

Blocks

- [Cone](#)
- [Block O' Water](#)
- [Spigot](#)
- [Ring Hitch](#)
- [Hitching Post](#)
- [Pasture Gates](#)
- [Fences](#)
- [Friendly Bars](#)
- [Metal Grate](#)
- [Alaharran Banner](#)

Cone

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Cones are a decorative and cosmetic item.

Crafting



Cone

[Orange Dye](#) (1)

[Dried Kelp](#) (3)

Usage

[Right Click](#) the ground with a cone in hand to place it. Cones occupy one surface block, and are two blocks tall.

Cosmetic

Cones can be equipped in the helmet slot as an accessory.

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

Changelog

[View Changes](#)

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
1.21.1	1.3.0	Bug Fix: Item does not drop when block is broken.
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.

Block O' Water

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Block O' Water provides water to nearby [spigots](#).

Crafting



Block O' Water **TBC**

[Gold Rivet](#) (4)

[Glass Pane](#) (4)

[Ender Pearl](#) (1)

Usage

[Right Click](#) with a block o' water in hand to place it.

Area Of Effect

Block O' Water will supply water to [spigots](#) within a 15 block radius. It has no limit on how many can be "connected".

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

Changelog

[View Changes](#)

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
1.21.1	1.3.0	Bug Fix: Missing crafting recipe(s).
		Bug Fix: Item does not drop when block is broken.
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.

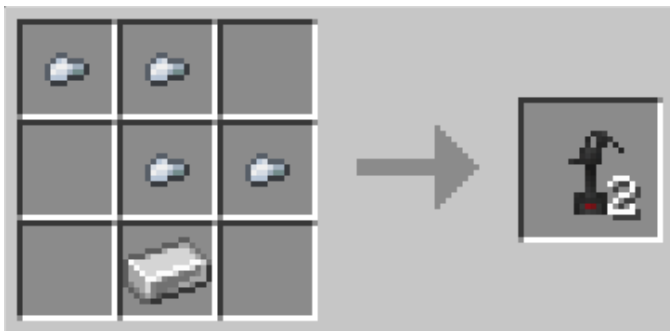
Spigot

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Spigots are a water source block and decorative item.

Crafting



Spigot **TBC**

[Iron Nugget](#) (1)

[Iron Ingot](#) (1)

Usage

If enabled in [configs](#), Spigots require a [Block O' Water](#) within 15 blocks (any direction) to function.

[Right Click](#) with a spigot in hand to place it. Spigots can be placed on horizontal or vertical block surfaces.

- Horizontal placed spigots show as a wall-mounted faucet (tap).
- Vertical placed spigots show as a freestanding "pitcher pump".

Water Source

[Right Click](#) a spigot with any of the following items:

- Bucket → Water Bucket
- [Treated Leather](#) → [Refined Leather](#)
- [Star Worm Goop](#) → [Paint Filler](#)

`Right Click` a spigot to fill any (empty) cauldrons placed directly in front, or below if wall-mounted.

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

Changelog

View Changes

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
<code>1.21.1</code>	<code>1.3.0</code>	Bug Fix: Missing crafting recipe(s). Bug Fix: Item does not drop when block is broken.
<code>1.20.1</code>	<code>1.1.1</code>	Page established - Information prior to <code>1.1.1</code> is not specifically included but is likely the same.
<code>1.20.1</code>	<code>1.1.0</code>	Bug Fix: Missing model and texture.

Ring Hitch

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Ring hitch is a connection point for leads.

Crafting



Ring Hitch

[Iron Nugget](#) (3)

[Cobblestone \(Any\)](#) (1)

Usage

Ring hitch is a **permanent** version of the hitch used when right clicking **any block** with a lead (attached entity).

[Right Click](#) with a ring hitch in hand to place it on the side, surface or underside of a solid block.

[Right Click](#) with a lead (attached to an entity) in hand to tether it.

More Information: Advanced Uses

World Edit

Ring hitches can be mounted on to almost anything with **World Edit** (mod) for expanded designs.

CROSS TIES WALL/FENCE MOUNTED

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

Changelog

View Changes

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
<code>1.21.1</code>	<code>1.1.3</code>	Bug Fix: Lead connections disconnect (snap) after a few seconds.
<code>1.20.1</code>	<code>1.1.1</code>	Page established - Information prior to <code>1.1.1</code> is not specifically included but is likely the same.

Hitching Post

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Hitching posts are a connection point for leads.

Crafting



Western Hitching Post **TBC**

[Iron Nugget](#) (1)

[Log \(Any\)](#) (#)

Western Hitching Post (Mini)

Item/Ingredient Name (#)

Item/Ingredient Name (#)

OBTAINING R

Usage

[Right Click](#) with a hitching post in hand to place it.

[Right Click](#) with a lead (attached to an entity) in hand to tether it.

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

Changelog

View Changes

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
1.21.1	1.3.0	Bug Fix: Missing crafting recipe(s).
		Bug Fix: Item does not drop when block is broken.
	1.1.3	Bug Fix: Lead connections disconnect (snap) after a few seconds.
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.

Pasture Gates

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Pasture Gates are functional multi-block doors.

