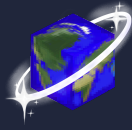


A GUIDE TO SPHERAMC



A Document Dedicated to Clarity for Newbies and OG's Alike

By Calico_Tails



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What is SPHERAMC?

Are you bored of classic towny servers? Have you ever wanted to spice up your playstyle? If you've been craving a towny experience with a twist, then SpheraMC is the place for you! We aim to give players a challenging, yet rewarding experience. It may be tough to find your footing, but lock in, and you'll rise to the top in no time.

Here's a *sneak peek* of what we have to offer:

- ❖ *Hard Mode Setting*
- ❖ *Classic Towny Experience*
- ❖ *Netherite Scrap Economy*
- ❖ *Fantasy Races and Special Abilities*
- ❖ *Large Map and Biomes*
- ❖ *Enhanced Nether and New Structures/Loot*
- ❖ *Custom Recipes*
- ❖ *Custom Drinks*
- ❖ *Monthly End Resets*
- ❖ *Server Wide Events*
- ❖ *Geopolitics and PVP*
- ❖ *Exciting Updates and Development*
- ❖ *And More!*

Getting Started

Spawn

When you first spawn into the world of Sphera, you may be wondering: "Where am I?"

Never fear, because the world is about to unfold before your very eyes. You'll initially spawn in the wilderness, so pick an origin, and feel free to start your adventure at your own pace. If you'd like to get to know a couple useful NPCs, head on over to **/spawn**. Once you get there, you'll find these important figures off to the right hand side in the market:

Swapping Races: In Sphera, you get to pick one race every 30 days—once your 30 days are up, return to this NPC if you want to swap races.

Free Gear: In the early days of your adventure, you're bound to get a little roughed up. You can claim some free newbie gear from this NPC every 12 hours.

Auctioneer: The auctioneer provides quick access to the /ah function by clicking on him.

Random Teleport: If you'd like to trek the desert beyond spawn, be our guest. For a random teleport across the map, tap this NPC instead.



What's Next?

Because this is a towny-based server, mayors and nation leaders will likely be vying for you to join their ranks. If you'd like to join a town, even temporarily, go ahead and accept one of their invites. You'll quickly gain access to resources, protection, and community— though your personal space may be limited at the discretion of your mayor. If you have other plans in mind, feel free to stay alone— be warned though, your items won't be protected and players may hunt you once your newbie protection has worn off (8 hours). To create your own town, you will need 16 netherite scrap.

Whatever you decide to do, be it forging strong alliances or taking to banditry, your future is up to you. Good luck in all of your endeavors! We're glad to host you in the SpheraMC Community.

🌍 The World 🌍

The Overworld

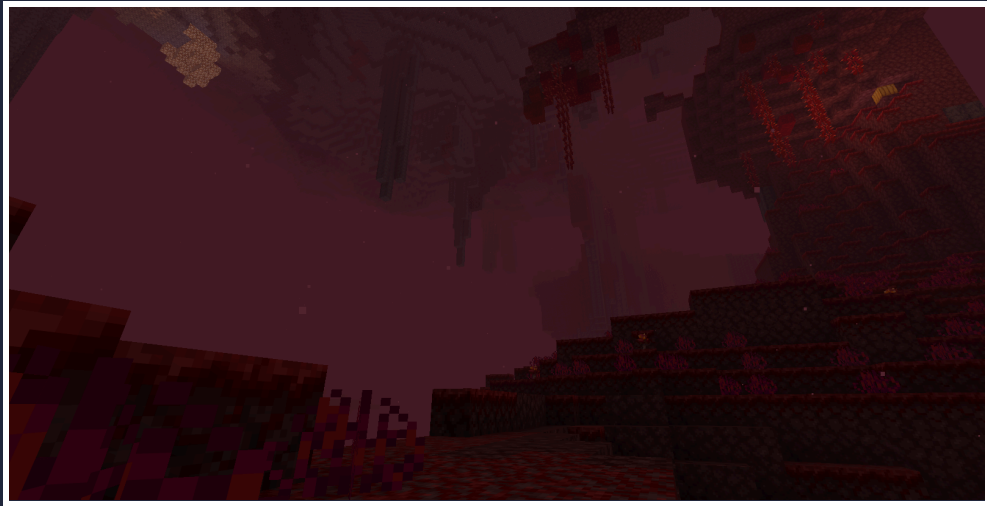
You can access the SpheraMC Dynamap by typing **/map** in the server, or by clicking this [link](#) here. Our world boasts a hefty 50kx50k map size, with large biomes across the board. Walking on foot may take some time, so use the RTP NPC at spawn or **/t spawn (town name)** to travel quickly.

