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An informative guide to mcMMO and mcMMO grinding

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630 - March 3, 2014, 12:03 pm

About: Acrobatics is an mcMMO ability that is leveled by taking fall damage. It allows one to 'roll', reducing damage on occasion, holding the sneak key (default shift) you can execute a 'graceful landing' if you want a more-guaranteed cushion, and adds a dodge chance for reducing damage. Keep in mind in order to perform a graceful roll you must hold the shift key within 20 blocks of hitting the ground and even when falling from great heights it will not save you. The cap for dodge is 20% when the mcMMO is at level 1000 for acrobatics.

Breakdown: With the acrobatics skill a player earns experience depending on the amount of damage they take when they fall. Not every fall is worth the same amount of experience, it is based on the amount of hearts a player takes during that fall. Every half heart of damage taken a player gains 120 experience towards ranking up to the next level.

Perks: There are three perks that acrobatics give a player and they will be listed and described below. Rolling Decreases fall damage, sometimes to the point of nullifying it entirely. Likelihood of occurring is directly related to level, with a 0.10% increase for every additional level of acrobatics.

Graceful Roll If you hold down crouch as you fall, there is a chance double that of your roll, for you get to enact a Graceful Roll. As well as having double the chance of a roll, it is twice as effective at reducing damage as an ordinary roll. If you jump from a really high height and hold down crouch as soon as you jump the graceful roll will not happen. For it to happen you have to press and hold crouch if you are falling from about 20 blocks or less above ground.

Dodging Half attack damage taken. Chance increases by 0.025% each level of acrobatics. The dodge chance caps at 20% which is achieved at level 1000.

Tips: Do not wear armor when attempting to grind acrobatics

For every half heart you lose, you end up gaining 120 experience

Mountain biomes can be used for easy experience as well as hilly biomes

If you roll you only gain 80 experience per heart

How to Grind Rank: Due to a recent update and the addition of alchemy the old methods of grinding acrobatics have been patched. There was a method where you could afk and have water streams bring you up a large amount of stairs and you'd fall off of the other end and gain the experience. I will still list the video below, but to my knowledge it no longer works. I've seen a method regarding a player throwing ender pearls in the air, but I have yet to test that method.

Method 1 (out dated):

[\(Click to View\)](#)

<http://www.youtube.com/watch?v=02dBUvp3WVQ>

Method 2:

[\(Click to View\)](#)

I believe that this might work however it will be a resource hog as well as expensive.

<http://www.youtube.com/watch?v=vjsmnl4zdno>

Just to kind of sum everything up I feel that there will be a better method released soon, but it take some time for someone to find a new method. The best way to rank up in my opinion right now is to just go explore and jump off of high places. When exploring you will not only level up acrobatics, but other skills as well.

630 - March 3, 2014, 12:10 pm

About: With a recent update, a new skill called Alchemy has been added to mcMMO. This skill allows players to brew potions faster as well as gain access to previously unobtainable potions.

Breakdown: With the Alchemy skill a players earns experience depending on the amount of potions they make in a brewing stand. Without any perks or levels the time it takes to brew a potion is 20 seconds.

Perks: There is a perk that alchemy gives a player and it will be listed and described below. Catalyst
Speeds up the brewing process Up to level 100 Alchemy your potion brewing speed is at 1x

At level 400 Alchemy your potion brewing speed is at 2x.

At level 700 Alchemy your potion brewing speed is at 3x

At level 1000 Alchemy your potion brewing speed is at 4x

Keep in mind at level 0-99 regular brewing speed is 20 seconds.

As well as the Catalyst speed you need to be certain levels in order to brew specific potions and use specific ingredients. I will list a chart of that below. As with most mcMMO skills there's an eight tier system that the alchemy skills uses, I will list each skill with the unlocked rank below.

Tier 1, level 0-124 Water Lily (Potions of Water Breathing)

Blaze Powder

Fermented Spider Eye

Ghast Tear

Redstone

Glowstone Dust

Sugar

Glistening Melon

Golden Carrot

Magma Cream

Nether Wart

Spider Eye

Suplhur

Pufferfish (All Vanilla Potions)

Tier 2, level 126-249Carrot (Potion of Haste)

Slimeball (Potion of Dullness)

Tier 3, level 250-374Quartz (Potion of Absorption)

Red Mushroom (Potion of Leaping)

Tier 4, level 375-499Apple (Potion of Health Boost)

Rotten Flesh (Potion of Hunger)

Tier 5, level 500-624Brown Mushroom (Potion of Nausea)

Ink Sack (Potion of Blindness)

Tier 6, level 625-749Fern (Potion of Saturation)

Tier 7, level 750-874Poisonous Potato (Potion of Decay)

Tier 8, level 850+Regular Golden Apple (Potion of Resistance)

Tips:Potions can be confusing so refer to this craft when crafting specific potions

http://minecraft.gamepedia.com/Status_effect

Every potion you brew is worth 120 experience per potion, regardless of the potion you are brewing
Each brewing stand can hold 3 potions, that means 360 experience per brewing stand

In order to get to level 1000, you will need to brew 91,750 times

Use multiple brewing stands at any given time to level experience faster and more efficiently

How to Grind Rank: As previously stated alchemy is a new mcMMO skill that was recently added and as of right now I do not see too many ways to grind the skill level. My only suggestion is to make a lot of potions that are not complete resource hogs in order to level up faster and more efficiently. I'd suggest using at least 10 brewing stations at any given time.

Keep in mind since this is mcMMO you need to take each potion out of the brewing stand in order to gain the experience. Although automatic brewing stations are nice and flashy they are not going to be beneficial to you. I'd suggest a large scale operation over an automatic brewing station.

630 - March 3, 2014, 12:57 pm

About: Archery is an mcMMO skill that has been incorporated to give you experience for shooting mobs and enemies with a bow and arrow.

Breakdown: As stated above experience is gained by shooting mobs or enemies with a bow and arrow. Different mobs give you different levels of experience, but shooting either is still effective in the quest to gain experience and level up the skill.

Perks: There are three perks that archery give a player and they will be listed and described below.
DazeWhen shooting and dazing your opponent they are forced to look up and the sky for a brief period of time and it makes it a challenge for them to attack. When dazing an opponent it deals them 4 hearts of damage, which is 2 extra hearts.

Chance of dazing an opponent increases .08% for each level of Archery. The daze ability caps at level 1000 at 80%

Arrow RetrievalThis passive ability allows you to pick up arrows that you have fired at mobs and enemies in PvP. The Chance for this stat increases by 0.10% with each level of Archery. Keep in mind when using an infinity I bow this perk becomes useless, but still can be helpful in certain situations.

