

Structure pack 1

Minecraft style medieval buildings pack

The buildings in this pack are created in the style of vanilla Minecrafts villages, but have stonebricks for walls instead of cobblestone, and more walls and fences with gates to keep them secure from marauding zombies and monsters.

Some buildings have stocks of appropriate items in chests, some have guardian Iron Golems or AW friendly soldiers. Most have vanilla villagers spawning with them. Fields spawn with fences, gates and lighting, and if a stock field, with appropriate animals.

Pre-set Biome selection

The intention of this pack is to turn certain biomes into “Civilised” areas – “Kingdoms” - with a good proportion of farms, settlements, fields, workers and guard towers and Noble Castles.

The structures will not spawn in “Wilderness” type biomes apart from the odd lumberjack in forests, or mines and border watch towers.

Note: None of these structures are set to spawn on vanilla biomes. I have left this choice to the user.

Recommended for best results

Firstly, your AW Ancient Structures Config should have the following settings:

```
#####  
# a_world-gen_settings  
#=====  
# Settings that effect all world-structure-generation.  
#####  
  
a_world-gen_settings {  
    B:enable_structure_generation=true  
    B:enable_village_generation=true  
    B:export_defaults=false  
    I:max_cluster_value=500  
    I:random_chance=600  
    I:random_range=1000  
    I:spawn_protection_chunk_radius=12  
  
    # The template extension that will be searched for when  
    # loading templates and used for any new-scanned templates.  
    S:template_extension=aws  
    I:validation_chunk_radius=16
```

Then:

1 Turn off BOP, Highlands and Extrabiomes additional vanilla village generation in those mods configs files, preferably all of it, but most certainly for the following biomes:

BOP Meadows, BOP Field, BOP Lavender Fields, BOP Orchard, HIGHLANDS Meadow, HIGHLANDS Lowland.

Note: - At the moment I have a bug with Extrabiomes so no templates are set to spawn on EBXL biomes – add your own biome names to the templates if you want them to spawn there.

2 Don't allow other structure generating mods such as RUINS, Project Zulu, Formivores Walled City Generator etc to spawn structures in those biomes.

Structures Included in pack 1

Medieval based, so Peasant buildings are smaller and less well equipped. Yeoman buildings are much better, whilst Gentry are quite big and grand.

Large Bridge 42 block span (no world gen)

Medium Bridge 28 block span (no world gen)

Small bridge 14 block span (no world gen)

Great Abbey

Cloistered Monastery

Bishops Church

Diocese Church

Parish Church

Peasant Chapel

Roadside Shrine

Hamlet

Market Village

Walled City (very large)

Town and Castle

Tavern Coaching Inn

Tavern Travellers Rest

Tavern Slaughtered Lamb

Blacksmith Large

Blacksmith Small

Blacksmith Forge

Armourer

Merchant Prince's fortress

Merchant House and warehouse

Lumberjack Large

Lumberjack Small (oak wood)

Lumberjack Small (Birch wood)

Lumberjack Small (Spruce wood)

Charcoal Burner (Oak wood)

Charcoal Burner (Birch wood)

Mine and pit head, large

Mine, small (?)

Open cast mine working

Open cast mine abandoned
Stone Quarry

Windmill Traditional Sails
Windmill Vertical Sails
Farm Barn
Well

Peasant farm
Yeoman Farm
Gentry Farm
Mixed Field Large
Mixed Field Medium
Mixed Field Small
Grain Field Large
Grain Field Small
Sugarcane field
Gentry Chicken Farm
Yeoman Chicken Farm
Peasant Chicken Farm
Cow Barn
Gentry Cow Farm
Yeoman Cow Farm
Peasant Cow Farm
Cow Field
Yeoman Sheep Farm
Peasant Sheep farm
Sheep Field
Yeoman Pig Farm
Peasant Pig Farm
Peasant Melon Farm
Melon Patch Field

Watch Tower
Watch Border Tower
Watch Hightower
Watch Toll Gate
Watch Beacon Tower
Watch Beacon column tall
Watch Beacon column short
Watch Prison Tower

Lords Castle
Marquis Castle
Barons Castle
Dukes Castle
Earls Castle

Seacoast watchtower
Lighthouse
Lighthouse glass domed

Lighthouse Tall

Apologies in advance

I have no wish to claim or seek credit to anyone else's proud Minecraft builds. If I have included a structure that is yours and have not included you as a credit, there is no malice intended. After two years of gathering structures for my own games, adapting, them, changing and altering them, it's not always possible to clearly remember where they came from originally.

