

Miner

A class dedicated to extracting resources from underneath the earth.

The Miner is Era's dedicated resource-gathering class, built around digging, tunneling, and processing ores. Where a vanilla player can mine any block right away as long as they have the right tool tier, players in Era also need their Miner class level to be high enough. Miner class XP is generally earned from mining stone and ores.

General Mechanics

Mineral Mining

Each mineral in the game is assigned a required Miner level, and a player must be at least that level to "properly" mine it.

Mining a block below the required level still breaks the block (and still grants Miner class XP, so progress is never wasted), but the block will not drop its item. In practice, this means a player with no levels in miner swinging a pickaxe at Iron Ore will break the block and earn a bit of XP toward leveling up, but no iron will actually drop. Level 2 needs to be reached for iron to actually give them something usable.

Ores are grouped into tiers that roughly mirror vanilla Minecraft's natural difficulty curve (coal and stone first, ancient debris last).

Level	Unlocked Minerals
0	Stone & variants (Diorite, Dripstone, etc.), Regular Coal
1	Deepslate, Deepslate Coal, Regular Copper, Raw Copper Blocks
2	Deepslate Copper, Regular Iron

3	Deepslate Iron, Regular Gold, Regular Lapis, Regular Redstone, Regular Emerald, Nether Gold, Gilded Blackstone, Nether Quartz
4	Deepslate Gold, Deepslate Lapis, Deepslate Redstone, Deepslate Emerald, Regular Diamond
5	Deepslate Diamond, Ancient Debris

Increased Block Break Speed Attribute

Beyond unlocking new ores, leveling up also makes a Miner physically faster at breaking blocks. Each level adds a flat bonus to the player's block-breaking speed. The bonus grows by a fixed 0.24 per level, so the speed increase scales in a straight line rather than accelerating or slowing down as players progress:

Level	Bonus
1	+0.24
2	+0.48
3	+0.72
4	+0.96
5	+1.2

Level Outline

Level 0

- Mineral Mining: Stone & variants (Diorite, Dripstone, etc.), Regular Coal
- Block Break Speed: +0

Level 1

- Mineral Mining: Deepslate, Deepslate Coal, Regular Copper, Raw Copper Blocks
- Block Break Speed: +0.24

Level 2

- Mineral Mining: Deepslate Copper, Regular Iron
- Block Break Speed: +0.48

Level 3

- Mineral Mining: Deepslate Iron, Regular Gold, Regular Lapis, Regular Redstone, Regular Emerald, Nether Gold, Gilded Blackstone, Nether Quartz
- Block Break Speed: +0.72
- Subclass Unlocks: At Level 3, a Miner can specialize into one of two subclasses:
 - Excavator - Specializing in gathering building materials and landscaping
 - Prospector - Specializing in gathering ores and caving

Level 4

- Mineral Mining: Deepslate Gold, Deepslate Lapis, Deepslate Redstone, Deepslate Emerald, Regular Diamond
- Block Break Speed: +0.96

Level 5

- Mineral Mining: Deepslate Diamond, Ancient Debris
- Block Break Speed: +1.2

Subclasses

Excavator

A Miner subclass focusing on extraction of building materials and landscaping.

The Excavator is built for players who spend their time reshaping terrain and gathering bulk building materials.

Level 3

- Terrain Block Mining Speed: +20%. A wide range of common terrain and building blocks are mined 20% faster. This covers most "natural" blocks a player would dig through or gather in bulk, including:
 - Stone type blocks: Tuff, Diorite, Granite, Andesite, Dripstone, Calcite
 - Sand & sandstone: Sandstone, Red Sandstone, Sand, Red Sand
 - Nether/blackstone: Blackstone, Basalt, Netherrack, Soul Sand, Soul Soil
 - Obsidian: Obsidian, Crying Obsidian
 - Dirt-family: Dirt, Grass Block, Mycelium, Rooted Dirt, Coarse Dirt, Podzol, Mud, Muddy Mangrove Roots
 - Ice & snow: Ice, Packed Ice, Blue Ice, Snow, Snow Block
 - Misc: Terracotta (any color), Packed Mud, Magma Blocks, Gravel, Clay, Moss Block, Pale Moss Block
- No Underwater Mining Penalty for non-ore blocks
- No Builder XP from Placing Blocks. Since Excavators frequently place blocks just to landscape or fill terrain, this perk stops those placements from also granting Builder XP which would take away from Miner XP.

Level 4

- Terrain Block Mining Speed increased to +35% (up from +20%), applying to the same block list as Level 3.

Level 5

- Terrain Block Mining Speed increased to +50% (up from +35%).
- Ice blocks are mined as if with silk touch.

Prospector

A Miner subclass focused on detecting ores and mobs to increase survivability underground.

The Prospector is specialized for careful and efficient exploration of caves and mineshafts.

Level 3

- Dowsing Rod. Prospectors can craft and use a Dowsing Rod, a tool with a 5 second cooldown that scans the area directly in front of the player and reports back the single most valuable ore found within those blocks. At this level, the rod cannot detect Gold, Emerald, Diamond, or Ancient Debris.
- Reduced Damage from Hostile Mobs. Prospectors take slightly less damage when attacked by hostile mobs, making solo underground exploration a bit safer.

Level 4

- Dowsing Rod detects Gold and Emerald.
- 1/2000 Chance of Night Vision on Block Break.
- Carved Torches Recipe. A new, cheaper torch recipe is unlocked: Cobblestone + Coal = 4 Torches.
- Torches Highlight Hostile Mobs. While holding a torch, any hostile mobs in the same chunk as the player are visually highlighted.
- Increased Mob Damage Reduction

Level 5

- Increased Night Vision Odds. The chance to trigger Night Vision when breaking blocks (introduced at Level 4) goes up to 1/1000.
- Dowsing Rod detects Diamond.
- Increased Mob Damage Reduction

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