Bonus DamageLevel 50, 10% Bonus Damage

Level 100, 20% Bonus Damage

Level 150, 30% Bonus Damage

Level 200, 40% Bonus Damage

Level 250, 50% Bonus Damage

Level 300, 60% Bonus Damage

Level 350, 70% Bonus Damage

Level 400, 80% Bonus Damage

Level 450, 90% Bonus Damage

Level 500, 100% Bonus Damage

Level 550, 110% Bonus Damage

Level 600, 120% Bonus Damage

Level 650, 130% Bonus Damage

Level 700, 140% Bonus Damage

Level 750, 150% Bonus Damage

Level 800, 160% Bonus Damage

Level 850, 170% Bonus Damage

Level 900, 180% Bonus Damage

Level 950, 190% Bonus Damage

Level 1000, 200% Bonus Damage

Tips:Hostile mobs such as creepers, skeletons, and zombies will give you more experience than passive mobs.

Mob spawners do not give you experience towards the mcMMO skill so camping out a spawner will not give you experience towards archery.

Use projectiles, autobow, and fastbow on a client (if allowed)

How to Grind Rank: This is the first skill where a client actually becomes useful to the player. Keep in mind that many servers do not allow clients to be used, but a mod like projectiles where it guides your arrow are hard to detect unless you are fighting in a PvP arena. The best way of doing this would be to grab a few bows and some food and start running around the world killing anything that walks. I'd suggest trying to kill hostile mobs such as creepers, skeletons, and zombies because they give you a lot more experience in comparison to chickens, sheep, cows, etc. If the server has fly enabled you will be better off because flying into an open plain and reloading it once the animals have been slaughtered is an easy way to target certain mob, same goes for hostile mobs at night inside of a desert biome. Cave systems and dark room spawners can also be used depending on the server's mob limit, but mobs coming from an actual spawner will not give you any experience towards your mcMMO skills.

630 - March 3, 2014, 1:09 pm

About: Axes is an mcMMO skill that has been incorporated to give you experience for killing mobs and enemies with an axe.

Breakdown: As stated above experience is gained by killing mobs or enemies with an axe. Different mobs give you different levels of experience, but killing either is still effective in the quest to gain experience and level up the skill.

Perks: There are four perks that axes give a player and they will be listed and described below.
Skull Splitter (active skill) When skull splitter is activated it deals 1/2 the amount of damage dealt to the mob being hit to the surround mobs. This skill is effective for knocking out rooms of players or mobs. Keep in mind that experience is not earned from the mobs getting hit with this effect.

Greater Impact When using the greater impact skill it deals 2x extra damage to mobs and 1.5x damage to other players or enemies. By default the chance of getting a greater impact strike is 25%.

Axe Mastery Axe Mastery is a passive skill that gives extra damage to an opponent or enemy with an axe. The bonus given depends on the players level of skill, every 50 levels of mcMMO it deals an extra half heart worth of damage capping out at level 200 dealing two extra hearts of damage.

Critical Strike Critical Strike is a passive ability which gives players a chance to do additional damage. For every skill level in earned in axes it awards an extra 0.05% chance to deal a critical strike, causing 2x damage to hostile mobs, and 1.5x damage to other mobs.

Tips: Hostile mobs such as creepers, skeletons, and zombies will give you more experience than passive mobs.

Mob spawners do not give you experience towards the mcMMO skill so camping out a spawner will not give you experience towards axes.

Use kill aura on a client to automatically hit a mob to easily give you a better chance at killing them. (if allowed)

How to Grind Rank: This is the another skill where a client becomes useful to the player. Keep in mind that many servers do not allow clients to be used and a mod such as kill aura is grounds for a ban on a lot of servers. There is not too many effective ways to grind axes except for grinding it out in the wilderness. I suggest grabbing a few axes and just going to kill mobs. I'd suggest trying to kill hostile mobs such as creepers, skeletons, and zombies because they give you a lot more experience in comparison to chickens, sheep, cows, etc. If the server has fly enabled you will be better off because flying into an open plain and reloading it once the animals have been slaughtered is an easy way to target certain mob, same goes for hostile mobs at night inside of a desert biome. Cave systems and dark room spawners can also be used depending on the server's mob limit, but mobs coming from an actual spawner will not give you any experience towards your mcMMO skills.

630 - March 15, 2014, 6:01 am

About: Excavation is an ability in mcMMO that gives you experience and items drops for digging.

Breakdown: As stated above experience is gained by digging. Different blocks excavated with a shovel give you different amounts of experience and different drops depending on the block that's being excavation.

Perks: There are two perks that excavation give a player and they will be listed and described below. Giga Drill Breaker (Active) Giga driller is an ability when activated gives you faster excavation, increased drop rate, and more experience when excavation blocks.

Treasure Hunt (Passive) Treasure hunting is treasure dropped for mining specific blocks. The drops given vary from block to block and range depending on a player's excavation rank. The list is long, but it is listed below as found on the mcMMO website.

Treasure Drops: Clay block (guaranteed) Drops 4 clay - Requires 0 levels - Gives 40 experience 100% of the time

Clay block Drops 1 map - Requires level 25 or more - gives 40 experience - 2% drop chance

Clay blockDrops 1 slime ball - Requires level 150 or more - gives 40 experience - 1% drop chance

Clay blockDrops 1 string - Requires level 250 or more - gives 40 experience - 5% drop chance

Clay blockDrops 1 bucket (empty) - Requires 500 levels or more - gives 40 experience - 0.1% drop chance

Clay block1 clock - Requires 500 levels or more - gives 40 experience - 0.1% drop chance

Clay block1 cobweb - Requires 750 levels or more - gives 40 experience - 5% drop chance

Dirt Drops 1 dirt block - Requires 0 levels - Gives 40 experience 100% of the time

Dirt 1 glowstone dust - Requires 25 levels or more - Gives 80 experience - 5% drop chance

Dirt 1 cocoa bean - Requires 350 levels or more - Gives 100 experience - 1.33% drop chance

Dirt 1 mushroom (red or brown) - Requires 500 levels or more - Gives 80 experience - 0.5% drop chance

GrassDrops 1 dirt block - Requires 0 levels - Gives 40 experience 100% of the time

Grass1 glowstone dust - Requires 25 levels or more - Gives 80 experience - 5% drop chance

Grass1 egg - Requires 250 levels or more - Gives 100 experience - 1% drop chance

Grass1 apple - Requires 250 levels or more - Gives 100 experience - 0.1% drop chance

Grass1 cocoa bean - Requires 350 levels or more - Gives 100 experience - 1.33% drop chance

Gravel Drops 1 gravel block - Requires 0 levels - Gives 40 experience 90% of the time

Gravel Drops 1 flint - Requires 0 levels - Gives 40 experience 10% of the time

Gravel 1 gunpowder - Requires 75 levels or more - Gives 30 experience - 10% drop chance

Gravel1 bone - Requires 175 levels or more - Gives 30 experience - 10% drop chance

Gravel 1 netherrack - Requires 850 levels or more - Gives 3000 experience - 0.5% drop chance

Mycelium Drops 1 dirt block - Requires 0 levels - Gives 40 experience 100% of the time

Mycelium 1 glowstone dust - Requires 25 levels or more - Gives 80 experience - 5% drop chance

Mycelium 1 apple - Requires 250 levels or more - Gives 100 experience - 0.1% drop chance

