

Graves

What happens to your items when you die.

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Overview

HellHold uses **vanilla death rules** — keepInventory is off, so you drop your items when you die. But instead of scattering them across the ground (or into lava), everything is gathered into a **grave** at the spot where you died, powered by **AxGraves**.

Recovering your stuff

1. Head back to where you died. The grave shows as a player-head marker with a floating label.
2. **Walk over it** to instantly pick everything up, or **right-click** it to open it and take what you want.

You get back **all** of your items and **all** of your XP.

“ Not sure where you died? Check your death message in chat — it usually tells you roughly where it happened.

See **How Graves Work** for the finer details (timers, XP, and more).

How Graves Work

A few useful details about how graves behave on HellHold.

What a grave keeps

- **All your items** — armour, hotbar, inventory and off-hand.
- **All your XP** — you get 100% of your experience back, not the vanilla fraction.

When you collect a grave, your armour is even **re-equipped automatically** so you are ready to go again.

How long it lasts

A grave stays for **20 minutes** before it despawns. That is plenty of time for most trips, but do not dawdle on a long trek back.

If a grave does time out, its contents **drop on the ground** at that spot rather than vanishing instantly — but they then follow normal item rules and will despawn, so treat 20 minutes as your real deadline.

Collecting it

- **Walk over** the grave for an instant pickup, or
- **Right-click** it to open it and take items out one at a time.

Good to know

- Graves work in the **Overworld, Nether and End**.
- Graves are **not locked to you** — get back promptly, as another player who reaches it first could pick it up.

“ The golden rule: when you die, drop what you are doing and go get your grave. 20 minutes goes faster than you think.