

# IMPORTANT!

-The contents of this Features List have been successfully merged into the new Minestrappolation Complete Features List. As a result, this Features List is now obsolete. This List will remain here for about a week or so, but will soon after be deleted or moved. The new Complete Features List will house this Features List's information from now on, and can be found [HERE](#).

**Purple** = Planned for the future, but is a bit too complicated to worry about now.

**Green** = Completely coded, textured, and error free.

**Yellow** = Coded, textured, and functional, but not all planned features have been added.

**Orange** = Coded and textured, but either doesn't work properly or has some major bugs.

**Red** = Textured, but no code started yet.

**Dark Red** = No progress whatsoever, still needs coding AND texturing.

**HIGHLIGHTED** = Added to the new Complete Features List.

\*NOTE: This Features List is updated based on the current GitHub version of the mod. Unless we JUST released a new version like a day ago, this is probably not 100% the same as the version you're playing, as we may have added or removed features and fixed/created bugs since the last public release.

## Extrapolated Decor

### Extended Stonecutter Decor Blocks

-Adds one of each standard Stone-Cutter Decor Block variant to every stone-based block material (including those added by other segments), provided they do not already support every standard variant in their own mod.

-Stone-cut using the normal recipes.

-Will sometimes also add specialty variants not added by the material's origin segment.

-Glowstone and Sunstone lamps are added to the Stone Decor set.

-Hardness and blast-resistance stats vary based on the block material.

-Added variants can be modified with any modifier that the origin material can.

### Edge Stone Bricks

-Stone-cut with 2 Stone Bricks (item) in one column, and 2 Nether Quartz in a column next to the Stone Bricks.

-When placed by itself, it looks like a whiter block of Stone Brick.

-When placed next to Stone Brick, the textures that connect with the Stone Brick change to a half-Edge Stone, half-Stone Brick texture.

-Used for fancy edging on your Stone Brick buildings.

-Can be mined with any Pickaxe.

### Sandstone Decorative Variants

-Stone-cut using the normal recipes.

-All default variants are cuttable (Raw Slab, Raw Stair, Refined, and Chiseled variants)

already added by vanilla).

-Also includes Mossy Sandstone Bricks (stone-cut with 9 Sandstone Brick blocks and 1 Moss in the add-on slot if Extrapolated Environment is installed) and Sandstone Hieroglyphs (not cuttable).

-The "pit" of Desert Temples generates with Sandstone Brick and Mossy Sandstone Brick walls instead of raw Sandstone.

-Sandstone Hieroglyphs rarely generate in veins of 1-3 in the Sandstone of Deserts.

-Can be mined with any Pickaxe.

-Priests will buy Sandstone Hieroglyphs at a relatively high price.

-Can be melted into a Bucket of Lava if Extrapolated Ores is installed.

### **Block of Flint**

-Stone-cut with 4 Flint in a 2x2 square.

-Gives 2 per craft.

-Can be mined with a Stone Pickaxe or better.

-Can be stone-cut into any normal variant.

-Can also be stone-cut into Glowstone and Sunstone Lamps.

-Used in cutting Flint Checker Tiles.

-Can be un-cut back into 2 Flint.

-Can be melted into a Bucket of Lava if Extrapolated Ores is installed.

### **Flint Decorative Variants**

-Stone-cut using the normal recipes.

-All default variants are cuttable.

-Also includes Flint Lamps (stone-cut with 8 Refined Flint Blocks surrounding a Glowstone or Sunstone block) and Flint Checkered Tile (stone-cut with 2 Flint Tiles in a diagonal line and 2 Nether Quartz Tiles in a diagonal line, forming a 2x2 checker square).

-Can be mined with a Stone Pickaxe or better.

-Can be melted into a Bucket of Lava if Extrapolated Ores is installed.

### **Obsidian Decorative Variants**

-Stone-cut using the normal recipes.

-All default variants are cuttable.

-Also includes Obsidian Godstone Lamps (stone-cut with 8 Refined Obsidian surrounding one Godstone) and Obsidian Checkered Tile (stone-cut with 2 Obsidian Tiles in a diagonal line and 2 Endstone Tiles in a diagonal line, forming a 2x2 checker square).

