

MCLRANKS

Earned Ranks

Five separate ladders, 34 titles, and not one of them is for sale. You climb all five at once just by playing, and you choose which single title you wear.

COMMAND	LADDERS	TITLES	BUYABLE
/rank	5	34	none of them

THE WHOLE SETUP, IN ORDER

- 1 Type /rank
- 2 Pick the one you wear
- 3 Collect what each tier hands you

1 Type /rank

It lists all five ladders at once: the title you currently hold on each, your score, and what the next title needs. Nothing to sign up for - you have been scoring on all five since the day you joined.

2 Pick the one you wear

You are never wearing five tags at once. Choose one and it becomes your name in chat, in the tab list and above your head.

/rank dungeon	Wear your Dungeons title
/rank town	Wear your Towns title
/rank mcmmo	Wear your Mastery title
/rank pvp	Wear your War title
/rank jobs	Wear your Trade title
/rank donor	Wear your donor rank instead
/rank none	Wear nothing

Change it as often as you like. The switch shows on your very next line of chat, with no relog.

3 Collect what each tier hands you

Crossing a tier pays out on the spot - crate keys, extra homes, extra auction slots, a vault, a bigger vault, /workbench, warps and particle effects. You do not claim them; they simply arrive.



None of this can be bought

There is no store item, no donor rank and no crate that grants a single tier on any of these five ladders. That is exactly why the War ladder is allowed a small stat reward where nothing purchasable ever could be.

Dungeons - Torchbearer to Deathless

Scored on dungeons cleared.

Torchbearer	1 clear
Tombwalker	5 - a Relic key
Delver	15 - your own vault
Vaultbreaker	35 - an extra auction slot
Deepwarden	70 - warps to both dungeons
Ruinlord	120 - the Ender Aura trail
Deathless	200 - the top home tier

Towns - Settler to Archon

Scored on what YOU did, never on your town's totals. Joining a big town does not hand you the mayor's title, and leaving a town never wipes what you earned.

Chunk you claim	3 points - to whoever ran the claim
Founding a town	25 points
Founding a nation	40 points
Each day as a resident	1 point
Settler	10
Freeholder	40 - a Quartermaster key
Steward	100 - an extra home tier
Magistrate	220 - an extra auction slot
Castellan	450 - a large vault room
Archon	800 - the Divine Halo trail

Mastery - Apprentice to Luminary

Eight mcMMO skills added together: mining, woodcutting, excavation, herbalism, swords, axes, archery and unarmed. Each one counts for at most 200, so a single maxed skill cannot carry the ladder - Luminary means you are near the top of all eight.

Apprentice	150
Journeyman	350 - a Scribe key
Adept	600
Master	850 - /workbench anywhere
Grandmaster	1100 - a large vault room
Sage	1350 - the enchanting warp
Luminary	1550 - the Arcane Flame trail

Repair, Salvage, Alchemy, Smelting, Fishing, Acrobatics and Taming are deliberately left out. Those seven are the ones you can farm at an anvil or standing still.

Trade - Hireling to Guildmaster

Your Jobs levels added together across all twelve jobs, each counting for at most 100.

Hireling	20
Tradesman	55 - a Scribe key
Guildsman	100 - an extra auction slot
Provisioner	155 - /workbench anywhere
Magnate	210 - a large vault room
Guildmaster	260 - the Green Sparks trail

Not in a job yet? /jobs browse. You can hold several at once.

War - Skirmisher to Scourge

Scored on kills, and it is deliberately not a farm.

Killing up	worth up to double, the further above you they are
Killing down	worth as little as 5% - stomping newcomers pays nothing
Same victim twice	halves each time, for two hours
During a declared war	worth 1.5x

Just logged in	under a minute online and the kill does not count at all
Dying	costs 4 points, and your score never goes below zero
Skirmisher	25
Raider	90
Reaver	200 - a Patina key
Bloodsworn	400 - one extra heart
Marauder	700 - two extra auction slots
Warbringer	1100 - a second extra heart
Warlord	1700 - the Inferno trail
Scourge	2500 - the Blood Helix trail



The two hearts are the only stat reward on the server

They are earned and they cannot be bought, which is the whole reason they are allowed. Extra hearts help you survive someone stronger and do almost nothing to a fight you were already going to win, so they do not compound against newer players.

Wearing your donor rank instead

/rank donor puts your bought rank back on as a title, so supporting the server never costs you the choice. You can swap between it and any earned title whenever you like.

Staff are the exception - a [Mod] tag is identification, not a cosmetic, so staff keep their real prefix and wear their chosen title alongside it.

Commands

/rank	Every ladder, your score, and the next title
/rank <ladder>	Wear that ladder's title
/rank none	Hide your title

/ranks, /ladder and /titles all do the same thing.