

SERVER26 TRANSPARENCY REPORT 2025

OCTOBER 20, 2026

MINECRAFT SERVER26
Authored by: lerokko



The Purpose of This Document

Original preamble from 2020:

TL;DR I just like doing stuff like this

I want to be transparent in running this server. Anyone who is interested should be able to read up on what has been done and how we got there. With this document, I am also opening myself up to any criticism regarding how things are done. I am by no means perfect; I always try to act in the best conscience and try to do what is best for the server and its community. The purpose of this document is to provide insight to anyone interested. No personal information in this report has been published without explicit consent for each case.

Disclaimer: Executive actions and detailed moderation procedures are not within the scope of this document. For security and privacy reasons, staff operations will not be discussed in this report.

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Overview

Community

Server26 is an **18+ community**, and our moderation team tries its best to keep it that way. We do not enforce or encourage any type of age verification. Currently we only ask players about their age and note that information temporarily in-game¹.

¹ The information is stored in-game until the player has been promoted to the Player rank, which is done manually. This is done to avoid new players being asked repeatedly by moderators every time a new player joins.

Our players try to be there for each other and foster a close-knit community.

ONLY THING OLDER THAN THE SERVER
ARE THE PLAYERS!

Events

Server26 holds a few regular annual events, those being an Easter Egg Hunt, the Anniversary, and a Christmas/New Year celebration. Aside from the egg hunt, there is no fixed format for any of these events. Sometimes it is just a badge or a small plugin update, while in other years the community gathers to play games, for example.



The BIG Thing – The 10-Year Anniversary

Oh boi, let's use this document as an opportunity to talk about this a bit more.

The first anniversary celebration was held in 2020, as it was the first year after our discord server took root and we got something like an actual community rolling. We have continued to celebrate on the 20th of June ever since.

A whole decade is a big milestone, and like the last milestone of 5 years a custom player head was distributed via the wandering trader to commemorate this occasion.

In the weeks leading up to the event players could complete challenges (custom advancements) to collect points which could be redeemed after the anniversary for a period of time. The prize for collecting points was kept a surprise from the players until the day of the event.

A Server26-first. A custom item. **A party horn.** A retextured goat horn that plays a custom sound. Players could rename a goat horn and click it to redeem their points to get as many horns as they could afford. Aside from the Easter Eggs (retextured eggs) handed out to Egghunt participants during easter every year this is the only item that has a custom “functionality”. I made sure that the item grants no advantage in gameplay.



As for the event itself, between a dozen or two dozen players participated and joined a voice call. We kicked off with a horse race held by Captain_Starlord across the map on a road built by players in the months before the anniversary event. After that we played some of the minigames built for the occasion and players could try their skill at the 2025 parkour.

The Annual Bricklaying

The fourth brick of the pyramid was added to the build by Loot_Hoot and is made out of Lime Glazed Terracotta.

The idea is inspired by the [Zeitpyramide](#) (lit. time pyramid) by Manfred Laber.

- Every brick is 3x3x4 and has to consists of only 1 type of block (full blocks only).
- Every brick is laid by a different person (decided by a raffle).
- Every type of block can only be used once. If someone already made a brick out of it, it cannot be chosen again.
- The bricklayer must provide the materials

Assets

Overview

Starting this year, this section is split up into a short overview of all of Server26's assets with [additions and changes](#) being decoupled into its own section.

- **Server resources:** See [The Minecraft Server > Hardware/Infrastructure Setup > Overview](#)
- **Storage:** Hetzner BX11 Storage box, IONOS Webspace
- **Domains:** server26.net, server26.eu
- **Platforms and presences:** reddit.com, planetminecraft.com, youtube.com, discord.com
- **Purchased Plugins:** lpx

Additions and Changes

Due to increasing size of the world map and CorePortect database we had to purchase 2 additional 1TB hard drives. As our server hardware is rented from Hetzner so are those drives. For redundancy those two drives are put in RAID1 (as is usual for servers). This means the two drives work in parallel with each being a copy of the other; in case one fails the data can be recovered from the other.

This means we have to pay for double the amount of usable storage but it is what it is. With this purchase, the CoreProtect database and the Minecraft world can be put on separate hard drives (the server already had 2x 1TB drives), giving us 1TB for the world and 1TB for the CoreProtect database.

Criticism

At the end of 2024 I created an API-server that I wanted to setup for player to use to query info about the server and themselves. So far this project has made no progress, leading to a server laying around and costing money (~4\$ a month) since then.

This should have been handled better and the server should have been laid on ice. This reduces cost to a few cents per month but comes with additional work to bring it back online to continue developing on it. While for short periods it is not efficient but for the months of stall this should have been done and is overdue. As of the writing of this document the API server has been shut down.

Ownership Disclaimer

Since Server26 is just a community Minecraft server for friends and not a legal or registered entity in any form, it [Server26] can not properly hold any ownership, rights, or liabilities. Therefore, all the assets mentioned are thusly owned by me, ler-okko, the natural person directly. This should go without saying, but I wanted to remove any ambiguity due to potentially unclear language in this document.

The Minecraft Server

Terminology

To make communication easier and clearer, this mini-glossary section has been included in this year's report. (Yes, I am aware there is only 1 entry...)

Server: In the current context, there are two things that can be called a server. The *application*, and the *machine*. The application in the case of Minecraft is a java program that runs the game. Unlike a client, it does not output any image to a screen/window. That is not needed; the server is not a player.

