

# Cubeaism

## The Gods of Minecraft

An in-depth roleplaying game



# What is Cubeaism

In short, Cubeaism is a game that gives you tasks to complete within the minecraft world. These tasks are arranged in a progressive fashion into “*paths*” that lay out restrictions and build requirements with themes and elements that relate to certain aspects of minecraft. These paths are designed to be challenging as well as fun while having lore to enhance aspects of role-play. I designed the paths first and then wrote the lore behind it for fun, in this way people can just play through the paths for a challenge without having to worry about the lore at all.

The game “Cubeaism” has three gods called the Primes each representing different aspects of the world. Following a path of the primes is usually broader and therefore longer. The prime’s fostered prodigy’s whose paths are more focused on specific aspects of the minecraft world, and are shorter and more focused than a prime’s path.

Simply look through the gods below and pick your favourite. Follow the guide to work your priest through the various levels of that god’s path. Once you pick a path make a new world and follow the instructions, you are now a priest of that god and should follow the rules and rites of passage that apply to that faith.

## An Overview of the Primes



**Terra**, is the female god of nature and is represented via trees, grass, crops, lakes, rivers and rain. Also her eye is the sun, and it is said the day is actually her keeping an “eye” on the world. While she does, her creations prosper and grow.



**Roki**, is the male god of the deep and is represented via stone, minerals, lava and bedrock. His eye is the moon, and the night is the time he watches the world. While he does, it is a sign to take shelter or mine in the depths of the world.



**Net**, is the younger sibling of the two and is represented by mobs both evil and good. As he matured he created the various mobs of the world. But having created the evil mobs, Terra and Roki banished him to the Nether as punishment.

## The Lesser Gods



**Nixos** is a prodigy of all the gods. He was once a mortal who through divine intervention ascended into godhood. His path is concerned with logical thinking and the use of magic and alchemy.



**Penna** is a prodigy of Terra and her path is concerned with peace and living amongst the stars. Penna’s followers are akin to angels and build their homes amongst the clouds.



**Poise**, is a prodigy of Roki who somehow obtained more power than originally intended. His path is steeped in horror elements and is concerned with building underwater.



**Shen** is the prodigy of Roki. Also known as “the phoenix”, he is concerned with structures made of sand and cacti. His path relates to all things hot and barren in the minecraft world.



**Cynia** is the prodigy of Terra. Also known as “the ice queen”, she is concerned with structures made of ice and snow. Her path relates to all things cold and frozen in the minecraft world.



**Glueco** is a prodigy of Net. Glueco is obsessed with cakes and demands his priests spend their time creating them. Glueco is a special kind of insane.



**Moouka** is the prodigy of Net, Moouka concerns himself with existing only on his mushroom islands. Created for nets amusement moouka is a giant mushroom cow that spawns smaller version of himself.

## The Creation Story & Further Lore

In the time before the world there were 3 siblings; Roki, Terrae, and Net. They wandered the heavens with powers beyond mortal comprehension. In time though they became bored with all that they had and so pooling together their powers they decided to create a world to entertain them. Roki acted first, cutting off his finger and using it to build the bedrock core of the world. Then cutting off the rest of his arm he layered the world in smoothstone. Gathering his remaining energy, he struck the world as hard as he could with his right arm. The force of the blow created massive amounts of pressure causing diamonds, gold, iron and coal to form at different layers of the world. The resulting earthquakes created great chasms and cave openings leading deep into the earth.

Terrae, looking upon Roki's work said *"It's a good start, but it's hard and cold. This world needs beauty and softness as well."* And with that she reached down and picked up chunks of smooth stone and ate them. Chewing and melding them with her delicate tongue she turned the stone to dirt and gravel and spat it back up covering the world. Then she ran her hand over it and layered the dirt with grass short and tall. With great care she pushed 4 of her fingers into the earth. Removing each of them one by one; from the holes the first oak, birch, pine and spruce trees were born. She then cut her arm, and bled out onto the world creating the oceans and rivers.

Net, the youngest of the three was impressed with what the other siblings had done. But he had not yet fully realised his powers and became sad. He shed a tear and it fell onto the world the siblings had created, from the tear a chicken was born. Net was overwhelmed with joy at his creation, even though it had zero survival instincts and would aimlessly wander off cliffs as often as anything else, he still loved it. Over the years as Net further realised his power he created pigs, sheep, cows, wolves and squid. The other brothers were proud of him and having watched him developing decided to teach him how to focus his power. With this, Net was able to create the first testificate.

The testificates of the world prospered, and adored their creators. Terrae and Roki took shifts to watch the world; Terrae's eye was bright like fire and caused all her creations to prosper as she watched them. Roki's eye was white and cold, signalling the time for the humans to rest. Many ages passed as the world prospered, Roki and Terrae were finally content and continued to watch over it. Net however, became bored and restless again. Using his power he created the first slime for his amusement. While mostly harmless, the slime had the power to hurt the other beings of the world. When Roki and Terrae looked upon it they were upset, and banished it to only live in the very depths of the world, away from the humans.

This infuriated Net and he demanded the brothers allow his creation room on the surface. They refused, so having seen the two make sacrifices to enhance their powers he did the same. He cut off his ear, and used it to create the first zombie. Terrae and Roki were unable to banish this creature and it quickly began to overrun the humans that the pair loved so much. Seeing the progress of this monster made him want to create more, he pulled a bone from his arm to create skeletons and 8 of his toes to create the spiders. Terrae, seeing Net's growing insanity cut out her eye and used it to curse his monsters with fire whenever she looked upon them. Roki and Terrae then turned to Net furious with him and pooled their powers together to banish him to a void where he could do no harm; The Nether. In his last defiant act before his banishment, Net tore his heart out and created the mighty creeper. This creature will stalk the land, immune to the powers of Terrae's eye, and would be a great calamity on the world.