-Obsidian Tiles and Refined Obsidian generate in large veins in the Obsidian Spires in

the End.

-Can replace raw Obsidian anywhere in a Nether Portal frame.

-Can be mined with a Diamond Pickaxe or better.

-Can be melted into a Bucket of Magma if Extrapolated Ores is installed.

### **Nether Quartz Decorative Variants**

-Stone-cut using the normal recipes.

-All default variants are cuttable (Raw Slab and Raw Stair variants already added by vanilla).

-Also includes Rough Chiseled Nether Quartz and Rough Nether Quartz Pillars (added by vanilla, stone cut the same way as normal Chiseled and Pillar Nether Quartz, but using Raw Blocks and Raw Slabs instead of Refined Blocks and Refined Slabs) and Flint Checkered Tile (stone-cut with 2 Flint Tiles in a diagonal line and 2 Nether Quartz Tiles in a diagonal line, forming a 2x2 checker square).

-Can be mined with any Pickaxe.

### **Smooth End Stone**

-Obtained by smelting Cobbled End Stone.

-Replaces all the Cobbled Endstone under the top 7-10 blocks of the End's island if Extrapolated Environments is installed.

-Can be mined with any Pickaxe.

-Turns into Cobbled Endstone when hit with a Hammer if Extrapolated Tools and Weapons is installed.

-Can be stone-cut into any normal variant.

-Used in stone-cutting Obsidian Checker Tiles.

-Drops Cobbled End Stone when mined, unless harvested with Silk Touch.

-Can be melted into a Bucket of Ender-Lava if Extrapolated Ores and Extrapolated Ending are installed.

### **End Stone Decorative Variants**

-Stone-cut using the normal recipes.

-All default variants are cuttable.

-Also includes Obsidian Checkered Tile (stone-cut with 2 Obsidian Tiles in a diagonal line and 2 Endstone Tiles in a diagonal line, forming a 2x2 checker square).

-Can be mined with any Pickaxe.

-Can be melted into a Bucket of Ender-Lava if Extrapolated Ores and Extrapolated Ending are installed.

### **Snow Tiles**

- Crafted with 4 Snow Blocks in a 2x2 Square.
- Gives 4 per craft.
- Can be harvested fastest with a Shovel rather than a Pickaxe.
- Drops nothing when harvested, unless harvested with a Shovel, which will cause it to drop 4 Snowballs.
- Does not melt when a light source is nearby.

### Refined Glass

- Created by smelting Glass.
- Non-solid.
- Only breaks when harvested, unless mined with Silk Touch.
- When hit with a Hammer, it breaks into 0-3 Glass Shards
- Can be crafted into a Refined Glass Pane.

### Refined Glass Pane

- Crafted with 6 Refined Glass in a 2x3 rectangle.
- Gives 16 per craft.
- Uses the same edge texture as normal Glass Panes.
- When hit with a Hammer, it breaks into 0-1 Glass Shards

### Glowglass

- Created by melting Glowstone if Extrapolated Ores is also installed (Currently requires a Bucket to melt).
- Is semi-transparent.
- Emits a light level slightly lower than Glowstone.
- Also lets light through.
- Does not drop itself unless you are using Silk Touch.

### Soul Glass

- Created by melting Soul Sand. (Only if Extrapolated Decor is also installed.)
- Is semi-transparent.
- "Slows down" light passing through it. This means that it does not let light pass through when it is first placed, and then roughly 2 minutes later begins letting the light that was there when it was first placed. Essentially this means that there is a 2 minute delay until it responds to surrounding lighting updates. For example, if you made a window out of Soul Glass at noon, the inside of your house would be completely dark until close to evening, at which point it would emit a light level equivalent to daylight, and would then begin emitting whatever light level it was receiving two minutes ago from that point on. This is a pretty weird concept, so let me know if you have questions.

### **Wood Panel**

- Crafted with 9 Wood Planks.
- Gives 9 per craft.
- Flammable.
- Texture varies based on the type of wood used.
- Can be crafted into a Beveled Wood Panel.

