

Note: 1.4.4.002 entries are in Black, 1.4.4.003 entries are in Blue

Item Changes and Additions

New Items

- Hardened Sulphurous Sandstone: Naturally generated block along the outlines of the sea floor. Can be turned into walls.
- Hardened Sulphurous Sandstone Wall: Naturally generated wall that can be crafted for its safe variant.
- Rusty Lockpick: Post-EoC, unlocks Rusty Chests.
- Rusty Chest: Post-EoC, contains various items, unlocked with a Rusty Lockpick.
- Rusty Beacon Prototype: Rusty Chest summon weapon, causes a drone to fall from the sky and bursts into damaging chunks.
- Rusty Medallion: Rusty Chest ranged accessory, causes droplets to occasionally fall from the sky while using ranged weapons.
- Broken Water Filter: Rusty Chest item, disables natural acid rain spawns.
- Effigy of Decay: Rusty Chest functional furniture piece, grants underwater breathing and immunity to sulphuric poisoning.
- Sulphurskin Potion: Post-EoC potion, halves the sulphuric poisoning for 2 minutes. [32]
- Star Struck Water: Hardmode variant of the Thrown Water (Blood/Unholy/Holy Water)
- Corroded Caustibow: Post-AS ranged weapon, successor to Shellshooter but with a damaging aura trail.
- Plague Caller: PBG drop, Mini Plaguebringer pet
- **Relic of Convergence: Crystal Guardian drop, heals the player every 4 seconds but slows down the player by half. [11]**
- **Relic of Resilience: Rock Guardian drop, summons an artifact at the cursor that absorbs damage until destroyed, up to 3 times. [9]**
- Gamma Heart: Nuclear Terror drop, similar to Endo Hydra with acid shots and cursor-controlled lasers. [19]
- Profaned Guardians trophy [25]
- Supreme Calamitas trophy [25]
- **Cages for Piggy, Sea Minnow, Baby Flak Hermit, Baby Ghost Bell, and Twinkler. [3]**
- **Living Fire Block variants of Brimstone, Holy, and God Slayer.**

New Stealth Strikes [18] [6]

- Snap Clam: Throws a tight spread of 5 clams. All clams can latch up to an enemy, total at 375 damage over time for 2 seconds.
- **Sand Dollar: Throws 2 on use, travel farther, causes coral shards to spawn on hits.**
- **Mycoroot: Spawns several homing fungi spores around the player.**
- **Lionfish: Releases homing urchin spikes as it travels.**
- **Gel Dart: Ignores gravity, more volatile bounce, releases slime in random directions as it travels.**
- Prismarine: Additional prism shards are fired which briefly stun enemies.
- **Ichor Spear: Releases ichor streams in random directions as it travels.**
- **Cursed Dagger: Releases gravity-affected cursed fireballs as it travels.**
- **Crystal Piercer: Go through blocks, completely ignore gravity, spawns shards alongside itself**

Item Balancing

- (-) Vile Feeder minions spawn 1-2 mini-eaters instead of 1-3.
- (-) Flarewing Bow's base damage is decreased from 25 to 20.
- (-) Flarewing Bow's use time is increased from 28 to 29.
- (-) Roxcalibur's base damage is decreased from 200 to 120.
- (+) Frostbrand's base damage is increased from 53 (49 in vanilla, originally a 10% buff) to 81 for a total of 66% buff.
- (-) Forsaken Saber's projectile damage is decreased from 100% to 80% damage.
- (-) Eutrophic Scimitar's zap damage is decreased from 100% to 70% damage.
- (-) Clam Crusher's base damage is decreased from 140 to 100.
- (+) True Caustic Edge's base damage is increased from 42 to 100.
- (+) True Caustic Edge's projectile gains a 25% increase to damage per bounce.
- (+) Storm Saber's base damage is increased from 42 to 68.
- (+) Storm Saber now additionally fires another beam from above.
- (+) Darklight Greatsword's base damage is increased from 55 to 75.
- (+) Starnight Lance's base damage is increased from 68 to 95.
- (+) Starnight Lance's beam now pierces twice instead of once.
- (+) Excalibur Shortsword's base damage is increased from 55 to 70.
- (+) Brimlance's base damage is increased from 75 to 100.
- (-) **Dormant Brimseeker's base damage is decreased from 50 to 42.**
- (-) **SHPC, Rainbow, and Sea's Searing are now resisted by Aquatic Scourge/Destroyer.**
- (-) Barinautical's use time per arrow is increased from 2 (6 total) to 4 (12 total).
- (-) Barinautical's use delay is increased from 15 to 20.
- (+) Barinautical now receives a bonus rather than a penalty with the Unreal reforge, and now Unreal is the best modifier.
- (-) Submarine Shocker's base damage is decreased from 70 to 60.
- (-) Spent Fuel Container's base damage is decreased from 69 to 50.
- (-) Spent Fuel Container's use time is increased from 28 to 35.
- (+) Inferna Cutter's base damage is increased from 85 to 100.
- (+) Inferna Cutter's critical strike chance is increased from 4% to 14%.
- (+) Phoenix Blade's base damage is increased from 95 to 120.
- (+) Phoenix Blade's use time is decreased from 28 to 26.

