Galaxy Offerings

> Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Galaxy Offerings are a multi-part crafting process to obtain one of the secret coats.

No Spoilers

> This contains clues with **optional** spoilers for solutions per step.

Hints

> **Disclaimer:** These are "fan made" clues to help those that do not want direct spoilers.

> Galaxy offerings **do not require any modded items**, including lite, unless it was made as part of this process!

First Step

Craft the elemental offerings.

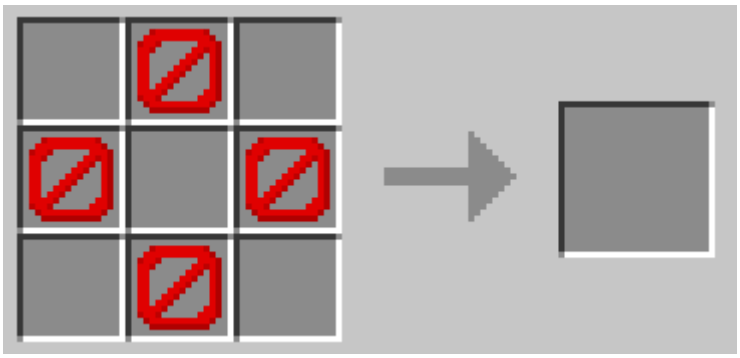
Clue 1

There are five elemental offerings:

- Earth
- Life
- Nova
- Vibrant
- Ocean

Clue 2

Each offering contains **four** items or blocks, placed in a specific order and using specific slots (shown below).



Clue 3

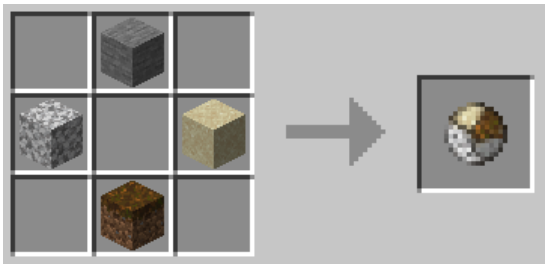
These clues narrow in on the items used by each of the offering.

Earth

The Earth offering includes **two** stone-type blocks, and **two** other blocks.

1. One is found the world over, from mountain sides to mines.
2. One falls through your fingers, or on you from above.
3. One hides beneath the trees, and eludes your starter tools.
4. One is pale and speckled, often cast aside and unwanted.

Spoiler: Solution



1 Earth Offering

Stone (1)

Sand (1)

Podzol (1)

Diorite (1)

Life

The Life offering includes four **items** of a plant nature.

1. One is one of four, and a blend of two.
2. One grows where dark cats roam.
3. One is common in growth of old.
4. One in time forms a dark and dangerous place.

Spoiler: Solution



2 Life Offering

Pink Tulip (1)

Dark Oak Sapling (1)

Birch Sapling (1)

Orchid (1)

Nova

The Nova offering includes four items found underground.

1. One sparks up a thousand ideas.
2. One arcane summons divine powers.
3. One gleams where flames never die.
4. One is rare in mountains tall, and in abundance loved by all.

Spoiler: Solution



3 Nova Offering

Redstone (1)

Gold (1)

Lapis Lazuli (1)

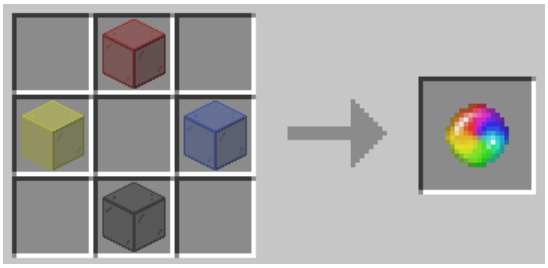
Emerald (1)

Vibrant

The Vibrant offering includes four **blocks.** Each is the same, but bring a unique glow to your world and builds.

1. One is a fire of warmth and danger.
2. One is the glow of sea and sky.
3. One is the darkness of the abyss and the infinite void.
4. One is the comfort of sun and sand.

Spoiler: Solution



4 Vibrant Offering

Red Glass (1)

Blue Glass (1)

Black Glass (1)

Yellow Glass (1)

Ocean

The Ocean offering includes one creature, one block and two items.

1. One you do not seek, but it seeks you.
2. One grows in vast numbers where waters are warm.
3. One is found on shallow shores of rivers small.
4. One sways softly, ever reaching for the sun.

Spoiler: Solution



5 Ocean Offering

Red Glass (1)

Blue Glass (1)

Black Glass (1)

Yellow Glass (1)

Second Step

Craft the second-tier offering.

Clue 1

Combine all elemental offerings, with the galaxy at its core.

Clue 2

Spectrum blazes high, with nature as equals above the darkest depths. At the heart, the stars align.

Spoiler: Solution



Gallaxorium Offering

Vibrant Offering `(1)`

Life Offering `(1)`

Water Offering `(1)`

Life Offering `(1)`

Nova Offering `(1)`

Third Step

Craft the third-tier offering.

Clue 1

Gallaxorium offerings require a touch of magic to come alive.

