

Release Notes

Silent's Gems 2

The following includes a list of all notable changes from version 2.0.0. For a full list of changes, go [here](#). As always you can view all code on the [GitHub repository](#). Report issues there as well.

This is a rewrite and not intended to be compatible with previous versions. You will lose some (but not all) things if updating from a 1.7.10 or 1.8.9 world. This is necessary because I have been able to rewrite tools to be truly customizable, instead of just changing their appearance.

I will not backport this to 1.7.10. Sorry. The main reason is I do not want people updating without knowing about the breaking changes. Can you imagine all the angry users? Users losing items they worked for and not knowing why? I can. Also, that would be a *huge* amount of work. Most of the mod was completely rewritten, and Minecraft has changed drastically since 1.7.x. I barely have time to maintain this version.

List of Changes

- Added **twenty new gems!** TWENTY. That's thirty-two total. Half are in the overworld, half in the Nether. No, I am probably not adding End gems! Have mercy on me!
- Added **mixed-material tools and armor**. Construct a single tool or piece of armor from multiple kinds of gems! Averages out the stats, but applies a variety bonus as well.
 - Each material (gems, etc.) must be the same *tier*. There are three tiers: mundane (flint), regular (gems), and super (supercharged gems).
 - The rods (sticks, etc.) must be the same, and support the tier of the materials.
 - Other mods (Silent's Gems: Extra Parts) can add more tool parts!
 - The stats of the tool will depend on the materials used. Mix different materials to get a "variety bonus" to most stats.
 - Works with all "tools": swords, katanas, scepters, tomahawks, shields, bows, pickaxes, shovels, axes, hoes, sickles (did I miss anything?)
 - Armor is crafted in a unique way: surround an "armor frame" from of the desired type with four materials of the same tier.
- Added **armor decorating**.
- Added **bonus armor protection**. You'll see yellow armor pieces on top of the usual armor bar. Each additional piece is $\frac{1}{4}$ the protection of the normal armor pieces.
- Added **Katanas** and **Scepters**: two new types of "swords". Both can only be super-tier.
 - Katanas: Faster than regular swords. Lower melee damage, but higher magic damage. Fires spreading shots that follow the ground and keep going after hitting mobs.

- Scepters: Slow and not suitable for melee combat. Fires a volley of powerful homing shots.
- Added **Tomahawks**. These throwing axes deal a good amount of damage when thrown, but are a bit weak for melee combat and chopping wood.
- Added **Shields**. They are, of course, modular.
- Chaos Sword skill has been merged into super-tier swords. Regular swords are like the old chaos sword. Katana shots trace the ground. Scepters fire a volley of homing shots. Requires the player to have Chaos to use. *The customizable magic system is indefinitely on hold, however.*
- Zombies, skeletons and Headcrumbs humans can now spawn with random gem swords/katanas. Have fun with that! Yes, they will sometimes drop them when killed.
- **Chaos energy** system expanded. The player now stores Chaos for use with sword magic.
 - **Chaos Orbs** can store Chaos and provide it to the player. But some of them are fragile when low on charge.
 - **Chaos Nodes** are an early-game way to get Chaos. These blocks spawn randomly on the surface of the world and can only be moved by certain items (Chaos Node Mover). They have some other benefits as well. *Try hanging around a Node for a while and see what happens!*
 - Chaos Nodes and Pylons will send Chaos to players and certain blocks.
- **Super Skills**. Require Chaos to use.
 - Sword magics are technically super skills. Swing while sneaking to use.
 - Area Miner (pickaxes and shovels) mines a 3x3. Use the toggle special keybinding.
 - Lumberjack (axes) chops down entire trees. Use the toggle special keybinding.
- The **Material Grader** assigns random grades to tool materials (such as gems). Each grade applies a bonus to all the material's stats. Requires Chaos to function.
- The **Chaos Flower Pot** will amplify the light of glow roses, and spread it over a large area.
- **Teleporters** and **Return Home Charms** require Chaos to function now, instead of XP and durability. Chaos can come from the player or nodes/pylons.
- Added **Gem Glass**.
- **Enchantment Tokens** are much more flexible. Some mod tokens will even have recipes! Tokens will appear for all enchantments, even if they have no recipes.
- Added **Name Plates**. More or less like the one from Silent's Pets. Name it on an anvil, then craft with an item to rename it. Good if the cost of renaming an enchanted item on the anvil is too high.
- Added the **Drawing Compass**. It "draws" circles and lines.
- Added **coffee**. Or did you order a rabbit?
- A **guide book**. Requires Guide-API to be installed. It is not required, but you will not get the book without it!
- Broken tools are now the same item as the original, making them more reliable.
- Added the Concentration enchantment, which boosts magic damage.
- Removed Mending, Area Miner, and Lumberjack enchantments. Vanilla has a mending enchantment now, and the other two are super skills.