Note: All players outside and above ground are visible and trackable on the map. In order to avoid being hunted by hostile players, drink invisibility potions or travel underground/through the Nether.



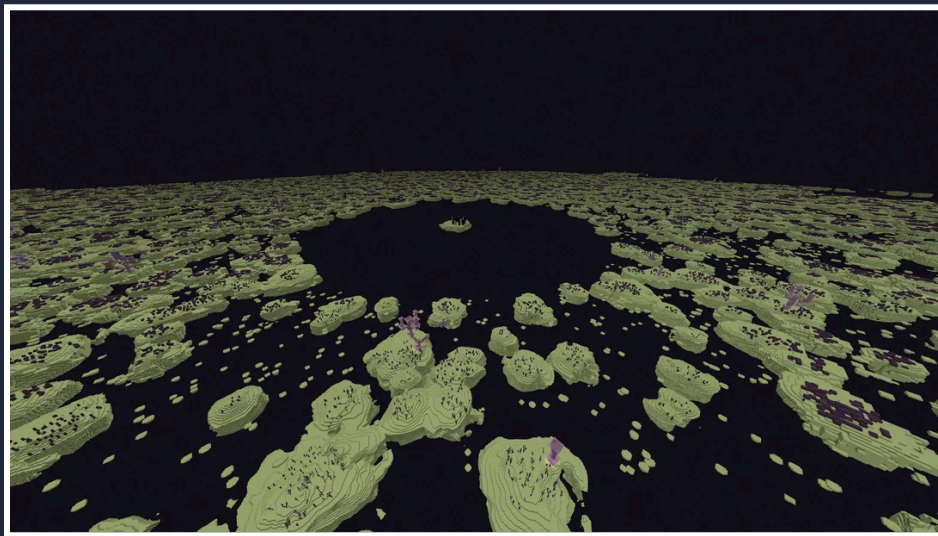
The Nether

In addition to the large map, we have a 10kx10k Nether with enhanced biomes, mobs, structures, and loot for you to enjoy. Take a peek inside and explore to your heart's content! The Nether is reset on a quarterly (or as needed) basis in order to keep the economy fresh. To get more details on the secrets of the Nether, check out the [Amethyst Nether page](#).



The End

Finally, *The End*. On the first Sunday of every month, the End is reset and a fight to defeat the dragon and claim the egg begins anew. Slay the dragon and grab the egg to craft Enderite Armor with Protection V (see custom recipes)! Make sure you have access to an End portal to participate.



★Origins★

One of SpheraMC's most unique features is its use of the Origins plugin! Upon joining the server, you'll be greeted by a menu prompting you to select one of several custom fantasy races. Each one has unique perks and debuffs, all designed to enhance your day-to-day Minecraft experience. Read and

choose carefully– once you select a race, you won't be able to change it for 30 days! In addition, don't close the menu before selecting a race, or else you may default to being a human.

Once your race has been selected, you can use **/origin check** to review your abilities. If you are curious about the other races, you can also use **/origin check origin (race)**.

Here is an overview of each race:

Human

A regular human, born without any special abilities.

Elf

Skilled masters of the bow, elves shoot arrows that are stronger and faster than any other creature's.