### **Beveled Wood Panel**

- Crafted with 4 Wood Panels in a 2x2 square.
- Gives 4 per craft.
- Flammable.
- Texture varies based on the type of wood used.

### **Wood Boards**

- Crafted with 4 Logs in a 2x2 square.
- Gives 16 per craft.
- Texture varies based on type of logs used.
- Flammable.
- Can be used as a substitute for Wood Planks in any recipe except for Stairs and Slabs.

### **Gunpowder Block**

- Crafted with 9 Gunpowder.
- Gives 1 per craft.
- When placed, it can be lit on fire to be ignited like TNT. However, its explosion is MUCH more violent, and lights some blocks on fire within the explosion range (Currently does not light things on fire).
- Is affected by gravity.
- If Smelted or Melted, the Furnace/Melter explodes in the same manner.
- Can be harvested fastest with a Shovel.

### **Sugar Block**

- Crafted with 9 Sugar.
- Affected by gravity.
- When placed, Cows and Horses nearby will walk over to it and slowly begin "eating" the block.
- Each time it is eaten by a mob, it loses a 1-pixel layer off the top, until it is gone, giving it 16 uses.
- When a mob eats the block, it enters breeding mode, allowing you to automate the

### breeding of animals.

- Can be harvested fastest with a Shovel.
- Can be uncrafted back into 9 Sugar.

### Meat Block

- Crafted with 9 of any type of raw meat.
- Acts the same way for Wolves as the Sugar Block does for Cows and Horses.
- Zombies will target and eat the Meat Block over time.
- Zombies will prioritize the Meat Block over Villagers or the Player when attacking, making them act as a safety mechanism for villages.

### Rope

- Crafted with 3 String in a vertical column.
- Used to craft Rope Coils.
- Can be placed under any solid block, or under other Rope.
- When placed, it appears as a fence-thick "pole" using the Rope Coil texture.
- This block can be climbed up, similarly to a ladder, but on all sides.
- Can be harvested fastest with Shears (Currently cannot).
- Drops as an item when the block above it is destroyed.

### Rope Coil

- Crafted with 9 Rope.
- Mostly decorative, but can be climbed similarly to Ropes (Currently is not climbable).
- Can be harvested fastest with Shears (Currently cannot).
- Can be un-crafted back into 9 Rope.

### Slime Ooze

- Crafted with 9 Slime Balls.
- Occasionally dropped by Slimes if Extrapolated Mob Drops is installed.
- Non-solid.
- Semi-transparent
- Behaves the same way as Cobwebs, but entities within the block suffocate after a while (entities do not suffocate).
- While the player is inside, an air bar pops up as it does while in Water.
- Can be washed away with Water or Lava.

### Magma Ooze

- Crafted with 9 Magma Cream.
- Occasionally dropped by Magma Cubes if Extrapolated Mob Drops is installed.

-Non-solid.

-Semi-transparent.

-Behaves the same way as Slime Ooze, but also lights mobs and players within it on fire.

-Does not light items on fire (currently does).

-Can be washed away with Water or Lava.

### Ender Block

-Crafted with 9 Ender Pearls

-Non-solid.

-When placed, it generates Nether particles around it that slowly move towards it just like Ender Chests.

-Also gives off a low light level.

-Semi-transparent.

-Aggressive mobs that walk near it (besides Endermen) will turn and flee like a Creeper does when it gets near an Ocelot.

### Crate

-Crafted with 3 Wood Planks across the top, 3 Wood Planks across the bottom, and 3 Sticks in the center.

-Affected by Gravity.

-Acts similarly to a Chest.

-Only has 2 rows of Inventory space instead of 3.

-Can be placed next to other Crates without having to put space between them, making it a more compact form of storage.

-Can be opened even with a solid block on top of it.

-If it falls, it breaks into some Sticks and the contents of its inventory are spilled.

(Currently drops its inventory, but does not break).

-Shift-clicking items into a Crate places them in the top-leftmost open slot of the Crate.

-Shift-clicking items out of a Crate currently places them in the top left slot of the player's inventory rather than the far right slot of their hotbar.

-Hoppers facing into a Crate will place items into the Crate.