- (-) Added a 1 second cooldown to the Hallowed Rune. Stars now deal 1/3 damage.
- (+) Entropy's Vigil's base damage is increased from 27 to 35.
- (-) Entropy's Vigil now requires 2 minion slots to summon the whole trio. Having 1 minion slot left will only summon Calamitas.
- (+) [Hellion Flower Spear's base damage is increased from 67 to 120.](#)
- (+) Resurrection Butterfly's base damage is increased from 25 to 65.
- (-) Resurrection Butterfly now requires 2 minion slots to summon the whole duo. Having 1 minion slot left will only summon the Pink Butterfly.
- (-) [Spikecrag Staff's base damage is decreased from 120 to 70.](#)
- (-) [Tactical Plague Engine's base damage is decreased from 54 to 45.](#)
- (-) [Tactical Plague Engine's firing cooldown is increased.](#)
- (-) [Corvid Harbinger Staff's base damage is decreased from 456 to 301.](#)
- (+) Endo Hydra Staff's hydra now has proper iframes.
- (-) Endo Hydra Staff's base damage is decreased from 2563 to 800 / 400.
- (-) [Nucleogenesis' spark now softcaps damage at 100. Any more will be 90% less effective.](#)
- (+) [Dark Sun Ring grants both 3 life regen and 30 defense in a Solar Eclipse.](#)

Reworks

- Charred Ore has been moved behind Brimstone Elemental, and pickaxe power requirement lowered to 180% (Adamantite/Titanium Pickaxes). [12] The following items are rebalanced as a result:
 - (+) Brimstone Sword's base damage is increased from 61 to 75.
 - (-) Brimstone Fury's base damage is decreased from 40 to 35.
 - (-) Burning Sea's base damage is decreased from 79 to 72.
 - (+) Greatly increased range of Brimrose Staff.
 - (-) Igneous Exaltation's base damage is decreased from 39 to 34.
 - (-) Launched Igneous Blades now pierces up to 2 times instead of infinitely.
 - (-) Brimblade's base damage is decreased from 32 to 28.
- Several items sold by the Archmage are moved behind all 3 Mechanical Bosses. [10] All base price has risen from 36 gold to 48. All rarities are moved from 5 to 6. The following items are affected and rebalanced:
 - Arctic Bear Paw's base damage is increased from 70 to 100. [\(Unmoved until 1.4.4.003\)](#)
 - Cryogenic Staff's base damage is decreased from 56 to 50.
 - Frosty Flare is moved but remains unchanged.
- Additionally, more items sold by the Archmage are moved behind the Frost Moon. [10] All base price has risen from 36 gold to 80. All rarities (except ammo) are moved from 5 to 8. The following items are affected and rebalanced:
 - Absolute Zero's base damage is increased from 42 to 120.
 - Eternal Blizzard's base damage is increased from 32 to 73.
 - Winter's Fury's base damage is increased from 28 to 69.
 - Icy Bullet is moved but remains unchanged.
 - Icicle Arrow is moved but remains unchanged.
- Stress Pills no longer grants damage boosts and grants 4 defense instead of 8. It now cuts the amount of Adrenaline lost by half instead of full in addition to defense and movement speed bonuses.
- Laudanum no longer grants any boost nor immunity to Horror, but instead causes Horror to last twice as long. However, Horror will provide the player with several positive buffs.
- Draedon's Heart inherits the above effects instead of the previous ones. The passive damage boost is decreased from 10% to 5%.
- The Dance of Light no longer fires white Lunar Flares. It fires a flurry of light blades, causing a flash of light to erupt after 300 hits. Damage increased from 700 to 2077. Critical strike chance increased from 4% to 24%. Mana cost decreased from 9 to 6. Velocity decreased from 30 to 14. [17]

