

# THE *Light* mod

## PDF Guide for Version 1.0.0

Welcome to the PDF Guide for the Lord of Light Mod (officially named The Light Mod). This mod was created around the imaginary Minecraft religion of the same name, The Lord of Light, and implements many new items based on the religion. This mod is the brainchild of chicklightning and LuxLegatus.

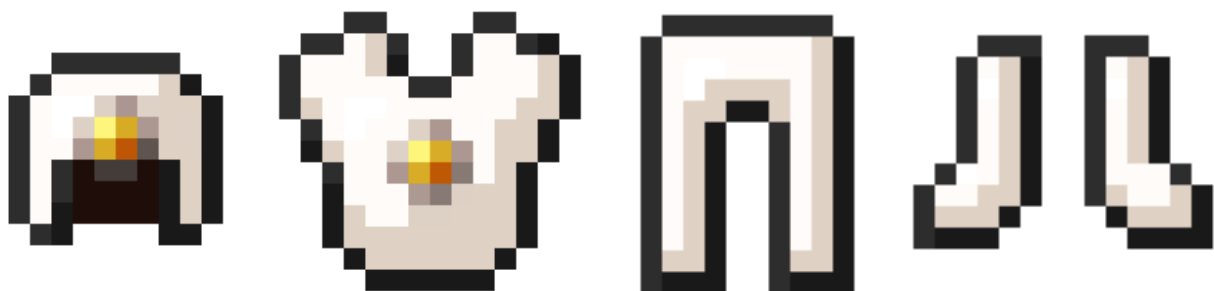
This guide covers the details of what the mod implements and the item stats. Read below for more information.

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# New armor

A new set of armor has been implemented in the game, with the possibility of more armor. The currently implemented set is called Quartz Armor.



Quartz Armor is slightly less durable than Diamond Armor, but reduces more damage. It can be enchanted on an Enchantment Table like normal armor. Quartz Armor is also one of the armor types that can be blessed or cursed with Greater Blessings or Greater Curses, which will be explained later.

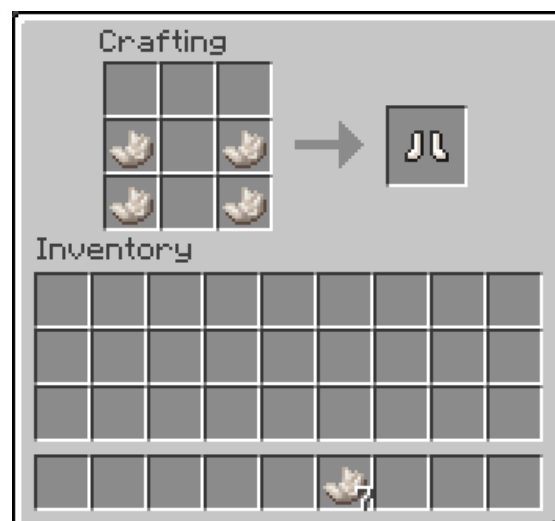
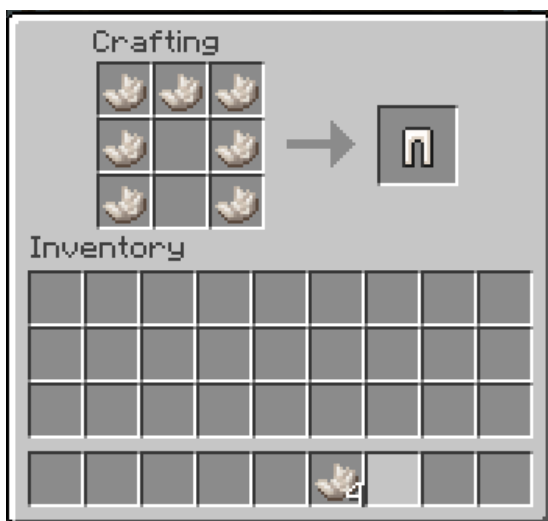
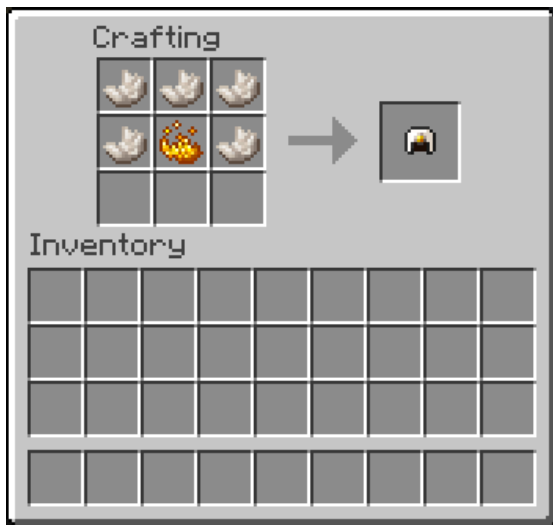


All Quartz Armor can be repaired on anvils with Blaze Powder, created from Blaze Rods which drops from Blazes in the Nether.

