

A COMPANION MOD FOR MINECRAFT JAVA EDITION

BRIK

The Reforged Companion

Player's Guide · Draft for review



Design draft · all numbers are starting values and may change in playtesting

CONTENTS

Inside this guide

1	The Legend of Brik	Who he is and why he follows you
2	Meeting Brik	First night, talking, and giving orders
3	The Six Forms	What Brik becomes, and what he can do
4	How Brik Grows	Gear, attunement, and offerings
5	Brik's Strength	Why swapping gear won't hurt him
6	When Brik Falls	Fracturing and reforming
7	When You Fall	Brik's watch over your lost things
8	World Settings	Forgiving, Standard, or Brutal
9	Quick Reference	Everything on one page
A	Appendix: The Numbers	Exact maths for the curious



TIER 1
Wisp



TIER 2
Spark



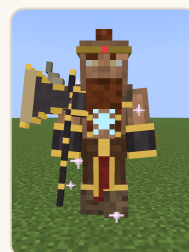
TIER 3
Wraith-Warrior



TIER 4
Ascendant



TIER 5
Barbarian



TIER 6
Legend

CHAPTER 1

The Legend of Brik

Long before the first player opened their eyes on a grassy hill, the Overworld had heroes. Brik was the loudest of them.

Brik of the Broken Pass was a warrior of an age now buried under stone and dirt. He fought with a greataxe nobody else could lift, laughed at creepers, and swore oaths the way other men breathe. His greatest oath was to his battle brother, a smith named Orrin: *wherever you stand, I stand beside you.*

When the endless night-horde came for their village, Brik held the mountain pass alone so Orrin and the others could escape. He held it until sunrise. The horde broke, and so did Brik. His body shattered, but the oath did not.

An oath that strong cannot rest. For ages, Brik's spirit drifted as a small light in the dark, unable to hold a shape, waiting for someone worthy to stand beside. Spirits cannot forge their own bodies. They can only be **reforged from metal shaped by a battle brother's hands**.

Then you woke up on that grassy hill. On your first night, a small light drifted out of the dark and stopped beside you. It has chosen you.

"Hah! Wood and stone? We all start somewhere, little brother. Forge me something worth wearing and I will show you how a real warrior fights."

— Brik

Every material you forge, from copper to netherite, gives Brik back a little more of himself. Start as a flicker of light; finish with a barbarian at your side. That's the whole story of this mod: **as you grow, he grows**.

CHAPTER 2

Meeting Brik

Brik finds you on your first night in a world. From then on, he is yours for that world.

Talking to Brik

Brik is powered by an AI, so you can talk to him in your own words. He remembers your adventures, reacts to what happens around you, and has opinions about all of it.

Do this	What happens
Press B	Opens the talk box. Type anything: questions, orders, or just conversation. While he rests, B calls him back.
Press J	Opens Brik's menu: his form, strength, your gear, and progress to the next tier. It also has the Ore Sense switch, the Rest button, and what he calls you.
Crouch + right-click Brik (empty hand)	Opens Brik's menu too.
Crouch + right-click Brik (holding an item)	Gives him that item. Used for offerings, rekindling, and Totems of Undying.
Watch the chat	Everything Brik says appears in chat. Short warnings fade quickly; long lines stay up until you've had time to read them.
Check the bar by your hotbar	Shows Brik's health, his strength (chapter 5), and progress to his next form (chapter 4).

Giving orders

You can just say what you want ("stay here and watch the door"), and Brik will work it out. These are the orders he understands:

Order	What Brik does
Follow	Stays close and keeps up with you. This is his default.
Stay / Guard	Holds a spot and defends it until you call him back.
Scout	Ranges ahead and reports what he finds.
Fight / Hold back / Stay out of it	Sets how eager he is to fight: aggressive, defensive, or passive.
Come here	Returns to your side right away.
Rest / Take a break	Fades out to rest while you build. Press B (or talk to him) to call him back.

While Brik rests he does nothing at all: no warnings, no fighting, no Ore Sense, and no Keeper if you die. His attunement waits until he's back. You can also rest him or call him from his menu, or with **/brik rest** and **/brik call**.