The other meaning of server is the specialized hardware that the application runs on. It's a machine optimized for server-applications, like the Minecraft server software just mentioned. Any computer can be a server machine if you can connect it to a network and run server applications on it.

In the following, I will use **application** to refer to the “**Minecraft program**” (In our case, a software called PaperMC) or **machine** to refer to the **whole computer**, which runs more applications than just Minecraft.

Infrastructure Setup

Server26's inventory consists mostly of cloud resources. Of these, only the main machine is a physical machine, which we rent from Hetzner. Web and E-Mail services are hosted through Ionos SE.

Cloud resources are like an apartment unit in an apartment complex whereas a physical machine is like a standalone house.

Hosting at home or at a co-location has been considered but is absolutely unviable at the level of performance at which Server26 is expected to operate. A stable internet connection, power consumption, and hardware amortisation are all factors that make such an endeavour uneconomical at our small scale. See [Finances > Costs](#) for more information.

Overview

To increase clarity clear and **unified names** have been borrowed from the internal documentation where they have already been in use for years. Hopefully this will make it easier to understand this section of the report Server26 has 3 machines².



The main server is called **server26main**. It is what you connect to. Both the Minecraft application and the machine can be referred to as server26main.



In addition to that, we have a **server26dev**: a development server wherein new updates are tested and prepared for release on server26main. The development server (also called devserver) is open to the public as well and can be used by players as a creative test world.



Finally, there is the monitoring machine **server26monitor**. It has an overseeing role and monitors all 3 machines. It does not survey the Minecraft application but only the machines (machine) the Minecraft application run on (uptime, disk usage, and other “health” indicators). Monitoring of the Minecraft application is not done by a dedicated machine but with plugins on the application itself.



In conjunction with these servers, there is also an off-site backup storage (**copperbox01**). The Minecraft folder of the main server is continuously streamed to this remote storage. Daily snapshots of this remote storage are taken as well. This does not classify as a complete machine but rather just a service rented from Hetzner.

² Yes, I know those of you that know about computers and servers are probably rolling their eyes that I do not clarify those that are virtual machines, but let's not confuse the laymen any further.

Hardware Specifications

With the API-server sunset for now there are 3 servers left that are still in operation.



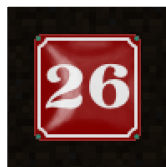
server26main

- Hetzner auction server
- i9-9900k
- 128GB RAM
- 4x1TB RAID 1 NVME SSD
- 1Gbit (unmetered)
- located in Falkenstein, Germany



server26dev

- Hetzner CX22 instance (VM)
- 2 vCPU cores (Intel)
- 4GB RAM
- 40GB SSD
- 1Gbit (unmetered)
- located in Nuremberg, Germany



server26monitor

- Hetzner CX11 instance (VM)
- 2 vCPU cores (Intel)
- 2GB RAM
- 20GB SSD
- 1Gbit (unmetered)
- located in Helsinki, Finland

Services

server26main	server26dev	server26monitor
• Paper Minecraft (screen) • Backup 1 (restic service) • Backup (lsyncd service) • fail2ban + ufw • node exporter (service) • Python • Discord bots (services) • data exporter (cronjob) • Docker • Caddyserver • MariaDB • <i>Coreprotect</i> • <i>Litebans</i> • <i>Player Analytics</i> • <i>Inventory Rollback</i> • <i>Statistics</i> • <i>Anti-VPN</i>	• Paper Minecraft (screen) • fail2ban + ufw • node exporter (service) • Python • Discord bots (services) • reddit post bot (service) • Anti-Malware Scanner	• fail2ban + ufw • node-exporter (service) • Docker • Prometheus • Alertmanager • Grafana

Unless otherwise specified, all servers run on Ubuntu. There is no deeper reason for this choice.

Criticism

We still don't follow the best practice of the 3-2-1-rule³, only currently keeping 1.5-ish backups of our data. They are stored offsite (copperbox01 is located in Helsinki, Finland). But they are still stored with the same provider where Server26 is hosted. Snapshots of the backup storage are kept, but since they are implemented via Copy-on-write⁴, they do not count as a full backup!

Backups are still not tested. Ideally, a pipeline would exist to automatically restore any backup weekly onto a test server and be checked by staff for any issues before closing said server again. Currently, I only do stop checks on metadata.

³ "It [the 3-2-1-rule] states that there should be at least 3 copies of the data, stored on 2 different types of storage media, and one copy should be kept offsite, in a remote location." [from wikipedia.org](https://en.wikipedia.org/wiki/Copy-on-write#In_computer_storage)

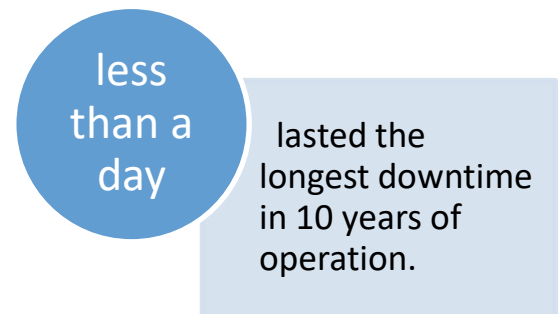
⁴ https://en.wikipedia.org/wiki/Copy-on-write#In_computer_storage

Plugins and Settings

Server Software

We run Paper, a 3rd-party Minecraft server implementation that the majority of public Minecraft servers are running. We have little reason to switch. Paper is a long-running household name and widely supported. It has some drawbacks game-play-wise, but the long-term stability of the Paper project makes this a good solution for Server26.