Mycelium 1 cocoa bean - Requires 350 levels or more - Gives 100 experience - 1.33% drop chance

Mycelium 1 mushroom (red or brown) - Requires 500 levels or more - Gives 80 experience - 0.5% drop chance

Sand Drops 1 sand - Requires 0 levels - Gives 40 experience 100% of the time

Sand 1 glowstone dust - Requires 25 levels or more - Gives 80 experience - 5% drop chance

Sand 1 mushroom (red or brown) - Requires 500 levels or more - Gives 80 experience - 0.5% drop chance

Sand 1 soul sand - Requires 650 levels or more - Gives 80 experience - 0.5% drop chance

Soul SandDrops 1 soul sand - Requires 0 levels - Gives 40 experience 100% of the time

Any ShovelDrops 1 gold music disc - Requires 250 levels or more - Gives 3000 experience - 0.05% of the time

Any ShovelDrops 1 green music disc - Requires 250 levels or more - Gives 3000 experience - 0.05% of the time

Any ShovelDrops 1 diamond - Requires 350 levels or more - Gives 1000 experience - 0.25% of the time

Any ShovelDrops 1 cake - Requires 750 levels or more - Gives 3000 experience - 0.05% of the time

Any ShovelDrops 1 cake - Requires 850 levels or more - Gives 3000 experience - 0.05% of the time

Any Shovel1 name tag - Requires 250 levels or more - Gives 3000 experience - 0.05% of the time

Tips: Stick to excavation dirt or sand, they are the most abundant on any world

Bring a lot of shovels, having an unbreaking 3 shovel with efficiency can go a long way

How to Grind Rank: This is another skill where a client can come in handy. I personally prefer the huzuni client for this because the nuker feature is very noob friendly, but will set off a lot of no cheat errors so be careful. I would also suggest going into large biomes and excavation with 5+ shovels at any given time because they wear down faster than you'd expect. If the server you're on has /party enabled do this with 2+ friends because you will gain faster experience and the time will go by much faster. I will cover parties at the end of this guide.

630 - March 15, 2014, 6:13 am

About: Fishing is an mcMMO skill that has been incorporated to give you experience for catching fish on Minecraft.

Breakdown: As stated above experience is gained by fishing. Each time you catch a fish the player is rewarded with 800 experience and if items are caught a player is given an extra 200 experience. Fishing has the ability to shake mob heads off of hostile mobs and if done successfully a player is awarded with 50 experience, keep in mind a player will not gain experience shaking mobs that are from a mob spawner.

Perks: There are a few different perks given when leveling up fishing mcMMO and they will be listed below. Fisherman's Diet A player will regain extra hunger bars when eating fishing. There are 5 ranks to this perk and they increase every 200 levels capping at 1000 where a player has reached rank 5 fisherman's diet.

Ice Fishing This ability allows you to fish in icy biomes. Cast your fishing rod on an ice block and a water hole will appear. The ability is unlocked when a player reaches level 50 or more.

Shake Skill After a player reaches or surpasses level 150 they are given the shake ability. When casting a fishing rod at a mob they will drop items and in some cases give you rare drops such as mob heads. There are a few different tiers and they will be list below.

Level 150-199 - 25% shake chance

Level 200-399 - 40% shake chance

Level 400-599 - 50% shake chance

Level 600-799 - 60% shake chance

Level 800+ - 75% shake chance

All mobs have their own unique items you can shake. I will list the mobs and items they drop below.

Blaze

Blaze rod - 100% chance

Ghast Ghast Tear - 50%

Gunpowder - 50%

Zombie Pigman Rotten Flesh - 50%

Gold Nugget - 50%

Zombie Rotten Flesh - 98%

Zombie Head - 2%

Spider / Cave Spider String - 50%

Spider Eye - 50%

Pig Porkchop - 100%

Chicken Egg - 33%

Raw Chicken - 33%

Feather - 34%

CreeperGunpowder - 99%

Creeper Head - 1%

SkeletonBone - 49%

Arrow (1-3) - 49%

Skeleton Skull - 2%

Wither SkeletonBone - 50%

Coal (1-3) - 49%

Wither Skeleton Skull - 1%

SlimeSlimeball - 100%

Magma CubeMagma Cream - 100%

CowRaw Beef - 49%

Leather - 49%

Milk Bucket - 2%

Mooshroom Milk Bucket - 5%

Mushroom Soup - 5%

Leather - 30%

Raw Beef - 30%

Red Mushroom (1 - 3) - 30%

EndermanEnderperal - 100%

SheepWool (1-6) - 100%

SquidInk Sank - 100%

Iron GolemRed Flower - 85%

Iron Ingot - 12%

Pumpkin - 3%

SnowmanSnowballs (1 - 4) - 97%

Pumpkin - 3%

WitchStick - 13%

Redstone - 13%

Glowstone Dust - 13%

Water Bottle - 13%

Spider Eye - 12%

Gunpowder - 12%

Sugar - 12%

Glass Bottle - 9%

Potion of Healing - 1%

Potion of Fire Resistance - 1%

Potion of Swiftiness - 1%

Tips:Use enchanted fishing rods, they make it easier to catch fish at higher levels.

A decent client with autofish can go a long way, I suggest iridium

Save looted gear, it will help ranking up other stats such as excavation, mining, and repair.

How to Grind Rank: As previously stated in the tips a client does worlds for fishing. Be careful when autofishing because it's not allowed on most servers and could possibly get you banned. I suggest setting up a private and protected fishing pond because if fishing in the wild you are subject to player and mob attacks. I'd suggest making your own pond (minimum of 3 deep and about 30 blocks

long) so that you have your own private pond. I'd suggest layering one edge in iron blocks so that you can easily repair a rod on the fly. I would also dig out a space below the pond with a hopper system so fished loot is kept. I'll post a picture of that below. Do not forget to add a fence so that fished too is dropped into the hoppers, you will still gain experience from this.

In the picture a good example of the hopper system is shown so that items and good are kept safely in chests.

630 - March 15, 2014, 6:14 am

About: Herbalism is a skill in mcMMO that is based on farming. It helps with harvesting crops, gives a better use for seeds, increases hunger restored by farmed foods, and gives a chance for certain blocks and crops to yield more.

Breakdown: As previously stated above a player gains experience from herbalism by harvesting crops and plants. Different crops yield different amount of experience and after certain levels a player gains a farmer's diet (similar to fisherman's diet) where a player gains more food for eating harvested items.

Perks: There are quite a few perks that come with different levels of herbalism and they will be listed below.

Green Thumb (Wheat/Carrots/Potatoes)When harvesting a fully-grown plant, there is a chance for the player to instantly re-plant.The growth stage of the plant is based on Herbalism level. Replanting will use one of either seeds, carrots, or potatoes depending on what was harvested.