The humans of the world now live in fear, their structures overrun with creatures and slowly growing moss. Terrea and Roki turned to one another, and using all the energy they had left, they summoned one final human of their own. Tired from the fight with their brother, the 2 gods are now only able to take turns passing their eye across the world, keeping close watch on their last creation; who they dubbed ... *"Steve"*.

## The Conflict of the Primes

The paths are made to conflict with each other which is why this concept would work well as a survival RP server. The priests of Net and the priest of Terrae really don't like each other. The groups are constantly warring with each other and it has so far come out even. The skill and stealth of terrae's followers are matched by the sheer insanity and destructive nature of the Priests of Net.

The Priests of Roki are different completely, and will only kill when their halls are threatened. The only interest they have is gathering and protecting their precious ores. Priests of Roki have been known to assault both Terrea's and Net's followers if the situation permits.

## The Creation of the Nether

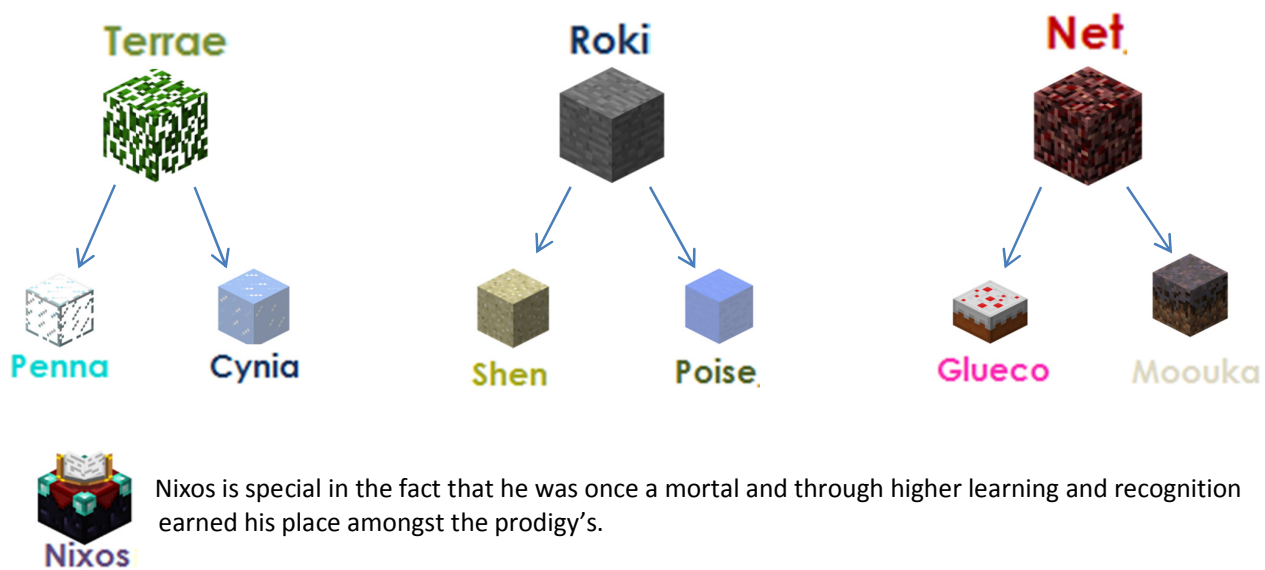
The nether was created by Terrae and Roki to imprison Net; he didn't create this dimension himself. It was originally an empty void but when Net arrived he filled it with all his anger. In an attempt to reconcile his mistakes, he attempted to turn the nether into a world to rival his brother and sisters. He attempted to create slimes but the deranged magma cube was the result. In a fit of anger he rushed to create humans but got the pig men as a result.

In his growing anger he lost control of his powers and the emotions poured out of him. With this came the ghosts as a representation of his loss and sadness at having being banished. The blaze also formed as a representation of his fury and hatred.

## The Mystery of the End

The appearance of the ender man caused great concern to the gods of the minecraft world having never seen a creature of this nature with its strange properties. The end is a point of much speculation and remains a mystery to the mortals, prodigy's and the primes.

## Genealogy of the Gods



## Wars Between the Faiths

If there is a large conflict ever at hand the appropriate paths will band together as per the genealogy table above. Penna and Cynia will support Terrae's followers if they are outnumbered by an incursion by the followers of Roki. This concept carries over largely in the Server Focus which is covered in a later chapter.

## Dealing's In Alchemy

Text from an ancient script found in an underground library – purportedly written by Nixos.

*The local testificates are slow to realise the wealth of the land around them, but in time they will learn. I have taken to trading completed potions to them for alchemical ingredients. While the traps that litter the meadow around my tower capture and kill many creatures I sometimes require ingredients in larger quantities and the testificates have proven themselves to be good hunters.*

*One such potion was created using the base of water and wart of the nether. From here I simply add sugar from the sugar cane plant. The wart it seems amplifies the small spark of magical essence found within common and mundane ingredients. Drinking this sparkling liquid allows the drinker to travel at phenomenal speeds.*

*I have of course kept my more powerful brews to myself, as they could be easily abused and I do not want the testificates to believe themselves too powerful... or worse yet for these potions to fall into the hands of Nets followers...*

## Path of Terrae – The Druids Faith

*“Don’t go into the forest. I ventured too close to a strange formation of flowers there yesterday and an arrow landed straight between my legs – a warning shot. The tree shepherds there are deadly... and unforgiving ...”*

– A Local Testificate

The priests of Terrae are druids and tree herders, they favour ranged combat and are quick and agile. Most of her favourite building materials are easily obtainable and also nice to build with. Just play minecraft as normal until you want to start tackling this path. In comparison with western fantasy troupes Terrae’s followers would closely resemble Elves.