In Creative Mode, Quartz Armor is found under the Combat Tab.

## Recipes

The leggings and boot recipes are standard armor recipes, but using Quartz (not Quartz Blocks). The helmet and chestplate recipes also require Blaze Powder.



# New weapons

New weapons are also implemented in this mod: Quartz and Obsidian Swords.



Obsidian and Quartz Swords are very similar, but are used to create very different items within the mod. Quartz and Obsidian Swords can be used with Greater Blessings and Greater Curses in special recipes to create upgraded versions, called Blessed Quartz Sword and Cursed Obsidian Sword, which have special effects. The upgraded swords are explained in the Greater Blessings and Curses section.

Obsidian and Quartz Swords both have 9 attack damage, which is more than Diamond's 7 attack damage, and are both vastly more durable than Diamond Swords. The two differ in their durability and enchantability. Quartz Swords have slightly less durability than Obsidian Swords, but are more enchantable.

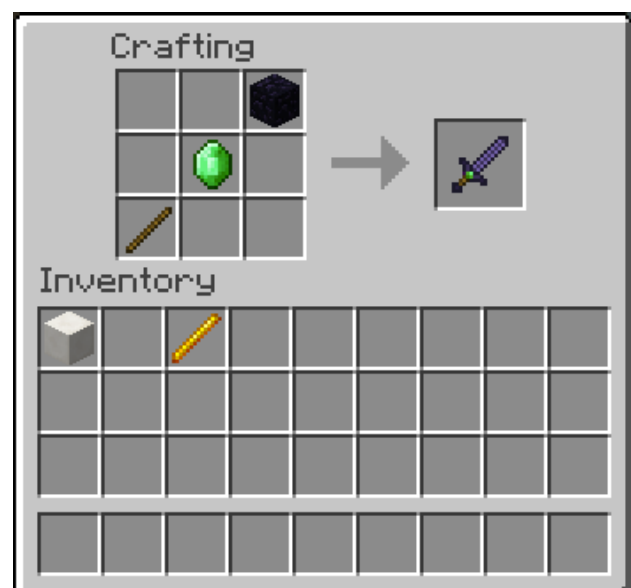
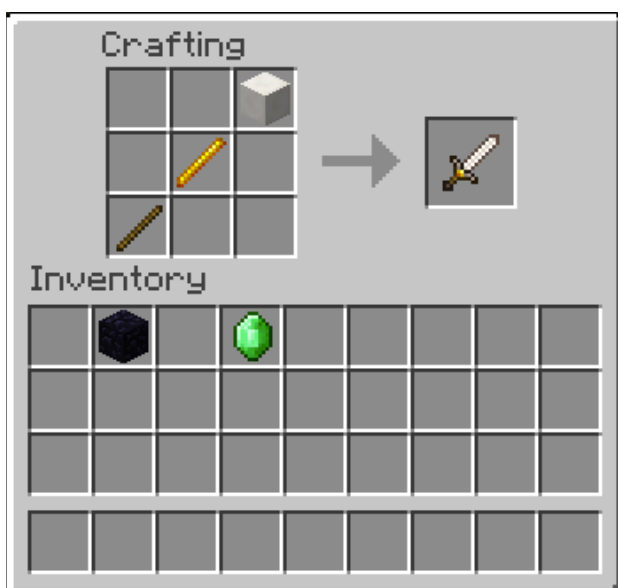
In Creative Mode, these swords are found under the Combat Tab.

Obsidian and Quartz Swords can both be repaired on anvils and enchanted on Enchantment Tables. Quartz Swords are repaired with Blaze Powder, dropped from Blazes in the Nether. Obsidian Swords are repaired with Emeralds. They can also be enchanted with Greater Blessings and Curses.



## Recipes

The Quartz Sword uses a Quartz Block, a Blaze Rod, and a Stick. The Obsidian Sword uses an Obsidian Block, an Emerald, and a Stick.