What Brik calls you

Brik calls you **brother** until you tell him otherwise. He can call you **sister** or **shieldmate** instead: just tell him ("call me sister"), click the button beside Rest in his menu, or type **/brik callme brother**, **sister** or **shieldmate**. Each player picks their own, and it sticks.

His AI and his voice

Brik is fully playable with no keys at all: he follows, warns, fights and grows exactly the same. Keys add two things, and you can mix them: real conversation (Claude by default, or OpenAI) and a spoken voice. ElevenLabs works with either brain.

Setup	How he talks	His voice	Keys
No keys at all	Pre-written lines; understands simple orders	System : your computer's built-in speech. Free and offline, a bit robotic	None
Claude + ElevenLabs (best)	Full conversation	ElevenLabs : the most characterful voice	Anthropic + ElevenLabs
Claude + System	Full conversation	System : free, no extra key	Anthropic
OpenAI for both	Full conversation	OpenAI : the same key does both jobs	One OpenAI key

On a server, his conversation runs on the server, so the AI key in the **server's** config/brik.json is used for every player, and its request limits (400 a day and 8 a minute by default) are shared. Players' own AI keys aren't used there. His voice is made on each player's own computer from their own config/brik.json, so each player picks their own voice and key, or the free system voice. In singleplayer, both come from your file.

Everything goes in **config/brik.json**, which explains each setting: **aiProvider** and its key for how he talks, **voiceProvider** (off, system, elevenlabs or openai) for how he sounds. After editing it in game, run **/brik reload** or **/brikvoice reload**. The AI service gets what you say and a summary of the game around you; a voice service gets the lines he speaks. The system voice never leaves your computer.

Adding Brik to a world you've already started

You don't need a new world. Brik finds each player at the **next nightfall** (straight away in the Nether or the End, which have no day). Everyone starts at Wisp, but the gear you already have counts at once: a player in diamond qualifies for each early form immediately, and their bar fills twice as fast because they're well ahead. Each form still needs its attunement and its offering. If you killed the Ender Dragon before Brik arrived, it doesn't count toward Legend; respawn it with four End Crystals on the exit portal and fight it again with him.

The Six Forms

Brik has six forms. Each one is more solid than the last, and each adds new abilities. He keeps every ability from his earlier forms.



TIER 1 · You start here

Wisp

A small glowing light with a face. Hard to see in daylight, impossible to miss at night.

- **Danger Sense.** Warns you about nearby hostile mobs with a voice line, a sound, and an arrow on your screen pointing to the threat.
- **Lantern.** Glows brightly enough to light caves and keep you from walking into darkness.
- **Scout.** Flies ahead on command and reports what he sees.



TIER 2 · Copper gear

Spark

A ghostly torso and arms. Copper bracers crackle with static. His legs trail off into mist.

- **Static Shock.** Zaps a single mob, stunning it for a moment, and snuffs out a creeper's fuse.
- **Conductor.** Pulls lightning toward himself during thunderstorms, away from you.
- **Ore Sense.** Points out iron ore, diamonds and ancient debris nearby. Switch it off any time.



TIER 3 · Iron gear

Wraith-Warrior

A full ghostly body wearing solid iron. He carries an axe for the first time.

- **Shoulder to Shoulder.** Fights alongside you with real melee attacks.
- **Taunt.** Draws mobs' attention off you and onto himself.



TIER 4 · Diamond gear

Ascendant

Almost solid now. Diamond plates, glowing runes, and eyes that burn blue.

- **Shield Wall.** Blocks attacks aimed at you when he's close by.
- **Heavy Blow.** Hits hard enough to knock mobs back.
- **Keeper.** If you die, he gathers your dropped items and holds them until you return (chapter 7).



TIER 5 · Netherite gear

Barbarian

Fully reforged. Flesh, fur, beard, and a netherite greataxe. This is Brik as he was.