General Item Changes

- Flails can no longer be true melee.
- Sulphurous armor now also halves life regen loss from Sulphuric Poisoning, can stack with Sulphurskin. [22]
- Aestheticus now swings in a sword-like manner (This is requested by the Donator).
- Added 5 Gold Dusts to Metal Detector's recipe and replaced Hallowed Bars with Any Iron Bars. [28]
- 5 Depth Cells are replaced with 10 Abyss Gravel/Voidstone in Hadal Stew's recipe. The amount of bowls needed and the amount of Hadal Stews obtained from one craft is doubled. [31]
- Biome Blade now requires double the materials. [31]
- Axe of Purity now requires double the Pixie Dust/Crystal Shards. [31]
- Axe of Purity is now crafted at a Hardmode Anvil. [31]
- Souls of Might, Sight, and Fright are removed from Cryogen, Aquatic Scourge, and Brimstone Elemental. [11]
- Souls of Might is replaced with the Frozen Key in the Kelvin Catalyst's recipe. [14]
- Several drinks sold by the Drunk Princess are moved to avoid direct upgrades to be next to each other in the shop [35]
 - Grape Beer, Red Wine, Whiskey, Tequila, Rum, Fireball, Fabsol's Vodka, and Star Beam Rye are unchanged.
 - Screwdriver is now locked until defeating all Mechanical Bosses.
 - Vodka is now locked until defeating all Mechanical Bosses.
 - White Wine is now locked until defeating all Mechanical Bosses.
 - Evergreen Gin is now locked until defeating Plantera.

- Caribbean Rum is now locked until defeating Plantera.
- Margarita is now locked until defeating Plantera.
- Everclear is now locked until defeating Astrum Aureus.
- Bloody Mary is now locked until defeating Astrum Aureus.
- Moscow Mule is now locked until defeating Golem.
- Moonshine is now locked until defeating Golem.
- Cinnamon Roll is now locked until defeating Golem.
- Tequila Sunrise is now locked until defeating Golem.
- The consumable variant of the Caustic Tear can now be crafted with 4 Sulphuric Scales at any water source.
- Added 12 (3, 5, 4) Depth Cells to Fathom Swarmer armor recipe
- Added Any Evil Flask recipe group for True Caustic Edge.
- Inferna Cutter and Ultimius Cleaver are no longer true melee.
- Birb Pheromones are renamed to Exotic Pheromones.
- Bumblebirb Mask/Trophy renamed to Dragonfolly Mask/Trophy.
- The Bumblebirbs (Lore) renamed to The Dragonfolly (Lore).
- Any Lore item can be crafted with a Boss Trophy + 10 Victory Shards. [26]
- 333 Vanquisher Arrows are crafted per set, rather than 250. [39]
- Executioner's Blade is replaced with Molten Amputator in Celestus' recipe. [30]
- [Silva effect in Auric Tesla armor is halved. \[2\]](#)
- [Draconic Elixir heals to half instead of full. \[2\]](#)
- [Draconic Elixir has 60 seconds of cooldown rather than 30. \[2\]](#)
- SDMG is replaced with SDFMG in the Svantechnical's recipe. [23]
- Sky Fracture is added to The Dance of Light's recipe.
- Tome of Fates is replaced with Slithering Eels in Eternity's recipe.