**Materials:** Planks, Logs, Fences, Sand, Glass, Brick, Water, Dirt, Snow, Leaves and Wool.

**Colours:** Green, Brown, Blue.

**Foods:** Mushroom Soup, Fish, Bread.

**Biomes:** Rain Forest, Seasonal Forest, Forest, Taiga

**Armour:** Leather

**Weapon:** Bow

**Shrine:** A 3x3 pool of water. With a single log surrounded by 6 leaves on each of its sides.



### -- Level 1 – Initiate of Terrae --

**Forest Haven:** Build a simple 1 room structure made only from materials listed above, in the biomes listed above. The structure must have a bed, workbench and a double storage chest. Out the front of your structure build a small shrine to Terrae.

**Woodland Warrior:** Now that you are an initiate you must dress as an initiate. You must acquire and maintain a full outfit of leather armour at all times. You may never be without your leather armour at any time. Also you must acquire a bow and carry it with you at all times.

**A Faithful Friend:** Obtain and tame a wolf, this first wolf is to be your companion and protector throughout your journey.

### -- Level 2 – Tree Shepherd --

**The Watchful Eye:** Your structure must be extended by adding a tower to the roof that continues above the tree tops. This will give you a good overview of the forest surrounding your building.

**Tree Herder:** You must replant all the saplings you have stored around your building. This will create a thick forest around your structure. Build another shrine to Terrae on the roof of your tower.

**Cleansing the Body:** A tree shepherd may never eat pork or beef. They may only eat fish, bread or mushroom soup.

### -- Level 3 – Fey Child --

**The Sacred Grove:** You must now establish a sacred grove around your structure. This grove is usually circular in nature and must surround your structure. The larger the grove the happier Terrae is, but the harder it is to maintain and protect. Mark out your grove with flowers.

**Druids Wrath:** Every morning you must cleanse your grove of all evil mobs and throw the collected resources into the pool of your shrine and wait for them to de-spawn as a tribute to Terrae.

**Untouched:** A druid’s grove is sacred. From now on anything natural within the grove cannot be destroyed. You may not damage the trees, dirt, tall grass etc... within. You may still farm but only a small 4x4 area.

### -- Level 4 – Druid --

**The Child’s Path:** You must go on a pilgrimage to prove you are fully committed to Terrae. Build a map, and gather appropriate supplies. Walk directly North to the edge of the map and establish a tower and grove here. If the biomes is inappropriate find the most appropriate spot. Do the same heading east, west and south. Looking at the map with your main grove in the centre you should see you have formed the symbol of Terrae on a world scale. You are now a fully anointed Druid and your name can be added to the Terrae’s Faithful list. Congratulations on completing the challenge! Terrae is proud of you.

**Freeing the Body:** Only raw food may be consumed during the pilgrimage.

# Path of Roki – The Deep Faith

*"By de beard a Roki, how many times do I have to tell ye making hoes is a waste eh iron."*  
- A Forge Lord instructing an Initiate.

Being a priest of Roki is a touch more difficult as Roki must be worshipped from deep underground and his shrines and challenges are more expensive in terms of resources. Again play minecraft as normal until you are ready to make the transition to an initiate of Roki. In comparison with western fantasy troupes Roki's followers would closely resemble Dwarves.

**Materials:** Stone, Sandstone, Gravel, Cobblestone, Bedrock, Glass, Pistons, Iron/gold/diamond blocks and Wool.

**Colours:** Grey, White, Orange, Red

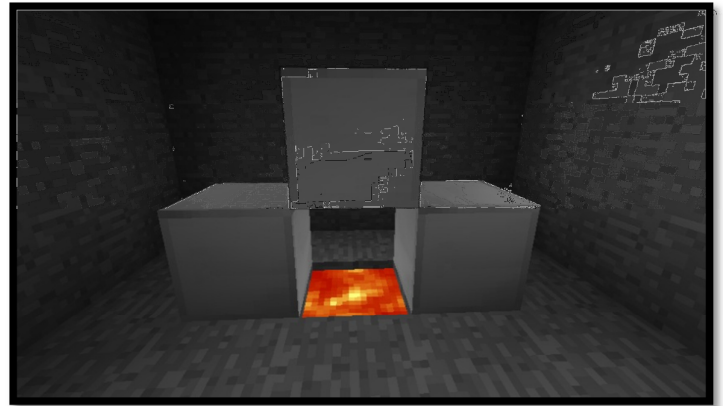
**Foods:** Minimal. Roki would say "Food for little girls only!"

**Biomes:** Savannah, Shrubland, Desert

**Armour:** Iron

**Weapon:** Diamond Sword

**Shrine:** A single square of lava surrounded by iron blocks.



## -- Level 1 – Initiate of Roki --

**Into the Deep:** You must leave the surface for your new home in the deep. Dig to bedrock starting from one of the above biomes. The entrance to the deep must be inconspicuous and hidden as best as possible.