- ❖ Skilled Archer: You've trained with the bow for many years, and you shoot your arrows perfectly straight.
- ❖ Piercing Shot: All arrows you shoot deal increased damage.
- ❖ Masterful Speed: Arrows you shoot are twice as fast.
- ❖ Bardic Intuition: Your musical energy may cause creepers to drop music discs without the use of a skeleton.
- ❖ Chime: You absorb the chime of amethyst shards to regenerate health
- ❖ Infinite Arrows: You have infinite arrows
- ❖ Bow Burst: By casting a spell on any regular arrow, you can instantly shoot 3 arrows at once– but this disables your bow for 7 seconds.

Dwarf

Known for their great skill in finding minerals, dwarves spend most of their time in caves deep underground.

- ❖ Fast Miner: You're a well trained miner, so you mine much faster.
- ❖ Dark Eyes: After generations of evolution, you can see in the dark.
- ❖ Strong Arms: You are strong enough to break natural stones without a pickaxe.
- ❖ Careful Miner: Your care and mastery in the art of extracting minerals results in a higher yield.
- ❖ Iron Stomach: You have an immunity to poison and harming potion effects.

Gnome

Known for their miniscule size, gnomes move super fast on land and deal high damage, but only have 2 hearts.

- ❖ Dashmaster: From years of training and racing, you're faster than any horse.
- ❖ Dark Eyes: After generations of evolution, you can see in the dark.
- ❖ Acrobatics: You never take fall damage.
- ❖ Small Bug: You have two hearts.
- ❖ Powerful Swings: You deal twice as much damage.
- ❖ Strong Ankles: You can jump higher by jumping while sprinting.
- ❖ Small Body: You are one block tall.
- ❖ Need for Mobility: You cannot wear heavy armor (chainmail and below).

Merling

These ocean creatures are not used to being out of the water for too long.

- ❖ Gills: You can breathe underwater, but not on land.
- ❖ Fast Swimmer: Your speed underwater is increased.
- ❖ Wet Eyes: Your vision underwater is perfect.
- ❖ Aqua Affinity: You can break blocks underwater about as fast as on land.
- ❖ Like Water: When underwater, you will not constantly sink unless you choose to.
- ❖ Carnivore: Your diet is restricted to meat.
- ❖ Trident Expert: For a short period of time, you can use channeling/riptide without water, and deal extra damage with tridents. This uses extra durability.
- ❖ Ocean's Grace: You deal more damage/have extra health in water/rain.

Angel

A servant of God, they can fly and are adept at healing those around them.

- ❖ Winged: You have elytra wings without needing to equip them in an armor slot.
- ❖ Gift of the Winds: Every 30 seconds, you can launch 20 blocks in the air.
- ❖ Aerial Combatant: You deal more damage while in flight.
- ❖ Need for Mobility: You cannot wear heavy armor (chainmail and below).
- ❖ Acrobatics: You never take fall damage.
- ❖ Claustrophobia: Tight spaces will weaken and slow you.
- ❖ End Inhabitant: Your natural habitat is the end, so you are healthier and stronger there.
- ❖ Healing Touch: Right clicking someone will give them regeneration for 10 seconds.
- ❖ Healing Focus: When standing still, your energy goes towards healing.
- ❖ Brittle Bones: You take increased collision damage (kinetic energy).

Demon

The monstrous spawn of Satan roam the Nether freely, though are weaker in the overworld.

- ❖ Fire Immunity: You're immune to all fire damage.
- ❖ Burning Wrath: When on fire, you deal additional damage.
- ❖ Hotblooded: Due to your hot body, venoms burn up. You are immune to poison and hunger effects.
- ❖ Hydrophobia: You take damage in water.
- ❖ Lava Walker: You can walk on lava.
- ❖ Spirit Strength: You are stronger in the Nether, but weaker outside of it.
- ❖ Bartering Master: You're brilliant at bartering after a lifetime of experience. When bartering, you get 2-5x more valuables.

Kitsune

Sly, stealthy, and so swift that you'll doubt they're there. They stalk in the night and are best at evading close fights.

