

# **THIS DOCUMENT IS NOW OUTDATED!**

Please read the new doc here instead:

 **The Calamity Suggestions Guide**

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## Calamity Suggestion "Don't"s

Be sure to read all of the **pins** in  
`#suggestions-discussion`.

And remember: **Always add a reason to your suggestion!**  
Separate it from your title line using a **line break (Shift+Enter)!!**  
Our bot can't process it unless you do that.

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## **List of things you shouldn't suggest**

### **Mod Suggestions**

- Any suggestions to add a new, specific item, with a name, laid-out function, stats, sprite, etc.

(This is known as a **Specific Item Suggestion**, or SIS)

**Example:** Tesla Energy Blaster - Post-ML ranged weapon which fires 3 parallel lasers that can pierce 5 times, dealing 80 base damage etc etc. Crafted with a Space Gun, 10 Luminite Bars, 20 Vortex Fragments, and 50 Martian Conduit Plating.

**Reason:** These types of suggestions used to be allowed, for quite a while in fact. However, their rate of being implemented by the devs was very low, and they can *potentially* be very extensive and drown out other suggestions in the channel. As such, they are no longer allowed. You should instead ask that *an* item get added for a specified reason or to solve a certain problem, without going into the exact details of how *you want* that item to be executed.

**IMPORTANT NOTE:** The reasoning behind this "Don't" applies broadly to most types of suggestions. Specificity is not recommended for suggestions, especially in terms of stats, because then discussion around your suggestion typically becomes concerned with balancing your exact idea rather than the suggestion's overall concept. Being less specific allows for more freedom with how it's implemented, and therefore makes it more likely to be implemented, and more likely to receive votes from the public.

In short: **Do not be too specific with your idea.**

Be general with your suggestions, and only include what is most important when specifying what you want. Every important factor should have a reason behind it. Focus more on the problem that must be solved, rather than ideas for how exactly to solve that problem. The majority of a suggestion's content should be the reason *why* the suggestion should be implemented.

In short: **Focus on the reason why.**

*- Any suggestions which will take an extreme amount of time, effort, and long-term commitment to execute*

*(such as: a new **boss**, new **difficulty mode**, new **biome**, new **event**, new **class**, or grand-scale reworks / reconsiderations).*

**Example:** Add a parrying mechanic to the entire Melee class.

**Reason:** These are very major changes that require a very substantial amount of work in order to be implemented properly, and will affect the core identity of the mod. Entire updates (or multiple) will need to be dedicated solely to fulfilling these suggestions, and that is not realistic considering the dev team's current workload and planned content. The devs are already planning a great deal of content for the future, and suggested content on such a scale are almost guaranteed to conflict with those plans. Changes as significant as these will originate from the devs themselves and not from public suggestions.

**Note:** This does not mean that suggestions which will be difficult to execute are all disallowed. This "Don't" applies mainly to suggestions which will have a significant impact on the identity of the mod as a whole, changing the course of the mod's development. Suggestions which are hard to do but are once-and-done or wouldn't extend beyond a single update (and wouldn't require the focus of a major update) are typically fine.

*- Requesting balance changes for weapons as official suggestions  
(particularly when used against bosses).*

**Reason:** There's nothing inherently wrong with suggesting a balance change, however it is inefficient, and we instead have a dedicated separate suggestion thread just for balancing. Calamity's testers watch this thread, and they are ready and willing to test the balance of items at a moment's notice. It does not take long for them to check if a weapon is balanced for its tier or not, so having a balance-related suggestion go through the full suggestion system before reaching the dev server just wastes time.

If you want testers to take a look at a weapon (or something else that is subject to balance), you can ping them in the **Balancing thread** in #suggestions-discussion. Check the pins for an in-Discord link to the thread, or use this link:

<https://discord.com/channels/225030931008847874/1042197406776827914/1042198422205251675>

**List of testers who can be pinged in the Balancing thread:**

- shade\_\_storm (613133259563466755)
- spiderprovidence (288066987819663360)
- xyk3516 (417390376350121986)
- piky (181103507711983616)
- mrmemes. (427093633456537629)
- uberransy (194931581826236416)
- stipulatevenus (539939237898747947)

*- Any suggestions regarding future/upcoming content which has yet to be implemented.*

**Example:** Make Yharim's summoning item be crafted using Yharon Soul Fragments, Auric Bars, and Shadowspec Bars.

**Reason:** Almost all major future content releases for Calamity have already been planned to some extent, and so most of the time your suggestions won't be taken into consideration. On top of that, it is difficult to make judgements about something that you haven't experienced the in-game execution of yet. Wait till you experience it yourself before forming a suggestion.

