

Items

- **Cutting tool:** Can break iron bars and other light-resistant materials.
- **Door Explosive / C4**
- **Door Repair Kit**
- **EMP:** An item which destroys all keycards in the world when triggered. This includes all items which have a keycard functionality, such as writable keycards, replica keycards, and any other types of keycards.
- **Flashlight:** Gives you night vision and prevents and allows to see in the castle's basement when the light is off.
- **Gate Cannon**
- **Keycard (writable):** A keycard where permissions can be added to or removed from at the Keycard Manager villager. Also known as "Keycard".
- **Keycard (other):** Other keycards for the doors, which are not writable keycards. Those keycards are gamemode-dependent. An example is the "Replica Keycard" from Conquest.
- **Old pickaxe:** Can be used to obtain coal ore in the mine.
- **Siege Tower:** Spawns a tower in front of the castle wall get on the castle walls. Can be destroyed by destroying any block of it.
- **TNT:** When placed, it triggers immediately and explodes. Available with variable amount of power.
- **Replacement camera**
- **Wall breaker:** Breaks damaged parts of the castle wall
- **Wall Repair Kit**

Revision #1

Created 19 March 2025 20:17:51 by jandie1505

Updated 19 March 2025 20:22:15 by jandie1505