-Hoppers located underneath a Crate will take items out of the Crate.

### Barrel

-Crafted with a Crate with an Iron Ingot on the top and bottom.

-Acts similarly to Crates, but has 4 rows of Inventory space (The Barrel inventory is shifted up one pixel, and the Player inventory is shifted up two.).

-Does NOT break if it falls more than 2 blocks.



- Shift-clicking items into a Barrel places them in the top-leftmost open slot of the Barrel.
- Shift-clicking items out of a Crate currently places them in the top left slot of the player's inventory rather than the far right slot of their hotbar.
- Hoppers facing into a Barrel will place items into the Barrel.
- Hoppers located underneath a Crate will take items out of the Crate.

### **Cardboard**

- Crafted with 6 Paper in a 2x3 rectangle.
- Gives 3 per craft.
- When placed, it behaves like a Glass Pane, but with the Cardboard Block texture.
- Used to craft Cardboard Blocks.
- Flammable (Should be more flammable).
- Gives itself when middle-clicked in creative mode, rather than its placer item.

### **Cardboard Block**

- Crafted with 6 Cardboard in a 'J' shape.
- Gives 2 per craft.
- Flammable (Should be more flammable).
- When hit by Rain, Splash Potions, or Water, it becomes Wet (Currently only becomes Wet if it is touching Water blocks).
- Cheap and renewable, making it useful for temporary scaffolding or bridges.
- Can be crafted into a Cardboard Hat.

### **Wet Cardboard**

- Created by hitting a Cardboard Block with Water of some kind (Currently only triggered if the Cardboard Block is touching a Water block, and not if it is rained on or hit with a Splash Potion).
- Dries back to normal Cardboard after a while.
- If it is stepped on while Wet, it will collapse, dropping 1-4 pieces of Cardboard.
- Drops several Cardboard items when harvested, unless mined with Silk Touch.

### **Cardboard Hat**

- Crafted with a Cardboard Block and Shears in a shapeless recipe.
- Recipe consumes the Cardboard Block, but leaves the Shears, similar to the way the Cake recipe works.
- Can be placed on the ground, and has a similar texture to Cardboard Blocks, but with a face hole cut in it.
- Flammable.
- Can also be worn like a Pumpkin, and functions the same way, preventing Endermen

from becoming aggroed when the player looks at them.

-Can be crafted into a Makeshift Lamp.

### **Makeshift Lamp**

-Crafted with a Cardboard Hat and a Glowstone Dust in a shapeless recipe.

-When placed, it emits a light level of 12, slightly lower than a torch.

-Flammable.

### **Plate**

-Crafted with 4 Gold Ingots in a 2x2 Square.

-Gives 2 per craft.

-When placed, renders as 2-pixels thick, each 1-pixel layer having its own model.

-The top layer renders as a 16x16 "circle" made out of pixels.

-The bottom layer renders as a 8x8 rectangle in the center of the block.

-When right clicked, the Plate opens up a container GUI with one slot, which can contain only food items.

-When a food is placed in the menu, it closes, and the item appears floating just above the plate.

-When a plate containing an item is right clicked, the player will either eat the item if they have depleted hunger, or it will simply pop off the plate if their hunger is full.

### **Goblet**

-Can be placed on any solid block (currently can be placed anywhere).

-When placed, the player can right click it with any liquid (ie, Water Buckets, Milk, Potions, etc) to fill the goblet with that liquid (Currently only works with Water and Milk)

-When a goblet is filled with liquid, the player can right click it with an empty hand to drink its contents, emptying the goblet and giving the player any resulting potion effects, or cures in the case of Milk.

-Drinking from a Goblet of Water while on fire will extinguish the fire.

-Currently breaks instantly.

-Currently creates pink particles when broken.

### **Stained Bricks**

-Crafted with 8 Brick Blocks surrounding a Dye (Gives 8 per craft).

-Can also be crafted with four Stained Clay blocks in a 2x2 square (Gives 4 per craft)(Currently does not work).

-Can be crafted with any color of Dye or Stained Clay, and their color corresponds to the type of Dye/Stained Clay used to craft them.