Mechanics and Miscellaneous

Rage and Adrenaline

- Rage and Adrenaline bars now have an electric shock animation when fully charged.
- Rage and Adrenaline bars now have varying levels of shake when used, dependent on the amount configured. Default shake level is 2 and can vary from 0 to 4. [20]
- Usage of Rage and Adrenaline causes a rather smoothly decreasing animation.
- Rage is no longer internally named Stress.
- Accessories that affect Rage and Adrenaline are slightly different. (See [Reworks](#))

Configurable Visuals

- Afterimages can be enabled and disabled regardless of lighting options, which can be toggled via Mod Configuration. [3]
- Whenever a town NPC has new items in the shop, an exclamation mark pops over the NPC's head, until the shop is interacted. This can also be configured. [27]

General Changes/Bug Fixes

- Fixed the Sulphurous Sea floating. [6]
- Fixed Acidwood tree detaching.
- Fixed Sunken Sea incompatibility.
- Removed bumps from the Sulphurous Seas and replaced them with islands. Added Rusty Chests at the sea floor. [6]
- Added Sulphurous Vines that grow under Sulphurous Sand. [They have the ability to glow unlike Viper Vines.](#) [5]
- Added Fossils, Ribs, Columns and other kinds of background objects to the Sulphurous Sea. [6]
- Bathtubs can now be placed on platforms. [7]
- Fixed Eutrophic Shelf bug that causes it to crash with Ancients Awakened mod. [8]
- Beds can now be placed on platforms. [4]
- Toxic Bubbles no longer spawn while a boss is alive. [29]
- Oiled now affects more fire debuffs. [42]
- Reduce the Life Regen taken from Sulphuric Poisoning from 24 to 6. [21]
- Tier 1 Acid Rain takes 90 kills to clear, instead of 180. [7]
- Reduced the damage of Tier 1 Water Leech. [16]
- Fixed Water Leech teleport-leeching towards other people and spawn-killing.
- The Sea King sells a consumable version of the Caustic Tear for 3 gold after completing any tier of the event. [8]
- With the Fargo's Mutant Mod, Abominationn will also sell a consumable version of the Caustic Tear.
- With the Fargo's Mutant Mod, Abominationn will be able to cancel the Acid Rain at will.
- Astral Meteor now avoids the Sulphur Sea completely. [33]
- Added "boss will enrage" tooltips to Cryo Key, Charred Idol, and Abombination.
- Fixed the Cosmolight in multiplayer. [34]
- Brimstone Elemental's laser telegraph changed from dust to line. [38]
- Reduced Freeze and Chilled time from Destroyer's frost lasers. [24]
- Tier 2 Acid Rain is forced 10 seconds after defeating Aquatic Scourge. [15]
- Tier 2 Acid Rain takes 125 kills to clear, instead of 180. [7]
- In Revengeance Mode, Calamitas Clone charges twice after firing one set of lasers and fireballs in her second phase. [41]
- Reduced lag from Great Sand Shark in Multiplayer. [36]
- Fixed Picksaw's tooltip.
- Fixed Plaguebringer Goliath's hitbox. [13]
- Remove fragment drops from Aureus.
- The Bumblebirb is renamed to The Dragonfolly
- The Bumblebirb clones are renamed to Draconic Swarmer(s). [37]
- Red Lightning aura no longer deals damage until fully materialized. [40]
- Fixed invalid sounds made by the Dragonfolly/Bumblebirb that causes it to despawn.
- Tooth Ball's teeth now have less lifespan. [4]
- The Old Duke's Sharkrons no longer deal damage until fully visible [5]
- Mechworm no longer randomly attaches on random enemies.
- Mechworm no longer disappears from conditional minion slots.
- Added custom rarity to all Developer items.
- [Fixed a crash bug with The Dance of Light's rework.](#)
- [Fixed several Rare Item Variant drop chances.](#)

New Sprites/Resprites [9]

New Sprites are marked in red.

- Marnite Spear
- Marnite Bayonet
- Marnite Obliterator
- Magna Cannon

- Cloaking Gland
- Hadal Stew
- Alluring Bait
- Spirit Glyph
- Spirit Regen
- Spirit Defense
- Spirit Power
- Desert Medallion
- Amidias' Pendant
- Shellshooter
- Snap Clam
- Sand Dollar
- Waywasher
- Coral Cannon
- Magical Conch
- Amidias Trident
- Burning Blood
- Anechoic Coating
- Counter Scarf equipped
- Iron Boots
- Anechoic Plating
- Iron Boots equipped
- Radiant Ooze
- Cadence (buff)
- Eye of Magnus
- Ice Star
- Glacial State
- Lead Core
- Abyssal Diving Gear
- Abyssal Diving Gear equipped
- Temporal Floe Sword
- Comet Quasher
- Cosmic Rainbow
- Holy Flames
- Holy Inferno
- The Dragonfolly (Lore)
- Effervescence