

Craftin' with Chris

A journal of my Minecraft Adventures!

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Updating the Homestead

I spent a bunch of time getting the server working well, and at one point, flying around the World Hub, I saw my old homestead that Spencer & Benjamin built me! A nice little house on the edge of the forest.

Well, I spent a little time there sprucing the place up. First I mowed the grass - cleared all of the shaggy stuff from around the house. Then I brought a few more flowers over, especially in one spot near the front door. The campfire out front kept spitting sparks into the grass, so I made a glowstone pad for it, and then replaced all of the torches with lanterns & added a few.

Then the weirdest thing happened (well, weird for me, I've hardly ever played minecraft). There was a skeleton horse! He looked really cool, so I walked up to get a better view, and then bam, I was hit by lightning and a bunch of skeletons riding skeleton horses appeared! Luckily I was in creative mode or that probably wouldn't have ended well for me, lol.

So I went back to fixing up my house - this time I put in a path from my front door all the way to the water, built a little dock & set down a boat. When I was done with that, I saw *another* skeleton horse! This one didn't turn into a bunch of other skeletons, though. I pulled out a saddle and jumped on him for a quick ride, then quickly made a big fence around my house for him to stay in.

Figured out how to name him, too! "Spirit" is probably the best name for a skeleton horse, lol. We're best friends, now.



Telperion

My first real build!

So there's this area in the main world that I've had my eye on for a while - it's essentially a crescent-shaped mountain with a big area in the middle, and I've always wanted to carve a nice home into the mountain, with some glass walls looking out over some sort of garden. Well, I finally decided to do it!

Welcome to Telperion

I started by making a giant Cherry tree in the center of the crescent. And I mean *giant* - it stretches all the way up to the clouds. I used WorldEdit to first make a base (I think 20b radius?), then I made 4 hollow cylinders