- **Cleave.** Each swing also hits the other mobs crowded around his target, for a little over half damage.
- **War Cry.** When two or more mobs close in on you, he roars and gives you Strength for 10 seconds. About once a minute.
- **Rally.** When you drop to 3 hearts or less, he heals you 3 hearts and adds a few seconds of Regeneration. About every 2 minutes.
- **Barbarian's Hide.** Skin as tough as netherite: blasts and dragon's breath do half, the Wither effect can't touch him, and he heals even mid-fight. A Warden's sonic boom does half and its blows three quarters.
- **Hurled Axe.** Throws a ghostly axe at foes out of reach, up to 32 blocks: flying mobs, the Wither, and the Ender Dragon.
- **Crystal Breaker.** In the End he smashes the crystals on the pillars by himself, cages and all, so the dragon can't heal. He leaves crystals you place alone.
- **Warden Wise.** He won't trade blows with a Warden. He fights it from above, out of its reach, throwing his axe, and he holds its attention on himself the whole time, so you can get away; and when he's badly hurt he climbs out of its range to heal, then goes back in.



TIER 6 · Beat the Ender Dragon, then a Nether Star

Legend

Brik, wrapped in a golden aura. Beyond what he was in life.

- **How to earn it.** Two boss fights. Beat the Ender Dragon with Brik at your side, then beat the Wither for a Nether Star and hand it to him. Chapter 4 has the details.
- **Thunderfall.** Leaps into a crowd and lands with a lightning shockwave.
- **Undying Oath.** Once per in-game day, if a hit would kill you, Brik takes it instead.

Brik's form is **permanent**. Once he gains a form, losing or changing your gear will never take it away. (The only exception is the optional Brutal setting; see chapter 8.)

How Brik Grows

Brik takes his body from the metals you forge. Moving him to a new form always follows the same three steps.

- | | | |
|--|---|--|
| 1 Wear the gear.
Equip the next tier's material. Brik will notice and a progress bar appears. | 2 Attune.
Play and fight together until the bar fills. | 3 Make the offering.
Give Brik the tier's metal. He transforms. |
|--|---|--|

Step 1: Wear the gear

Brik looks at six things: your **helmet**, **chestplate**, **leggings**, **boots**, the **best weapon** in your hotbar, and the **best pickaxe** in your hotbar. To qualify for a tier, all six should be that tier's material, but **one of them can be a tier lower**. Netherite allows two, because netherite is expensive.

Tier	Qualify by wearing	Materials that count
Spark	Copper	Gold and chainmail count as copper.
Wraith-Warrior	Iron	A turtle shell counts as iron.
Ascendant	Diamond	—
Barbarian	Netherite (two pieces may be diamond)	—

Mixing it up? Brik's menu always shows how close you are, so you never have to work it out yourself. Rough rule: better pieces make up for weaker ones. The exact maths is in the appendix.

Step 2: Attune

Once you qualify, the attunement bar starts filling. It fills as you **play** and fills faster when you **fight alongside Brik**. Expect the first tier-up to take roughly 30 to 60 minutes of normal play; later tiers take longer.

- **Progress never resets.** If you take the gear off, the bar just pauses.
- **Way ahead?** If your gear is well beyond what the tier needs, the bar fills twice as fast. Skipping copper and going straight to iron won't slow you down.
- **One tier at a time.** Brik always moves up in order, but the next bar starts filling straight away if you already qualify.

Step 3: Make the offering

When the bar is full, Brik will ask for his offering. Crouch and right-click him while holding it. The offering is used up.

To become	Offer Brik
Spark	1 Block of Copper
Wraith-Warrior	1 Block of Iron
Ascendant	1 Block of Diamond
Barbarian	1 Netherite Ingot
Legend	1 Nether Star, from beating the Wither (only after you've beaten the Ender Dragon with Brik)

The last form: Legend

Legend isn't earned with gear or attunement. It takes two boss fights, and you can do them in either order:

- **Beat the Ender Dragon with Brik.** Be in the End near the dragon when it dies, with Brik out (not resting). You don't need to land the final blow, and it counts even if he isn't a Barbarian yet: he remembers.
- **Beat the Wither for a Nether Star.** The Wither drops one Nether Star when it dies. Brik doesn't need to be there for this fight.
- **Hand him the star.** Once he's a Barbarian and the dragon is down, crouch and right-click him while holding the Nether Star.