As mentioned in the [2020 Transparency Report](#), for legacy reasons, we are still stuck inside the Bukkit-API ecosystem. The Bukkit-API allows for simple plugins to often function for years without needing to be rebuilt and maintained for many versions. Switching to fabric would come with a lot of code maintenance after a few years.



Plugin List

In 2025, only 1 new plugin was added to the server.

The following shows a break-up of what plugins Server26 is composed of.

Not reflected in this table are plugins we removed this year either due to them being deprecated or replaced by other plugins.

	<i>Plugins that affect play experience</i>	<i>Management-, Cosmetic-, and Dependency-Plugins</i>
<i>Added in 2025</i>	-	ProAntiTab
<i>Added before 2025</i>	BoatPlacer, Chisel, ForeverAdorable, ForgetfulTrialVault, GhastFireballFilter, GriefPrevention, GrimAC, GSit, Harbor, HideDebris Shopkeepers, slotcrafter, squaremap, squaremap-griefprevention, VillagerInfo, Vulcan, WanderingTrades	AdvancedAntiVPN, AFKPlus, Afkpluspapi, AnarchyExploitFixes, AuxProtect, BukkitGreentext, ChatEx, CommandAPI, ConsoleSpamFix, CoreProtect, DiscordSRV, EntityDetection, hardcoded-aliases, InventoryRollbackPlus, JoinDate, LastLoginAPI, LiteBans, LuckPerms, MiniMOTD, MSG, NoChatReports, Notes, OpenInv, packetevents, PlaceholderAPI, Plan, PremiumVanish, ProtocolLib, Rtag, SafeSpectate, squaremap-banners, squaremap-vanish, Statz, TAB, Vault, VaultChatFormatter, ViaBackwards, ViaVersion, WhitelistPermission

Plugin Spotlights

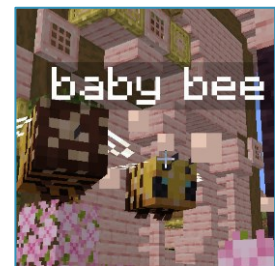
This section features the new plugins that were added and changed in the last 12 months, or had significant changes made to them. Each spotlight briefly summarizes what the plugin does and explains the reasoning behind their addition.

BoatPlacer

This is a small plugin coded by @asdanjer, one of our community members. It has received an update where you can now also do `/trust .ghast` to allow anyone to interact with happy Ghasts in that area.

ForeverAdorable

Allows players to stop a baby mob's growth by giving it a name that contains the word "little", "tiny", or "baby". With the addition of the Golden Dandelion in Minecraft 1.26.1 this plugin will be deprecated and the method of stunting growth this way (nametags) will be removed.



Shopkeepers

Long standing quality plugin with a longstanding track record of being a pain in my ass when updating. Players can create shops using iron an nugget and link them to a chest. Defined item exchanges (like villager trades) are defined in a GUI and can be used by other players.

Due to Minecraft often changing how their data is stored internally (de-serialization), for complex items (written books, player heads) some shops might break during updates.

For this reason, the armor stand book is forbidden from being offered in a shop. If your shop contains it, the trade might be removed during update.

ProAntiTAB

As shown above, ProAntiTAB is the only plugin added to Server26 this year. Its purpose is a simple one, it curates what commands the players can see in the suggestion list when typing a slash (/) in chat, only showing them commands they can actually run. Furthermore, this adds an additional security as it blocks all commands not on that list, increasing the difficulty of probing the server or to serve as an additional barrier against vulnerabilities.

slotcrafter

We are not yet done with community-made plugins. This one was also written by @asdanjer. The server used to have a fixed number of slots for players. During peak times, moderators could raise that number at their discretion. The server was often full, or if the cap was raised, it would lag with so many players on. Moderators had to balance letting players in or telling them “No” while also battling lag and kicking afk players that were standing in laggy locations to ensure most players could play at the best quality. That’s a lot of work, hence this plugin was developed.

Slotcrafter makes slot allocation dynamic now. Mods no longer have to adjust how many players can join. In fact, it is discouraged. The plugin will measure the server’s lag and decide based on that if it should let players in or not. The burden is no longer placed on moderators (if they are online) to tell players no. The plugin will make an unbiased call.

In addition to this main feature, 2 commands have been added to continue to allow going afk on the server at your farms. **The /yeetme command will mark you as volunteering for getting kicked if the server gets too laggy. Similarly, the /takemyslot <hours> command allows you to mark yourself as a “slot donator” after X hours. Meaning if the server is full after that time and someone wants to join, you opt in to give them your slot so they can play.** This is useful for if you want to afk for a few hours at a farm but you know you won’t be at home the entire day (or overnight). Most importantly, these commands are optional. They are not mandatory, but they are heavily encouraged to use whenever you can to allow all players to have a pleasant playing experience.

In case you are worried you might forget to turn off these features, or get disconnected on accident while the server is full, you will always have a short grace period to give you enough time to reconnect. Your slot will be reserved for you for a short time after getting kicked, just in case.

World & Updating

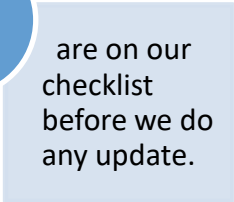
On the 16th of February, Server26 updated from 1.21.1 to 1.21.4. And then to 1.21.8 on the 19th of October. None of the content added in those updates has been deemed significant enough alone or in total to grant a pruning of chunks.

