

Server Event: UHC

What is UHC?

UHC (Ultra-Hardcore) is a Dragonstone Event that takes place on a special event server.

Players compete for resources and equipment in a 1000x1000 world before PvP is enabled and the world border begins to shrink.

You are rewarded (typically with forge materials and shards) for participating in the event, killing players and surviving the longest!

How does UHC work?

When the event is about to begin, everyone online is sent to the event server where you will wait in a glass box floating in the sky. Here you can select a kit, as well as your team color. If the UHC is in team mode, you can also form teams with other players!

Once most people are ready, an admin will begin the event and a 15 second countdown will start.

When the countdown finishes, all players are randomly teleported around the map where you may begin to obtain resources.

For the first 15 minutes, PvP is disabled. This is your opportunity to gather resources in one of several ways:

- Flowers will drop random items and experience points when broken.
 - They can drop almost any item in the game, even bedrock!
- You start with 64 lucky blocks in your inventory which you can break to trigger random events.
 - These events can be positive or negative. Lucky blocks can also drop special wands!
- You can also mine blocks and ores for resources.
 - Axes will chop entire trees from one block.
 - Ores will be auto-smelted and doubled.
 - All ores spawn on all Y levels.

Once the 15 minute timer has ended, PvP is enabled and the world border will begin to shrink, slowly bringing players closer together at the center of the map. (Typically x0 z0).

You may encounter other players who will typically try to kill you for your loot.

Note that depending on the settings and modifiers of the current game, you typically begin with a lot of health. (60-100 HP)

Natural health regeneration is disabled once the 15 minute grace timer ends!

The only ways to regenerate health in UHC is through the following methods:

- Golden Apples
- Regeneration Wands
- Potions
- Golden Heads
- Lifesteal Enchantment
- Event Modifiers

To be continued...

Wand Types:

- Regeneration Wand
- Fire Wand
- Invisibility Wand
- TNT Wand
- Slime Wand
- Lightning Wand
- Shield Wand
- Potion Wand
- Nature Path Wand

Special Items:

- Dark Hole
- Mini Volcano
- Enderman Soup
- Hot Potato
- Ice Bow
- Auto Bow
- Multi Bow
- Explosive Bow
- Homing Bow
- Hook Bow

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