

Evertrail

A three-server Hytale Survival RPG network with one shared player identity, economy and progression.

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The Tabern Lobby: traders, NPC services and the doors to every other server.

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Vision

Make three Hytale servers feel like one world: the same player, the same coins and the same progress wherever they go.

Evertrail is a Survival RPG network for Hytale. A central lobby links Survival PvE, where players explore, work and build, and Parcels, a long-term building world protected from wipes. Custom plugins add quests, jobs, an economy, land protection, a social layer and minigames, and a shared player profile carries it all between servers.

Design pillars

PILLAR	WHAT IT MEANS IN THE GAME
One world, three servers	Coins, level, job, quests, backpack and friends follow the player. Moving between servers is navigation inside one product, not a fresh start.
Systems you can see	NPCs and native Hytale UI expose every system: a jobs manager, a banker, a parcel broker, a Questbook, claims that mark their own borders.
Built to outlive updates	Hytale is in early access. Parcels keeps important builds if Survival is wiped, and each system is a separate plugin that can change on its own.

Design goals

- Give new players a clear first session: quest, job, claim, bank.
- Give long-term players a reason to save: a permanent parcel.
- Keep land and builds safe without staff having to step in.

02 DESIGN CONTEXT: EARLY ACCESS

Hytale's server API is young and will change with the game. That drives three decisions.

- **Plan for wipes.** An update may force a reset of Survival. Instead of promising it never will, the network gives players a safe place: Parcels, a server with a custom biome built for long-term preservation.
- **Turn the safe place into a goal.** A parcel costs 500 coins, earned in Survival. The answer to the wipe risk is also the main progression target.
- **Keep systems modular.** Each mechanic is its own plugin, so a breaking API change touches one module, not the network.

Key facts

GENRE

Survival RPG · persistent multiplayer network

PLATFORM

Hytale (early access), server-side plugins

SERVERS

Tabern Lobby · Survival PvE · Parcels

MODE

PvE only, no PvP

AUDIENCE

Players who prefer co-operative survival, progression and building

CURRENCY

Coins: Gold 100 · Iron 10 · Copper 1

LANGUAGES

English in global chat; website and wiki EN/ES

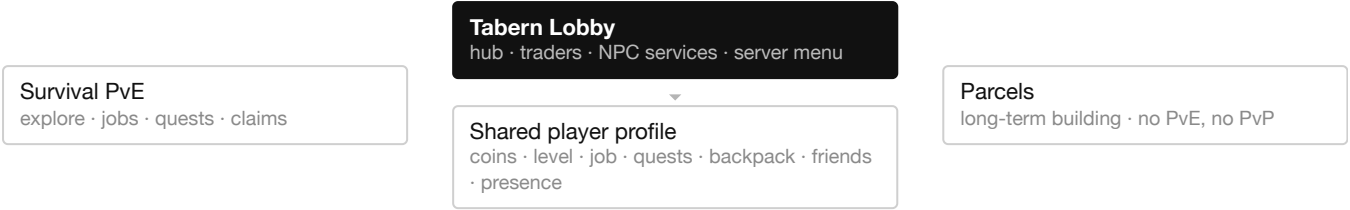
PLAYER DATA

One shared profile for every server

Why three servers?

Each server makes one promise: the lobby is where you meet people and use services, Survival is where you earn, and Parcels is where your work is kept. Splitting them lets each one have its own rules (PvE in Survival, no combat at all in Parcels) without mixing them.

03 NETWORK STRUCTURE



Players always pass through the lobby. /lobby returns from any server; the door menu sends them on.

SERVER	PROMISE	RULES	WHAT HAPPENS THERE
Tabern Lobby	Meet people, use services, choose where to go	Hub	Klop (jobs and bank), traders, the server menu, the tavern
Survival PvE	Earn and build	PvE on, PvP off, no griefing	Quests, jobs, mining and hunting, claims, bases
Parcels	Keep what you build	No PvE, no PvP	Bought parcels on a custom biome made to last across updates

