GASPUNK

**Adds:**

* Vapor / gases: The mod centers itself around vapors and gases, produced by the corresponding grenades. There are two types of gases: gases (toxic), and vapor (harmless or beneficial). Toxic gases trigger the player into a ‘hold-your-breath’ state, similar to when the player is underwater. However, in toxic gases, the oxygen bar depletes itself twice as fast as underwater. For most gases, their effect will trigger when the bar has depleted, along with damaging the player like if he was drowning. Harmless or beneficial vapors don’t have that ‘hold-your-breath’ state, and therefore take effect immediately.
* Vapor / gas tube: Vapor or gas tubes are throwable glass bottles that liberate their content upon impact (and therefore destruction). They are usually filled with vaporite, a liquid that instantly evaporates into large quantities of vapor or gas upon air contact. The vapor or gas effect lasts 5 seconds. Empty tubes can be filled with water.
* Vapor / gas grenade: Vapor or gas grenades are upgraded versions of the tubes. They are crafted with any filled vapor or gas tube and a grenade pin. Once thrown, they activate after a timing of 3 seconds, whether or not they’ve hit something yet. They can be cooked (click once to unpin and throw instantaneously, or hold click to unpin and cook and release click to throw). When activated, they gradually liberate the vaporite they contain, therefore making them more efficient than simple tubes, lasting 20 seconds. They are not destroyed upon impact, and can therefore be recycled. Empty vapor or gas grenades are not craftable, but when put in a crafting slot, allow their dismantling into an empty vapor tube and a grenade pin.
* Enriched coal: Crafted with charcoal and gunpowder, enriched coal is the base element for making vapor liquids. In a similar fashion to the netherwart, brewing enriched coal into a vapor tube with water will create the basic vaporite (white variant) used to make all other vaporite types. Can be used as normal coal, to cook or craft torches, for example.
* Ash: Obtained by smelting zombie flesh in a furnace. Used to brew toxic gas.
* Gas mask: The gas mask is a helmet piece of gear that counters the ‘hold-your-breath’ state of gases. It also disables the gas effects for certain gases. Armor rate and durability same as leather helmet. Sweet overlay.

**Gas types:**

* Smoke vapor: Normal simple gas that blocks the view. Result of the base vapor being thrown. Has no effect apart from blocking the view. The white variant can be colored with any dye, resulting in a gas of that same color.
* Toxic gas: Obtained by brewing ashes into a white smoke vapor tube, this gas is toxic but has no other purpose than making the player suffocate when his oxygen bar depletes.
* Withering gas: Toxic gas causing the wither I effect, if the player stays in the gas zone with no breath (instant wither effect if entity). Obtained by brewing coal into a harmful gas tube.
* Burning gas: Toxic gas causing the entity to catch fire instantaneously. The gas mask protects the user against loosing oxygen, but does not prevent it from catching fire.
* Medivapor: Vapor granting any entity breathing it (by getting inside) a regeneration I effect. The gas mask prevents from being affected by this gas.