DiscoveryCraft

DiscoveryCraft is a mod that is aimed to encourage adventure and exploration in the Minecraft world by providing rewarding content. Features include ores, weapons, armour, tools, magic and a perk system!

It is suggested that you craft the in-game guide for DiscoveryCraft so that you can see what the mod has to offer.

DRAGONSTONE

Dragonstone is a mineral that can be found in the world below levels of 30. This gem has peculiar properties such as being able to absorb magical essences that manipulate the way it behaves in the world.

It can be mined with an iron pickaxe or greater, and can even be useful for tools.

ENDER FANG

An Ender Fang is a rare tooth found occasionally on Endermen and Endermites which has useful endermagical properties that can be used in many ways.

The Ender Dragon also drops several of these.

Wut

SOURCES OF POWER

Minecraft is full of different aspects and elements, many of which can grant powerful abilities to those who wish to use it.

ENDERMAGIC

Endermagic is the source of power for endermen, silverfish, shulkers and the ender dragon itself. Nobody understands the endermagic’s origin, only that it radiates its energies into the world, sourcing from the End dimension. This can be studied further to harness this power. Allowing ender magic to flow through your veins makes you have access to several of the endermagic abilities. This will include high mobility and teleportation. Given enough study, one can master endermagic and manipulate space to their will.

DRAGONBLOOD

The mythical beasts can be found among the fabled dimensions, where it is legend that the blood of a dragon yields immense power. Dragonblood fuels all draconic entities, making them more resilient and giving them powers relevant to their aspect. Imbuing one with dragon blood provides mortals access to a glimpse of this power. One may even go further and perform a draconic ritual, which changes the form of the participant but giving them even greater power. The true potential of the dragon aspect can be tapped into for colossal strength and energies.

NETHERFLAME

It is no secret that the nether possesses ungodly fire and heat. What is not very well known however, is that these energies can be harvested. The nether flame powers all flesh and fire creatures of hell, giving them immense heat resilience and ferocious pyro abilities. Succeeding in harvesting this energy can result in a being with flaming properties who may manipulate fire or flesh to melt and plague foes who stand in their path.

HYDRA

The great depths of the ocean can be explored, and what you may find will shock you. The brave depths-strider can discover hidden temples of ancient beings, where they worshipped the Hydra. A great mystical sea creature fabled in temple etchings was worshipped long ago, but some say its magic remains as prominent. The Hydra is a master of the sea and water itself, and proving your worth to the great being can bring forth immense power. The power of the hydra gives incredible water mobility and manipulation, and makes one much stronger than ever before.

NATURE

The Overworld has a magic of its own, fuelled by nature. The world has ruins scattered across scapes of land containing druidic symbols and hints of history long ago. The druids of the Overworld are a secret force that defends this world from otherworldly invaders, as it is their sacred duty. A druid is one with the power of nature, and can tap into its regenerative nature for healing, and its tempest wrath for damage. This nature magic can be harnessed, upon a sacred vow lasting to the grave stating that the druid must always defend the Overworld and preserve nature.

VOID

The Void is a dark, deathly place. A plane of existence that drains at the very life energies of whoever finds themselves upon this realm. These dark magics can be accessed, but achieving this involves breaking the bedrock barrier. Surely it was formed there for a reason? Those bold enough to tackle the void may emerge more powerful than ever if victorious, allowing the dark void energies to access the world above through them. Void magic focuses on the manipulation of life energies.

CLASSES

A class determines the type of power you wish to learn and master. Once chosen, it cannot be changed. Classes each have specialisations which may focus on a particular aspect of the power.

DRACONARI

The Draconari choose to imbue their physical form with dragon blood to enhance their power. This gives them draconic abilities, as well as the powers of the dragon aspect chosen. To become Draconari, a ritual must be performed involving the head of a slain dragon. Draconic abilities can be enhanced with dragonstone, a material that is found in the world.

Gladiator (Melee)

The Gladiator chooses to specialise in the raw power of dragon blood and embody that energy to fight their foes. Combat involves blasts of draconic aspect energy, with lots of mobility. Gladiators sprint around the battlefield with little armour slowing them down, as this allows more energy to flow for maximum damage potential.

Dragon Knight (Tank)

The Dragon Knight chooses to use the power of dragon blood to enhance their equipment and weapons for ultimate protection and strength. These heavily armoured knights are protected by draconic-enchanted dragonstone with each striking blow of their weapon bringing the might of the dragon aspect upon their enemies.

ENDERMAGE

Some may choose to study the wonders of endermagic, for it is a mysterious energy. Endermages master the use of endermagic, by performing an arcane procedure that allows endermagic to flow through the user’s veins, where they become an Endermage. Greater perception and wisdom come from this, allowing one to witness the world in a new light.

Endermancer (Ranged)

An Endermage may wish to focus on the manipulation of space, leading them to become an endermancer. These mages use this power to force objects upon their enemy, providing a massive amount of utility in survival situations. Endermancers are able to hover and teleport objects at their enemy until they are completely worn out.

Enderstalker (Melee)

An Enderstalker is the name for someone who wields endermagic but prefers to be at the front of the battlefield, favouring melee combat. Due to their teleportation abilities, enderstalkers are masters of stealth and can unleash the most devastating ambush attacks on their enemies, all while dodging incoming blows with great agility.