Spoiler: Solution



Gallaxium Offering

> Place in an enchanting table to convert to Gallaxium.

Fourth Step

Craft the fourth-tier offering.

Clue 1

Find a place where air turns cold and the land fades away.

Clue 2

Seek to join the stars with this offering at hand, beyond the dreams and limits of the oldest worlds.

Spoiler: Solution

Take the Gallaxium offering up high and hold it in your hand until it converts to Gallaxia at `y250+`.

Final Step

What now?

Spoiler: Solution

`Right Click` a horse with Galaxia to instantly convert it to a Galaxy coat.

>

> Galaxy coats have no special perks or genetics. Converting does not affectcustom names, skills or any other data.

Multiplayer + Modpacks

Secret coats can be enabled or disabled in the Server Config file.

If `allowSecretCoats = false`:

- TBC Secret coat items cannot be crafted.
- Horses cannot be converted to secret coats.
- Horses can only use secret coats via commands (set or summon coat).
- Horses using secret coats are **not** deleted or changed automatically if disabled later.
- Players **cannot** override server-side config settings, which will only affect your **own** world(s).

> By default, secret coats are **enabled** unless changed by you, or others when installing custom mod packs!

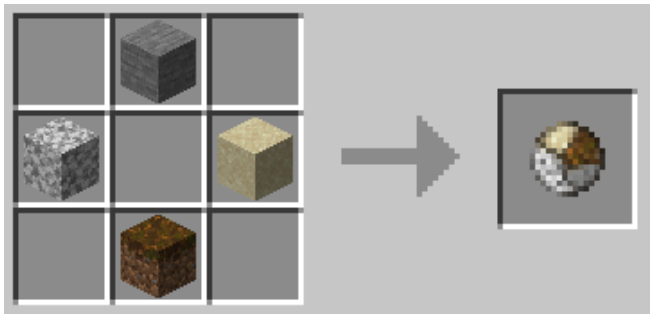
Spoilers

> This contains the **full process** with no information concealed.

Solution

Galaxy Offerings are a multi-step recipe. The final product allows a player to convert a horse to the secret Galaxy coat.

First Step



1 Earth Offering

Stone (1)

Sand (1)

Podzol (1)

Diorite (1)



2 Life Offering

Pink Tulip (1)

Dark Oak Sapling (1)

Birch Sapling (1)

Orchid (1)



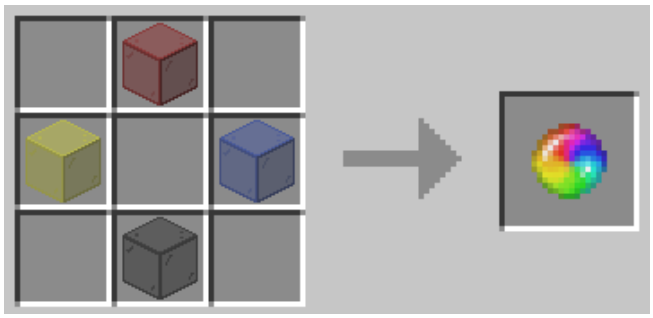
3 Nova Offering

Redstone (1)

Gold (1)

Lapis Lazuli (1)

Emerald (1)



4 Vibrant Offering

Red Glass (1)

Blue Glass (1)

Black Glass (1)

Yellow Glass (1)



5 Ocean Offering

Red Glass (1)

Blue Glass (1)

Black Glass (1)

Yellow Glass (1)

Second Step



Gallaxorium Offering

Vibrant Offering (1)

Life Offering (1)

Water Offering (1)

Life Offering (1)

Nova Offering (1)

Third Step



Gallaxium Offering

> Place in an enchanting table to convert to Gallaxium.

> Converted to Gallaxium **after** it is removed from the enchanting table **with the enchantment.**

Fourth Step

The last part of the crafting process is to take the Gallaxium offering up high, until it converts to Gallaxia at `y250`.

Final Step

`Right Click` a horse with Galaxia to instantly convert it to a Galaxy coat.

> Galaxy coats have no special perks or genetics. Converting does not affect custom names, skills or any other data.

Multiplayer + Modpacks

Secret coats can be enabled or disabled in the Server Config file.

If `allowSecretCoats = false`:

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Trivia

More Information

Secret coat have been in game since late alpha, but remained closely guarded throughout beta so everyone would have a chance to discover them after the public release. Concealing their process was a lot more successful than their existence and appearances; they had other ideas about about staying out of sight. Several incidents occurred where secret coats reappeared in coat cycling, shifted coat variant IDs, amidst other unexpected bugs.

Galaxy is one of only **two** secret horses with **complex** multi-step processes, as well as being one of only 18 original coats.

Known Issues

You can report any mod issues to our bugs forum on **Discord** - please check for duplicate reports first!

- `1.21.1-1.1.3` Missing crafting recipe. **Bug Report**

Changelog

View Changes

> This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
`1.20.1`	`1.1.1`	Page established - Information prior to `1.1.1` is not specifically included but is likely the same.

Revision #18
Created 2026-04-19 19:40:18 UTC by Delphi
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