- ❖ Acrobatics: You never take fall damage.
- ❖ Strong Ankles: You can jump higher by jumping while sprinting.
- ❖ Velvet Paws: Your footsteps don't cause vibrations that can be picked up by certain mobs.
- ❖ Nine Lives: You have 9 hearts.
- ❖ Sly: You are quick.
- ❖ Item Collector: You have a larger pickup radius.
- ❖ Cat-like Appearance: Creepers are scared of you and will only explode if you attack them first.
- ❖ Nocturnal: You can see in the dark.
- ❖ Unwieldy: Your flimsy arms have no way of holding a shield upright.
- ❖ Hydrophobia: Water knocks your max health down to 3 hearts.

Shade

Shades exist between life and death— often shifting between the two.

- ❖ Invisibility: When phantomized, you are invisible.
- ❖ Photoallergic: You will burn in daylight if not invisible.
- ❖ Fast Metabolism: Being phantomized makes you hungry.
- ❖ Fragile: You have 7 hearts.
- ❖ Dark Strength: You deal more damage in the dark, and less in the light.
- ❖ Teleportation: When you throw an ender pearl, it will not deal you any damage.
- ❖ Spectral: Your ghost-like nature prevents you from being detected by skulk sensors when you move or eat.

- ❖ Dashmaster: From years of training and racing, you're faster than any horse.

Vampire

The vampire is a powerful creature of the night.

- ❖ Photoallergic: You will burn in daylight if not invisible.
- ❖ Hydrophobia: You take damage in water.
- ❖ Stronger: Your vampiric nature makes you stronger—your physical attacks deal far more damage.
- ❖ Dark Strength: You deal more damage in the dark, and less in the light.
- ❖ Cursed Power: Hitting something deals it a negative effect for 15 seconds.
- ❖ Leeching: Upon killing mobs and players, you will gain health.
- ❖ Undead Ally: As a fellow undead monster, undead creatures will not attack you unless provoked.

Wizard

Old men in funny hats... need we say more?

- ❖ Better Potions: You consume potions better than most. They will last longer when you use them.
- ❖ Perfect Potion: Get a random potion effect depending on the situation you're in.
- ❖ Pillager Aligned: Villagers don't like you, but pillagers do.
- ❖ Arcane Totems: Totems have a 10% chance to not break on use.
- ❖ Iron Stomach: You have an immunity to poison and harming potion effects.
- ❖ Undead Ally: With your power over darkness, undead creatures will not attack unless provoked.
- ❖ Summon Fangs: You have the ability to summon fangs.

Wolf

Strong and fast, Wolves are creatures that have strength in numbers.

- ❖ Wolf Body: You have 8 Hearts.
- ❖ Werewolf-like: You are stronger, faster, and healthier during the full moon.
- ❖ Alpha Wolf: The wolves you tame are stronger.
- ❖ Howl: By left clicking with an empty end, you can trigger a howl, which increases the speed and strength of nearby wolves and yourself.
- ❖ Wolf Pack: When you are near at least 4 wolves, you gain speed and strength.

- ❖ Carnivore: Your diet is restricted to meat.

💰 Economy 💰

The server economy is based on the elusive *Netherite Scrap*. Our players often joke about SpheraMC's primary theme being suffering, so the Netherite economy sets the tone in all economical interactions. Each scrap holds a value of \$1, with ingots equating to \$4 and blocks to \$36. You can gain money by mining Netherite in the Nether, voting, participating in events, and selling items to other players



Commerce

There are a few ways to go about commerce in the Sphera economy:

- 1) **Chest Shops:** By placing a chest and right-clicking it with an item that you want to sell, you can create a chest shop. If you'd like to sell items in batches or stacks, be sure to be holding the number of items you want to sell in your hand. The chest shop provides an easy method of selling your wares, even when you're offline. Many towns will host shopping centers built around chest shop commerce. However, it should be noted that the minimum price will always be \$1, and the max single unit is 64– so there are some limitations when it comes to selling in bulk.
- 2) **Auction House:** If you don't want to set up a chest shop or are trying to auction off individual items, try using the Auction House with /ah. Here, you can put items up for sale or bidding over a digital interface. On the downside, there is a time limit, and unsold items will expire and must be collected from the collection bin before they are deleted.

