**Read Me:**

**Hodge-Podge Mod Changelog (by version)**

**1.0.0:**

-new blocks:

-glowing obsidian- crafted w/ obsidian + redstone dust much like TNT

-rotten flesh, magma cream, bone, blaze rod, and gunpowder blocks- compact blocks, made w/ 3x3 grid of respective material.

-glitchgrass and glitchgrass reversed

-odd stone –easy to mine, but blast resistant

-voltrock – bluiseh-gray stone similar to netherrack in appearance

-dark brick- bricks made from voltrock

-netherbrick flower pot- purely decorative

-iron brick- made with 2x2 iron block and iron ingot

-Nether reactor core- all three stages can be crafted, gives items when right clicked and spawns mobs

-smoky quartz ore and blocks (normal, chiseled, and pillar)

- amethyst ore and blocks (similar to quartz, generates in high mountain peaks)

- silver ore, tools, and blocks

- unobtainium ore, tools and blocks- very rare, but very powerful when crafted w/ volucite

- tumtum logs, leaves, and wood- black wood, white leaves, crafted with jungle tree logs or leaves surrounding a mirror shard

- tulgey logs, leaves, and planks- similar to tumtum, but made with oak instead of jungle wood

-black sand and sandstone- crafted with sand and coal, has all three variants

-soul sandtone- crafted with 2x2 soul sand, has all three variants

-end stone bricks- cracked, mossy, chiseled, and normal variants.

-bone spine- decorative bone block made with a central row of three bone planks and bones in each corner

-tartarus plant – hellish plant crafted with a cactus and mirror shard. Can be used to make dark red dye.

- dark red hard clay, wool, and carpet

- mossy chiseled obsidian- decorative, made with obsidian, vines, and an arrow

**Mobs:**

* Zombie cowman- bovine equivalent of zombie pigmen, spawns in the darkworld. Drops iron nuggets

-thunderhead – blaze-like passive creature from the darkworld

Typhast- black ghastlike creatures from the darkworld that crawl around on the ground.

-crystal skeleton- dangerous skeletons that wield (invisible) diamond swords and live in the darkworld. There are three types, and drop bones, and rarely, the mineral they are made of.

-electroslime- slimes from the darkworld. Their true size cannot be determined, and they split into magma cubes upon death. Explodes when struck by lightning.

-dark elf- blue-skinned monsters that throw potions. They live in the darkworld and wonderland and drop mirror shards.

- rath- green pigs native to wonderland

-grub- creatures found in wonderland, they drop slimeballs when killed.

- pigman Grunt- special zombie pigmen that spawn from the nether reactor.

- wither skeleton berserker- found rarely in the overworld, drops wither bones

- nether crawler- red spiders that sometimes spawn in deserts

-humans- monsters that look like steve. They drop flint, and can be instantly spawned in creative mode by pressing G

- spidender- passive creatures that spawn in the end.

Items:

-green apple- slightly more nutritious than apples

-drink me- wonderland potion that inflicts multiple effects.

- eat me- wonderland cake that inflicts multiple effects

- amethyst and smoky quartz crystals

-volucite- crafted by surrounding a diamond w/ lapis-lazuli; used to enhance unobtainum tools.

- silver ingot

- unobtainium ingot

-iron nugget- can be crafted back into ingots

-mirror shard- dropped by dark elves, used for many different recipes, and can be crafted into glass

- looking-glass- used to ignite wonderland portal, crafted with an iron ingot and mirror shards

- redstone charge- used to ignite darkworld portal, crafted with redstone, gunpowder, and a ghast tear

- lightning rod- dropped by thunderheads, used to strike lightning once.

- lightning powder- crafted from a lightning rod, used to make thunder charges

- thunder paste- dropped by electroslimes, used to craft thundercharge.

- thunder charge- crafted with a thunder paste, glowstone dust, and lightning powder. Strikes lighting infinitely many times.

- shotgun- weapon crafted with two iron ingots, woods planks, a tripwire hook, flint and steel, and mirror shard. Shoots shotgun shells.

- shotgun shell- used as ammo for shotgun, crafted with redstone dust, gunpowder, iron nuggets, and clay wads

-slimegun- shoots slimeballs, crafted just like shotgun, but no mirror shard, and water bucket instead of flint+steel

-tartarus red- used as dark red dye.

- vorpal sword- powerful sword, crafted with an iron sword sandwiched between a drink me and

- wither bones- dropped by wither skeleton berserkers, crafted into two wither meal, which is used to turn blocks into dead bushes.

**Misc.:**

-Darkworld- dimension similar to the nether, made of oddstone, glitchgrass, smoky quartz ore, and voltrock. Green water floods the floor. The sky is grey and foggy, and the land is shrouded in darkness. Hostile mobs are everywhere. Portal is made of glowing obsidian and lit with a redstone charge.

-Wonderland- a forested dimension with dark colored water. Mossy cobblestone is found beneath the grass, and bizarre creatures roam about. Portal is made w/ smoky quartz and is activated with a looking-glass .

- end portal frames can now be crafted with three end stone, two ender pearls, and one obsidian.

-passive mob spawn eggs can be crafted with their meat and an egg.

-Stone brick variants can now be crafted

Version 1.1.1:

-added thunder paste and lightning rod blocks.

- bone, rotten flesh, and blaze rod blocks can now be crafted back into items

- bone and blaze rod blocks now only need a 2x2 array to craft

- wither bone meal and lightning rods are now consumed upon use

- new mob: Plast- a zombie-like mob that drops clay wads upon death and wears chain leggings.