**Hall of Kings:** Locate layer 11 or 12 and carve out a throne room above this layer as large as you please. In the centre of the hall you must place a shrine to Roki. Your starting hall must have a workbench, double storage chest, bed and infinite spring. Make a second room that leads into a mining operation. Table, throne and carpet optional.

**Iron Man:** Now that you are an initiate you must dress as an initiate. You must acquire and maintain a full outfit of iron armour at all times. You may never be without your iron armour.

**I can slice through Stone:** The next 2 diamonds you encounter must become a diamond sword. You must carry this sword with you at all times and if it is ever destroyed it is to be replaced immediately.

## -- Level 2 – Forge Lord --

**It's hot down here:** A new room is to be built off the side of your entrance hall. This will become the forge; the walls are to be flanked with furnaces and you are to create a lava disposal pit in your own particular style.

**Life Line:** A second room is to be created and floored with dirt, plant a SINGLE tree here so your dependence on the surface is lessened (for best results make the room 6+ blocks tall).

**Food is for little girls:** You may now only eat the minimal amount of food to keep yourself alive. You may only eat when your hunger bar is about to hit 0.

## -- Level 3 – StoneHeart --

**Anybody Home?:** You must now fortify the entrance to your deep palace. Wall off the entrance on the surface | place booby traps around the area | the entrance to your main hall should be redesigned to be vault tight | Utilise pistons as doors | lava pits falls | moats | mazes. Get creative. Roki smiles upon good defense.

**Diamoneer:** Forge lords work with inadequate tools! StoneHearts do not! If you do not yet have a diamond pick, shovel and axe acquire them. If they are lost or spent you must replace them immediately.

## -- Level 4 – Dwarf --

**The Mighty Plinth:** The final test is the creation of the mighty plinth. A grand temple is to be built in Roki's name underground with stone steps leading up to the plinth. The plinth is to be built by layering the various levels of resources granted by Roki. Stone > Lapis > Iron > Gold > Diamond. The Plinth can be only 1 block wide to save resources, but the better the plinth the better the Dwarf.

**No blood spilt:** Dying during the creation of the plinth is considered a failure. Tear down the current blocks and break them back down into their base form. You must mine fresh minerals for creation of the new plinth.



# Path of Net – The Lost Faith

*"Why is someone laughing and dancing outside our door? And why can I smell smoke"*  
– Deceased Testificate

Being a priest of Net is stranger than the other 2 paths. Again play minecraft as normal until you are ready to make the transition to an initiate of Net. In comparison with western fantasy troupes Roki's followers would closely resemble anything Chaotic or Evil.

**Materials:** Netherack, Soulsand, Nether Stronghold Blocks, obsidian, fire, redstone, lightstone and Wool.

**Colours:** Purple, Pink, Magenta, Red

**Foods:** Pork

**Biomes:** Any

**Armour:** None

**Weapon:** Flint&Steel / Bucket of Lava

**Shrine:** Netherack in the shape below with each tip on fire.



## -- Level 1 – Slight Psychosis --

**Abandoning Reason:** As logic leaves your mind you decide that you would be better off living in a hole than a more conventional structure. Find a cave, and live in it. Put your workbench, storage chest and furnace there. The stone of the cave may not be altered but you can mine out ores or make additions for defence.

**Chicken Saviour:** You may never harm a chicken. And if you see one wandering into danger you must do everything you can to save it or push it out of harm's way. Any chickens you do save you must lead back to your cave to keep them safe. Name them.

## -- Level 2 – Completely Psychotic --

**I'm Coming Master:** Build an obsidian portal so you can get to the nether! You need to decorate your portal as much as possible, make it look as evil and un-inviting as possible before heading through. Dance upon arrival for several minutes and relish your new home by introducing yourself to the local pigmen.

**Fortress of DOOM:** Return to the nether and using only the material listed for Net; build you a fortress worthy of only the most truly deranged mind.

**I hate you tree:** Plant a single tree in the nether that you can grow for creating tools. Avoid the tree as much as possible. If you do have to cut it down insult the tree loudly in garbled incoherent speech. On occasion lash out at the tree with your sword and swear incoherently. Make sure the tree knows it is your slave. Threaten it with flint and tender and strip it of all its leaves.

## -- Level 3 – Transcended Reality --

**Burn all the things:** Having been to the nether and hung out with the pigmen. You must return to the surface world and spread the word of your faith... by burning things. Burn everything. Everywhere. Everytime you fully burn a forest down build a shrine to Net so the cows know you were there.

**Rend the Land:** Laugh manically as you dance about the destruction of your previous task. Now tear up random pieces of grass and replace them with nether rack then set it on fire. This should give the landscape a chaotic and barren look.

**Waste not the flesh:** Your fascination and connection with Net is growing. You may no longer harm mobs that can harm you. You instead must flee and find a way around them.

## -- Level 4 – Where the Madness Begins --

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# Path of Nixos

*"Knowledge is Power"*

- Nixos

Long before the creation of Steve when the three primes were still at peace a man was born with an intelligence and wisdom unmatched by those around him. He desired to understand all things material in the world of minecraft. Thus he began to study the energies of the world; first learning to harness the power of Redstone to automate various faculties of his life. Next he learned the application of potions, and the power they could bring. Finally he mastered the power of enchanting and spread the knowledge far and wide. The gods, amazed at the way this mere mortal was able to harness the energies of the universe; each agreed to grant him a place as a prodigy. And thus Nixos was born.