Before a Minecraft update is rolled out on the server, extensive testing by our staff (and some volunteer players) is done. Our update checklist is refined for each update and with each plugin we add. All updates minor and major, except critical hotfixes, are tested on our development/staging environment **dev.server26.net**, a way-smaller-scaled instance of (the future) Server26. This server is also open for anyone to test in creative mode if a redstone contraption works on the main server. During

a major update that involves significant downtime, this server often will serve a temporary redirect from the main server.



Over
200
tests



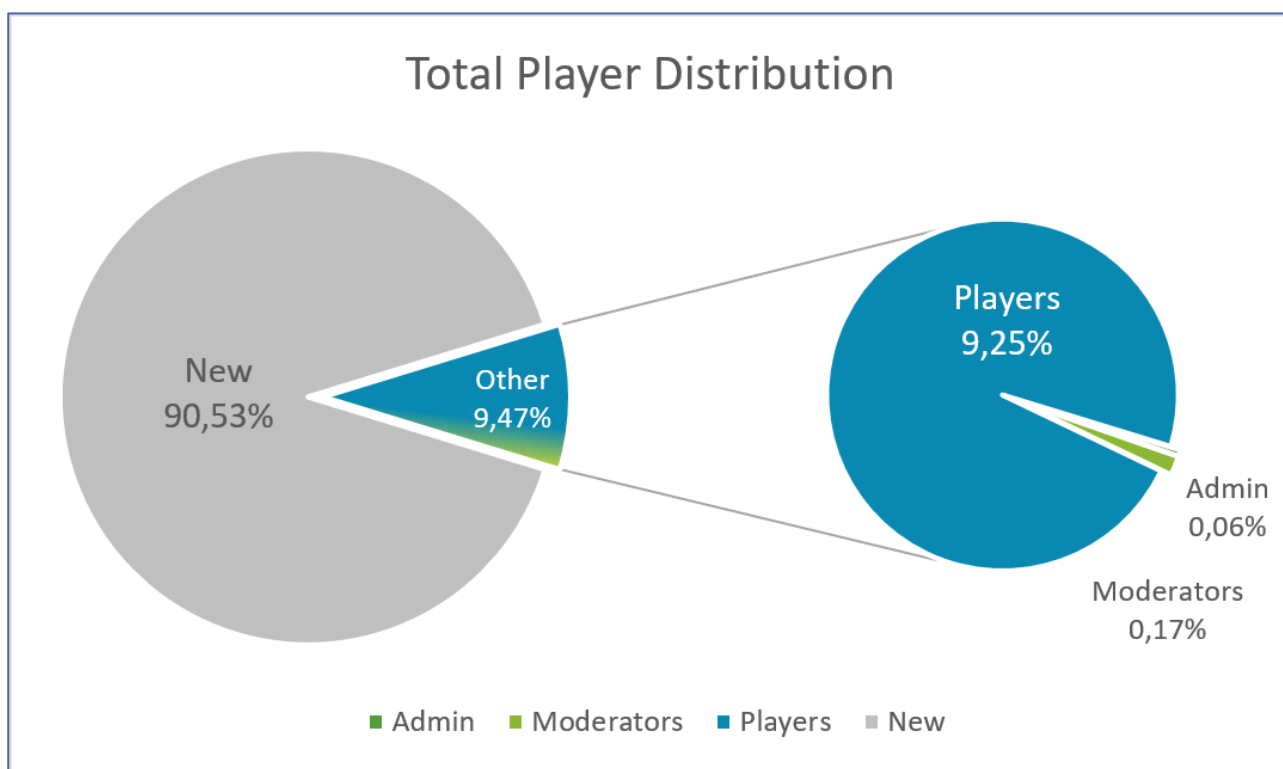
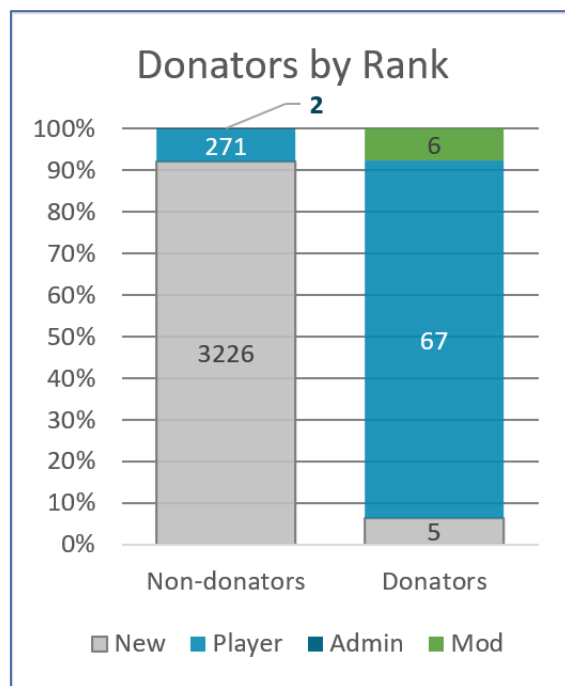
are on our
checklist
before we do
any update.

Players

Since 2015, there have been 3,569 unique players on the server with 519 of those in the last year! During 2025, only a very small number of players (28) have been promoted to **Player** rank. This year, the server had a peak of 23 players!

Due to the nature of a non-reset server, the biggest-growing group of players are "New" players, which includes players that only logged in once and never came back. The lack of a whitelist makes the percentage of players that keep playing very low, due to the low barrier to entry.

A total of 39 bans have been issued in 2025 and one ban has been appealed. Two of these bans were players **Player** rank, the rest had little to no playtime.

