

Evertrail

A Hytale Survival RPG network where three servers play like one world.

Prepared by Ethan Navarro | 2026 | v1.0



The Tabern Lobby: the social hub where every journey on the network starts and ends.

LOGLINE

Take a job in the lobby tavern, earn coins and EXP in Survival, protect your base with a chest that runs on copper, bank your savings, and buy a parcel on a server built to keep your builds. Three servers, one player, one economy.

THE HOOK

Hytale launches in early access, and a survival world on a young game may one day need a wipe. Evertrail turns that risk into the main goal: **Parcels**, a long-term building server that players buy into with coins earned in Survival. Everything else follows the player too: **coins, level, job, quests, backpack, friends and presence** live in one shared profile, so moving between servers feels like walking between rooms of the same game.

THREE SERVERS

- **Tabern Lobby.** The hub: traders, NPC services, the server menu and a way back from anywhere with /lobby.
- **Survival PvE.** Exploration, building, jobs, quests and land claims. No PvP, no griefing.
- **Parcels.** No PvE and no PvP. A custom biome for long-term building that stays when Survival changes.

FACT SHEET

GENRE

Survival RPG · persistent multiplayer network

PLATFORM

Hytale (early access), server-side plugins

SERVERS

3: Tabern Lobby, Survival PvE, Parcels

MODE

PvE only: no PvP on any server

AUDIENCE

Hytale players who prefer co-operative survival, progression and building over PvP

LANGUAGES

English in global chat; website and wiki in English and Spanish

CURRENCY

Coins: Gold 100 · Iron 10 · Copper 1

SERVER

Java plugins · Hytale Server API

PLAYER DATA

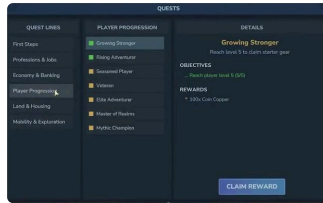
One shared profile for every server

WEB

Website, wiki and store



Klop, the coinkeeper: jobs manager and banker



The Questbook: quest lines with EXP and coin rewards



The Claim Chest protects a 40x40 area while it has copper



Parcels: a building world that is never wiped

PLAYER JOURNEY

TABERN LOBBY

Hub · start and return

Join the network

Tavern: talk to Klop

Pick a job
Miner or Hunter

Door menu → Survival

SURVIVAL PVE

Earn · explore · build

Open the Questbook
/quests

Quests + job: coins and EXP

/claim your base
40x40, fed with copper ore

Bank coins with Klop

PARCELS

Settle · build for the long term

Save 500 coins

Parcel broker: buy a parcel

Build on a world that stays

/lobby to travel back

The same profile (coins, level, job, quests, backpack, friends) follows the player through every step.

WHAT YOU DO

Quest	Six quest lines in the Questbook, each paying EXP and coins
Work	Pick a job with Klop: Miner or Hunter at launch, Builder later
Protect	Claim 40x40 blocks with a Claim Chest fed with copper ore
Save	Deposit coins with the banker and withdraw them on any server
Settle	Spend 500 coins on a permanent parcel

DESIGN PILLARS

1. One world, three servers

Identity, money and progress travel with the player. Going from the lobby to Survival or Parcels is navigation, never a restart.

2. Systems you can see

NPCs turn backend systems into interactions: take a job, deposit coins, buy a parcel. Claims show their limits and say when you enter or leave them. Native Hytale UI instead of command lists.

3. Built to outlive updates

Parcels keeps important builds safe if Survival needs a wipe, and modular plugins keep pace with an API that is still changing.

UNIQUE SELLING POINTS

- One economy across servers: coins earned in one place, spent in another
- Protection with upkeep, so abandoned bases do not lock land forever
- A clear long-term goal that also answers early-access wipes

LAUNCH SCOPE

- 3 linked servers and a shared profile
- Quests, jobs, bank, claims, parcels, social menu
- Website, wiki and store in English and Spanish