- 3) **/trade:** The trade function is best suited for personal deals and arrangements among players– particularly when purchasing an item in bulk. This is also one of the safest methods, as both players must consent to a deal before the trade is made. To make a trade, stand next to the target player and type /trade (username). When a deal has been made, click the stained glass and wait for the trade to complete!
- 4) **Physical Bartering:** This method can be a bit risky, so make sure the players near you are trustworthy! If you don't want to go through the hassle of creating chest shops or using trade, feel free to throw your items at each other– just be wary of any players who might swoop in and steal your stuff~



Towny

Towny is a plugin that allows players to claim chunks of land in order to create towns and nations. By claiming land, players can protect their belongings and themselves from mobs and other hostile players. Towns can also band together to form nations, working together for the benefit of all involved. Make sure you're aware of your borders, or else you might face mischievous trouble makers and enemy players.

Here is list of available and essential Towny commands:

Bookmarks

[🔗 Town Commands](#)

[🔗 Plot Commands](#)

[🔗 Nation Commands](#)

Command List

Command	Use	Rank Access
Town Commands		
/t create (name)	<i>Create a town (\$16)</i>	All
/t delete	<i>Delete a town</i>	Mayor
/t set mayor (player)	<i>Transfers town ownership to selected town member</i>	Mayor
/t claim	<i>Claims a chunk of land (\$1)</i>	Mayor, Co-Mayor
/t set homeblock	<i>Sets the town spawn to the plot stood in</i>	Mayor, Co-Mayor
/t set spawn	<i>Sets the town spawn the the block stood in (can only be done in homeblock plot)</i>	Mayor, Co-Mayor
/t deposit (# or all)	<i>Deposits money (Netherite Scrap/Ingots/Blocks) from inventory into town bank</i>	All
/t withdraw (# or all)	<i>Withdraws money from town bank (Netherite Scrap/Ingots/Blocks) into inventory</i>	Mayor, Co-Mayor
/t set board (message)	<i>Sets a custom message to describe your town</i>	Mayor, Co-Mayor
/t say (message)	<i>Broadcasts a message to all town members</i>	Mayor, Co-Mayor
/t toggle public	<i>Toggles whether unallied nation players can spawn in your town</i>	Mayor, Co-Mayor
/t toggle open	<i>Toggles whether players need an</i>	Mayor,

	<i>invite or not to join a town</i>	Co-Mayor
/t toggle mobs	<i>Toggles hostile mob spawns in the entire town</i>	Mayor, Co-Mayor
/t toggle fire	<i>Toggles fire spread in the entire town</i>	Mayor, Co-Mayor
/t toggle explosions	<i>Toggles effect of explosions in the entire town (block breakage and damage)</i>	Mayor, Co-Mayor
/t toggle pvp	<i>Toggles PvP in the entire town (cannot be used when outsiders are present in claims)</i>	Mayor, Co-Mayor
/t rank add (player) (rank)	<i>Adds town ranks (such as Co-Mayor) to selected town members</i>	Mayor, Co-Mayor
/t set title (player) (title)	<i>Grants custom titles to selected town members</i>	Mayor, Co-Mayor
/t invite (player)	<i>Invites a player to a town</i>	Mayor, Co-Mayor
/t invite accept (town name)	<i>Accepts an invite to join a town</i>	All
/t join (town)	<i>Joins a town (if it is open)</i>	All
/t leave	<i>Leaves a town</i>	All
/t trust add (player)	<i>CAUTION: Grants selected player access to freely build, destroy, use items, open doors/chests, etc. in ALL town plots.</i>	Mayor
/t trust remove (player)	<i>Revokes selected player's trust permissions in the entire town</i>	Mayor
/t set perm build/destroy/switch resident/nation/ally/outsider on/off	<i>Determines what other players can and cannot do within a town</i>	Mayor, Co-Mayor
/t outlaw add (player)	<i>Outlaws a player from your town. If present in town claims, they will be sent to spawn. You will be notified if they enter the town again.</i>	Mayor, Co-Mayor