NETHERRON

The fiery hellscapes of the nether hide an evil sizzling secret. Conquer the unknown and you will find that the blazing energies can be used against your foes. Once truly a netherron, one will have access to many fire-based abilities and utilities.

Flamevictor (Melee)

A flame victor chooses to specialise in flame enhancement, and take fireproof to another level. The flame victor can make molten armor that remains soaring hot to roast any enemies that come too close. Using their molten great weapon, and strong defense, they demolish their foes leaving behind screams of agony in the flames.

Bloodbattler (Ranged)

The nether has a very evil side. Many of its inhabitants are abominations of flesh, bone or deformed and melted beings. This is a form of blood magic, which the blood battler chooses to use as their primary weapon. Combat consists of blood curses and flesh manipulation, hence many forbid this practice as it is considered a form of torture.

Pyromancer (Ranged)

The manipulation of fire is a powerful form of magic. A Pyromancer studies the flame, and the result is a relentless sorcerer hurling balls of flame and raining down fire on their enemies. If massive fire damage at long range sounds appealing, the Pyromancer would be the best path to take.

HYDRON

A Hydron is a worshipper of the great god Hydra, and in return for the devotion to the ocean one may receive the gift of the sea. Find the secret of hydra in the great depths below. A Hydron is equipped with underwater might, allowing breathing and swift movement, including water manipulation to drown and flush enemies at will. Unleash aquatic jets tearing enemies in two, or allow the power of hydra itself to power your endeavour forth.

Vanguard (Tank)

The Vanguard vow upon receiving the gift of the sea to protect those who can’t protect themselves, to be the shield of the sea. The vanguard receives many enhancements to their stature, whilst using aqua magic to protect themselves and others from danger. Magical water bubbles shield the armoured warriors.

Steamweaver (Healer)

The Steamweaver chooses to use the magic of the sea to heal the wounded. The ancient sea magic provides concentrates of mystical salt and steam to heal and replenish hurt allies. Steamweavers make use of their aquatic abilities to unleash the might of the sea upon enemies attacking allies.

Seastrider (Melee & Ranged)

The seastrider is an ancient title describing the fighters of the sea, the army of hydra. A seastrider is a versatile combatant, making use of their enhanced strength in melee combat at one time while another sending jets of pressured water at foes. Those who choose the path of the seastrider bring the fury of the ocean upon their enemies.

DRUID

The Druids of the of the overworld must take a sacred oath to protect the world and preserve it’s nature for eternity, and receive nature’s blessing in return. Druids have access to nature and tempest energies, and may take several different paths to help achieve this goal. Plenty of utility in this class, including high mobility and environmental manipulation, and even shapeshifting. The strength of the druid comes from its surroundings, and may specialise in a particular environment for additional power.

Archdruid (Ranged)

A Druid taking the path of the Archdruid choose to focus on nature’s energies and cast it upon their enemies as they defend the Overworld. Leaf storms, lightning bolts and sunwraths are the Archdruids tools for offence, and are a worthy opponent, especially when in their favoured environment.

Floramage (Healer)

Floramages prefer to channel nature’s energies into restoration and rejuvination. The greatest power of nature is its ability to regrow and recover no matter the odds, and this is the philosophy of the floramage. Weaving regenerative spells and boosts to allies, the floramage can be found assisting allies with their huge healing potential.

Barkmorpher (Melee)

A Barkmorpher is a specialised shapeshifter who uses natures energies to morph into several forms for combat. Natures energy is channelled into their Bark-polymorphing ability, giving great defensive and offensive capabilities. They can be found as a ferocious bear with solid, wooden skin, mauling and crushing those in their path, however there are several forms to focus on besides the mighty bear.

VOIDSORCERER

Voidsorcerers are a broad term used to describe those who wield the taboo magic of the void as their primary weapon against foes. Manipulating life and death itself, the void sorcerer dances around death by using life energy as its power source, absorbing it from enemies. The necromantic potential of void magic is limitless, where the only bottleneck is the life-force capacity of its wielder. Void magic is considered a dark practice, and to even attempt accessing it involves a great challenge; breaking the bedrock barrier.

Lifewielder (Melee)

A lifewielder is a dark void-twisted warrior who absorbs the souls of its fallen foes within its weapons and equipment to enhance their martial might on the battlefield. Void magic is used to claim lives and use this energy to continue a path of destruction. The dark, armoured champion may expend the claimed souls to the void to receive enhancing boons, effects and attacks. Many consider this path foul and evil, however there have been a few in history to bring good upon the world.

Hearthdrinker (Ranged)

The hearth drinker uses the energies of the void to siphon the life-force to enhance and sustain the weilder. From cursed arrowstorms to void explosions, the hearthdrinker is the bane of the battlefield, wielding both bow and void magic. There is no other with the sustainability as this role, yielding great mobility and agility in combat. These dark rangers consume the very life-force of their foes, allowing for great damage over time capabilities.

Necromancer (Ranged)

The iconic necromancer calls forth to the undead to do their bidding. Life energies are channelled into dead corpses to bring upon an undead army, making this void-sorcerer unreachable in the field of combat. The art of bringing back the dead is a necromancer’s favourite pastime, where they may choose to summon many minions, or a colossal being to pour void enhancements into. Be cautious of necromancers, as their cunning extends beyond the grave.