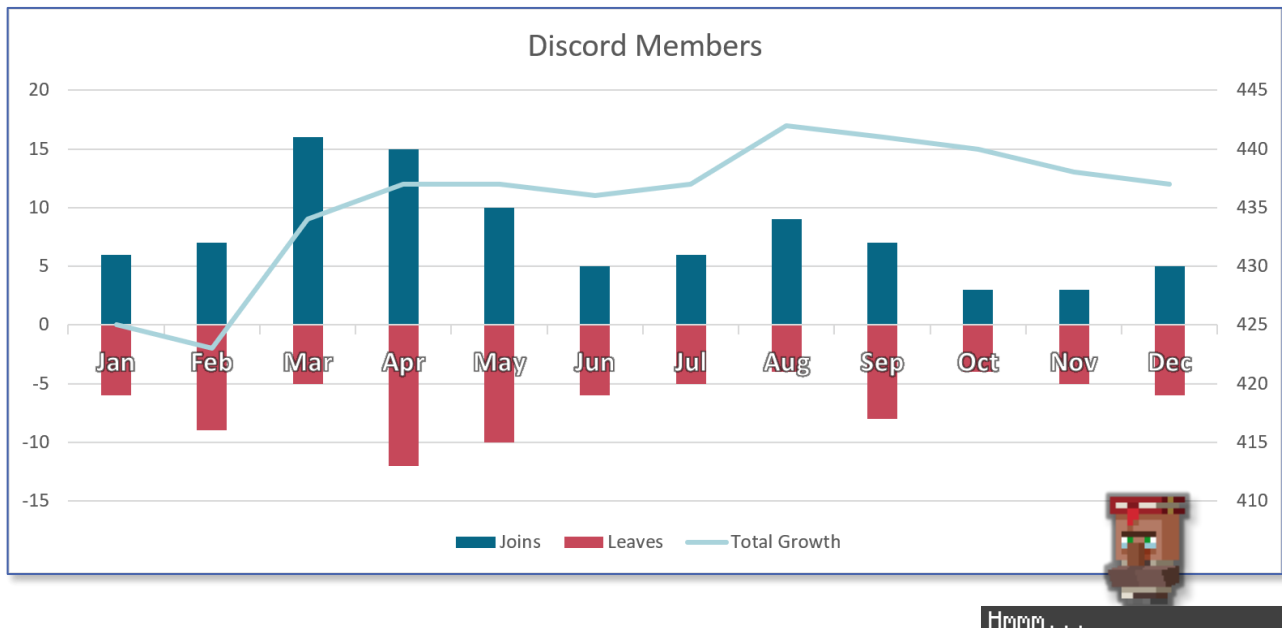


Other Platforms

The Discord Server

We grew by 16 new members in our Discord server in 2025, totalling at 441.

The following diagram shows the monthly joins, leaves, and total members for each month.



I have no idea where this spike around March came from, but unlike previous years the growth has stagnated. We are not a business that seeks endless growth, but a steady stream of fresh community members is a healthy thing. Invite your friends (if they are nice).

45%

of our discord members have used `/link` ingame this year to link their account. Thats 4% more than last year!

The server26.net website

This section used to have a diagram of how often other websites have referred to us. This was the only semi-interesting metric I could pull from our website, but in the age of AI and automated crawling of the web those numbers become increasingly meaningless. Most visits are not by people and more people find us through an AI chatbot rather than through the web directly.

AI Chatbots

Server26 has been increasingly recommended by chatbots like Google's AI when people have asked about no reset servers. I am not a fan that the old web is dying but I guess I take it as a win that our server, without trying, managed to rise to the top enough that those chatbots seem to recognize it as a hidden gem and advertise it to a few people a year.

If I had to speculate, it is the combination of persistent reddit posting for many years on [r/mcservers](https://www.reddit.com/r/mcservers) which went directly into their training data, and the fact that we still have (and for many years had) a dedicated website for our server that shows it still alive.

I have no interest in optimizing for discoverability by AI the same way I do not care about SEO.

Voting sites

Currently, Server26 is listed in 12 different voting sites. Voting sites are another dead alley of the previous Minecraft community, becoming increasingly irrelevant. It has become more of a "Which of those sites Server26 is going to outlive?" rather than an actually useful billboard. For historic completion, they are listed here anyway:

mcservers.top, minecraft.buzz, polymart.org, trackyserver.com, minecraft-serverlist.net, minecraft-mp.com, minecraft-server-list.com, minecraftservers.org, minecraftlist.org, serverlist.games, minecraft-server.net, and planetminecraft.com.

YouTube Channel

No videos were uploaded this year to the [Server26 YouTube channel](https://www.youtube.com/lerokko). That is fine though. Not every year has uploads, but next year will!

For technical reasons, the Server26 channel has the vanity link [youtube.com/lerokko](https://www.youtube.com/lerokko)⁵.

*In 2022, YouTube rolled out the ability to choose a handle for your channel. For consistency reasons, this is also **@lerokko**.*



ideas left that I
can put into
these boxes.

