Tombstones



Tombstones spawn whenever a player dies. Their items are kept locked inside, until either they or another player collect them, or until the timer runs out. The tombstones of regular players are protected for 10 seconds and remain for 1 hour before despawning and dropping the items contained within. Tombstones disappear as soon as it's emptied, or again, expire. In the 1.17 series of the server, tombstones are represented by Soul Campfires. However, previous versions, such as 1.14, for example, simply used a renamed chest, that had similar mechanics.

The tombstone will try and place the items back in the slots they were in when the death occurred if possible, however will result to filling like any other item if the corresponding slot or slots are unavailable.

Players will be given a message in chat telling them the exact co-ordinates of the tombstone.

You can right click a tombstone to auto-loot it and the items will be returned to your inventory in exactly the inventory slots they were in when you died. You can also shift-right-click a tombstone to view its contents and take individual items or experience points. If you do not have enough inventory space for all the items in your tombstone, some items will remain in the tombstone until there are inventory slots available for them.

Tombstones retain 50% of your experience points.

You may use **/tombstone** to view your active tombstones.

Unlocking a tombstone allows it to be opened by other players.

Legacy Information - Removed in 1.19

- The tombstones of peaceful players are protected indefinitely and remain for 2 hours.

- Peaceful player tombstones will retain 75% of the player's experience points.

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