

No lighting deaths EVER

Posted by nuckyi - 22 Dec 2012 06:22

so i was looking around and saw www.twkgaming.com/minecraft/realmstats.html that noone on the server has died due to lighting. this is an outrage and an injustice. so to correct this i will dutifully volunteer my my good friend EBK_Wicked_One

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Re: No lighting deaths EVER

Posted by renadragon - 22 Dec 2012 11:12

the thing with the lighting is you have to get them before the flames do but i think this is a great idea =P

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Re: No lighting deaths EVER

Posted by Chiffilly - 22 Dec 2012 17:53

Also, lightning rarely strikes within hitting distance of a player, it's just how it's programmed 🤔

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Re: No lighting deaths EVER

Posted by nuckyi - 29 Dec 2012 10:03

well how many random strikes at wicked would it take for a kill? i say we get some invis pots. make it rain. (sneaky sneaky) btw dont forget your mask 🧢

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Re: No lighting deaths EVER

Posted by LordChaosMind - 03 Jan 2013 04:16

About five I'd say... I kind of wish lightning was a bit more...proactive. I haven't even seen a charged creeper normally. 🤔

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