	<i>*If they die in your town, they will be sent to the designated jail plot (see /plot set jail)</i>	
/t outlaw remove (player)	<i>Removes a player from a town's outlaw list</i>	Mayor, Co-Mayor
Plot Commands		
/plot toggle mobs	<i>Toggles hostile mob spawns in the plot</i>	Mayor, Co-Mayor, Plot Owner
/plot toggle fire	<i>Toggles fire spread in the plot</i>	Mayor, Co-Mayor, Plot Owner
/plot toggle explosions	<i>Toggles effect of explosions in the plot (block breakage and damage)</i>	Mayor, Co-Mayor, Plot Owner
/plot toggle pvp	<i>Toggles PvP in the plot (cannot be used when outsiders are present in plot)</i>	Mayor, Co-Mayor, Plot Owner
/plot fs (#)	<i>Sets plot for sale at designated price</i>	Mayor, Co-Mayor
/plot nfs	<i>Removes plot from sale</i>	Mayor, Co-Mayor
/plot claim	<i>Claims a plot that is for sale</i>	Mayor, Co-Mayor, Town Members
/plot set inn	<i>Allows players to use beds and set home in a plot</i>	Mayor, Co-Mayor
/plot set bank	<i>Sets plot as a location to deposit money</i>	Mayor, Co-Mayor
/plot set shop	<i>Sets plot as a shop</i>	Mayor, Co-Mayor
/plot set embassy	<i>Sets plot as embassy (outsiders can purchase/own)</i>	Mayor, Co-Mayor

/plot set arena	<i>Sets plot as arena (PvP enabled, items will NOT be lost on death)</i>	Mayor, Co-Mayor
/plot set jail	<i>Sets plot as jail</i>	
/plot set reset	<i>Resets plot to default</i>	Mayor, Co-Mayor
/plot set name (name)	<i>Sets plot name (repeat command without (name) in order to clear name)</i>	Mayor, Co-Mayor, Plot Owner
/plot group add (name)	<i>Adds plot to designated group</i>	Mayor, Co-Mayor
/plot group set (perm)	<i>Treats plot group stood in as a single plot (compatible with other /plot set commands)</i>	Mayor, Co-Mayor
/plot trust add (player)	<i>CAUTION: Grants selected player access to freely build, destroy, use items, open doors/chests, etc. a plot</i>	Mayor, Co-Mayor, Plot Owner
/plot trust remove (player)	<i>Revokes selected player's trust permissions in a plot</i>	Mayor, Co-Mayor, Plot Owner
/plot set perm build/destroy/switch resident/nation/ally/outsider on/off	<i>Determines what other players can and cannot do within a plot</i>	Mayor, Co-Mayor, Plot Owner

Nation Commands

/n create (name)	<i>Creates a nation (\$36)</i>	Mayor
/n delete	<i>Deletes a nation</i>	Nation Leader
/n set nation leader (player)	<i>Transfers nation ownership to selected player</i>	Nation Leader
/n set spawn	<i>Sets nation spawn to block stood in</i>	Nation Leader
/n deposit (# or all)	<i>Deposits money (Netherite Scrap/Ingots/Blocks) from inventory into nation bank</i>	Nation Leader
/n withdraw (# or all)	<i>Withdraws money from nation</i>	Nation Leader

	<i>bank (Netherite Scrap/Ingots/Blocks) into inventory</i>	
/n set board (message)	<i>Sets a custom message to describe your nation</i>	Nation Leader
/n say (message)	<i>Broadcasts a message to all nation members</i>	Nation Leader
/n toggle public	<i>Toggles whether unallied nation players can spawn in /n spawn</i>	Nation Leader
/n toggle open	<i>Toggles whether players need an invite or not to join a nation</i>	Nation Leader
/n rank add (player) (rank)	<i>Adds nation ranks (such as Assistant) to selected nation members</i>	Mayor, Co-Mayor
/n set title (player) (title)	<i>Grants custom titles to selected nation members</i>	Nation Leader
/n invite (town)	<i>Invites a town to nation</i>	Nation Leader, Assistant
/n invite accept (nation name)	<i>Accepts invite to nation</i>	Mayor
/n join (nation name)	<i>Town joins a nation (if it is open)</i>	Mayor
/n leave	<i>Town leaves a nation</i>	Mayor

! Useful Commands !

