

Ranks & Perks

Two things share the word 'rank' here. The donor ladder is what you can buy, and every perk on it is cosmetic or convenience. The five earned ladders are not for sale at all. Nothing you can buy makes you hit harder, take less damage, or get better loot.

DONOR LADDER

Traveler to Ancient

EARNED LADDERS

5, none buyable

SEE YOURS

/rank

PAY-TO-WIN

none

Traveler

Everyone starts here. Free.

- 3 homes, /tpa, /pay, /mail
- Build freely in the wilderness, join or found a town
- Nether and End access
- A starter set of cosmetics: 5 hats, 1 emote and 1 particle trail
- Up to 10 chest shops of your own
- 2 auction listings at a time - /ah

Mystic

The first donor rank - where the good stuff starts.

Everything in Traveler, plus:

- Your own personal vault - /vault teleports you to a private room
- Claim your own plot - /claimplot, 20x20, placed wherever you like
- 3 chest locks instead of 1
- Access to donor plots for sale and donor-only dungeons
- All 159 hats and all 15 emotes
- 15 chest shops
- 3 auction listings

Hero

Stand out in chat and leave a trail behind you.

Everything in Mystic, plus:

- Coloured nickname - /nick with full colour codes
- All 35 particle trails - wings, halos, footprints, auras
- Bigger claim plot: 25x25

- 5 chest locks
- 20 chest shops
- 4 auction listings

Champion

Quality-of-life that you feel every session.

Everything in Hero, plus:

- /enderchest and /workbench anywhere
- 5 homes instead of 3
- CraftBook mechanics - working bridges, elevators and gates
- All 80 pets to follow you around
- Bigger claim plot: 30x30
- 8 chest locks
- 25 chest shops
- 5 auction listings

Legend

The rank people notice.

Everything in Champion, plus:

- 10 homes - the most on the server
- All mounts and all 9 death effects
- A large vault room - claim it with /vault upgrade
- Bigger claim plot: 35x35
- 10 chest locks
- 30 chest shops
- 6 auction listings

Ancient

The top of the ladder. Everything the plugin has.

Everything in Legend, plus:

- All morphs - walk around as any mob
- All 33 gadgets, all 12 suits, all 35 projectile effects
- Rename your pets
- Always join, even when the server is full
- Largest paid claim plot: 40x40
- 15 chest locks - the most on the server
- 40 chest shops

- 8 auction listings - the most on the server

Two ranks that are given, not sold

These aren't for sale either. They branch off Champion, so they include everything up to and including Champion.

Veteran	Earned through time on the server. Everything in Champion, plus a coloured nickname, all 12 suits, 10 chest locks, 40 chest shops, and the biggest plot on the server - 60x60. It is meant to out-rank everything you can buy.
Artisan	For trusted builders, granted by staff. Everything in Champion, plus WorldEdit and VoxelSniper, creative mode toggle, all projectile and death effects, and the full CraftBook mechanic set.

The five earned ladders

Separate from all of the above, and the reason /rank exists. Five ladders, 34 titles, and there is no way to pay for a single tier on any of them. You have been climbing all five since the day you joined.

Dungeons	Torchbearer to Deathless - dungeons cleared
Towns	Settler to Archon - your own contribution, never your town's total
Mastery	Apprentice to Luminary - eight mcMMO skills added up
Trade	Hireling to Guildmaster - your Jobs levels added up
War	Skirmisher to Scourge - kills, with heavy anti-farm rules

Crossing a tier hands you crate keys, extra homes, extra auction slots, a vault, a bigger vault, /workbench, warps and particle effects - the same perks the donor ladder sells, earned instead. War is the one ladder with a stat reward: up to two extra hearts at the top end, allowed only because it cannot be bought.

You wear ONE title. /rank shows all five and lets you pick, and /rank donor puts your bought rank back on whenever you like. The full breakdown is in the Earned Ranks guide.

At a glance

Traveler (free)	3 homes - no plot - 10 shops - 1 lock - 2 auction slots - 7 cosmetics
Mystic	3 homes - 20x20 - 15 shops - 3 locks - 3 auction slots - 175 cosmetics
Hero	3 homes - 25x25 - 20 shops - 5 locks - 4 auction slots - 209 cosmetics
Champion	5 homes - 30x30 - 25 shops - 8 locks - 5 auction slots - 289 cosmetics
Legend	10 homes - 35x35 - 30 shops - 10 locks - 6 auction slots - 320 cosmetics
Ancient	10 homes - 40x40 - 40 shops - 15 locks - 8 auction slots - 465 cosmetics - everything
Veteran (given)	5 homes - 60x60 - 40 shops - 10 locks - 6 auction slots - 301 cosmetics

Cosmetics are on at spawn and inside any Towny town. They switch off in the wilderness and during a war - see the Cosmetics guide.

Buying a rank

Ranks are applied automatically within about 30 seconds of your purchase completing. If yours hasn't appeared, make sure you've joined the server at least once with the name you bought it for. That is how the rank finds you.



Nothing here is pay-to-win

No purchasable rank grants flight, invisibility, god mode, better gear or better loot. Cosmetics carry no stat bonuses - a hat is not armour. Crates contain no diamonds, no enchanted gear, no XP and no money.

A paying player and a free player who put in the same hours end up in the same place - the five earned ladders hand out the same perks this list sells, for free.

Voting is free and gives the single biggest XP swing on the server: +70% mcMMO XP for 30 minutes if you vote on all seven sites, plus \$25 a site and a Relic Key every time.