His menu shows both steps: *Legend: beat the Ender Dragon together, then offer him a Nether Star.*

"I can feel it, brother. The iron is singing. Bring me a block of it and I will stand on two legs again."

— Brik

Brik's Strength

Brik's form never goes away, but how hard he hits depends on how well you're equipped right now. This is his Strength.

Strength runs from 60% to 100% and is shown on his status bar. It affects his damage, his health, and how often he can use abilities.

When your gear...	Brik's Strength...
Matches or beats his form	Sits at 100%.
Gets better	Rises quickly, within about a minute.
Gets worse	Falls slowly, over about two in-game days.
Is terrible (or gone)	Never drops below 60%. A Barbarian is always a Barbarian.

Things that won't hurt him

Brik has a grace period. If a piece of gear disappears or gets swapped out, he remembers it for **10 minutes**. So these are all fine:

- A tool or weapon **breaking** mid-fight.
- Swapping your chestplate for an **Elytra**. (An Elytra counts as your last chestplate for as long as you wear it.)
- Wearing **gold armor** in the Nether to keep piglins friendly.
- Taking armor off to swim, build, or try something on.
- Holding torches, food, or blocks. Only your hotbar's **best** weapon and pickaxe count.
- Worn-out gear. Durability doesn't matter at all.

"Your blade shattered? Then stand behind me while you forge another. I have not forgotten how to swing."

— Brik

When Brik Falls

Brik can't truly die. He's a spirit wearing a body you forged. When that body breaks, the spirit stays.

Fracturing

When Brik's health hits zero, he **fractures**. His body breaks apart into scattered metal and light, and he drops back to his Wisp form. While fractured:

- He **can't fight** and can't use his higher abilities.
- He still **warns you** about danger and still **lights the way**.
- Mobs ignore him, so he can't be hurt again.
- **He keeps his form**. When he reforms, he comes back exactly as he was (unless your world is Brutal: see chapter 8).

Bringing him back

Any one of these works:

Option	How	When it's useful
Wait	About 5 minutes (1 on Forgiving), and he reforms on his own.	When you're not in a hurry.
Sleep	Sleep through the night in a bed.	End of the day anyway.
Rekindle	Give him one piece of his form's metal: copper ingot, iron ingot, diamond, or netherite scrap.	You need him back right now.

There's no limit. However many times Brik fractures, any of these three options always brings him back.

Totem of Undying

Give Brik a Totem of Undying and he'll carry it. The next time he would fracture, the totem breaks instead and he stays standing, just like it works for you. He carries one totem at a time.

Other ways he can lose his body

- **Lava, the void, drowning, being stuck in a wall:** counts as a fracture. He reforms next to *you*.
- **Left behind** (far away, another dimension, a long Elytra flight): his spirit follows and he reappears beside you. No penalty.
- **Hitting him by accident:** you can't hurt Brik.

When You Fall

Dying in Minecraft is the worst moment of any adventure. This is where Brik earns his keep.

When you die and respawn, Brik **stays where you fell** and shines as a beacon you can see from a distance. Once you're back on your feet, he guides you there and watches your back on the way. He tells you the spot's coordinates, and the line above his status bar shows how far away it is, how far up or down, and its exact coordinates.

And because his Strength falls slowly (chapter 5), he's still at full power while you're running back in whatever you could grab. For once, you get a bodyguard when you need one most.

Keeper (Ascendant form and above)

From his Ascendant form onward, Brik **gathers up everything you dropped** and holds it until you get back. You don't need the exact block: stand within a few blocks of the spot, even on a ledge above it or in a tunnel below, and he hands everything back. Normally dropped items vanish after 5 minutes. With Brik keeping them, they don't.

Die again before you get back, and he adds what you dropped to what he's already holding: it all waits at the newest spot, and he tells you how many falls it's from. If your pockets are full when he hands it back, he holds on to the rest and passes it over as soon as you make room.

"Go. Get your bed back and come for me. I will hold your things, and I will hold this hill."

— Brik

Settings. Keeper can be switched off in the mod settings for players who want the full vanilla risk.

World Settings

Each world has one setting for how forgiving Brik's world is, shared by everyone in it.