Command	Use
/glow	Accesses glow menu (GOLD RANK ONLY)
/cosmetics	Accesses cosmetics menu (GOLD RANK ONLY)
/map	Pulls up link to dynamap
/warp event	Warps player to event area (only during events)
/spawn	Warps player to world spawn
/home	Warps player to last bed slept in
/g	Sets chat to general channel
/tc	Sets chat to town channel
/nc	Sets chat to national channel
/lc	Sets chat to local channel
/msg (player) (message)	Privately messages a player
/r (message)	Replies to previously messaged player, quicker than /msg (player)
/ignore (player)	Hides all messages from selected player
/balance	Checks personal balance
/balancetop	Lists the players ranked by personal balance
/t list by, /n list by	Lists towns/nations by selected criteria
/bottle store (#/max)	Stores EXP in bottle
/mcmmo:(skill)	Pulls up personal MCMMO info for selected skill
/mcmmo:inspect (player)	Pulls up MCMMO stat overview for selected player
/sit	Player sits
/crawl	Player crawls
/spin	Player spins

Brewery Plugin

Calling all alcoholics! Don't miss out on the brewery plugin! If you like to make drinks with wonderful and wacky effects, then this is right up your alley. Through a delicate and refined process, you'll be on your way to leaking liquor in the streets in no time!

Brewing

- 1) Place a cauldron and fill it with water.
- 2) Place a heat source under the cauldron. This can be: fire/soul fire, lava/magma blocks, campfires/soul campfires.
- 3) Add the ingredients for the recipe by right clicking the cauldron with each one.
- 4) Use a clock on the cauldron to check how long the drink has been brewing.
- 5) When the cauldron has brewed for the correct amount of time, use 3 glass bottles to bottle the brew.

Some drinks may be finished at this stage– others will require additional labor.

Aging

For some drinks, aging is an essential part of the process. One day in-game is equal to one year of aging. To age a brew, a barrel is required. This can either be a barrel chest, or one of 2 custom barrels, constructed as seen with a "barrel" sign attached:

Note: Different wood types may affect brews.



Distilling

If a recipe requires distilling, cycle it through a brewing stand with one glowstone dust. One brewing cycle is equal to one distillment cycle. Distillment cycles are usually, though not always, 40 seconds.

Other Information

Quality: Quality (★★★★★) and alcoholic content are displayed via the stars present in the item's info.

Drunkeness: Upon consuming drinks, the player will experience varying effects, some being positive, and others being "negative," though largely unserious.

Sobering: Soberness can be achieved by consuming bread and milk.

🎁 Voting 🎁

Who doesn't love free rewards? We don't know a SpheraMC player who doesn't! By voting for our server, you can help us gain traction and new players. You'll get some sweet prizes, including, but not limited to *Netherite*, *Spawners*, *Tridents*, and *more*. Just enter the vote site, type your username, verify, and vote! Each site *resets either daily or 24 hours between each vote*.



You can access the vote sites by typing **/vote all** in the server and clicking the links, or by using the links in this guide:

- 1) [🔗 MinecraftServers.org](#)
- 2) [🔗 Minecraft Server List](#)
- 3) [🔗 Minecraft-mp.com](#)
- 4) [🔗 Planet Minecraft](#)