0-199 - 0%-13.2% - Replant in stage 0

200 - 399 - 13.2%-26.6% - Replant in stage 1

400 - 599 - 26.6%-40% - Replant in stage 2

600 - 799 - 40%-53.2% - Replant in stage 3

800-1500 - 53.2%-100%(Lvl 1500) - Replant in stage 4 (at 1500+ herbalism there's a 100% autoreplant)

Shroom Thumb (mushrooms)Using a mushroom on a block of dirt will attempt to use Shroom Thumb. If successful, it will turn the block of dirt into a block of mycelium, consuming both a red and a brown mushroom to do so.

Hylian LuckHylian Luck gives you a small chance to get special items when certain Blocks are broken with a Sword. Currently, the blocks that are affected by this are grass, saplings, dead bushes, flowers, and flower Pots.

Farmer's DietRank 0 - 0 - 199 - Bonus Hunger Restoration 0

Rank 1 - 200 - 399 - Bonus Hunger Restoration 0.5

Rank 2 - 400 - 599 - Bonus Hunger Restoration 1

Rank 3 - 600 - 799 - Bonus Hunger Restoration 1.5

Rank 4 - 800 - 999 - Bonus Hunger Restoration 2

Rank 5 - 1000+ - Bonus Hunger Restoration 2.5

Tips:Herbalism Experience Table:Vines - 10

Melon - 20

Pumpkin - 20

Cactus - 30 (per section)

Cocoa Beans - 30

Sugar Cane - 30 (per section)

Carrots - 50

Nether Wart - 50

Potatoes - 50

Wheat - 50

Flowers - 100

Lily Pads - 100

Mushrooms - 150

How to Grind Rank: There are two different methods that I feel are effective for grinding herbalism. Keep in mind herbalism is not a cake walk, but is effective for any farming server and when set up to grind correctly can be down fast and efficient.

Method 1: Sugar Cane Method

Although sugar cane only gives a player 30 experience per piece farmed sugar cane grows 3 tall, that means 2 can be harvested at one time giving a player 60 experience. If set up in rows using the cart below it can be grinded fast and efficient since sugar can is relatively fast growing.

Key:

Water = W

Sugar Cane = SC

SCxWxSCxWxSCxWSC (repetaed)

I'd suggest using that pattern so there are 30-50 sugar cane rows and eventually stack the farm so multiple layers are growing at once. A decent picture of one looks like this:

Method 2: Flower Method

This method is simple and requires little to no work, but requires a lot of resources. When using bone meal on grass blocks it will grow grass and flowers. By mass growing an open plains biome a player can harvest a plains biome with little to not effort. This is a resource hog and will grow inefficient and will become a pain to do after long periods of time. I suggest using method 1 instead.

630 - March 15, 2014, 6:14 am

About: Mining is a skill in mcMMO that focuses around mining stone and various ores.

Breakdown: As previously stated mining experience is gained by mining various blocks are ores found throughout the world. Mining is also a parent skill to smelting which I will cover later.

Perks: There are 3 perks given when leveling up mining and they will be listed below. Double Drops For every level you earn you gain 0.10% more chance to earn a double drop. The double drop ability is self explanatory and gives double drops for mining different stones and ores.

Super Breaker (Active) Super breaker is an active skill that a player needs to right click when mining in order to activate.

Super breaker lasts 2 seconds at levels 0-49 and increases by 1 seconds for every 50 additional levels. When a player hits 1000 mining they will be able to use super breaker for 22 seconds. There is no cap on the amount of super breaker seconds a player can earn.

Super breaker offers perks similar to giga driller adding more drops and experience for a player.

Super breaker weakens a pickaxe and the durability will go down faster when using the ability. It is advised to use a pickaxe with good durability during when using super breaker because if a pick breaks during the ability it will cause the player to take a small amount of damage.

Blast Mining Blast mining is used with TNT. A player crouches at a piece of TNT and it will give the TNT a bigger explosion radius and will yield more ore drops. There is a chart for blast mining and I will list it below.

Blast Mining Chart: Rank 1 Level 125-249 - -10% debris, +35% ores

Rank 2Level 250-374 - -20% debris, +40% ores, increased blast radius

Rank 3Level 375-499 - No debris, +45% ores

Rank 4Level 500-624 - No debris, +50% ores

Rank 5Level 625-749 - Double drops, No debris, +55% ores

Rank 6Level 750-874 - Triple drops, No debris, +60% ores

Rank 7Level 875-999 - Triple drops, No debris, +65% ores

Rank 8Level 1000+ - Triple drops, No debris, +70% ores

Mining Experience Chart - Blocks and Ores:Netherrack30 experience

Sand Stone30 experience

Stone30 experience

Glow Stone100 experience

Mossy Cobble130 experience

End Stone150 experience

Obsidian150 experience

Redstone Ore150 experience

Iron Ore250 experience

Nether Quartz Ore 250 experience

Gold Ore 350 experience

Lapis Lazuli 400 experience

Diamond Ore 755 experience

Emerald Ore 1800 experience

Tips: Use a pickaxe with high durability when activating super breaker.

Use fortune 3 pickaxes when mining diamonds.

If a server has the end enabled mining end stone is the fastest way of ranking up, especially with a high efficiency pickaxe.

Strip mine in order to search for ores, preferably level 15 and below (or at diamond level).

How to Grind Rank: There are quite a few ways to power level mining skill I will list each method individually. Keep in mind one of the methods will require a client and the x-ray feature will get you banned on a lot of servers if you are caught, so be careful.

Method 1: End Method

This method is very self explanatory and very easy to do. The only requirement for this is that the end needs to be enabled in order to do this. Since end stone gives a player 150 experience per block mined all you have to do is mass mine end stone. It's very simple to do, but you will need to watch out for pesky endermen because they are sneaky and kill you if they get pissed off at you. Basically just mass mine parts of the end and you will level up 5x faster than if you were mining stone in the regular world.

Method 2: Nether Method

It's very easy to strip mine on a server if the nether is enabled. The nether is filled with netherrack and Nether Quartz Ore which gives you insane amounts of experience, 250 to be exact. It's basic strip mining and if you are unfamiliar with strip mining I will post a chart of how to perform that below. Be sure to not hit any zombie pigmen or ghasts while in the nether or they will destroy you.

Credits go to a reddit user for posting this picture:

Method 3: Strip Mining

This method is the exact same as method 2 except it is done in the overworld. This is an effective

method for a server that does not have the nether enabled and a bonus is that you will get various ores which are essential for building. Be sure to light up the tunnel because mobs will spawn in the dark and attack you when you least expect it.

Method 4: X-ray method

This method is the one that might get you banned off of a server and requires the use of a client. You will need to enable the x-ray feature on a client. With x-ray a player is able to pick and select what ores he/she wants to mine. You will enable diamonds ore, emerald ore, iron ore, and gold ore which yields the highest amount of experience for a player. You will dig long and winding tunnels underground digging to that ore, but be careful because lava and crevices will be underground and they are easy ways to die and you will lose all of the experience and ores that you just mined.

630 - March 15, 2014, 6:15 am

About: Repair is a skill in mcMMO that focuses around repair tools and armor. This is also a parent skill to smelting which will be covered later on in the guide.

