

A Summary of Important CivRealms Changes since Beta

- You can now build freely in your own mature friendly bastion fields (don't need to stand on a solid block).
- Ores are between 50%-200% more common than beta, depending on the ore and world.
- Factory recipes are about 2x cheaper on average. Some of the more expensive ones (e.g. bastions, mithril) are 3-4x cheaper.
- Pickaxes of all tiers are stronger than they used to be. Stone picks especially are about 3x more effective than in beta.
- There are many newfriend friendly features:
 - There is a one-time teleport to get you to your friends or to a town to start out.
 - There are multiple in-game tutorials triggered by key events to help new players.
 - There is a better starting book.
 - There are starting kits with bed, fishing rod, food, bronze pick, etc.
 - Kilns (tier 1 smelting factory) cost 0 stamina now to build or repair.
 - Deaths are cheaper for new players, only costing you 0.25 stamina when you start out, then raising up later to the normal 0.75.
 - There's a new mechanic to prevent spawn bed kill camping.
 - Wolves were nerfed a lot.
 - PLANNED: some survival convenience features will be added, such as an in-game version of radar alerts for players getting near, auto-health pots, etc.
- The stamina costs for several stamina-requiring factories is lower.
- Building is easier with birch fence scaffolding that acts like vanilla scaffolds, and the "sportsball" feature is available, which also acts like an advanced scaffold system (see <https://imgur.com/a/CsmmhBa>) and was buffed.
- The islands feature beyond the ocean is implemented, and a new island was opened.
- Farming is much easier:
 - You can reinforce crops properly (except cocoa)
 - Seeds can auto-replant (except cocoa), which makes farming 4-5x faster
 - The XP recipes are a bit lower in requirements for crops needed.
 - You can pay 10 stacks of wheat seeds for a stack of different crops in the bio lab
 - Caves no longer mess up farming except in rare cases.
 - Animal drop rates are higher.
- Reinforcements are stronger: Stone 100, Iron 750, Diamond 3,000
- Boats are 2x cheaper and have 4 DCs of inventory built into them.
- The prison realm was added, we do not use exile pearl anymore. Prisoners go to a mirror world of the overworld but with dark End sky, and 1/2 crop and ore rates.
- Prison pearls are much cheaper to maintain.
- You get more stamina per day than in beta.
- Armor and weapons were adjusted so that they scale correctly with the minerals, factory, and mining system on the server.
- Armor is "soulbound" now to prevent the "prot pinata" effect and to nerf raiding.

- There are some new helpful recipes for obsidian, ink, and others.
- Health pots added back in, along with auto-potting below 3 hearts.
- Many bugfixes / generally more stable gameplay.