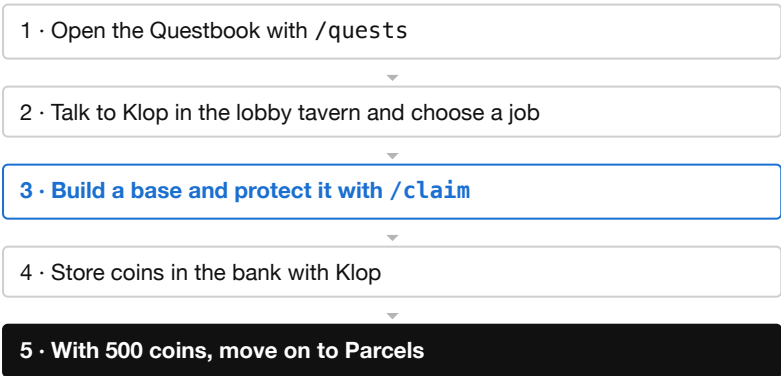
Routing between servers

ELEMENT	ROLE
Lobby Manager	Places arriving players in the hub and handles the way back from every server.
Door menu	A menu that sends the player to Survival or Parcels.
/lobby	Returns to the Tabern Lobby from anywhere.
Presence	Records which server each player is on, so friends can see where they are.
Referrals	Uses Hytale's player-referral feature to move players between servers.

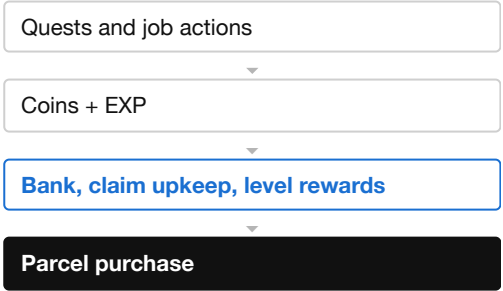
04 PLAYER JOURNEY AND CORE LOOP

First steps

The First Steps quest line and the wiki guide new players through the same order:



Core loop



Short loop: play, earn, bank. Long loop: save towards a parcel that is never wiped.

05 QUESTS AND PROGRESSION

/quests gives the player the **Questbook**, an item that opens a native UI with every available quest, its objectives and its EXP and coin rewards. Completed quests are cashed in with a **Claim reward** button, so the reward is a deliberate moment rather than a silent pop-up.

Quest lines

LINE	PURPOSE
First Steps	The onboarding path through the network
Professions & Jobs	Leads players into the job system
Economy & Banking	Teaches coins and the bank
Player Progression	Level milestones, from Growing Stronger to Mythic Champion
Land & Housing	Claims and building
Mobility & Exploration	The paraglider and travel

Player Progression milestones

Growing Stronger

Rising Adventurer

Seasoned Player

Veteran

Elite Adventurer

Master of Realms

Mythic Champion

Seven milestones tied to player level. The first, Growing Stronger, is reached at level 5, pays 100 copper coins and unlocks starter gear.



Questbook layout: quest lines, the quests in the selected line, and details with objectives and rewards.

Example: Mobility & Exploration

First Flight	Craft your first template glider. Pays EXP and 75 copper coins.
Glider Craftsmanship	Next step in the glider chain
Advanced Flight	Final step in the glider chain

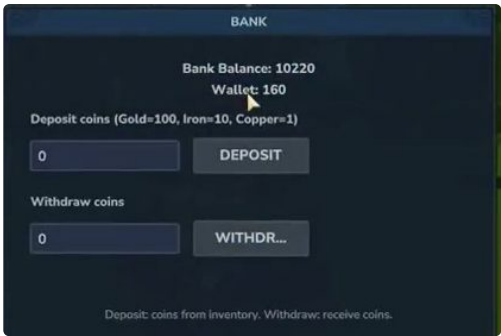
Design intent

Each quest line points at one system. Finishing them teaches the whole network without a tutorial, and every lesson pays out in the same currency the rest of the game uses.

Currency

Coins are physical items in three denominations. Players carry them in their inventory (the **wallet**) and can move them into a **bank balance** stored in the shared profile.

COIN	VALUE
Gold coin	100
Iron coin	10
Copper coin	1



Bank UI: balance, wallet, deposit and withdraw. Coins are entered by value (Gold = 100, Iron = 10, Copper = 1).

Flow



Banking

Klop, the coinkeeper in the lobby tavern, is also the banker. Players can deposit and withdraw whenever they want, which reduces the risk of carrying coins around. Because the balance lives in the shared profile, coins deposited on one server can be withdrawn on another.