Breakdown: With repair a player takes damaged tools or armor and repairs them using diamonds, iron ingot, gold ingot, wood, string, or leather. The skill works by taking a damaged item in a players hand and right clicking that item on an iron block. Keep in mind the player needs the item they are repairing with in their inventory in order for this to work. The same goes for salvaging on a gold block. Salvaging is the process of breaking down full durability items or tools into the ore they were created with. Salvaging is a perk gained at level 600 and will be listed below.

Perks: There are two perks associated with the mcMMO skill repair and they will be listed below. Arcane ForgingThe perk arcane forging starts at level 100. It is the process of repairing an enchanted item and keeping the enchants on the item. Do not get this confused with using an anvil, there is no way to not downgrade a tool.

Note: I would not suggest using arcane forging because the item will always downgrade the enchantments. I would suggest repairing on an anvil instead unless you are willing to lose or risk the enchants.

There is a chart for arcane forging and it will be list below.

SalvageThe mcMMO perk is achieved at level 600 and it uncrafts items that are at full durability. If you salvage an enchanted item you will lose the enchants.

Arcane Forging Chart:

Arcane forging works similar to other skills in the sense that it consists of 8 different ranks. They will be listed below. Also a player is not able to arcane forge until they reach level 100.Rank 1Level 100-249 - Keep enchant 10% - Downgrade chance 75%

Rank 2Level 250-374 - Keep enchant 20% - Downgrade chance 50%

Rank 3Level 375-499 - Keep enchant 30% - Downgrade chance 40%

Rank 4Level 500-624 - Keep enchant 40% - Downgrade chance 30%

Rank 5Level 625-724 - Keep enchant 50% - Downgrade chance 25%

Rank 6Level 750-874 - Keep enchant 50% - Downgrade chance 20%

Rank 7Level 875-999 - Keep enchant 60% - Downgrade chance 15%

Rank 8Level 1000+ - Keep enchant 60% - Downgrade chance 10%

Repair Experience Chart:

Due to the complexity of the chart I will use the mcMMO wiki's image. Keep in mind that you need to be level 50 in order to repair diamond armor.

Tips:Repairing diamond armor is the easiest way to rank up.

Gold armor and tools have low durability so wearing them down and repairing them is fast and easy experience.

Repair items and tools caught from fishing.

How to Grind Rank: There are two basic methods that I will explain and they fall hand in hand with one another. I will list and explain each method below.

Method 1: Fishing items

As previously stated there are different ranks when it comes to fishing and when you are a high rank you will be able to catch gold, iron, and diamond tools and armor. Items are always damaged to some extent so when caught they are easily able to be repaired. This is why I emphasized saving the items caught from fishing because you will be able to level up fast.

Method 2: Cactus Repairing

This is the quickest and most effective way, at least that's what I believe. I will post a picture below on how to do this below. When a player is standing on or against a cactus it wears down the durability of the armor they have on. In a nut shell a player just stands on a cactus until the armor is worn down to a very low durability and then a player would just repair the armor and repeat the process. This is very easy to do and a player will be able to hit level 600 repair in only a few hours. I would suggest using diamond armor, but keep in mind that you need to be level 50 before you can repair diamond armor and tools. The only downside to this method is that it is a resource hog and will require 15-20 or so stacks of diamonds in order to get to level 600.

I would x-ray mass amounts of diamonds because it's resource heavy.

I would not use arcane forging, it's worthless.

Having 600 repair is the only beneficial perk for salvage.

630 - March 15, 2014, 6:15 am

About: Smelting is an mcMMO skill which is the child skill of mining and repairing, its level is determined by the average of the two parent skills. The smelting skill caps at 1000.

Breakdown: Smelting is a child skill and its rank is determined by the two parent skills listed above. Smelting level does not contribute towards a player's total mcMMO skill level, but offers several perks which are very useful.

Perks: There are a few perks given with a player's smelting level and they will be listed below.

Fuel Efficiency The ability fuel efficiency increases the length that coal or charcoal lasts in a furnace.

Vanilla Experience Boos When retrieving items out of a furnace a player will get more experience than normal, this increases by level.

Flux Mining When mining ores with a pickaxe there is a chance that they will auto-smelt when mined. This is useful because it eliminates the need to use a furnace, but a player does not gain experience from this. This perk does not work when using a silk touch pickaxe.

Second Smelt With second smelt there's a chance of ores smelting in an oven will give a player a double drop.

Tips: See grinding guides in both repair and mining because the skill level is determined by the parent skills.

How to Grind Rank: Please see the above tips on how to grind levels in both repair and mining.

630 - March 15, 2014, 6:17 am

About: Swords is an mcMMO skill that has been incorporated to give you experience for killing mobs and enemies with a sword.

Breakdown: As stated above experience is gained by killing mobs or enemies with a sword. Different mobs give you different levels of experience, but killing either is still effective in the quest to gain experience and level up the skill.

Perks: There are two perks with the mcMMO skill swords and they will be listed below. Bleeding When activating the bleed effect it will cause a mob or player to bleed and they will slowly lose health.

When a mob is bleeding they will lose half of a heart every second, the max bleed time is 6 seconds and this is earned when a player is at level 1000 in swords.

The chance of bleed goes up 0.1% every level and it caps at level 750, which would be 75% chance.

Counter Attack Counter attack is a pretty self explanatory perk. When attacked by another player or mob it will deal half of the damage dealt back to the attacking player or mob.

The max counter attack a player can get is 50% and is unlocked at level 1000. That means that every level swords goes up 0.05%.

Tips: Hostile mobs such as creepers, skeletons, and zombies will give you more experience than passive mobs.

Mob spawners do not give you experience towards the mcMMO skill so camping out a spawner will not give you experience towards swords.

Use kill aura on a client to automatically hit a mob to easily give you a better chance at killing them. (if allowed)

How to Grind Rank: This is the another skill where a client becomes useful to the player. Keep in mind that many servers do not allow clients to be used and a mod such as kill aura is grounds for a ban on a lot of servers. There is not too many effective ways to grind swords except for grinding it out in the wilderness. I suggest grabbing a few swords and just going to kill mobs. I'd suggest trying to kill hostile mobs such as creepers, skeletons, and zombies because they give you a lot more experience in comparison to chickens, sheep, cows, etc. If the server has fly enabled you will be better off because flying into an open plain and reloading it once the animals have been slaughtered is an easy way to target certain mob, same goes for hostile mobs at night inside of a desert biome. Cave systems and dark room spawners can also be used depending on the server's mob limit, but mobs coming from an actual spawner will not give you any experience towards your mcMMO skills.

630 - March 15, 2014, 6:18 am

About: Taming is an mcMMO skill that is earned by a player summoning animals and having those animals attack mobs and players.

Breakdown: As previously stated a player earns skills by taming mobs and using them to attack players and mobs. The higher level a player is the more health the summoned animals get when spawned.