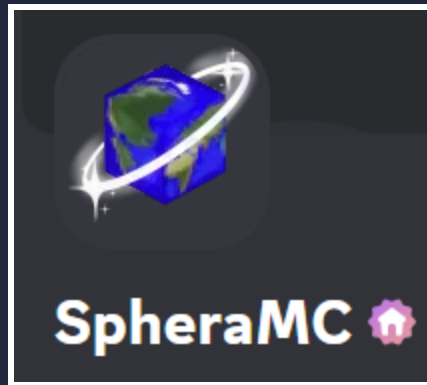
*The server has a vote party count down of 75 votes. When it's been reached, all online players will receive a boosted vote crate with enhanced rewards! If your inventory is full when you've voted, use **/cr claim** when you have inventory space to claim your rewards.*

🌸 Discord & Website 🌸

Discord/Support

For announcements, community posts, and other information, join the SpheraMC Discord. Use **/discord** or click this [🔗 link](#). To access the server chat from the Discord, use **/link** and follow the instructions in order to link your Minecraft account to your Discord account.

Use **/support** or click this [🔗 link](#) to make a ticket in the Support Discord. Moderators may also be contacted via direct messaging in-game or in Discord.



Website/Rules/Store

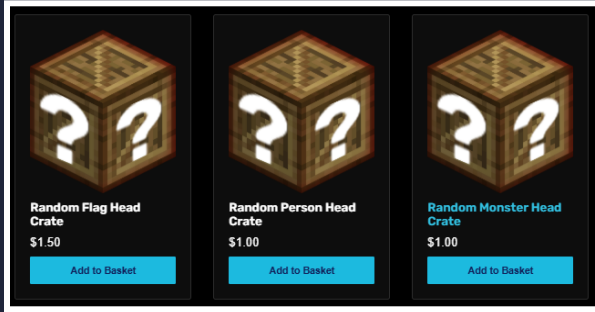
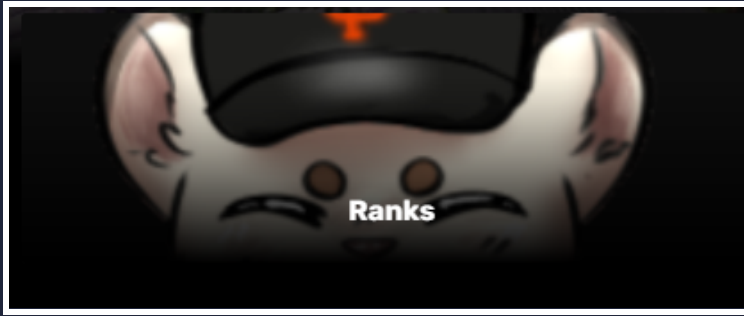
The official website for SpheraMC is <https://www.spheramc.com>

From there, you can access the server IP address (play.spheramc.com), the [changelog](#), [custom recipes](#), the [webstore](#), and the [server rules](#). Please be sure to familiarize yourself with the rules of the server; not knowing the rules is not an excuse for breaking them. If you are unsure about something, please consult a staff member.

Store

If you'd like to support our server and sport some awesome cosmetics, look no further than the [SpheraMC Store](#)! If you subscribe to **Gold Rank**, you will receive *access to a plethora of glow effects, particle effects, and pets!* Numerous cosmetic head crates are available for purchase as well.

Note: All items in the webstore are purely for cosmetic purposes. There are no "pay to win" functions on SpheraMC.



✓ Staff Team ✓



Meet the Staff Team!

Behold: the stellar group of individuals keeping the server well oiled and squeaky clean

Owner: Vectillion

An elusive mute and overall a pretty chill guy! He runs the place behind the scenes, but he shows up in public every once in a while, so be sure to say hi!

Admin: Litholumen

The ferret, the fable, the folktale– he *is* that guy. Litholumen is responsible for the server development and heads up the moderation team. He's pretty cool, so count your blessings when he shows up– beware asking him for favors though...

Moderation: __N3xus__

He's a bit evil– if you see him in the wild, just run... as a moderator however, Nexus is efficient and professional; a prime example of his station!

Moderation: xCternalEclipse

70% saint, 30% mischief– Cat can usually be counted on to help new players adjust to the server. She's always reliable in a pinch.

Moderation: Calico_Tails

Does she ever sleep? The answer may surprise you. She likes to organize documents.