⁵ Server26 YouTube channel: <https://www.youtube.com/lerokko>

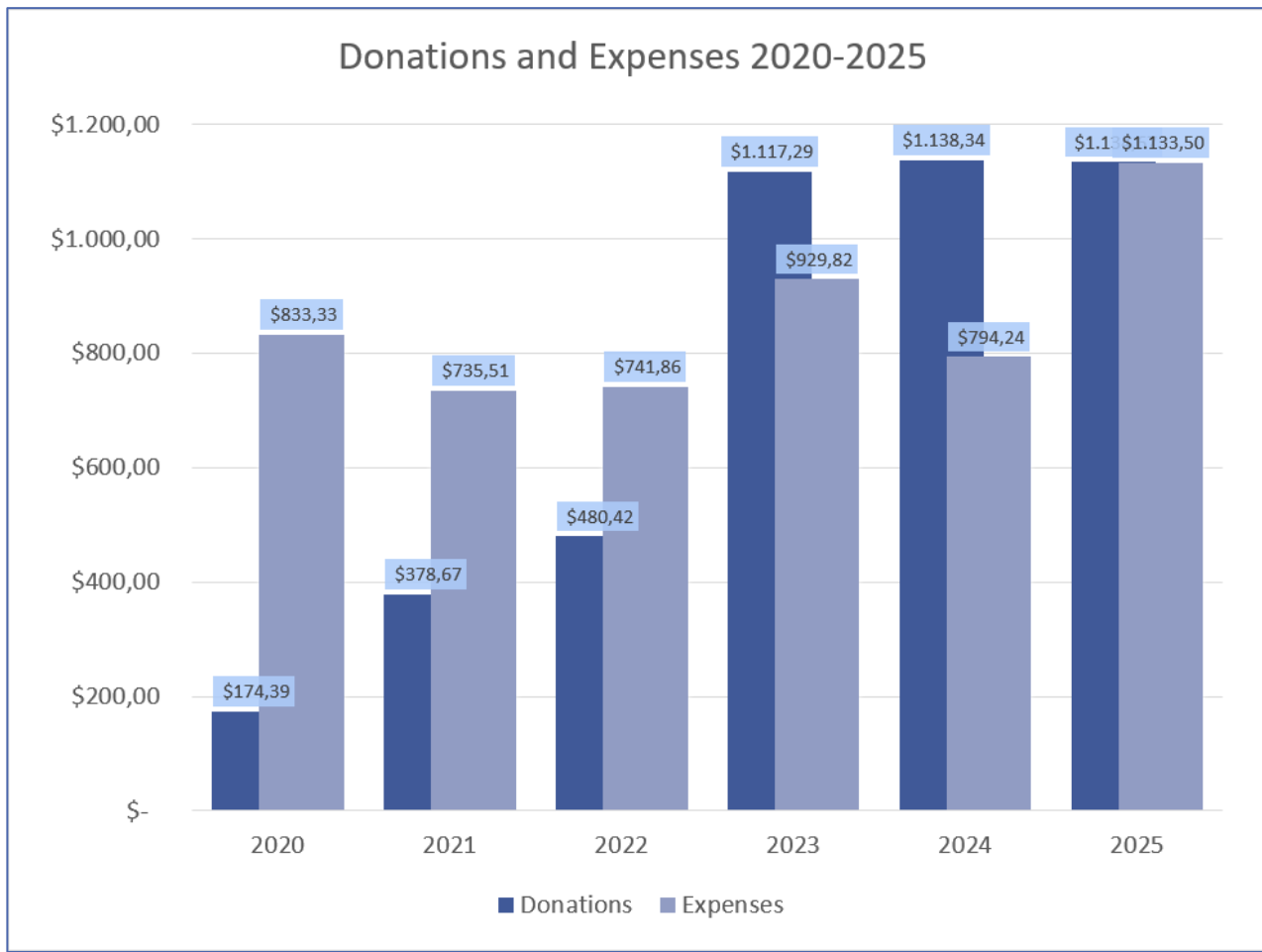
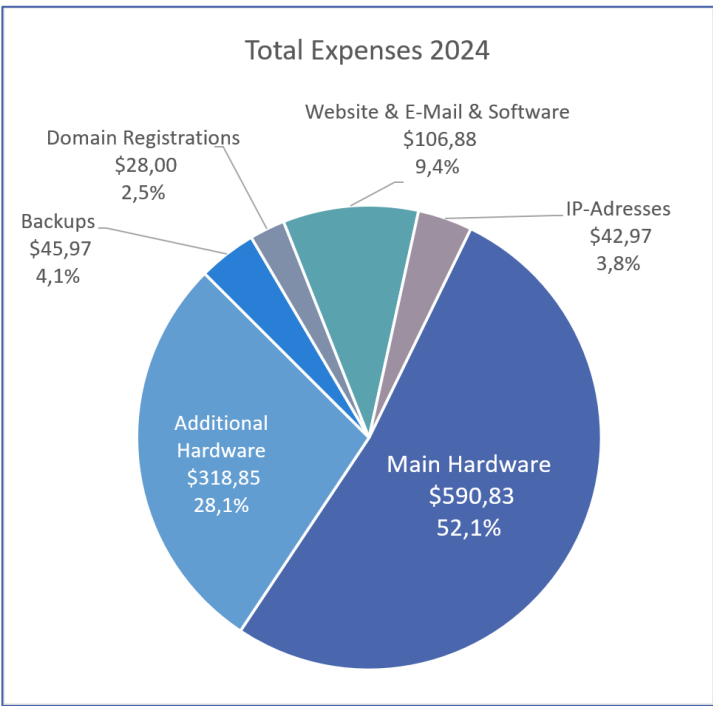
Finances

Costs

The server's **monthly** running costs currently are, at the end of 2025, an **average of \$94.46**, measuring a **total of \$1133.50** for the year. Costs went up this year compared to last. The reason for this is the additional hard drives that had to be rented.