### **Cobbled Road**

- Crafted with 2 Cobblestone on top of 2 Dirt.
- Gives 2 per craft.
- When walked on, the player and other entities move slightly faster.
- Ridiculous acceleration bug.

### **Sandy Road**

- Crafted with 2 Cobblestone on top of 2 Sand.
- Gives 2 per craft.
- When walked on, the player and other entities move slightly faster.
- Is affected by gravity.
- Ridiculous acceleration bug.

### **Gravel Road**

- Crafted with 2 Cobblestone on top of 2 Gravel.
- Gives 2 per craft.
- When walked on, the player and other entities move slightly faster.
- Is affected by gravity.
- Ridiculous acceleration bug.

### **Netherroad**

- Crafted with 2 Netherrack on top of 2 Soul Sand.
- Gives 2 per craft.
- When walked on, the player and other entities move significantly faster.
- Ridiculous acceleration bug.

### **Soul Steel Road**

- Crafted with 3 Steel Plating, on top of 3 Nether Bricks, on top of 3 Soul Ore.
- Can only be crafted if Extrapolated Ores is also installed.
- Gives 6 per craft.
- When walked on, the player and other entities are imbued with the power of a thousand souls and move at warp speed for a few seconds.
- When walked on, the player and other entities are lit on fire for a few seconds.

### **Bedrock Bricks**

- Crafted with four Bedrock in a 2x2 square
- Gives four per craft.
- Can only be crafted if Extrapolated Ores is also installed.
- Can only be mined with a Titanium Pickaxe or better.

- When mined, it significantly damages the tool used to mine it.
- Impervious to explosions.
- Cannot be destroyed by the Ender Dragon (Currently can).

### **Infertile Soil**

- Crafted with 8 Dirt surrounding a Bucket.
- Gives 8 per craft.
- On crafting, the Dirt is consumed, but the Bucket remains and is filled with Water (If the player's inventory is full, the Water Bucket is not returned).
- Looks extremely similar to Dirt.
- Has the same stats as Dirt
- Grass and Mycelium cannot spread onto it.
- Plants cannot be planted on it.
- Can be harvested fastest with a Shovel.
- Can be re-crafted into Dirt via the same recipe, but with Infertile Soil instead of Dirt, and a Water Bucket instead of an empty one (The Water Bucket is then emptied when the crafting occurs) (If the player's inventory is full, the Water Bucket is not returned).

### **Mossy Planks**

- Created by placing Wood Planks, and then letting Flowing Water flow over them for 1-3 days (Currently does not work).
- Texture varies based on the type of wood used.
- Flammable (Currently are not).
- Has the same properties as Wooden Planks, and are purely decorative.
- Can be used to replace Wood Planks in most recipes.
- Can be crafted into Mossy Plank Slabs and Mossy Plank Stairs.
- Can be crafted into Rotten Planks.

### **Rotten Planks**

- Crafted with 8 of the same variety of Mossy Planks surrounding a Bucket.
- Gives 8 per craft.
- On crafting, the Mossy Planks are consumed, but the Bucket remains and is filled with Water.
- Texture varies based on the type of Mossy Planks used.
- Very flammable.
- When placed, it appears similar to regular Wood Planks, but when an entity steps on it, the block breaks into 0-3 Sticks, causing the mob to fall through, allowing for easy mob traps.
- When harvested, it will only drop 0-3 sticks unless harvested with a Silk Touch tool.

## **Mossy Boards**

- Created by placing Wood Boards, and then letting Flowing Water flow over them for 1-3 days.
- Texture varies based on the type of Boards used.
- Flammable.
- Has the same properties as Wooden Boards, and are purely decorative.
- Can be used to replace Wood Planks in most recipes.
- Can be crafted into Mossy Board Slabs and Mossy Board Stairs.
- Can be crafted into Rotten Boards.

## **Rotten Boards**

- Crafted with 8 of the same variety of Mossy Boards surrounding a Bucket.
- Gives 8 per craft.
- On crafting, the Mossy Boards are consumed, but the Bucket remains and is filled with Water.
- Texture varies based on the type of Mossy Boards used.
- Very flammable.
- When placed, it appears similar to regular Wood Boards, but when an entity steps on it, the block breaks into 0-3 Sticks, causing the mob to fall through, allowing for easy mob traps.
- When harvested, it will only drop 0-3 sticks unless harvested with a Silk Touch tool.