Perks: There is both an active and passive skill associated with taming and both will be listed below. Summons Summoning will spawn an animal next to a player. This is done by crouching and right

clicking the ground.Wolf - 10 bones

Ocelot - 10 raw fish

Horse - 10 apples

Summoned animals have less health

Passive Skill - Wolf OnlyGoreWhen wolves attack a player or mob there's a chance for them to get a critical strike causing a player the mob or player to bleed. This skill goes up 0.1% for every level earned.

Fast Food Service - Level 50+When your wolf attacks a player or mob it has a chance to heal while attacking.

Environmentally Aware - Level 100+Wolves become aware of their surrounds and will avoid danger such as lava pools, caves, and crevices.

Thick Fur - Level 250+With thick fur wolves take half damage and have fire resistance.

Holy Hound - Level 375+Wolves can be healed by poison.

Shock Proof - Level 500+This causes wolves to take 1/6 the damage from explosions.

Sharpened Claws - Level 750+This makes wolves deal an extra two damage when attacking.

Note: Wolves give 40 experience per hit against mobs.

Summoning Experience Breakdown:WolfGive 250 exp per wolf summoned

OcelotGive 500 exp per wolf summoned

HorseGive 1000 exp per wolf summoned

Tips:Spawning horses give the most experience, but is a resource hog.

You can summon more than one wolf if you an get far enough away from the first one spawned.

It's best to run around in the wilderness to attack mobs.

How to Grind Rank: There are some basic methods to taming. Find a meadow of horses and tame them all for a lot of experience. The other way to do this would be to tame a lot of wolves until you have around 10 and walk around the wilderness killing mobs as previously stated.

630 - March 15, 2014, 6:19 am

About: Unarmed is an mcMMO skill that has been incorporated to give you experience for killing mobs and enemies with a player's fist.

Breakdown: As stated above experience is gained by killing mobs or enemies with ones fist. Different mobs give you different levels of experience, but killing either is still effective in the quest to gain experience and level up the skill.

Perks: There are a few perks that unarmed give and I will list them below. **Berserk (Active)** A player needs to activate this skill by right clicking. Berserk increases unarmed damage by 50%. It is similar to super breaker and giga driller in the sense that it lasts for a period of time. Every 50 levels a player gains in unarmed it the berserk will increase by 1 second.

Iron Arm Style This perk gives a player extra damage when attacking players and mobs. At level 0 a player has +3 attack with a bare fist. This can be leveled up to +10 when a player hits level 500. At +10 (level 500) a fist would beat a player with a diamond sword.

Some servers disable this.

Iron Grip This gives a player a chance to disarm an opponent. The chance for a player to disarm another player increases 0.1% for every level and caps at level 1000.

Arrow Deflect When a player is shot by an arrow they have a chance to knock it out on the air and the player will be unharmed.

At level 1000 a player will have a 50% chance of deflecting an arrow. This skill caps at level 1000 and increases 0.05% per level.

Strength Potion Proficiency When an unarmed player attacking with a fist it will double the amount of damage dealt when a player has the effects of a strength potion.

Tips: Hostile mobs such as creepers, skeletons, and zombies will give you more experience than passive mobs.

Mob spawners do not give you experience towards the mcMMO skill so camping out a spawner will

not give you experience towards unarmed.

Use kill aura on a client to automatically hit a mob to easily give you a better chance at killing them. (if allowed)

How to Grind Rank: This is the another skill where a client becomes useful to the player. Keep in mind that many servers do not allow clients to be used and a mod such as kill aura is grounds for a ban on a lot of servers. There is not too many effective ways to grind unarmed except for grinding it out in the wilderness. I suggest just going to kill mobs. I'd suggest trying to kill hostile mobs such as creepers, skeletons, and zombies because they give you a lot more experience in comparison to chickens, sheep, cows, etc. If the server has fly enabled you will be better off because flying into an open plain and reloading it once the animals have been slaughtered is an easy way to target certain mob, same goes for hostile mobs at night inside of a desert biome. Cave systems and dark room spawners can also be used depending on the server's mob limit, but mobs coming from an actual spawner will not give you any experience towards your mcMMO skills.

630 - March 15, 2014, 6:20 am

About: Woodcutting is an mcMMO skill that is earned by a player cutting down wood.

Breakdown: As previously stated a player earns experience by chopping down wood. A player must use an axe in order to gain the experience from woodcutting. Keep in mind there are several different types of wood in Mincraft and they all give different amounts of experience to a player. I will list the experience table below.

Perks: There are a few perks associated with woodcutting and I will list them below. Tree Feller Tree feller is an active ability that when activates chops down a whole tree.

This skill has a default cool down timer as well as all other active skills.

There's a chance that an axe will shatter when using this ability, resulting in a loss of the axe and causing damage to the player.

Leafblower Skill becomes active at level 100

Leafblower destroys leaves with a single swing of an axe.

Causes an axe to lose durability.

Double Drops Causes trees to drop double the amount of wood.

Skills will drop 100% of the time at level 1000.

Double drop increases every level by 0.1%.

Experience Table: Each wood gives a player a different amount of experience. I will list the table below. Keep in mind that each piece gives the listed experience below. For red and brown

mushrooms they give the shown amount of experience for each block that the tree is made up of.
Acacia Trees0 experience given

Dark Oak0 experience given

Jungle Trees60 experience given

Brown and Red Mushrooms70 experience given

Oak Trees70 experience given

Spruce Trees80 experience given

Birch Trees90 experience given

Tips:Chop birch tree forests to gain maximum experience.

Jungles can also give a lot of experience due to the size of the trees.

Mushroom trees give a lot of experience because the leaf part of the tree gives experience as well. This also gives a player red and brown mushrooms.

How to Grind Rank: There's no fool proof way to grind woodcutting experience, but there are several ways of successfully ranking up that I know of. First would involve mushrooms and bone meal. I would plant a series of mushrooms and bone meal them to create mushroom trees. I would then use an axe to chop them down, each tree should have 20-30 blocks, that would give a player a lot of experience. Another way of ranking up would be to find either a jungle or a birch forest. I say this because birch forests are usually large as well as jungles. Simply just down all of the trees in order to gain a lot of experience. Be sure to chop down the full tree and the leaves will start to disappear. As the leaves disappear they will be giving random drops and saplings for you to replant.

If you do not want to go out and search for forests then a tree farm is easily constructed. I will post a video of one below.

[Video: <https://www.youtube.com/watch?v=vAwe6M1aQVw&hd=1>]

630 - March 18, 2014, 12:39 am

Parties and Helpful Commands

About: Parties are groups that are an mcMMO feature that comes with a lot of cool features. Parties let you create a private group with your friends and you are able to do a

Breakdown: With the party ability it gives players in different parties opportunities to do various things, the most important would be sharing experience. This gives players the ability to power level their skills. I will list important skills and how to use the commands below. Experience is not lost when using a party, but shared among all players so if a player was leveling excavation with another player they would both get the experience.

Command List and How to: /partyView information on your current party.