The structure has been included because I thought it was a superb structure or piece of minecraft building, so please take it as a compliment. If a credit is missing, I may have missed it, confused it, or forgotten where the structure came from originally. Or I could not track you down when I asked for permissions – in which case, where people have uploaded schematics but have not then been active on the forums for a year or two, I have assumed you would not mind the structure being used, as no one that I could contact has actually refused permission for their structures to be included.

If you would like to be credited please let me know and I will add the credit immediately to the pack. Or, if you would prefer the structure not to be used, I will delete it from the pack instead, the choice is entirely yours.

Credits

The MCSchematics site is a wonderful repository of builds containing thousands of hours of work. It really needs more support than it gets. It has been a prime vehicle for providing inspiration and schematics, similarly Planet Minecraft and Minecraft Schematics sites have also provided many of them.

The following structure builders have given permission for their great builds to be included in this and other AW add-on packs. I have included all credits for every pack in one credit list which will appear in all packs, so that no-one gets missed, as many builders have provided multiple structures. Most of the structures in this particular pack are my own, and with freely granted permission to use with the Ancient warfare Mod by Shadowmage.

Some of the structures are much adapted derivations based upon original structures published as Medieval Village Packs in MCSchematics by **Amarok**, and used by his kind permission.

Walled town walls originally spawned in **Formivores** walled city generator and then heavily rebuilt and modified. Used with kind permission of GOTOLINK, the mods current keeper.

Some of the towers used in various buildings are based on the Ravendale tower schematics series by **Alegion**. Some structures have been adapted from the following bundle packs:

Novv's Medieval building pack, Planet Minecraft.

deerassassin0424's Medieval building pack, Planet Minecraft.

LemonFox's Medieval Building pack, Planet Minecraft.

BlackCorsairs Medieval building pack, Planet Minecraft.

BlockMasterUK's Medieval build pack.

"Mine abandoned open cast" template is based on an original schematic "Very Large Open Pit Mine" by **Helkellen**

"Mine open cast working" is a joining together of the above schematic by **Helkellen** and the "Swizzel Inn" schematic by **xthatsmycakex**, Minecraft Schematics.

Other specific structures created by:

Darkfort, **Amarok**, MCSchematics

Troll City, **EMXA**, MCSchematics

Elven Guard tree, **Ziekwalt**, MCSchematics

Viking Village buildings, **Sasa93**, MCSchematics

Pirate Ship, Mines, **Darkcrafter31**, MCSchematics

MiddleAge buildings set, **Zero0**, MCSchematics

Fantasy Blacksmith, **Tekeman**, MCSchematics
Stone circle & burial mound, **gmerlincp**, MCSchematics
Elven Trees and other builds, **DIEabolical**, MCSchematics
Peaks Wizard rock spires, **ceok**, MCSchematics
Wizards swamp tower, **ElectricDaisy**, MCSchematics
Ruins of Valerion, **emerindyl**, MCSchematics
Wizards Towers, **MaxCrack**, MCSchematics
Mythical Ruins, **koen005**, MCSchematics
Sacred Temple, **Darkhound55**, MCSchematics
AOE2 Castle, **UnholyJester**, MCSchematics
Demon Castle, **r0adkill**, MCSchematics
Mini castle, **seanyboii**, MCSchematics
Small Castle, Swampfort castle, **Silwerbullet**, MCSchematics
Guard House, **ZoroZ**, MCSchematics
Medieval Wizards Tower, **deerassassin0424**, Planet Minecraft
Wolf Castle, **wolfeninja**, MCSchematics
Mountaintop castle, **crackedknuckles**, MCSchematics
Demon Skull castle, **Erbn**, MCSchematics
Middleham Castle, **ArbeluZ**, MCSchematics
Croatia Castle, **Remzy**, MCSchematics
Castlevania, **ilikecutepeople**, MCSchematics
Island Castle, **RedHandPaddy**, MCSchematics
Idelburgh castle, **barrie13**, MCSchematics
Assorted structures, Kargath Project, **Madnes64**, Planet Minecraft
Fantasy Medieval Home - **DaveGR**, Minecraft Schematics
Medieval Castle Island - **m08s**, Minecraft Schematics
Medieval Castle - **Tshara**, Planetminecraft
Dover Castle - **if62668**, Minecraft Schematics
Medieval house - **mattkpc**, Minecraft Schematics
13th Century Monastery - **Mad_Mr_Potato**, Minecraft Schematics
Viking Stave Church - **mescalitto**, Minecraft Schematics
Temple - **thyc82**, Minecraft Schematics

Thanks very much to all builders who have graciously allowed the use of their builds!