## **Wooden Doors**

- Can now only be crafted with the same type of Wood.
- Texture now varies based on the type of wood used (ie; Oak Wood gives an Oak Wood Door, Birch Wood gives a Birch Wood Door, etc).

## **Glass Door**

- Crafted with 6 Glass in a Door shape.
- Behaves the same way as normal Wooden Doors, but has a different texture.
- Currently breaks instantly in survival mode.

## **Cobblestone Archer's Window**

- Crafted with 8 Cobblestone Slabs in a Furnace shape.
- Gives 8 per craft.
- Has all the same block properties as Cobblestone, besides its model.
- When placed, it renders as a block of Cobblestone, but with an 8 pixel wide and 14 pixel high gap going through it in the direction from which it was placed.

- Arrows can be shot through said gap, making it an easy way to create protected shooting locations for castles and such.
- Can be crafted into a Cobblestone Castle Window.

### **Stone Brick Archer's Window**

- Crafted with 8 Stone Brick slabs in a Furnace shape.
- Gives 8 per craft.
- Has all the same block properties as Stone Bricks, besides its model.
- When placed, it renders as a block of Stone Bricks, but with an 8 pixel wide and 14 pixel high gap going through it in the direction from which it was placed.
- Arrows can be shot through said gap, making it an easy way to create protected shooting locations for castles and such.
- Can be crafted into a Stone Brick Castle Window.

### **Granite Brick Archer's Window**

- Crafted with 8 Granite Brick Slabs in a Furnace shape.
- Gives 8 per craft.
- Has all the same block properties as Granite Bricks, besides its model.
- When placed, it renders as a block of Granite Bricks, but with an 8 pixel wide and 14 pixel high gap going through it in the direction from which it was placed.
- Arrows can be shot through said gap, making it an easy way to create protected shooting locations for castles and such.
- Can be crafted into a Granite Brick Castle Window.

### **Cobblestone Castle Window**

- Crafted with a Cobblestone Archer's Window and a normal or Clear Glass Pane in a shapeless recipe.
- Has the same block properties as a Cobblestone Archer's Window, but renders a Glass Pane in the gap, which Arrows and other projectiles cannot pass through.
- The Glass inside remains intact when the block is harvested, unlike most Glass blocks.

### **Stone Brick Castle Window**

- Crafted with a stone Brick Archer's Window and a normal or Clear Glass Pane in a shapeless recipe.
- Has the same block properties as a Stone Brick Archer's Window, but renders a Glass Pane in the gap, which Arrows and other projectiles cannot pass through.
- The Glass inside remains intact when the block is harvested, unlike most Glass blocks.

### **Granite Brick Castle Window**

- Crafted with a Granite Brick Archer's Window and a normal or Clear Glass Pane in a shapeless recipe.
- Has the same block properties as a Granite Brick Archer's Window, but renders a Glass Pane in the gap, which Arrows and other projectiles cannot pass through.
- The Glass inside remains intact when the block is harvested, unlike most Glass blocks.

### **Magnetic Torch**

- Crafted with 8 Torches surrounding one Redstone.
- Gives 8 per craft.
- Behaves the same way as a normal Torch, but will automatically move to a different block face if the block it is currently resting on is destroyed.
- If multiple block faces are available to attach to, it will favor block faces adjacent to the one it was placed on over block faces opposite the face it was placed on.
- If multiple adjacent block faces are available, it will pick one at random to attach to.
- If no block faces are available to attach to, it will pop off into its item form just like a normal Torch.
- Can be shot from a Torch Bow if Extrapolated Tools and Weapons is installed.

### **Fire-Resistant Torch**

- Crafted with 8 Magnetic Torches surrounding one Meurodite Gem.
- Gives 8 per craft.
- Only craftable if Extrapolated Ores is also installed.
- Acts just like Magnetic Torches, but its Meurodite coating prevents it from burning its own shaft, and it can thus be placed upside-down underneath blocks in addition to the other 5 sides.
- Is significantly more blast resistant than normal Torches.
- Actually takes about a second to mine, as opposed to the instant-break speed of normal Torches.
- Can be shot from a Torch Bow if extrapolated Tools and Weapons is installed.