This path gives the player open and brief instructions and leaves him or her to gather the knowledge on how to get there on his or her own. Hence the term that knowledge is power. This path is good for those who have not yet played with potions, enchanting, or Redstone and wish to gain a better understanding of each!

**Materials:** All and any, as long as they are used creatively.

**Colours:** Purple, Blue and White.

**Foods:** Any.

**Biomes:** Any.

**Armour:** Enchanted Any

**Weapon:** Enchanted Diamond Sword

**Shrine:** Your tower acts as the shrine to Nixos.



## - Apprentice -

**The Tower:** Build a tower to begin your study of the world's energies. This tower acts as a shrine to Nixos and should be treated as such. Desecration by creepers or ender man should be met with swift and ruthless vengeance.

**The Beacon:** Place several flashing Redstone beacons on, in or around your house as a symbol of your devotion to the knowledge of energies in the minecraft world.

**Tracking Progress:** One of the rooms in your tower should be dedicated to keeping track of your progress through the great quest for knowledge. Place 3 Redstone torches on platforms hooked to switches. Label each of them with signs "REDSTONE", "POTIONS", "ENCHANTING". They are to be switched on upon the completion of a "knowledge".

## KNOWLEDGE: Redstone

**Automating Reality:** Automate various functions of your tower. Create a doorbell, as well as a switch that opens block style doors using pistons. Automate farming of wheat, cacti, and reeds (these farms don't have to be huge, just as long as they work). Also work towards creating on/off lighting using glow stone and pistons.

## KNOWLEDGE: Potions

**Synergy of Matter:** Create a room dedicated to potions and complete the following 3 potions to prove you have mastered this path: Potion of Slowness Extended, Potion of Harming II, and Potion of Weakness Extended.

## KNOWLEDGE: Enchanting

**Condensed Energy:** Create a room dedicated to enchanting and complete the following 4 enchants to prove you have mastered this path: Boots of Feather Fall IV, Helm of Respiration III, Pick of Silk Touch I, and Sword of Fire Aspect II. The items can be any material, and have other enchants stacked on top, as long as the listed enchants are present then that item is valid for completing this Knowledge.



# Path of Penna – The High Faith

*"If the stars should appear but one night every thousand years how man would marvel and stare"*

- Skychild

Penna is the female god of air and is a close relation to Terrae, but her followers don't agree with traditional forms of violence. They have learnt to use light against their enemies to keep them out of their domains. 99% of deaths in the high faith are caused by lack of oxygen and consequently stumbling from one of their sky temples. Fey children on the surface humorously refer to these followers as "falling stars".



**Materials:** Gold blocks, wool, smooth stone, planks, Lightstone, glass and water.

**Colours:** White, Cyan, Blue

**Foods:** Bread harvested from sky farms.

**Biomes:** None, live in the sky!

**Armour:** None.

**Weapon:** Forbidden!

**Shrine:** Lightstone on top of glass blocks. The lightstone block must be above Z level 100 and the glass will extend down as far as possible -> creating another star in the sky.

## Level 1 -> SkyChild

**I stand with the gods:** You must construct your first sky temple. You may only build at layers 120 or higher (7 blocks below max). Build first a medium sized platform to place your shrine and first bed upon. Waterfalls off the edge are a nice touch to the platform.

**Purified:** Trips back to the surface are necessary but frowned upon. Build a cleansing bath/pool/waterfall/shower either at your main platform or extending off it. You must purify yourself whenever you return from the surface.

## Level 2 -> SkyFarmer

**Sky Farm:** Construct your sky farm, a new platform off the side of your sky temple that is open to the Eye of Terrae so she can help you farm grow. Your sky farm must contain a sizeable wheat farm as well as several trees. You may only eat wheat from this point forward.

**Complete Peace:** You may no longer wield any weapons. Mobs can be combated using natural obstacles but you must avoid killing them. Dungeons you find must be purified with light, and not with violence.

## Level 3 -> Child of Light

**The angels song:** You must have music playing in your sky temple at all times. Build a jukebox and find a record to keep it playing at all times.

**A Beacon:** Light up your sky temple so it can be seen from great distances. Use any methods of lighting available except lava. Surround your sky temple with shrines to Penna originating from the ground.

## Level 4 -> Angel

**Falling Star:** At dusk, destroy the bed in your sky temple and store all the items you have on you. Leap from your tower ensuring your death and become a "falling star". You must make it back to your tower before sunrise and not kill a single mob on your way.

**Path to the Aether:** It is the goal of the priests of Penna to reach the aether and while the mod is in a constant state of Flux this may not be possible. If the mod is available install it, and send your character there for more adventures.

# Path of Poise - The Left Hand Faith

*"All fled—all done, so lift me on the pyre—The Feast is over, and the lamps expire."*  
- A voice on the breeze heard near the ocean

Poise, the male god of the ocean and is the secret son of Roki and Terrae. He is represented via rivers, oceans, sand and clay. Poise is a terrible and powerful god having both the strengths of his father and mother. He is personification of horror. He actually exists in the physical world buried deep in one of the oceans in a long unending sleep. He appears as an octopus, a dragon, and a human caricature.... A pulpy, tentacle head surmounted a grotesque scaly body with rudimentary wings. This path is incredibly difficult to do legitimately. Be warned.

