

AEons of Death Changelog

Current Bugs

- Blood color on some enemies is incorrect
- New SSGs and Enlightenment Staff may be imbalanced.
- Deadlight powerup icon may appear weirdly when selected in the status bars.

6.66 Alpha 8.2 -- In Progress

Changes:

- Overhauled the Death Bringer's damage system.
- Souls no longer give more than 1 soul energy, requiring a lot more investment into collecting them.
- Soul Reaper (Rank 10)
 - Beam
 - Now prioritizes souls above all else.
 - No longer targets souls the player cannot see
 - Tertiary
 - Now time based and requires 20 green mana to fire
 - Only attempts to convert, and does so in a radius instead of just the one hit..
 - The exceptions are unchanged
 - i.e. weeping angels are still damaged/instakilled and drop an extra demon morph if killed with it
 - All converted monsters are now invulnerable and are harmless/pass through the player.
 - When the timer runs out, they fade out of existence and do not drop any items.
- Soul Reaver (Rank 9)
 - Primary
 - Damage, ammo cost and soul spawn chance halved
 - Heals the wielder as it deals damage and accumulates unholy energies within
 - When the enemy dies, all the stored energy unleashes in an explosion of unholy damage. The more energy, the bigger and stronger the blast.

6.66 Alpha 8.1 -- Released

This is primarily a hotfix to allow compatibility with GZDoom 4.9 along with some optimizations. However this means versions below 4.9 will no longer work.

6.66 Alpha 8

Changes:

- Compatibility fixes for GZDoom 3.7 (when it releases)
 - Temporarily disabled the gib limit system
 - Greatly optimized gib spawning
 - Apocalypse secondary is now a conal spray, hitting all targets on screen regardless of how far up or down the view is.
 - Removed terrain effects due to extensive lag. Will be brought back in the form of an addon.
 - Fixed some more unselectable weapons.
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6.66 Alpha 7

YOUR KEYBINDS WILL CHANGE.

Changes:

- Reworked the entire game mode checking mechanics
 - Added shader intensity slider. This option affects the new Demon Morph shader FX.
 - Replaced the ACS weapon selection system with a ZScript variant.
 - ZDoom's standard "weapnext" and "weapprev" now work with these changes.
 - Fixed the title not displaying properly on the engine's loading console.
 - BFG 9000 rebalanced.
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6.66 Alpha 6

Changes:

- **Left 4 Dead Gamemode finally works again! HOORAY!**
- Fixed Jackbomb secondary only performing weapon deselect.
- New Force Cube beam effects, since the old ones were causing tremendous lag.

- Directors
 - Greatly optimized
 - Now respect the forced limit imposed on the first map, making them only spawn small fries until either the map changes or plenty of small enemies have been spawned.
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6.66 Alpha 5

Changes:

- Fixed some performance regressions:
 - Demon Morph colorizer
 - Hell Root unholy secondary projectile spray
 - Fixed Chaos Spell and Jack Bomb's target ability no longer functioning
 - Fixed BFG idle noise not silencing when changing weapons
 - Fixed demon morph colors accidentally applying to gibs sometimes
 - Fixed gib velocities in some cases being incorrect
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6.66 Alpha 4

Changes:

- Fixed concussion launcher's missiles seeking the shooter instead of nearby enemies.
 - Cleaned out all the errors and warnings from leftover GLDEF definitions.
 - Added different statnums to different things. Gibs, souls, and effects now all run on their own statnums. This further improves gameplay performance.
 - Fixed momentary lag regression when spawning gibs.
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6.66 Alpha 3

Changes:

- Fixed lag when exploding enemies
- Fixed El Oscuro not being able to teleport and having too high of damage resistance
- Optimized many special effects and added some random rolling to them
- Optimized the Soul Reaper secondary beam.

6.07 Beta 2

Additions:

- Demon Morph now paints enemies reddish orange.

Changes:

- Fixed BFG and Bone Duster's infinite ammo problems
 - Fixed Deadlights not procuring effect on hit when Pentagram of Protection expires
 - Fixed blood effects option not working properly.
 - Fixed enemy gibbing frame rate drops.
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6.07 Beta 1

Additions:

- Added the ability to customize weapon slots and weapon order.
- Added the ability to set each individual weapon slot limit per category.
- Added D4D's BFG and super shotguns. Removed old BFGs.
- Added the Enlightenment Staff.
- Added ability to set director intensities.
- Added keybind for toggling directors.
- Added special notice when picking up weapons not already owned.
- Added Deadlights powerup
 - Grants projectile reflection and provides momentary invulnerability when hit.
 - Spawns 8 swirling deadlights that damage anything coming near it, including invulnerable enemies.
 - Lasts 666 seconds.
 - Only spawns when some joke monsters are killed.
 - Pennywise starts off with no chance of spawning the powerup. During the first five minutes of combat, this chance will gradually rise to guaranteed drop.
- Added effects switches. Affects things like gibs, bullet shells, smoke, and more.

Changes:

- Updated to GZDoom 2.4. All previous versions will no longer work.
- Weapons can no longer be crushed.
- Defile spell no longer drops (temporarily -- will return another time).
- Doom's Spider Mastermind and Cyberdemon have new attacks.
- Sumo's shockwaves no longer last forever.
- Moved Thunderstorm rune to berserker item pool from megasphere

- Monster weaknesses amplified to a multiplier of 2, from 1.5.
- The Death Bringer can no longer be defeated by anyone other than the player. Can still infight though.
- Disintegration deaths no longer accidentally destroy monsters with no alpha before they can drop their items
- Chaos Spell now seeks after the player's target.
- Shock Rifles can now fire one at a time while dual wielding.
- Apocalypse
 - Secondary
 - Greatly optimized -- no longer causes immense amount of lag up close
 - Explosions occur on every enemy on the screen within 4096 units
- Dark Matter Gun secondary now pulls all monsters and players.
- Perforator
 - Optimized and fixed FPS issues
 - Secondary nail release is now smarter
 - Directs nails into enemies upon contact instead of away
 - Will now 'aim' new nails away from walls/unshootables
- Bone Duster now deals damage first, inflicts pain last. Much more reliable against enemies like Pennywise.
- Crystal Gun buffed, ammo cost increased
- Tempest Staff
 - Lightning rips through enemies
 - Lightning damage decreased to compensate
- Popcorn Gun
 - Drastically optimized
 - Deals 666 damage to clown enemies per each kernel of corn hit
 - Kernel speed doubled
 - Secondary fire speed increased
 - Kernel bombs no longer have a delay before launching their orbiters
- Pulse Gun primary fire speed increased
- Shredder Staff secondary now hits all enemies instead of stopping at the first invulnerable monster
- Stake Gun
 - Stakes
 - Have a chance to combust immediately upon firing
 - Endlessly increase in damage the longer it travels
 - Has a chance to forcibly interrupt enemies
 - Grenades
 - Fire much faster
- Soul Reaper secondary beam now prioritizes souls over everything else, making collection easier
- Head Hunter mechanics reworked, but due to this, no more 'zoom' effect on it since compatibility was broken

- Many more bugfixes, tweaks, and stuff not worth mentioning or forgotten.