# blessings and curses

Blessings and Curses are separated into two categories: lesser and greater. All Blessing and Curse types can be found in the Misc Tab in Creative Mode.

Lesser Blessings and Curses are temporary self-buffs that grant effects usually just for a few minutes. All Lesser Blessing buffs are beneficial, and all Lesser Curse buffs have one beneficial effect that is tempered by an adverse affect. Right-click to use.

Greater Blessings and Curses add permanent enchantments to a variety of different items. Greater Blessings and Curses are basically all beneficial because there aren't bad enchantments. They are made from Lesser Blessings and Curses.

Greater Blessings and Curses can also be used to make Blessed Quartz Swords and Cursed Obsidian Swords. Blessed Quartz Swords cause confusion and blindness on hit, and Cursed Obsidian Swords slow down the opponent and set them on fire for 2 ticks on hit.

All Blessings and Curses have a chance to spawn in Village Blacksmith chests, Mineshaft chests, Desert Pyramid chests, Stronghold Corridor and Library chests, and Bonus chests (if activated).

## Types

Blessings of  
Aether



Lesser



Greater

Blessings of  
Illumination



Lesser



Greater

Blessings of  
Incandescence



Lesser



Greater

Blessings of  
Lights's Embrace



Lesser



Greater

Lesser Blessings of Aether grant players a few minutes Fire Resistance and a few second of Regeneration.

Lesser Blessings of Illumination grant players 20 experience points.

Lesser Blessings of Incandescence grant players a few minutes of Night Vision and a few seconds of Resistance (from damage).

Lesser Blessings of Light's Embrace grant players a short time of Damage Boost and Movement Speed.

Greater Blessings and Curses enchantments are for player discovery!

#### Curses of Light Aversion



Lesser



Greater

#### Curses of Conflagration



Lesser

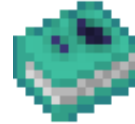


Greater

#### Curses of Fervor



Lesser



Greater

#### Curses of Reckoning



Lesser



Greater

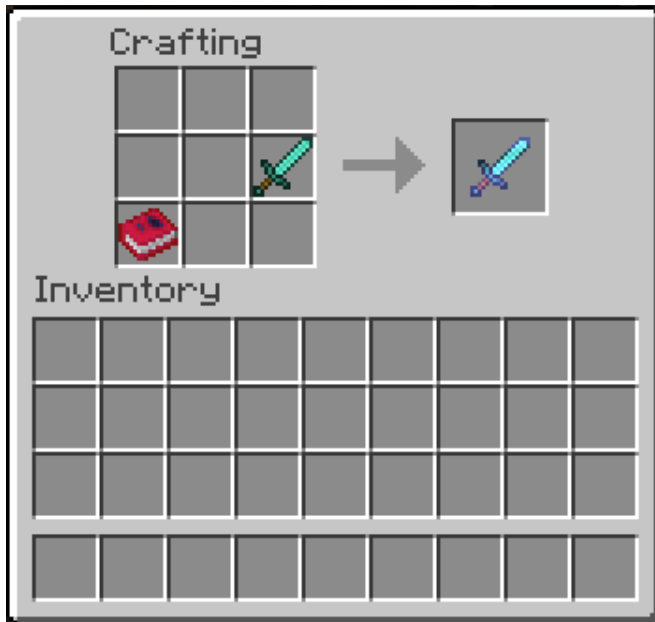
Lesser Curses of Light Aversion applies an invisibility buff for a few minutes, but also makes the player physically weaker for slightly longer (no sneaking up on people and attacking!).

Lesser Curses of Conflagration grant players faster mining speed for a few minutes, but set them on fire for a few seconds.

Lesser Curses of Fervor heal the player, but also nauseate the player for a few seconds.

Lesser Curses of Reckoning CAN NOT BE WRITTEN ABOUT

## Recipes



In order for a Greater Blessing or Curse enchantment to be applied to weapons or armor, all you need to do is put the item and the Greater Blessing or Curse in a crafting grid together. Placement doesn't matter.

Only "better quality" armor and weapons can be enchanted with Greater Blessings and Curses, meaning Iron, Diamond, Quartz and Obsidian. Regular Bows can be enchanted of course.