/party join <player name> [password] Joins the party of that player, password if specified.

/party quit Leaves the current party.

/pcToggles party chat.

/party invite <player name> Invites the named player to the party.

/ptp <party member name> Teleports the player to the designated party member.

/party <lock;unlock> Locks or unlocks the party you are in.

/party password (password) Sets a password to your party (only work if party is locked).

/party create <party name> [password] Creates a party with a name, password is optional.

/party <kick> [player name] Kicks said player from your party.

/party <leader> [player name] Transfers ownership of the party.

/party disband Disbands the party.

Tips and Tricks: Join a party with friends.

Communicate when playing with each other.

Parties share experience when a player is within 75 blocks of another player.

If you have a secure base or area you can AFK there all day gaining mcMMO levels.

All skills share mcMMO experience.

Useful Commands:
/AcrobaticsDisplays a player's level, current experience, remaining experience, and displays a time for the active ability.

/AlchemyDisplays a player's level, current experience, remaining experience, and displays a time for the active ability.

/ArcheryDisplays a player's level, current experience, remaining experience, and displays a time for the active ability.

/AxesDisplays a player's level, current experience, remaining experience, and displays a time for the active ability.

/ExcavationDisplays a player's level, current experience, remaining experience, and displays a time for the active ability.

/FishingDisplays a player's level, current experience, remaining experience, and displays a time for the active ability.

/HerbalismDisplays a player's level, current experience, remaining experience, and displays a time for the active ability.

/MiningDisplays a player's level, current experience, remaining experience, and displays a time for the active ability.

/RepairDisplays a player's level, current experience, remaining experience, and displays a time for the active ability.

/SmeltingDisplays a player's level, current experience, remaining experience, and displays a time for the active ability.

/SwordsDisplays a player's level, current experience, remaining experience, and displays a time for the active ability.

/TamingDisplays a player's level, current experience, remaining experience, and displays a time for the active ability.

`/Unarmed`Displays a player's level, current experience, remaining experience, and displays a time for the active ability.

`/Woodcutting`Displays a player's level, current experience, remaining experience, and displays a time for the active ability.

`/mcscorboard keep`Allows a player to keep the scoreboard displayed in the sidebar of the screen.

This is useful for a player because they can see how much experience they are getting for a particular skill at any given time.

`/mctop`Displays the players with the to rank on a given server.

`/mcrank`Displays all of a player's mcMMO ranks.

`/mctop <skill name>`Displays the top 10 highest ranked players in the desired skill.

630 - March 22, 2014, 3:25 pm

Thanks to [Reset](#) for the GFX

Thanks for [Reset](#), [Vodge](#), [Maniac](#), and [Tom?](#) for being place holders.

Thanks to *#@?&%! for letting me create the guide in their sub forum.

Sources:[McMMO Wiki Page](#)

[McMMO Forum](#)

Tonight - March 22, 2014, 3:30 pm

Dang, 630. This is massive and so in depth I almost drowned.

Year? - March 25, 2014, 1:07 am

This took me 12 days to read, amazing guide.

98329101-41201 - March 25, 2014, 1:38 am

Nice guide you made, extremely informative and helpful.

Vitani's Mate - March 25, 2014, 1:40 am

Nice fucking guide you got there man.
DAMN!

Troye - March 25, 2014, 4:15 am

Great guide my friend, looks amazing!

Dood - March 25, 2014, 7:31 am

Very nice guide, but I believe there is an easier way to grind Woodcutting using bonemeal and quite a few saplings planted side by side.

Krave - March 25, 2014, 12:16 pm

This guide is looking pretty awesome, thanks a lot :D

Harbo5 - March 25, 2014, 4:26 pm

This is an amazing guide, incredibly in depth. Must've taken a ton of time to make.

630 - March 25, 2014, 4:29 pm

(Mar 25, 2014 07:31 AM)Dood Wrote: [\[CITE\]](#) Very nice guide, but I believe there is an easier way to grind Woodcutting using bonemeal and quite a few saplings planted side by side. I will look into it. As of right now I only posted methods I personally knew or felt comfortable posting. I will look into others and update them when I can. I've already found a new acrobatics method and will be posting that soon. Will definitely look into woodcutting, thanks.

(Mar 25, 2014 04:26 PM)Harbo5 Wrote: [\[CITE\]](#) This is an amazing guide, incredibly in depth. Must've taken a ton of time to make. Took a week or so, thanks for the feedback.

Reciprocal - March 29, 2014, 7:14 am

Im gonna bookmark this thread, might get useful in the future. Anyways nice work on this op.

phybe? Jr. - March 29, 2014, 7:33 am

Welp, it's sticky time. Nice guide.

Juggsy - March 29, 2014, 10:27 am

Nice guide, 630. Love your sig by the way ?

630 - March 30, 2014, 3:33 pm

Thanks for the positive feedback everyone, planning the next guide.

phybe? Jr. - March 30, 2014, 6:44 pm

(Mar 30, 2014 03:33 PM)630 Wrote: [\[CITE\]](#) Thanks for the positive feedback everyone, planning the next guide.

Cool! What's it going to be about? Or is it a surprise?

630 - March 31, 2014, 9:05 am

(Mar 30, 2014 06:44 PM)phybe? Jr. Wrote: [\[CITE\]](#) Cool! What's it going to be about? Or is it a surprise? I'm thinking Minecraft related once again. Possibly a few different builds or something along this lines.

Cardinals - March 31, 2014, 9:49 am

please do tutorial builds! will help a lot of people (like me :P) in hackercraft!

grady - March 31, 2014, 3:50 pm

Extremely helpful, is that old method of McMMO mining leveling/dupe glitch patched?

Where you place the block on an auto-piston, and it pushes it, so you can mine it again with the Mining perks.

630 - March 31, 2014, 4:13 pm

(Mar 31, 2014 03:50 PM)LordofInfamy Wrote: [\[CITE\]](#) Extremely helpful, is that old method of McMMO mining leveling/dupe glitch patched?

Where you place the block on an auto-piston, and it pushes it, so you can mine it again with the Mining perks. The method you are referring to was patched. There was one way of duping where you could gain mcMMO mining, but that was patched an update or two ago.

630 - April 6, 2014, 10:25 am

(Mar 31, 2014 09:49 AM)Cardinals Wrote: [\[CITE\]](#) please do tutorial builds! will help a lot of people (like me :P) in hackercraft! Toss me some suggestions and I will see what I can do.

Sudsy - April 6, 2014, 11:34 am

Great thread by my nigga 630. What a beast

Lil W?yne - April 6, 2014, 11:40 am

really good guide, but I think you should really add 2 things, another way to grind axes and swords. You forgot the best way! Enderman farms! if the end is enabled you want to set up an enderman farm about a few thousand away from the main island and it's probably the fastest way to get xp because I'm pretty sure they give the most xp for any hostile mob, and if you have a decent farm a lot of them spawn and you can farm them non-stop.