**Materials:** Reeds, Obsidian, Green and Black Wool, Sand, Glass.

**Colors:** Black and Algae Green.

**Biomes:** Oceans and Rivers

**Armour:** Flesh

**Weapon:** Fishing Rod

**Food:** Fish

**Shrine:** Poise is Different in that he doesn't have a shrine. Poise has alters where you must sacrifice your flesh.



## Level 1 → I am the Way

**Unholy Tome:** Poise is an incredibly complex god and to follow his path you must build your first Grimoire to reference from. Find sugarcane and construct paper and then a book. Keep this book in your hot bar from now on. Losing the book means your expulsion from this path; you may not build a new book to restart it. Delete this world and start from scratch.

**Shore Side:** Build a small shack on the edge of a large ocean, build a dock as well. Put a sign at the end of the dock reading: "That is not dead which can eternal lie, And with strange aeons death may die." This will serve as a warning to travellers. Place a boat by the Dock.

## Level 2 → The Way is I

**Into the darkness:** Take your boat out to the deepest point of the ocean and build a small buoy with a torch atop to mark the spot. Descend into the darkness and build a medium sized chamber using the materials listed above on the ocean floor. Be creative. Limit the lighting in your buildings from now on to create a creepy feel. Water must flow freely through all your underwater buildings so you can hear the sound at all times.

**The Black Alter:** Construct an altar with a chair from black or green wool. Behind the alter place a cactus block. You will use the cactus in ritual to shave off your flesh in sacrifice to Poise, bring yourself down to one heart using the cactus and then heal yourself up with Fish. Do this now to consecrate the alter. Surround your alter with paintings from the above texture pack.

**A lowly Sacrifice:** To advance you must complete the ritual. Throw 3 iron bars onto the alter and wait for them to despawn as a tribute to Poise. Then shave off your skin as described above.

## Level 3 → And in the Deep

**The Black Cathedral:** From your entrance hall build down diagonally 10 to 12 blocks. Allow a water flow through the middle of this passage so you can ride a boat down. Once you feel you are at a suitable depth construct a black cathedral. Wall the entire area with black wool and build dark fountains, and water flows (go for an aesthetic gothic look). Build another alter here, and use paintings to enhance the feel of the place. You can create a raised area at the back as a sort of speaker platform, as well as rows of chairs. The roof should be glass and be at the level of the ocean floor so looking up you can see water. You will need to kill a lot of squid to complete this legitimately.

**Cursed Knowledge:** Having done so much for Poise he has granted you much knowledge. You must store all this knowledge in a library. Off the side of your cathedral build a library to store the many dangerous tomes of lore related to Poise.

**A Kingly Sacrifice:** To advance you must complete another ritual. Throw 3 Golden Bars onto the alter and wait for them to despawn as a tribute to Poise. Then shave off your skin as described above.

## Level 4 → Is where I'll Die

**Drowned:** Construct a secret room leading off your cathedral, use pistons or paintings for the secret doorway. Put your storage chests, workbench and bed here. Then entirely flood the room. This is the only place you are allowed to construct tools in now, and all your important resources must be kept here. This is the only bed you may sleep in now. Utilise doors and clever building for air.

**A Godly Sacrifice:** To summon Poise himself you must complete the final ritual. Throw 10 Iron, 5 Gold Bars and 3 Diamond onto the alter and wait for them to despawn as a tribute to Poise. Then shave off your skin as described above. When you sleep that night Poise will take over your body and use it to sweep his slimy darkness over the land. Path completed and world destroyed ...

## Path of Shen

*"I am the deserts rage, your villages will burn"*  
- Flame Serpent

**Materials:** Sand, Sandstone, Glass, Lava, Obsidian and Cacti.

**Colours:** Yellow, Red and Orange.

**Foods:** Flesh of the enemy.

**Biomes:** Desert.

**Armour:** Enchanted Iron

**Weapon:** Fire Enchanted Diamond Sword

**Shrine:** 2 high Sandstone with a torch on top



### - Level 1 - Desert Hermit -

**Embracing the Sand:** Head out and find the largest and harshest desert biomes possible and build a home from sand, glass, and sandstone. This will be your main shelter and it is to be built with defence in mind as Shen is a god of war. The roof should be accessible for archery and the perimeter should be laden with cacti to damage hostile mobs.

**Tools for War:** A room in your house should become a dedicated armoury. Stock the armoury with the following items before proceeding: a wooden sword, a wooden bow, a stone sword, an iron sword, a full set of leather armour, and a full set of iron armour.

**Warning Signs:** So the other paths understand this territory is claimed in Shens name litter the perimeter of your house (or ever the entire border of the desert if you're feeling pious) with shrines to Shen. This will make people think twice before encroaching on your territory.

**Always Ready:** You must always, always have a weapon in your hot bar, to be without a weapon is a DIRE failure in Shens eyes.

### - Level 2 - Desert Nomad-

**Pyramid of Trials:** Construct a mighty pyramid, and have the interior contain no light. Let's mobs spawn as a trial and training grounds. Kill 10 creepers, and 10 skeletons within to consecrate the pyramid. Continue to train here when there are no villages to burn.

**Faith in Rage:** Head out into the world and hunt down villages of testificates. Murder them all and burn there villages to the ground. Take what valuables you can from the village to appease Shen. Destroy and massacre 2 villages to move forward.

**Consume the Fallen:** You may only eat rotten meat and food pillaged from towns (wheat fields included) from this point forward. You may counter the effects of food poisoning with milk to help keep you strong.