Greater Blessings and Curses can be created by acquiring 8 of the Lesser Blessing or Curses of the same type (i.e. 8 Lesser Blessings of Illumination create 2 Greater Blessings of Illumination). The recipe placement is as follows:





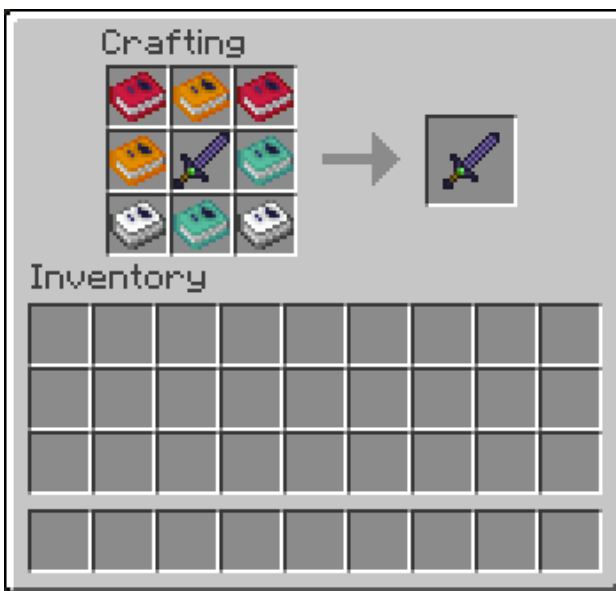
Blessed Quartz Swords and Cursed Obsidian Swords are very special items in game. Because they are so powerful, they are very difficult to make. Blessed Quartz Swords use two of each Greater Blessing, and Cursed Obsidian Swords use two of each Greater Curse.

Placement is specific, so following the recipes below is important.



The purplish books in the corners are Greater Blessings of Aether, the blue books are Greater Blessings of Illumination, the light yellow are Greater Blessings of Incandescence, and the dark yellow are Greater Blessings of Light's Embrace.

In the center is a Quartz Sword.



The red books in the corners are Greater Curses of Light Aversion, the orange books are Greater Curses of Conflagration, the green are Greater Curses of Fervor, and the white are Greater Curses of Reckoning.

In the center is a Obsidian Sword.

# The altars

The Light Altar is a place of worship for the Lord of Light. The Dark Altar is a godless place.



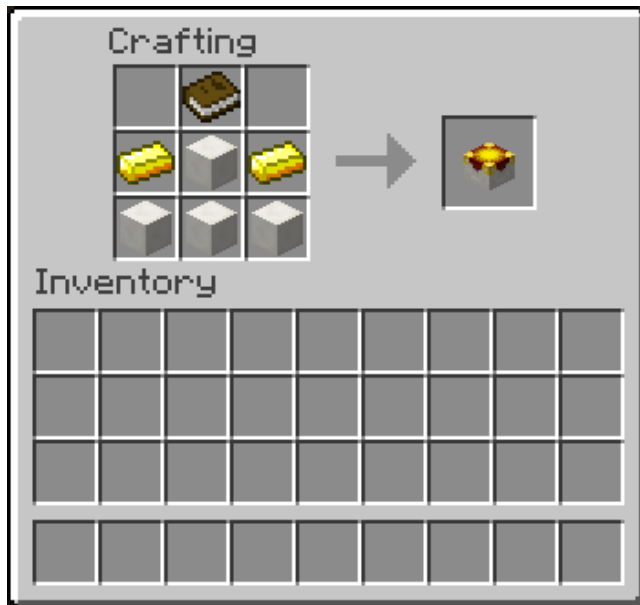
The Altars are indestructible. These blocks are unlike other blocks in that they can grant special effects or items when you right-click them.

For the Light Altar, there is a good chance it could directly grant you the same buffs as any one of the Lesser Blessings. There is also a small chance that it could drop a Lesser Blessing. However, every time you right-click, it removes any previously existing buffs. Light Altars characteristically glow in dark areas.

When you right-click a Dark Altar, there is a good chance it will give you a buff equivalent to any of the Lesser Curses. There is also a small chance it could drop a Lesser Curse. This block does not remove current buffs when you right-click, so it's possible to accumulate a number of debuffs. Dark Altar blocks are characteristically darker than surrounding blocks.

# Recipes

The Altars have recipes very similar to Enchantment Tables.



The Light Altar's recipe differs from the Enchantment Table in that it uses Quartz Blocks and Gold Ingots instead of Obsidian Blocks and Diamonds.



The Dark Altar's recipe only differs from the Enchantment Table in that it uses Emeralds instead of Diamonds.

# screenshots



Quartz Armor set: front.



Quartz Armor set: back.



Quartz Sword



Obsidian Sword



Light Altar



Dark Altar



Lesser Blessings and Curses



Greater Blessings and Curses