

# Affinity

Affinity is a group of four elements that you can level up and master in order to give certain buff and advantages.

A more detailed description can be found [here](#).

Your current affinity levels can be looked at with [/affinity](#), [/skill](#), or [/mastery](#).

Affinity comes in these four elements:

- Improve your skill in this element by traveling (Either by swimming, walking, or running but not flying). Exp from traveling is collected and added to your levels every ? seconds.

Increasing your mastery of this element will grant you these things (scaled by the level you are at):

- Reduces anvil costs
- Increases experience orb value

**Fire** - Improve your skill in this element by fighting creatures and enemies with a close range weapon (i.e. sword, axe, etc..)

Increasing your mastery of this element will grant you these things (scaled by the level you are at):

- Increases attack damage

**Water** - Improve your skill in this element by fighting creatures and enemies with a close range weapon (i.e. bow, crossbow, etc..)

Increasing your mastery of this element will grant you these things (scaled by the level you are at):

- Increases health regeneration

**Earth** - Improve your skill in this element by mining naturally occurring blocks. Certain blocks (such as obsidian) will give more exp per block than others. Blocks placed by a player will not count towards this skill.

Increasing your mastery of this element will grant you these things (scaled by the level you are at):

- Increases damage resistance