Crafting



Pasture Gate (Care)

[Dye \(Any\)](#) (1)

[Wood Planks \(Any\)](#) (3)

[Iron Ingot](#) (2)



Pasture Gate (Horse)

[Dye \(Any\)](#) (1)

[Wood Planks \(Any\)](#) (2)

[Iron Ingot](#) (2)

Usage

[Right Click](#) with a pasture gate in hand to place it.

- "Care" needs [3b](#) width.
- "Horse" needs [2b](#) width.
- Both variants need 2 blocks height.

[Right Click](#) a pasture gate to open it.

More Information: Placement (Hinge, Swing)

Hinge Placement

The easiest way to get gate placement perfect every time is to build it off the side of another block (connection point).

If you need to place off the ground:

- Choose the block at the far edge of the door space, where you want the hinge to be.
- Click on the far edge of that block.

Example: If a door should swing to the left, click the far left edge of the left-most block.

Swing Direction

Face the direction you want the gate to swing **away** from.

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

- Gates may not render properly on (some) servers. Install [Connectivity](#) to fix "ghost block" issues.
- Gates may fail to place in "clear" space - fill the area with blocks, mine (remove) them and retry.

It is not recommended to include multiblock elements in World Edit actions or schematics. If you do, save and backup!

Changelog

View Changes

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
------------	---------	-------

1.21.1	1.3.0	Bug Fix: Item does not drop when block is broken.
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.

Fences

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Fences are modified models of normal fences.

Crafting

Mangrove, Cherry, Warped, Crimson and Bamboo options are not available yet.



Pasture Fence

[Wood Planks \(Any\)](#) (6)

[Stick](#) (2)



Western Fence

[Wood Planks \(Any\)](#) (6)

[Stick](#) (2)

Usage

[Right Click](#) with a fence in hand to place it.

[Right Click](#) with a lead (attached to an entity) in hand to tether it.

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

Changelog

View Changes

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
1.21.1	1.3.0	Bug Fix: Item does not drop when block is broken.
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.

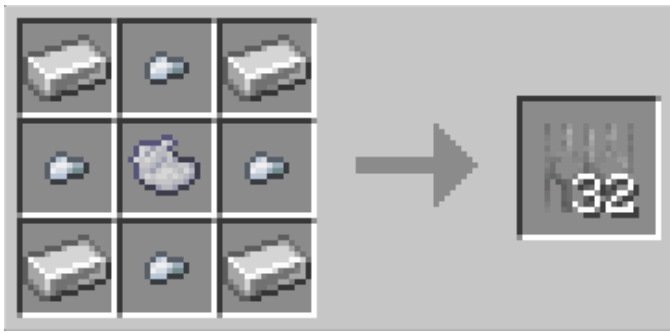
Friendly Bars

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Friendly Bars are modified textures of normal iron bars.

Crafting



Friendly Bars (Light)

[Iron Ingot](#) (4)

[Iron Nugget](#) (4)

[Light Gray Dye](#) (1)



Friendly Bars (Light)

[Iron Ingot](#) (4)

[Iron Nugget](#) (4)

[Gray Dye](#) (1)



Friendly Bars (Light)

[Iron Ingot](#) (4)

[Iron Nugget](#) (4)

[Black Dye](#) (1)

Usage

`Right Click` with a bar in hand to place it.

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

Changelog

View Changes

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
<code>1.21.1</code>	<code>1.3.0</code>	Bug Fix: Missing crafting recipe(s). Bug Fix: Item does not drop when block is broken.
<code>1.20.1</code>	<code>1.1.1</code>	Page established - Information prior to <code>1.1.1</code> is not specifically included but is likely the same.

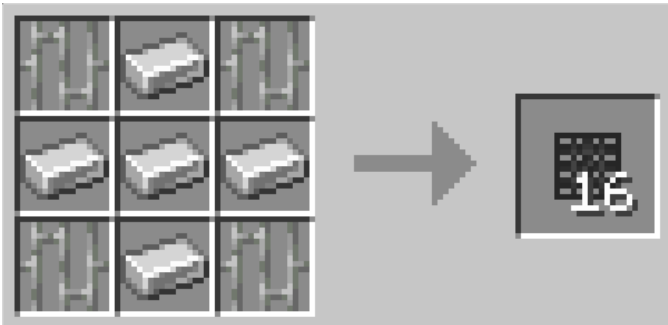
Metal Grate

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Metal Grate is a decorative trapdoor.

Crafting



Metal Grate

[Iron Ingot](#) (5)

[Iron Bars](#) (4)

Usage

`Right Click` with a bar in hand to place it.

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

Changelog

View Changes

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
1.21.1	1.3.0	Bug Fix: Missing crafting recipe(s).
		Bug Fix: Item does not drop when block is broken.
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.

Alaharran Banner

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Alaharran Banner is a decorative item.

Crafting

Alaharran Banner **TBC**

Item/Ingredient Name (#)

Item/Ingredient Name (#)

OBTAINING R

Usage

`Right Click` to place the [banner](#) on a surface or wall.

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

Changelog

View Changes

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
<code>1.21.1</code>	<code>1.3.0</code>	Bug Fix: Missing crafting recipe(s).

1.20.1

1.1.1

Page established - Information prior to 1.1.1 is not specifically included but is likely the same.