 20 ticks per second, but due to lag, ticks don't happen uniformly, and on laggier servers, one may have a harder time catching fish.

## Shake

Shake is an ability that can pull drops and held items from mobs by hooking them with a fishing rod. It can be used repeatedly for a large number of items depending on the remaining health of the mob. However, this reduces the durability of the fishing rod drastically. The fishing rod, when used in this method, will always deal damage equivalent to 25% of the maximum health of the mob. Keep this in mind when fighting tougher creatures such as Iron Golems, as a single shake will deal a considerable amount of damage. If fighting tiny magma cubes it will kill the mob.

| Rank (Level) | Shake Chance |
|--------------|--------------|
| 1 (0)        | 15%          |
| 2 (125)      | 15%          |
| 3 (250)      | 25%          |

|         |     |
|---------|-----|
| 4 (375) | 35% |
| 5 (500) | 45% |
| 6 (625) | 55% |
| 7 (700) | 65% |
| 8 (875) | 75% |

*Note: Spamming your fishing rod can cause a kraken to spawn. You will lose your fishing rod forever.*

| Type  | Item  |
|---|---|
| <a href="#">BlazeFace.png</a> or type unknown<br>Blaze                    | 100% Blaze Rod  |
| <a href="#">GhastFace.png</a> or type unknown<br>Ghast                    | 50% Ghast Tear<br>50% Gunpowder   |
| <a href="#">ZombiePigmanFace.png</a> or type unknown<br>Zombie Pigman     | 50% Rotten Flesh<br>50% Gold Nugget                                     |
| <a href="#">ZombieFace.png</a> or type unknown<br>Zombie                  | 2% Zombie Head<br>98% Rotten Flesh                                      |
| <a href="#">SpiderFace.png</a> or type unknown<br>Spider                  | 50% String<br>50% Spider Eye  |
| <a href="#">CaveSpiderFace.png</a> or type unknown<br>Cave Spider         | 49% String<br>49% Spider Eye<br>1% Potion of Poison (0:45)<br>1% Cobweb |
| <a href="#">PigFace.png</a> or type unknown<br>Pig                        | 100% Porkchop   |
| <a href="#">ChickenFace.png</a> or type unknown<br>Chicken                | 33.3% Egg<br>33.3% Raw Chicken<br>33.3% Feather                         |
| <a href="#">CreeperFace.png</a> or type unknown<br>Creeper                | 1% Creeper Head<br>99% Gunpowder  |
| <a href="#">SkeletonFace.png</a> or type unknown<br>Skeleton              | 2% Skeleton Skull<br>49% Bone<br>49% Arrow (1 - 3)                      |
| <a href="#">WitherSkeletonHead.png</a> or type unknown<br>Wither Skeleton | 1% Wither Skeleton Skull<br>50% Bone<br>49% Coal (1 - 3)                |
| <a href="#">SlimeFace.png</a> or type unknown<br>Slime                    | 100% Slimeball  |
| <a href="#">MagmaCubeFace.png</a> or type unknown<br>Magma Cube           | 100% Magma Cream  |

|   |   |
|---|---|
| <a href="#">CowFace.png</a><br>Cow<br>Image found or type unknown             | 2% Milk Bucket<br>49% Leather<br>49% Raw Beef   |
| <a href="#">MooshroomFace.png</a><br>Mooshroom<br>Image found or type unknown | 5% Milk Bucket<br>5% Mushroom Soup<br>30% Leather<br>30% Raw Beef<br>30% Red Mushroom (1 - 3)   |
| <a href="#">EndermanFace.png</a><br>Enderman<br>Image found or type unknown   | 100% Ender Pearl<br>(teleportation causes pearls to appear in odd places)   |
| <a href="#">SheepFace.png</a><br>Sheep<br>Image found or type unknown         | 100% Wool (1 - 6)   |
| <a href="#">SquidFace.png</a><br>Squid<br>Image found or type unknown         | 100% Ink Sac  |
| <a href="#">Vg-face.png</a><br>Iron Golem<br>Image found or type unknown      | 3% Pumpkin<br>12% Iron Ingot<br>85% Red Flower  |
| <a href="#">SnowGolemFace.png</a><br>Snowman<br>Image found or type unknown   | 3% Pumpkin<br>97% Snowballs (1 - 4)   |
| <a href="#">Witchface2.png</a><br>Witch<br>Image found or type unknown        | 1% Potion of Healing<br>1% Potion of Fire Resistance<br>1% Potion of Swiftnes<br>9% Glass Bottle<br>12% Sugar<br>12% Gunpowder<br>12% Spider Eye<br>13% Water Bottle<br>13% Glowstone Dust<br>13% Redstone<br>13% Stick |
| <a href="#">Shulkerface.png</a><br>Shulker<br>Image found or type unknown     | 25% Shulker Shell<br>75% Purpur Block   |

## Fisherman's Diet

This passive skill increases the amount of hunger that fished food will restore as the player's Fishing level increases. One hunger is half of a piece of meat on the hunger bar.

| Fishing Level | Rank | Bonus Hunger Restoration |
|---------------|------|--------------------------|
| 0 - 199       | 0    | 0                        |
| 200 - 399     | I    | 1                        |
| 400 - 599     | II   | 2                        |

|           |     |   |
|-----------|-----|---|
| 600 - 799 | III | 3 |
| 800 - 999 | IV  | 4 |
| 1000+     | V   | 5 |

# EXP Gain

These values vary from server to server; some servers give you different amounts of experience for each type of fish.

| <b>Activity</b>  | <b>Exp gained</b>                            |
|------------------|--|
| Catching a Fish  | 800  |
| Getting Treasure | 1000 (Calculated as "Catching a Fish" + 200) |
| Successful Shake | 50 (mob spawners work)                       |