Features Beta 01 “1202 AD Mod”

The 1202 AD Mod for Minecraft 1.7.10 is a mod that thrives based on roleplay, combat, building, survival, and multiplayer experiences. It includes new features such as stone variants to NPC faction systems that create all new gameplay mechanics for the benefit for its user. This mod is based on real historical events during the announcement of the fourth crusade. What happens next, is up to you. Will you decide to join the crusade as an Angevin Norman, or perhaps you will fight back against the Christian Church as a Moslem Warrior from Egypt. The mod grows bigger and bigger every day, with new features and community input. This mod contains multiple themes that many ethnical groups may find offensive; these include: sexual and rape references, war and violence, religion and faith, blood and gore, drugs, harm to animals, swearing and abusive language, racist references, suicide and self-harm, and such other. We recommend that players using the mod should exceed the age of sixteen years. The purpose of this mod is only to entertain its users. We accept any support or donations which will help speed the progress of our mod.

Recommended playstyle: Multiplayer Survival and Roleplay

Europe:

Armour: Crafted on European Crafting Table





|  |  |
| --- | --- |
| Iron Norman Nasal Helmet  [Iron Ingot][Iron Ingot][Iron Ingot]  [Iron Ingot] | +2 (8%) |
| Iron Norman Hauberk  [Leather Straps] [Leather Straps]  [Chainmail][Chainmail][chainmail]  [Chainmail][Chainmail][Chainmail] | +5 (20%) |
| Iron Chainmail Chaps  [Chainmail][Chainmail][Chainmail]  [Chainmail] [Chainmail]  [Chainmail] [Chainmail] | +4 (16%) |
| Leathern Norman Shin Wrappings  [Leather Straps] [Leather Straps]  [Leather] [Leather] | +1 (4%) |
| Iron Great Helm  [Iron Ingot][Iron Ingot][Iron Ingot]  [Iron Ingot][Iron Ingot][Iron Ingot]  [Iron Ingot] | +3 (12%) |
| Iron Common Cuirass  [Iron Ingot] [Iron Ingot]  [LeatherStraps][IronIngot][LeatherStraps]  [Iron Ingot][Iron Ingot][Iron Ingot] | +7 (28%) |
| Iron Common Grieves  [Iron Ingot][Iron Ingot][Iron Ingot]  [LeatherStraps] [LeatherStraps]  [Iron Ingot] [Iron Ingot] | +5 (20%) |
| Iron Common Plated Boots  [Iron Ingot] [Iron Ingot]  [Leather] [Leather] | +2 (8%) |

Weapons: Crafted on European Crafting Table

|  |  |
| --- | --- |
| Norman Longsword  [Iron Ingot]  [Iron Ingot]  [Stick] | Damage: 6.0 Speed: 100% Reach: 100% |
| European Long bow  [Stick][String]  [WoodenShaft] [String]  [Stick][String] | Draw Speed: 100% Ranged Damage: 100% Range: 150% |

Biomes:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Biome | Surface: | Resources: | Snow concentration: | Rivers and Lakes: | Terrain: | Ore: | Trees: |
| Europe | Grass, Gravel, Dirt, Stone (All Types) | Large Forests, few stone mounds | Low | Moderate | Hill, Mountains. | +Iron  +Coal  -Gold | Oak, Spruce, Birch, Dark Oak |

NPCs:



|  |  |  |  |
| --- | --- | --- | --- |
| European (EC[Egg Colour] P[Primary]: fdd2a6 S[Secondary]: 585858) | Hoe, Pickaxe, Axe, Shovel | Few Leather Armour | May drop bread, wheat, sticks, coal, iron, etc. |
| Norman Crusader (EC P: ffffff S: c10026) | Norman Longsword | Norman Attires | May drop bread, wheat, sticks, coal, iron, etc. |
| Norman Crusader Archer (EC P: ffffff S: c10026) | European Longbow, Norman Longsword | Norman Attires | May drop bread, Bowls, Arrows, coal, iron, etc. |
| Crusader Knight (EC P: ffffff S: c10026) | Norman Longsword | Knightly Wears | May drop Meat, Sugar, Books, Arrows, Gold, etc. |
| Crusader Marksman (EC P: ffffff S: c10026) | European Longbow, Norman Longsword | Knightly Wears | May drop Meat, Sugar, Books, Arrows, Gold, etc. |

Moslem:

Armour: Crafted on Arabic Crafting table





|  |  |
| --- | --- |
| Iron Moslem Conical Helmet  [Iron Ingot]  [Iron Ingot][Iron Ingot][Iron Ingot]  [Iron Ingot] | +2 (8%) |
| Leathern Moslem Scaled Hauberk  [Leather] [Leather]  [LeatherStraps][Leather][LeatherStraps]  [Leather][Leather][Leather] | +4 (16%) |
| Leathern Moslem Scaled Chaps  [Leather][Leather][Leather]  [LeatherStraps] [LeatherStraps]  [Leather] [Leather] | +3 (12%) |
| Leathern Sand-Strider Boots  [Leather Straps] [Leather straps]  [Leather] [Leather] | +1 (4%) |
| Iron Jihad Masked Helmet  [Iron Ingot]  [Iron Ingot][Iron Ingot][Iron Ingot]  [Iron Ingot][Iron Ingot][Iron Ingot] | +3 (12%) |
| Iron Moslem Plated Cuirass  [Chainmail] [Chainmail]  [Leatherstraps[IronIngot][Leatherstraps]  [Chainmail][Iron Ingot][Chainmail] | +7 (28%) |
| Iron Moslem Plated Grieves  [Chainmail][Chainmail][Chainmail]  [Leatherstraps] [Leatherstraps]  [Iron Ingot] [Iron Ingot] | +5 (20%) |
| Iron Moslem Plated Boots  [Iron Ingot] [Iron Ingot]  [Leather] [Leather] | +2 (8%) |