**Note:** This includes content in #changeLogs. Do not suggest anything regarding changes which are not yet publicly playable. Wait for them to be released first so you can actually see how they play out in-game, to see if we've implemented what you are requesting already, or if the issue you are solving has been rendered irrelevant.

*- Any suggestions whose only reason for existing is to be a reference to something else.*

**Example:** Add an item which stops time when used, because Za Warudo!

**Example2:** Add the ability to fire out Murasama like a gun, because Jetstream Sam can do that!

**Reason:** Simply being a reference is not a valid reason for a suggestion to be implemented. A suggestion should have actual reasoning behind it about why it would benefit the mod.

**Note:** This applies **especially so** for references to *Metal Gear Rising: Revengeance*. Yes, we have several references to that game in the mod, however people seem to think that means it's okay to break this rule as long as their suggestion has to do with it too. That is incorrect. Do not make any suggestions that add or reinforce any *MGR:R* references.

**- Any suggestions asking for something to be resprited *based on poor quality*.**

**Reason:** Requesting resprites through a suggestion is not very efficient, and chances are the spriters and artists will already be aware of any sprite that is of lower quality (such as Yharon).

**Note:** Suggestions which do not ask for full quality-motivated resprites may be okay, such as those asking for touch-ups involving color consistency or other minor changes that aren't based solely on the sprite quality.

**Note2:** If you do think a sprite is bad and want it to be changed, it's better to head on over to our associated **Calamity Art Discord Server** ([discord.gg/CKByxd5](https://discord.gg/CKByxd5)) and try your hand at submitting a resprite to the #asset-submissions channel yourself. Make sure you read its channel description and pins before submitting anything!

Sprites are one of the few things that the public can directly change about the mod, in contrast with other things (items, boss behaviors, etc) which involve code-work the public does not have access to and thus require the middle-man of the suggestion channels. There are plenty of spriting tutorials in the Art server and online to help you get started.

If you're not confident in your spriting abilities, keep in mind that if you just want to draw attention to a low-quality in-game sprite, it actually doesn't matter how much better your resprite attempt is. Simply submitting *any* resprite to the channel will draw people's attention to that current sprite, and other spriters may try their hand at remaking it too.

(But, also keep in mind that major resprite projects like bosses may not *just* be out of your league, but also out of *every* public spriters' league. Public boss resprite submissions are very very rarely accepted; boss resprites almost always originate from within the dev team.)

**- Any suggestions involving re-adding removed features or sprites, such as *Malice Mode, Astrageldon Slime, or the Terra Shiv shortwords*.**

**Example:** Add a config option that reverts boss sprites to their classic appearances.

**Reason:** When something is removed from the mod, it's done for a reason. Chances of them coming back in some way or another are pretty much none, and nostalgia alone is not enough to bring them back. If you want to experience old sprites/content again and relive some nostalgia, just watch an old playthrough on YouTube.

**Note:** Malice Mode will never be re-added to the game. It was a complete mistake from beginning to end, and the devs would rather spend their effort making the other difficulty modes more interesting than trying to fix this horrifically broken mode. For those who want to play Malice, please seek out your desired difficulty elsewhere. Use other mods (like Infernum) or create self-imposed challenges instead.

**- Any suggestions to remove Calamity's non-linearity changes.**

**Examples:** Only allow Sentinels to be fought after Providence, remove Temple Key recipe, lock Eidolon Tablet behind a boss, etc.

**Reason:** Calamity's non-linearity changes were, in fact, deliberate, and intend to increase the amount of freedom the player has while going through a playthrough. Fighting a boss earlier than intended is more challenging than going through normal progression, and receiving

powerful loot for doing it is to reward the player for accomplishing the challenging task.

- *Any suggestions involving making a specific subclass (weapon type) more viable at certain point(s) in the game, for the sake of a **subclass-only run**.*

**Example:** Add a yoyo before this boss because it's really hard to beat it with only yoyos.

**Reason:** Subclass-only runs are self-imposed challenges, and Calamity should not cater to them. Suggestions to make a *class as a whole* more fleshed out in a given tier are okay, but for subclass suggestions there are almost always many other options for the same class that you could be using to reduce your struggle, but *you chose* not to use them.

**Note:** Suggestions to flesh out a subclass - for reasons *other* than a subclass-only run - *are* allowed, depending on the reason provided.

- *Any suggestions to add items that are dedicated to developers, and/or use Shadowspec Bars in the recipe.*

**Example:** Add a developer item for DM Dokuro.

**Reason:** Developer items must be requested specifically by the developer themselves. If a developer does not have an item dedicated to them, it means they haven't asked for one yet. Shadowspec Bars are reserved for developer items and therefore asking for an item which uses them in its recipe is not allowed either.