### - Level 3 - Sand Shepherd –

**Pyramid of Composure:** This pyramid will act as the only place from this point forward that you can contain your fiery rage. Within the pyramid is the only place you can craft new items, smelt ores, harvest crops, sleep, brew potions or enchant things. When outside the pyramid you are considered to be a raging ball of fury that destroys everything in its path. Breaking this rule means expulsion from the path. As soon as you become a Sand Shepherd move all your living necessities within this pyramid.

**Rage Manifests:** Obtain a diamond sword and enchant it with the fire aspect. Use this sword to burn and massacre 2 more villages, make sure to take the valuables!

### - Level 4 - Flame Serpent –

**Fire Affinity:** Complete a set of complete iron armour, one of the pieces of armour must have the fire protection enchant on it, you may now only use your diamond fire sword and a bucket of lava as your weapon. (you may make and re-enchant your diamond sword when it breaks).

**Nether-Bane:** Head to the Nether in Shen's honour to battle with the forces of Net. Destroy 10 ghasts, 50 zombie pigmen, 5 blazes and 5 magma cubes.

**Ender-Bane:** Locate a stronghold and head to the end, kill the ender dragon as a sacrifice to Shen. When you have killed him strip yourself of your armor and weapon and kill yourself in your bucket of lava. You go on to Shen's realm to forever hunt with him. Delete your game world.

# Path of Cynia

"A priest of Cynia? ..... RUUNNN !..."  
- Local Testificate

Priests of Cynia are obsessed with Winter and are dangerous foes. Again play minecraft as normal until you are ready to make the transition to an Ice Hermit.

**Materials:** Wool, Ice, Snow blocks, Glass, Diamond Blocks

**Colours:** White, Blue

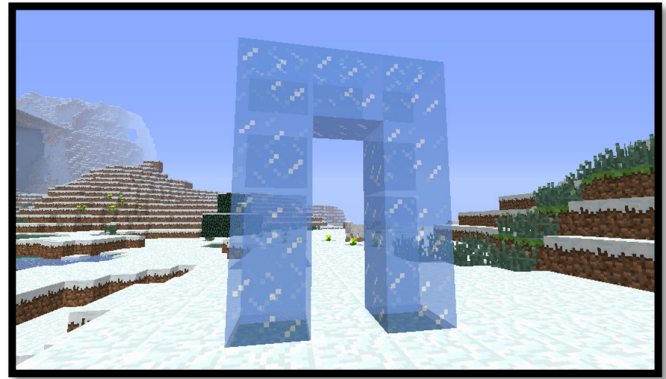
**Foods:** Raw Fish

**Biomes:** Tundra

**Armour:** Enchanted Diamond

**Weapon:** Potions

**Shrine:** See Right



## Level 1 -> Ice Hermit

**Winter Is Coming:** Find the largest snow covered biomes you can and centre yourself in the middle of it. Begin production of a crystal tower for yourself built from Snow, Glass and Ice. Diamond blocks can be added for an extra touch.

**Ice of the Earth:** Dig for diamonds and only use them from this point forward. You may only go back to an iron pick if you need to mine more diamond. This will require an extensive branch mine system.

**Silks' Touch:** Build your enchanting table and get access to a pick with silk touch as soon as possible. Silk touch will be required to work with Ice as is used extensively by the priests of Cynia.

## Level 2 -> Ice Nomad

**Wolf-Tide:** Find and tame a large contingent of wolves to use as your bodyguards and shock troops. Build snow huts for them to live in. Naming them is encouraged but optional.

**Spell caster:** You may only use magic to fight your enemies from this point forward. The only way to use magic to damage enemies is with potions. Start making splash potions to help you fight off enemies. For single kills you can simply punch mobs and let your wolf army do the dirty work.

**Frozen Fish:** You may only eat uncooked fish for sustenance from this point forward.

**Pride:** The priests of Cynia are extremely proud and soon come to believe they cannot be damaged in combat. If you are hit by an enemy for any hearts let your wolf finish him. The wolf that lands the finishing blow must be beaten to death in a ritualistic fashion as a reminder that all things can die.

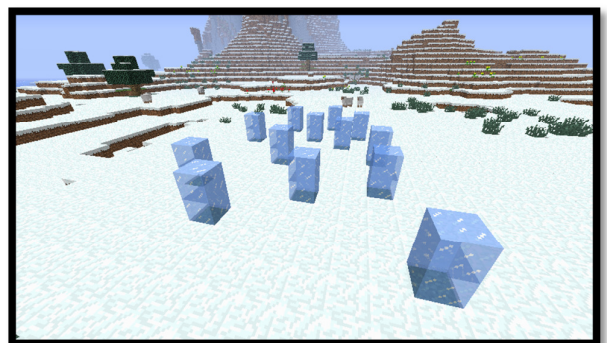
## Level 3 -> Snow Shepherd

**Roki's Eye:** When the eye of Roki is full upon the world (*full-moon*) you must make your presence known to him. Go to your shrine and sacrifice a wolf in his name using the traditional Cynia method (*beating them to death with your hands*).

**Snow Guardians:** Protect your fortress using snow golems. Trap them in small cages to act as turrets to the main entrance of your Ice Fortress and build many of them outside to stalk your biomes and eventually -> act as caretakers to your Ice Graveyard.

## Level 4 -> Ice Wraith

**Souls for Cynia | The graveyard of ice:** Go out and find testificate villages and murder the inhabitants. Count every testificate you kill and when returning to your ice biomes build a small 2 high ice structure representing each testificate and the soul you ripped from his body. See insert for a true Wraiths ice graveyard. You will be counted as a true Ice Wraith when your graveyard consists of 40 souls.





