

- Updated ML3API to 1.3.2
- Moved more of the models, recipes, and loot tables to Artifice
- “/tb effect set” now takes an Identifier instead of a String
 - No more quotes around the effect!
- Renamed Handle Material methods relating to durability to better reflect their actual usage
- Removed MaterialBuilder - it served no real function.
- Draw Time for Bows is no longer linked to the Handle’s mining speed. The method for calculating Draw Time has changed.
- Bows now have a tooltip for their Draw Time and Durability
 - Draw Time is relative to the vanilla bow
- Removed old AutoConfig translations from the lang file
- Added a new Effect - Aquatic!
 - On Helmets, it gives you permanent water breathing (only applied when you are submerged in water)
 - On other Armor, it gives you Dolphin’s Grace 2 (only applied when you are submerged in water)
 - On tools, it counts as an extra level of Aqua Affinity and makes tools do extra damage to aquatic mobs
- Added a new Effect - Ender!
 - On Bows, the speed of the arrow is increased
- Added a new Head Material, Prismarine!
 - Has 1.5 more attack damage than Diamond
 - Has 0.5 more mining speed than Iron
 - Has 65 more durability than Iron
 - Has the same mining level as Stone
 - Has the same enchantability as Iron
 - Craft using Prismarine Shards and Prismarine Bricks
 - Has the Aquatic effect
- Added a new Armor Material, Prismarine!
 - Has a durability multiplier of 19
 - Has protection values [1,4,5,2]
 - Has 0 toughness
 - Has the Aquatic effect
- Added a new String Material, Ender!
 - Has the Ender effect
 - Craft with Ender String
- Added new Items:
 - Ender Dust - used to craft Ender String

- Make by putting an Ender Pearl in a Blast Furnace
- Ender String - used for Bows with Ender string
 - Make using the following recipe:
 - “ee”
 - “ss”
 - Where “e” is Ender Dust and “s” is String
 - Makes 2 Ender String