Weapons:

|  |  |
| --- | --- |
| Moslem Sabre  [Iron Ingot]  [Iron Ingot]  [Stick] | Damage: 7.0 Speed: 100% Reach: 100% |
| Arabic Short bow  [Stick][String]  [Stick] [String]  [Stick][String] | Draw Speed: 125% Ranged Damage: 125% Range: 100% |

Biomes:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Biome | Surface: | Resources: | Snow concentration: | Rivers and Lakes: | Terrain: | Ore: | Trees |
| Arabia | Sand, Gravel, Dirt, Stone (All Types) | Dead Trees, Many stone mounds | Very low | low | Hill, flat | +Gold  +Coal  +Iron  +Lapis | Oak, Acadia, |

NPCs:



|  |  |  |  |
| --- | --- | --- | --- |
| Arabian (EC P: c49b71 S: 585858) | Hoe, Pickaxe, Axe, Shovel | Few Leather Armour | May drop bread, wheat, sticks, coal, iron, etc. |
| Moslem Soldier (EC P: 357648 S: ffffff) | Moslem Sabre | Moslem Armour | May drop bread, wheat, sticks, coal, iron, etc. |
| Moslem Archer (EC P: 357648 S: ffffff) | Arabic Shortbow, Moslem Sabre | Moslem Armour | May drop bread, Bowls, Arrows, coal, iron, etc. |
| Jihad Warlord (EC P: 357648 S: ffffff) | Moslem Sabre | Jihad Armour | May drop Meat, Sugar, Books, Arrows, Gold, etc. |
| Jihad Marksman (EC P: 357648 S: ffffff) | Arabic Shortbow, Moslem Sabre | Jihad Armour | May drop Meat, Sugar, Books, Arrows, Gold, etc. |

Neutral:

Materials (regular Crafting Table):

|  |  |
| --- | --- |
| Iron Chainmail | [Iron Nugget] [Iron Nugget]  [Iron Nugget]  [Iron Nugget] [Iron Nugget] |
| Iron Nugget \*9 | [Iron Ingot] |
| Leather Straps\*4 | [Leather] |
| Wooden Shaft | [Stick]  [Stick]  [Stick] |

Blocks (regular crafting table):

* Limestone, Limestone Cobble, Limestone Brick (includes slabs and stairs and all variants) [Heat cobble in furnace to make natural stone] Spawns as Mounds of rock and large ore veins. 
* Granite, Granite Cobble, Granite Brick (includes slabs and stairs and all variants) [Heat cobble in furnace to make natural stone] Spawns as Mounds of rock and large ore veins. 
* European Crafting Table [Dropped by European] 
* Arabic Crafting Table [Dropped by Arabian] 

Systems:

* Arabians spawn only in Arabia. Europeans spawn only in Europe.
* Soldiers and knights can spawn in any of the two biomes.
* Europeans and Arabians will not attack unless attacked. Will flee from opposite faction Soldier and Knight NPCs until attacked.
* Soldiers and Knights will attack any Soldier or Knight from an enemy faction. Will attack anything that attacks it first including players and NPCs.
* NPCs will drop all Armour and Weapons they carry, all will be damaged. NPCs may drop food, materials, and other misc. items to chance.

Hierarchy System (NPCs):

|  |  |  |
| --- | --- | --- |
| Class | Titles | Action |
| Peasant | European / Arabian | Will not attack any player or NPC unless attacked by that NPC/Player. Will flee from any NPC Soldier/Knight of an enemy faction unless attacked by that NPC in which the Peasant will self-defend as a last resort. |
| Soldier | Norman Crusader / Moslem Soldier | Will attack any soldier or knight of an enemy faction. Will ignore peasants of the enemy faction. If a nearby soldier or knight of the same faction is killed by a player, all nearby soldiers and knights will attack the player. Will attack if attacked. |
| Knight | German Knight / Jihad Warlord | Will attack any soldier or knight of an enemy faction. Will ignore peasants of the enemy faction. If a nearby soldier or knight of the same faction is killed by a player, all nearby soldiers and knights will attack the player. Will attack if attacked. |

Foundation of Faction Wars:

* Crusaders and German Knight soldiers see the Moslem and Jihad Warlord soldiers as Enemies
* Moslem and Jihad Warlord soldiers see Crusaders and German Knight soldiers as Enemies
* Arabians Run from Crusaders and German Knight Soldiers
* Europeans Run from Moslem and Jihad Warlord Soldiers