Exchange rate to USD	
From EUR	1.1190
From CAD	0.7153

For any non-USD expenses and revenue, the annual average conversion rates from the table above have been applied.



Itemized List of Expenses

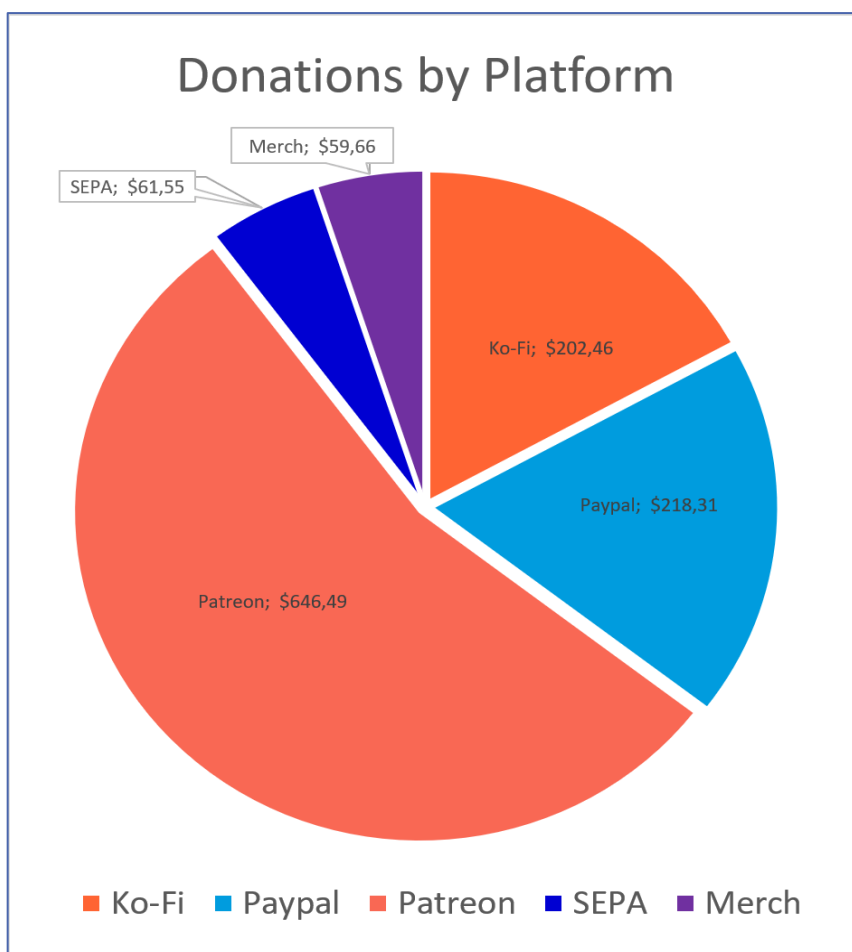
Pos.	Date	Unit Price (incl. VAT)	Currency	in USD	Item	Amount	Unit	Price	Category
1	01.01.25	44.00	EUR	49.24	Bare Metal i9 9900k + 2TB SSD	12	Months	\$ 590.83	Main Hardware
2	01.01.25	1.70	EUR	1.90	Main Server IPv4	12	Months	\$ 22.83	IP-Addresses
3	04.04.25	16.00	EUR	17.90	2x 1TB Additional SSD Harddrives	9	Months	\$ 161.14	Additional Hardware
4	01.01.25	0.22	EUR	0.25	11 Cloud-Server Snapshots	12	Months	\$ 3.00	Backups
5	01.01.25	0.50	EUR	0.56	Development Server ipv4	12	Months	\$ 6.71	IP-Addresses
6	01.01.25	0.50	EUR	0.56	Monitoring Server ipv4	12	Months	\$ 6.71	IP-Addresses
7	01.01.25	1.49	EUR	1.67	server26.net Domain	12	Months	\$ 20.01	Domain Registrations
8	01.01.25	7.14	EUR	7.99	server26.eu Domain	1	Year	\$ 7.99	Domain Registrations
9	01.01.25	3.00	EUR	3.36	Web-space/Email*	12	Months	\$ 40.28	Web & E-Mail & Software
10	01.01.25	3.20	EUR	3.58	BX11 1TB Primary Backup Storage	12	Months	\$ 42.97	Backups
11	01.01.25	3.92	EUR	4.38	CX22 4GB VPS (server26dev)	12	Months	\$ 52.57	Additional Hardware
12	01.01.25	3.92	EUR	4.38	CX11 2GB VPS (server26monitor)	12	Months	\$ 52.57	Additional Hardware
13	01.01.25	3.92	EUR	4.38	CX22 4GB VPS (server26api)	12	Months	\$ 52.57	Additional Hardware
14	01.01.25	0.50	EUR	0.56	API Server IPv4	12	Months	\$ 6.71	IP-Addresses
15	31.07.25	23.76	USD	23.76	LPX AntiPacket-Exploit	1	OTP	\$ 23.76	Web & E-Mail & Software
16	06.01.25	3.57	USD	3.57	Coreprotect Patron Membership	12	Months	\$ 42.84	Web & E-Mail & Software

Positions described as fractional are due to resources being ordered in the middle of a month. Since Hetzner bills by the hour not a full month is billed. For reasons of clarity and comprehensibility a full month of 730h is displayed in the unit month instead.