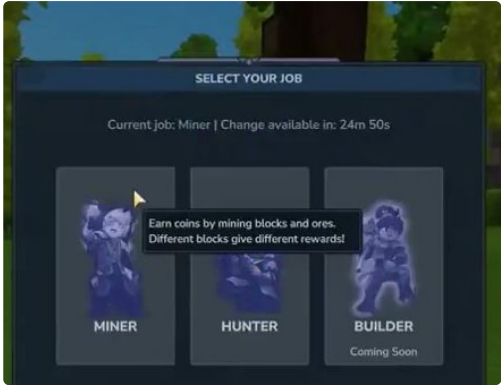
Spending

The main coin sink is the parcel (500 coins), paid with any mix of gold, iron and copper coins at the Parcel broker. Land protection is paid in a resource instead of coins: copper ore (see 08).

07 JOBS

Klop is also the jobs manager. A player has **one job at a time**, chosen from a native "Select your job" menu. Changing job has a cooldown, shown in the menu, so a job is a commitment rather than a switch flipped per task.

JOB	SCOPE	HOW IT PAYS
Miner	Launch	Coins for mining blocks and ores. Different blocks pay differently, and rarer ores pay more.
Hunter	Launch	Coins and EXP for killing mobs. Mobs with more health pay more.
Builder	Post-launch	Coins for completing building projects. Shown as "Coming soon" in the menu from day one.



Job menu: current job, the cooldown before it can change, and Builder marked as coming soon.



Miner: ores pay by rarity



Hunter: tougher mobs pay more

08 LAND PROTECTION

`/claim` places a **Claim Chest** at the player's feet. It protects an area around it and has to be fed to keep working.

RULE	VALUE
Area	20 blocks in each direction: 40×40
Protects	Other players cannot break blocks or interact with protected blocks
Upkeep	1 raw Copper Ore every 2 hours (smelted copper is not accepted)
Out of copper	The chest disappears and the area becomes unprotected
Members	<code>/invite name</code> and <code>/uninvite name</code>
Feedback	The claim shows its borders and tells players when they enter or leave it



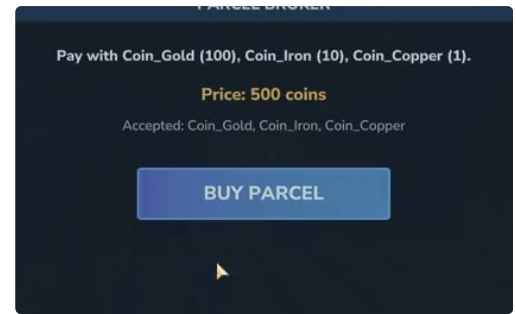
A Claim Chest placed inside a new base.

Why upkeep?

Protection that costs copper stays tied to activity: an abandoned base eventually opens up again. It also gives mining a steady use beyond coins.

09 PARCELS

Parcels is the long-term goal. Once players have advanced in Survival, they can buy a **parcel for 500 coins** from the Parcel broker. The server has no PvE and no PvP and uses a custom biome meant for building over a long time. If Survival ever needs a wipe because of a Hytale update, builds on Parcels are kept.



Parcel broker: 500 coins, paid in gold, iron or copper coins.

One flow, end to end



Purchase, ownership, navigation, the broker UI, protection and the way back to the lobby are designed as a single flow.



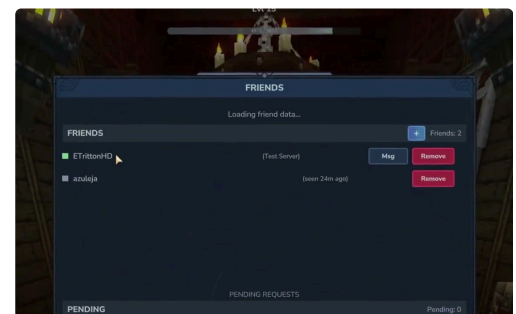
The Parcels world: plots laid out for long-term building.

10 SOCIAL LAYER

A social menu in native Hytale UI keeps friends together across servers.

- **Friends:** send, accept and remove requests, with a confirmation step before removing.
- **Presence:** online state, the server a friend is on, and when they were last seen.
- **Private messages** between players.
- Players can also be added straight from the world, with a quick menu on another player.

Presence is the social side of the shared profile: it is what makes three servers feel like one place to a group of friends.



Friends menu: who is online, on which server, and pending requests.