Setting	Wait to reform	Can Brik lose a form?
Forgiving	1 minute	Never.
Standard (default)	5 minutes	Never.
Brutal (default in Hardcore)	5 minutes	Yes, every time he fractures. See Sundering below.

A new world starts on Standard, or Brutal if it's a Hardcore world. Type **/brik difficulty** to see the setting; an operator (or anyone in a world with cheats on) can change it at any time with **/brik difficulty forgiving, standard** or **brutal**.

Sundering (Brutal only)

On Brutal, every fracture also **sunders** Brik: he loses his highest form. He still comes back with any of the three usual options, but one tier lower.

To win the form back, refill the attunement bar (it only needs to go **halfway** this time) and make the offering again. A white notch on the bar marks the halfway point while he's winning a form back. On Brutal, a Totem of Undying in Brik's hands is worth a lot: it still saves him from the fracture, and from the sundering.

"I have been broken before, brother. Forge me again. I will not make the same mistake twice."

— Brik

Other settings

- **AI provider:** Claude or OpenAI, your key, and which models Brik uses.
- **Voice:** off, System, ElevenLabs or OpenAI. System uses your computer's built-in speech: free, offline and no key, though more robotic. ElevenLabs sounds best. One OpenAI key can run both his conversation and his voice.
- **Chattiness:** how often Brik speaks up on his own.
- **Keeper** on or off.
- All the balance numbers in this guide, for players who want to tune them.

Quick Reference

Controls

B	Talk to Brik (or call him back while he rests)
J	Brik's menu
Crouch + right-click (empty hand)	Brik's menu
Crouch + right-click (holding item)	Give: offering, rekindle metal, or Totem

Form	Wear	Offer	New abilities
Wisp	—	—	Danger Sense, Lantern, Scout
Spark	Copper	Block of Copper	Static Shock, Conductor, Ore Sense
Wraith-Warrior	Iron	Block of Iron	Shoulder to Shoulder, Taunt
Ascendant	Diamond	Block of Diamond	Shield Wall, Heavy Blow, Keeper
Barbarian	Netherite	Netherite Ingot	Cleave, War Cry, Rally, Hide, Hurled Axe, Crystal Breaker, Warden Wise
Legend	Beat the Ender Dragon	Nether Star (from the Wither)	Thunderfall, Undying Oath

Remember

Forms	Permanent. Gear changes never take them away.
Strength	Follows your gear. Rises fast, falls slow, never below 60%.
Gear swaps	10-minute grace period. Breaking, Elytra, and gold are all fine.
He falls	Back to Wisp. Wait 5 min, sleep, or rekindle with his metal.
You fall	He marks the spot and guides you back. Ascendant+ keeps your items.

APPENDIX

The Numbers

You never need this page to play. It's here for players who like to know exactly how things work.

Gear Score

Each of the six slots (four armor pieces, best weapon, best pickaxe) gets a value. Your **Gear Score** is the average of all six.

Value	Material
0	Empty
1	Leather, wood, stone
2	Copper, gold, chainmail
3	Iron, turtle shell
4	Diamond
5	Netherite

Tier	Gear Score needed	Attunement needed
Spark	1.8	60
Wraith-Warrior	2.8	100
Ascendant	3.8	150
Barbarian	4.6	200

Attunement: **+1** per minute played while qualified, **+3** per hostile mob you and Brik defeat together. Doubled if your Gear Score is at least 1.0 above the threshold.

Example loadouts

Loadout	Maths	Score
Full copper, leather boots	$(2+2+2+1+2+2) \div 6$	1.83
Iron armor and sword, copper pickaxe	$(3+3+3+3+3+2) \div 6$	2.83
Diamond helmet and chest, iron legs and boots, diamond sword, iron pickaxe	$(4+4+3+3+4+3) \div 6$	3.50
Netherite with two diamond pieces	$(5+5+5+5+4+4) \div 6$	4.67

Strength

Target Strength = Gear Score ÷ the form's value (Spark 2, Wraith-Warrior 3, Ascendant 4, Barbarian and Legend 5), kept between 60% and 100%. Brik's actual Strength moves toward the target: about a minute to rise, about two in-game days to fall.

Enchantments don't count in this version.