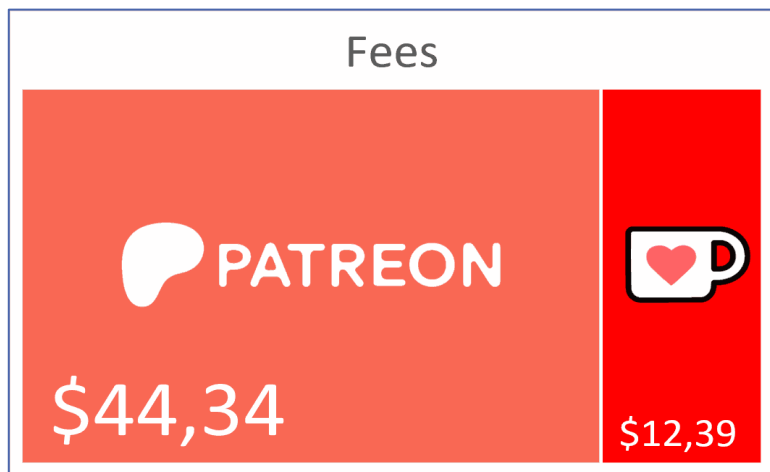
Donations

We received **\$1,245.19** in **donations** in 2025. This marks the third year (in a row) where the annual **cost was entirely covered by community donations!** After deducting fees, we barely made it by \$1.16! Like usual, the surplus of one dollar and sixteen cents goes into the Server26 cashbook for future costs. The surplus is not paid to any individual as all staff work is voluntary. This cashbook surplus has grown quite large (\$532.88) but with the recent storage

upgrade, that money is needed. As seen on page 24, the annual expenses have spiked due to the current hardware market, which are unlikely to come down anytime soon. What this means with even 100% funding with 5-6 months already in the bank, we need your donations.



Disclaimer: You do not need to worry about Server26 shutting down. We are not in financial jeopardy. My current income allows me to run the server, and I love it enough to pay all of it out of pocket if I have to. So only donate if you WANT and if you are able to.



There were **108 Donations**, the majority being received via Patreon. Patreon and Ko-Fi both take around 6% in fees. Donations are currently accepted via PayPal, Patreon⁶, Ko-Fi⁷ (and SEPA⁸).

Merch Prices

Since last year, Fourthwall has been our storefront where official Server26 swag can be purchased⁹. Doing so supports the server as well. Proceeds can be seen in the table below.

Merch item prices and profit list

Item	Prize in USD	Profit in USD
Server26 Cosmic Void and Server26 Colorful T-Shirt	19.26	3.01
Server26 Writable Book	15.95	3.00
Server26 Simple Tilt and Server26 365 T-Shirt Variant 1	18.26	3.31
Server26 Mug	8.95	3.00
Server26 Discreet T-Shirt	13.26	4.01
Server26 Small Kuss Cut Sticker Collection	5.20	3.00
Server26 T-Shirt	21.26	3.51
Server26 Simple Tilt Embroided and Server26 Embroided Zip Hoodie	39.26	4.87
Server26 RL Badge	11.95	3.00

This information is supplied without liability.

⁶ patreon.com/server26

⁷ ko-fi.com/lerokko

⁸ Payments are accepted this way in specific circumstances, but not automatically, and not to everyone since they involve certain private and personal information.

⁹ server26.net/merch

¹⁰ There is no tenth footnote.

Résumé

10 Years. I always dreamed to someday build a server as successful and longstanding as this, but never expected to actually be here. I am not reaching for the stars. With what we the community have built here in this decade, why would I? Fireflies are just as nice and much more reachable than stars.

What I am saying is this: I am happy with how the server is and thankful for every beautiful soul coming along for the ride. It does not need to be any bigger to be loved.

Roadmap 2026

The year of Server26! We are planning one of the biggest events (in terms of prep) yet. And some major overhauls are planned. Mostly regarding player shops in the Shopping District and End Island.

I may branch out with some so called “Sidekick servers” that host other games (modded Minecraft, Hytale, Terraria, etc). Those will not dilute the essence of Server26 nor detract resources from it. Your donations go 100% towards the expenses listed in this report. Anything else I start will be paid out of pocket by me.

Prospects

Hosting is getting expensive. But I am positive we will burn that bridge when we get to it, or something like that. Let’s hope I get the 2026 report published earlier than this one. Honestly, with me procrastinating so long and writing this part of the report halfway into 2026 this feels more like a retrospect than a prospect.

“Anything not saved will be lost.”

— Nintendo Wii Menu, 2006

Special Thanks

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and the Server26 community <3

**No responsibility is taken for the accuracy of the information provided in this document.
No artificial Intelligence was used to write any of the texts in this document. All text is 100% human written.**

References

Links to sources/resources that have been referenced in this report:

Plugins

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<https://purpurmc.org/downloads>
<https://github.com/Querz/mcaselector>
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<https://github.com/grafana/grafana>

<https://github.com/prometheus/alertmanager>

<https://prometheus.io>

Hosting

<https://www.hetzner.com/>

<https://www.hetzner.com/storage/storage-box/>

<https://www.hetzner.com/cloud/>

<https://www.ionos.com/>

<https://www.netim.com/en>

<https://www.cloudflare.com/>

Other

<https://server26.net/>

<https://map.server26.net/>

<https://www.curseforge.com/minecraft/modpacks/the-server26-clientside-bundle>

Socials

<https://discord.com/invite/YrWq36V>

<https://www.reddit.com/r/server26/>

<https://youtube.com/lerokko>

<https://patreon.com/server26>

<https://ko-fi.com/lerokko>

<https://twitter.com/mcserver26>

<https://lerokko-shop.fourthwall.com/>

Advertising

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