## Path of Glueco - The Cake Faith

Glueco loves cake. Build cakes for him. Cakes as far as the eye can see.

**Materials:** Cake, Cake, Cake, Pink Wool, White Wool, Cookies and Cake.

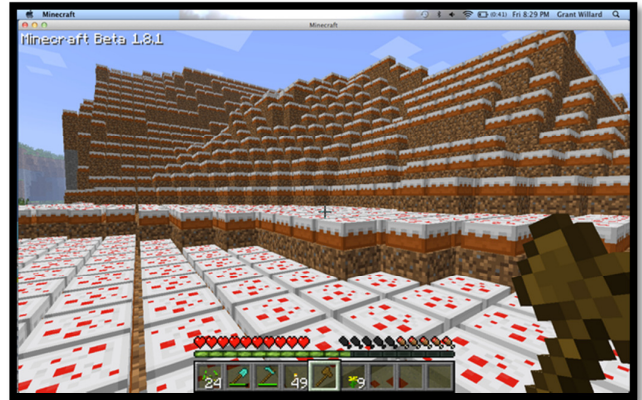
**Colors:** Pink, White and CakeColor.

**Biomes:** None

**Armour:** Cake Armour? Glueco demands you figure this out ...

**Weapon:** Wielded Cake.

**Shrine:** White wool on top of pink wool. Topped with ... Cake.



### Level 1 -> Sugar Rush

**Cake Processing Plant:** Build a tiny shed out any materials you prefer. Build entirely from pink and white wool for bonus points. Label the outside of the house with a sign titled "Cake Processing Plant".

**Glorious Sugar:** Begin the hunt for sugar cane. After procuring some build a fenced off area outside your processing plant to farm the sugarcane, the larger the better. Include a wheat farm in this area as well.

### Level 2 -> Diabetic

**Chicken Pit:** Dig straight down (*the horror*) for about 32 blocks. Ladder all the way back up to the top and then place torches all around your processing plant to increase friendly mob spawns. Any chickens that spawn push them into the pit. Any other mobs should die if they fall in. Climb down every now and again to collect the dropped eggs.

**Milk Moustache:** Try to herd cows that spawn into a fenced off area by the side of your processing plant. Gather as much milk as you have buckets. If you don't have buckets search some caves for iron and make some. Cakes must be built!

### Level 3 -> Cake Warrior

**Victory is Mine!:** The time has come to construct your first cake. Having harvested the necessary ingredients; bake a cake and place it in the centre of your cake processing plant. This cake is to never be eaten.

**Food Fight:** Bake a new cake and wield it as a weapon. Kill one of every mob with this cake to make Glueco smile.

### Level 4 -> InCakeSane

**Om Nom Nom:** Never stop building cakes. Never log out of minecraft. Quit your job, drop out of school, use coffee to limit sleeping. Spend your time building cakes. Forever. Layer the minecraft world in them. Cakes FOR THE CAKE GAWD! HOOOOOOWWEEEAARRGGHHHH !

# Path of Moouka ("Moooo!")

"Moooo?"

- Priest of Moouka

Priests of Moouka moo. They sit on their mooshroom islands milking mushroom soup from there mooshrooms while mooing fondly to themselves. A simple, peaceful, and abstract path concerned with building and working with mushrooms and mooshrooms. Again play minecraft as normal until you are ready to make the transition to Moo.

**Mooterials:** Mycelium, Mushrooms, Wool, Moo

**Colours:** Red, Brown, Moo, Purple

**Foods:** Mushroom Soup

**Biomes:** Mushroom Island

**Armour:** Mushroom

**Weapon:** Moo

**Shrine:** Mooshrooms



## Level 1 -> Moo

**Pilgrimoooge:** Stock up with food (mushroom soup preferred) and head off looking for the rare mushroom biomes.

Many priests of Moouka do not even complete this step due to the rarity of these locations.

**Gentle Beast:** Never, ever, never-ever harm a cow. Under any circumstances. If you harm a cow un-install minecraft and set fire to your computer. If the fire spreads to your house or family let it or them burn down ... *(this is a joke, never actually do this)* Never eat beef from this point forward. Only mushroom soup can be consumed.

## Level 2 -> MOOOOO!

**Mushroom Kingdom:** Start building a few houses out of giant mushrooms for you and the cows to live in. Build at least 3 or 20 houses for the cows. Push them into the houses if they are not grateful but never hurt them.

**Dirty Dirty Dirt:** Cobblestone off a small area and dig up and replace the dirt to stop the spread of Mycelium. Here you can plant trees so you never have to leave the island. Plant at least one of every tree.

**Mooshroom Farm:** Mushrooms love mushroom islands. Create a mushroom farm outside in the glowing light of the sun. Though terrae would normally rend the mushrooms from the ground with her powerful eye; on your mushroom island she is thwarted. The mushrooms will spread and the cows will be happy and Moo.

## Level 3 -> MOOUMOUU!

**Spread Moouka's Kingdom:** Moouka feels unhappy with the very rare patches of land he possesses. Spread the Mycelium onto other islands so that they are soon covered in the precious purple that he loves so. This will require a pick enchanted with silk touch and enchanted with Moo.

**CowPocalypse:** Breed everything on your island. Multiple times. Drown out all other sounds on your island with the glorious Moo. Rebreed and rebreed until every square inch of your island is covered in mooshrooms. Smile. This will take a lot of wheat. A reprieve from Moo island is allowed in order to grow large amounts of wheat.

## Level 4 -> Hello Yes, This Is Cow?