11 MINIGAMES AND TRAVERSAL

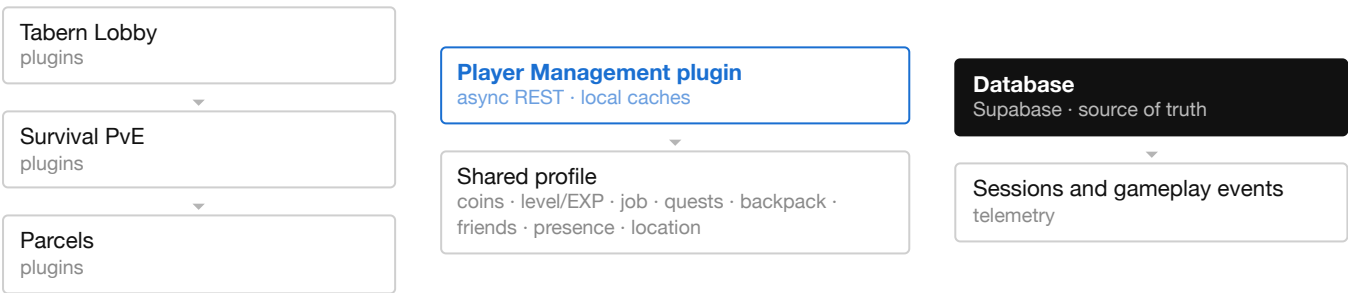
Smaller mechanics give the network personality and break up the survival routine.

FEATURE	WHAT IT ADDS
Paraglider	A craftable glider for smoother exploration, with its own quest chain (First Flight → Advanced Flight).
Hide & Seek	A minigame played with chickens, with its own waiting area.
SkyWars	A complete match loop as a separate mode.
Random teleport	Sends players to a random spot in the world.
Zone limits and spawn protection	Limit and protect shared areas such as spawn.



Hide & Seek: a short session between survival play.

12 TECHNICAL DESIGN



Every server talks to the same database asynchronously, with local caches on gameplay-sensitive paths so the game never waits on the network.

AREA	SOLUTION
Server plugins	Java with Gradle on the Hytale Server API: event-driven ECS, commands, custom UI pages and HUDs, interactions, NPC actions, asset packs
Player data	Supabase through its REST layer (PostgREST), asynchronous persistence and local caches
Website and wiki	Astro and TypeScript, server-rendered, in English and Spanish
Store	Tebex checkout connected to the website
Hosting	Docker and Nginx

Planned modules

Player Management · ClaimZone · Lobby Manager · Door Menu · Parcels · Job System · Quest System · Social Menu · SkyWars · Random Teleport · Zone Limits · Spawn Protection · Player Count

13 COMMUNITY AND MODERATION

Rules that shape play

- **Golden rule:** use common sense. Dodging a rule on a technicality counts as breaking it.
- **Gameplay:** no griefing or sabotage, no scams, no abusing bugs or unauthorized mods.
- **Chat:** respectful, no spam, English only in global chat, nothing unsuitable for all ages.
- **Penalties** scale with severity, intent and repeat offenses.

Protection rules (claims, Parcels without combat) carry much of the anti-griefing work, so moderation can focus on behaviour.

Communication

- Development updates on X, with features shown before they ship.
- A public wiki in English and Spanish: connecting, first steps, money, claims, bank and parcels.
- Discord for the community and for requesting wiki pages.

14 SCOPE, RISKS AND SUCCESS CRITERIA

Launch scope

- Three linked servers with routing, presence and a shared profile
- Six quest lines, Miner and Hunter jobs, bank and three-coin currency
- Claim Chest protection with copper upkeep and member invites
- Parcels server with the Parcel broker
- Social menu and minigames
- Website, wiki and store in English and Spanish

Success criteria

- New players finish First Steps and pick a job in their first session.
- Switching servers never loses coins, items or progress.
- A base can be protected without asking staff.
- A parcel is reachable through normal play.

Post-launch

- Builder job: coins for completing building projects

Risks and mitigations

RISK	MITIGATION
Hytale API changes break systems	One plugin per system, so a change touches one module at a time.
A Survival wipe after an update	Parcels keeps important builds; the bank and profile live outside the world.
Abandoned claims lock land	Copper upkeep: an unfed Claim Chest disappears.
Database latency in gameplay	Asynchronous calls and local caches on gameplay-sensitive paths.
Coins pile up with nothing to buy	The parcel as a large, clear sink; more sinks can follow post-launch.