- fixed a bug where the water in the darkworld was replaced with tumtum logs

-unobtainium ore is now slightly more common

-silver ore now generates more frequently

- new biome- black desert- generates with black sand and sandstone. They sky is dark, and water is a deep red color.

Version 1.2.1-

-Gunpowder block can now be crafted back into items

Version 1.2.2-

Fixed biome generation schematics- black desert is slightly more common, and tulgey wood and darkworld are now extremely rare in the overworld

Nerfed silver ore generation.

Humans can now spawn in tulgey wood

Endermen can now spawn in black deserts

Version 1.2.3-

Black desert water color is now lighter

Eat me/ Drink me are now craftable with a mirror shard and cake or water bottle, respectively

Soul sandstone recipe now yields 2 instead of 1

Smoky quartz ore now only drops one item

Changed the sounds of black sand placing/walking on

Silver and unobtainium blocks can now be reverted into ingots

Unobtainium ingots can now rarely be found in stronghold corridor chests in stacks of 1

Netherbrick flower pots now drop 3 nether bricks when mined

Version 1.3.0:

Recreated the entire mod after accidentally deleting it, with a few minor changes:

-Tulgey and tumtum logs and leaves can no longer be crafted

-some mob spawn eggs have slightly different colors

-humans no longer spawn in Wonderland

-human spawning is no longer restricted to plains biomes

-Nether reactor core no longer functions

-Active and depleted nether reactor core recipes are slightly different

-Tartarus plant can now be crafted with 2 cacti and 2 nether wart

-Looking-glass recipe is different; now same shape as a sign, exchanging planks for mirror shards and the stick for an iron ingot

-added toves and borogoves, new passive denizens of Wonderland

-Silver and unobtainium tools have been nerfed

-Added grappling bow and arrows, which can be used to reach far away ledges. Grappling arrows are made by adding 2 string to an arrow, and the bow is modified by adding a tripwire hook and lead

-Added obsidian bricks and pillars

-cracked end stone and normal stone bricks can be made by crafting 4 around gunpowder, or by smelting the smooth variant.

Version 1.3.4

-new food: mincemeat- crafted by combining raw beef, chicken, and pork. Can be cooked or crafted into a block.

-9 carrots can now be crafted into a giant carrot block and back again into carrots

-added 3 new mobs:

-Oun- three-eyed monsters native to the darkworld. They drop oun eyes, which can be eaten for 10 minutes of night vision.

-Pawn- white sentinels found in Wonderland, appear similar to chess pieces.

-Knightcard- red sentinels found in Wonderland, looks like a playing card with a head and limbs.

Added stardust. Currently no special use, but can be crafted from a nether star. 4 stardust surrounding a volucite crafts a nether star back again.

Version 1.3.4

-added Wilt

-Oun eyes and wither bone meal now function as intended

-Added dead grass

-new blocks: ivory and ebony, crafted from four ivory and four tumtum planks, respectively. Each recipe yields 2.

-Added concrete, made with 4 gravel, 2 cobble, 1 water bucket, and 2 clay wads for 8 concrete

-added red tiles, made with 2 bricks and 2 tulgey planks

Version 2.0.0

Updated to MC 1.8.9

New blocks:

Ice bricks w/ cracked variant- made with packed ice

Icy stone bricks 2 ice and 2 stone brick

Smoldering log

Bonewood logs and planks- bone-enhanced logs

Compressed cobblestone

Necrotic flesh block

Mixed bricks-2 nether brick, 2 regular bricks, items or blocks

Cracked dirt-smelted dirt

Geyser-redstone signal makes it shoot smoke particles

Crystal-2quartz+4amethyst+2smoky quartz +glass

Tainted stone-4 cobble + 4 red sandstone + 1 wither bone meal

Red and blue fancy floors-6 nether brick, 1 nether wart, 1 wool, 1 gold ingot (red) use silver, dark brick, and lapis for blue varient

Enchanced redstone ore-crafted w/ redstrone ore surrounded by 4 redstone dust

Dead tall grass- plant, generates randomly in world

Items:

End stone tools-1.5 times stronger than stone

Looking-glass-stays in crafting grid, used to create mirror types of certain blocks/items, made with mirror focus, 4 mirror shards and 4 iron ingots

Necrotic flesh- dropped by wilts, not good to eat

Redstone crystal- used in certain recipes, obtained by smelting enhanced redstone ore

Cinder talisman- used to summon Smoldering knight, made w/ 4 smoldering logs, 2 redstone crystals, 2 wither bone, and a mirror focus

Lightning blaster- shoots thunder charges

Mobs:

Smoldering Knight- boss, summoned by using a cinder talisman

Other:

New biomes: Smoldering Forest, tainted plains

New dimensions- Degraded Wastelands- portal frame made with bone spines, igniter is dropped by Smoldering Knight

Taint- portal made from tainted stone, igniter crafted with 4 smoky quartz and a mirror shard

Changes:

Toves drop green apples

Packed ice can be made with 4 ice

Almost all mod-introduced mobs have changed AI

Wonderland portal igniter is now called mirror focus

Silver ore is rarer

Oun eyes work properly

Wither bone meal works correctly

Nether crawlers now spawn in the Nether

Version 2.0.1

Fixes crafting problems:

-all recipes now work as intended

-compresed cobblestone can be reverted into cobblestone

-added enderpearl block

-fixed dead grass bug where it would turn to dirt in the overworld

-electroslimes have new AI and don’t split into magma cubes anymore