### **Curtain**

- Crafted with 4 Carpet in a 2x2 square with 2 String above them.
- Gives 2 per craft.
- Texture varies based on the color of Carpet used to craft it.
- Can only be placed underneath solid blocks, just like Rope, and must have 2 vertical blocks of space beneath the block it is being placed on in order to be placed..
- When placed, it renders as a 2-pixel wide sheet, hanging on the side of the block farthest away from where the player was standing when they placed it.
- Acts as a 1 block wide and 2 block tall multiblock, similar to Doors.

- Has no collisions, and thus can be walked through.
- Blocks light, and thus can be used as a sort of blackout curtain for mob traps .
- When the block above it is being powered by Redstone, it will roll up, turning into a 2x2x16 bar hanging from the block it is attached to.
- While powered, it will allow light to pass through, making for easily triggerable dark rooms.
- After being powered, it will not un-roll again when it stops being powered unless there is a full block of space available underneath it.

### **Large Sign**

- Crafted with 9 Wood Plank Slabs or Wood Board Slabs.
- Acts similarly to a regular Sign, but with a few differences.
- Renders as a wooden slab of the same thickness as a normal Sign, but with the surface of the text area taking up the entire surface of the block, rather than just part of it like normal Signs do.
- Can only be placed on the side of a block, rather than on the ground.
- If the block it is attached to is broken, it will also break into its placer item.
- Can fit up to 2 more lines of text than a normal Sign.

### **Inert Beacon**

- Crafted like a normal Beacon, but with a normal, Chiseled, or Pillar Radiant Quartz block instead of a Nether Star.
- Only craftable if Extrapolated Ores is installed.
- Emits light.
- Has the same model as a Beacon.
- Emits a light beam in the same way as a Beacon.
- Does not require any mineral blocks beneath it in order to function.
- Does not have a GUI, nor does it give the player any potion effects.

### **Dyed Inert Beacon**

- Stone-cut with an Inert Beacon anywhere in the cutting grid and a Dye in the add-on slot.
- Acts the same way as a normal Inert Beacon, but its model and beam texture varies based on the type of Dye used.

### **Dyed Beacon**

- Stone-cut with a Beacon anywhere in the cutting grid and a Dye in the add-on slot.
- Acts the same way as a normal Beacon, but its model and beam texture varies based on the type of Dye used.



### **Glass Shard**

- Obtained by hitting a Glass, Stained Glass, or Clear Glass block with a Hammer, if Extrapolated Tools and Weapons is installed
- Does 1 heart more damage to Mobs than hitting them with your fists.
- Does not have durability.
- When right-clicked, it is thrown in the same manner as a Snowball or Egg, and deals 1 heart of damage and no knockback to any mob that it hits
- If it hits a block, it simply shatters.
- Can be crafted into a Cracked Glass Block.
- Can be crafted into a Glass Arrow.

### **Cracked Glass Block**

- Crafted with 4 Glass Shards in a 2x2 Square.
- Can only be crafted if Extrapolated Tools and Weapons is also installed.
- Acts the same way as normal Glass when placed, but lets a bit less light through it.
- When broken, it drops nothing.
- When hit with a Hammer, it breaks into 0-3 Glass Shards.
- Cannot be dyed.
- Can be smelted into a Glass Block.

### **Glass Arrow**

- Crafted just like a normal Arrow, but with a Glass Shard instead of a Flint.
- Only craftable if Extrapolated Tools and Weapons is also installed.
- Can be shot from a Bow or a Horsehair Bow (if Extrapolated Mob Drops is also installed) just like a normal Arrow.
- Deals 1.5 times as much damage as a normal Arrow.
- Unlike a normal Arrow, it does not get stuck in a block if shot into one, and instead just shatters and cannot be picked back up.
- Skeletons can occasionally spawn shooting Glass Arrows instead of normal ones.
- Farmer Villagers will sell the player Glass Arrows.