630 - April 6, 2014, 12:14 pm

(Apr 6, 2014 11:40 AM)Lil W?yne Wrote: [\[CITE\]](#) really good guide, but I think you should really add 2 things, another way to grind axes and swords. You forgot the best way! Enderman farms! if the end is enabled you want to set up an enderman farm about a few thousand away from the main island and it's probably the fastest way to get xp because I'm pretty sure they give the most xp for any hostile mob, and if you have a decent farm a lot of them spawn and you can farm them non-stop. There's no doubt that those are successful for axes and swords, but with this guide I stayed within my own comfort level. I could post a video on how to do that, but the servers that I play on have strict mob limits and the end disabled. I will look for some that I believe will work and add them in for you, but when creating this my goal was to not overstep my comfort zone and talk on subjects that I had no idea on how to do.

James1337 - April 6, 2014, 12:33 pm

There is a reason you have all that rep 630. Thank you for putting this together, it's really helpful.

Universal. - April 6, 2014, 7:42 pm

Amazing guide! I just hope it becomes stickied soon so I don't have to keep finding it in my bookmarks in the near future :p.

AnnexVechs - April 6, 2014, 8:52 pm

i do see one faster way to level up repair, if regen 2 potions (or beacons) are available just stand in lava with the regen 2 and your armor goes down faster, just keep water close to the lava though.

Other Than That, amazing guide, really helpfull

Juicy_J - April 7, 2014, 9:16 am

My god this will definitely help me out, thanks! ?

'Cody - April 7, 2014, 9:44 am

Fantastic thread man.

We'll have to put these methods to use when HC resets. ?

Restrict - April 7, 2014, 2:06 pm

Good shit 630. Sitting on HC all day has paid off with all the money you make.

john100 - April 7, 2014, 7:05 pm

wonderful guide , thank you very much

Detoxicate - April 8, 2014, 6:57 am

A very helpful and thought through guide, amazing work 630... Listen to him guys, he's very good at Minecraft :)

630 - April 9, 2014, 9:44 am

Thanks for the feedback guys, adding some more info on soon.

KingSzili - April 9, 2014, 10:11 am

Glad to see there are still people who are trying to help people out with these kind of awesome guides :) Good job mate ;)

SIM-1550131 - April 9, 2014, 10:12 am

Holy.. mother.. fucking.. shit..

Thank you sir, this needs to be a sticky. I'll be looking over it now!

630 - April 9, 2014, 2:13 pm

(Apr 9, 2014 10:12 AM)McLovin Wrote: [\[CITE\]](#) Holy.. mother.. fucking.. shit..

Thank you sir, this needs to be a sticky. I'll be looking over it now!Time will tell, thanks for the support though.

Reciprocal - April 9, 2014, 5:10 pm

630? More like number 1, this is an amazing tutorial. Nice job, really felt like I learned some shit.

#Derp - April 10, 2014, 7:27 pm

For grinding Alchemy, I have water bottles running into the brewing stands automatically and just putting in the materials myself.

When you are done, break the brewing stands and replace them.

Deal™ - April 10, 2014, 7:47 pm

Pathetically tiny guide, more info pls.

This is a very extensive guide that I will make great use of in my Minecraft endeavors. Good job!

mibbzz - April 10, 2014, 11:10 pm

God damn man, some of it looks like from mcmmo but to put it all together and format it and everything 10/10

630 - April 12, 2014, 12:09 am

Thanks for all the positive feedback. Adding a few updates tomorrow, will keep an update log under the index. Changes are coming to woodcutting, alchemy, and a few more small editions.

Craze Z - April 12, 2014, 12:11 am

Fantastic guide. I'm sure this will benefit a lot of players! Nice work 630

Kind Regards, Craze

Vaxorr - April 12, 2014, 2:44 am

Amazing one thanks for that info. I learned much

630 - April 12, 2014, 2:31 pm

Additions will be made tonight. If you have any tricks of the trade you'd like to share for mcMMO please let me know.

#Derp - April 12, 2014, 3:53 pm

Add my method for Alchemy. It got my to level 100 before HC reset in around 30 minutes or less (I wasn't timing)

~Jay~ - April 13, 2014, 12:52 pm

Thanks for the amazing guide! Great work, OP!

Br?ndon - April 13, 2014, 12:57 pm

You should also add that a enter farm is the best for grinding mcmmo. I'm not sure if you added it or not. Lots of text :P

630 - April 13, 2014, 3:25 pm

(Apr 13, 2014 12:57 PM)Br?ndon Wrote: [\[CITE\]](#) You should also add that a enter farm is the best for grinding mcmmo. I'm not sure if you added it or not. Lots of text :P enter farm or ender farm?

Which skill is it best for? Axes? Swords?

Theundead565 - April 14, 2014, 11:12 am

@OP You could also add that if the server you play on allows for the changing of spawners, to use Slime / Magnate cube spawners to grind combat stats at a fairly consistent rate.

630 - April 16, 2014, 11:44 am

(Apr 14, 2014 11:12 AM)Theundead565 Wrote: [\[CITE\]](#) @OP You could also add that if the server you play on allows for the changing of spawners, to use Slime / Magnate cube spawners to grind combat stats at a fairly consistent rate. Do you get mcMMO experience from changed spawners? I know you don't get it from spawners found in the world.

Zifer - April 19, 2014, 3:37 am

Nice tut, did read some and learned few stuff never knew before even though I play mc for years

630 - April 24, 2014, 2:25 pm

Sorry for the delay on updates, been busy with work and school. Expect them this weekend.

AlboX1 - April 24, 2014, 4:11 pm

please do tutorial builds! will help a lot of people (like me :P) in hackercraft!

630 - April 28, 2014, 9:59 pm

Updates will be made as soon as I get a chance. Updates to mining and woodcutting will be there tonight.

Gummy Bear - April 28, 2014, 10:59 pm

Thanks for this, I didn't know alot about mcMMO and this is the best detailed guides I seen.

630 - *July 27, 2014, 10:23 pm*

Going to make some edits to this soon, wondering if anyone has any use for this though.

SlapGamingMC - *July 27, 2014, 11:02 pm*

Massive tip for combat weapon training - The Nether.

Archery in the nether is great to train with all the pigmen, i find it way easier to train combat skills there.

Otakutrash - *July 27, 2014, 11:04 pm*

Why dont you put all the info on the main page using the show and hide thingy x3 but damn! I am gonna book mark this and +rep to you sir, this is super descriptive and helpful!

630 - *March 13, 2015, 12:15 am*

Thinking about keeping this updated, would like some input. Please let me know.

Raptorr - *March 13, 2015, 12:30 pm*

(Mar 13, 2015 12:15 AM)630 Wrote: [\[CITE\]](#) Thinking about keeping this updated, would like some input. Please let me know.

I definitely think updating it would be a great idea, it's an awesome thread!

PositiveEnergy - *March 13, 2015, 2:56 pm*

I've used this a couple times, it would be nice if there was an update.

Winning. - *March 13, 2015, 8:51 pm*

amazing guide 630, helped me a lot! thanks.