**Note:** You can suggest *changes* to existing developer/Patreon items, as long as you get permission from the dedicatee.

If that item is dedicated to a *developer* that isn't around anymore (i.e. most Shadowspec weapons), then permission *isn't* required and you can simply post the suggestion. However, if that item is dedicated to a now-absent *Patron donor*, changes to that item *cannot* be suggested. Ping a moderator (in particular, ping Rover) if you are unsure about the status of a dedicatee. Permission is not required for simply *buffing or nerfing* a dedicated item, as balance occurs independently of the dedicatee.

- *Any suggestions about making vanilla weapons or equipment deal/boost Rogue damage **instead** of their original damage type.*

**Example:** Making Vampire Knives deal rogue damage and not melee.

**Reason:** We do not want players of a given class to "lose" options that they once had in vanilla.

**Note:** Asking for vanilla equipment to boost rogue damage *in addition* to whatever they originally boosted is okay. No options are lost in such a case. It would be difficult to translate that into the case of weapons in a way that isn't too awkward or cumbersome, but it would be allowed if it preserves the option the original class had.

- *Any kind of item/weapon that scales with progression.*

**Example:** A pre-boss weapon that deals more damage for each Calamity boss you kill.

**Reason:** They're problematic to make and especially to balance, and are unlikely to be implemented, especially if they're complex. Legendary weapons lost their scaling in order to increase playthrough variety, so that players aren't using the same weapons throughout the entire game, on top of balancing reasons.

*- Any suggestions to buff/rework early game bosses like King Slime or Desert Scourge in all modes.*

**Example:** Make Desert Scourge faster in Normal Mode, it's too easy for players to dodge.

**Reason:** Even if you and others find them too easy, that doesn't mean they should be made harder. Those bosses are *intentionally* easy, due to the fact that they are early in the game. There's supposed to be a progression to difficulty.

**Note:** Asking for early-game bosses to be buffed in Revengeance or Death is fine, because it is likely that the player has already fought those bosses in their lower mode states (or have a decent amount of in-game experience) if they're playing a high difficulty, meaning the progression/tutorial aspect to them is not necessary.

*- Any suggestions about giving usages to the Rock.*

**Example:** Making it an ingredient for an end-game item.

**Reason:** The Rock is supposed to be a trophy for completing the Boss Rush and a comedic intentional anti-climax. Making it have any usage, especially multiple usages, would be an incredibly annoying grind (and would spoil the fun). Eventually there will be proper post-Boss Rush content, but that will not be for several years.

*- Any suggestions about adding an 8th (eighth) accessory slot.*

**Reason:** For the sake of balancing, absolutely not. Particularly if that 8th slot is for Master Mode exclusively. The devs have become of the opinion that difficulty modes should not offer the player significant benefits, as that muddies the purpose that the mode should serve, that being the level of challenge that the player feels most comfortable with and has the most amount of fun playing. There should not be exclusive changes to game mechanics in *more difficult* modes that make the game *easier* in some aspect. We are working on making Demon Heart usable in Normal Mode.

*- Bugs.*

**Example:** Devourer of Gods doesn't spawn correctly in multiplayer, please fix.

**Reason:** These reports belong in the `#bugs-reports` forum channel, not suggestions.

Honorary "Soft Don't":

*- Adding a new configuration option to resolve a controversial change.*

**Example:** Make it so boss summon items being nonconsumable is toggle-able in the configs.

**Reason:** This is a "Soft Don't" because it is not *invalid* to suggest in all instances, but it is discouraged. Generally it is better to ask for a full change in confidence if something is a problem in the mod, and public suggestion voting (aka the "Star" system) will determine whether players want that changed or not (and also dev voting, too). Attempting to find middle ground by making it toggle-able introduces some problems, which vary based on the suggestion's subject matter.

**Note:** Suggestions regarding making *balance decisions* (like Defense Damage or logarithmic DR) toggle-able will very often get shut down. Players are simply going to choose the option that favors them, very few people would intentionally turn on a config option that reduces the viability of their builds. Additionally, toggles existing for such changes would make it far more difficult for the developers to properly balance the mod in all cases.

**Note2:** Config options for very specific changes, such as involving one singular item, will also very likely get shut down. For example, "Add a config option to disable Calamity's reworked Chlorophyte Armor set bonus". Again, it is better to be decisive, to outright change something if many people agree it is bad.

**Note3:** A config suggestion will typically *not* get shut down if it concerns cross-mod compatibility, such as an unavoidable Calamity change to vanilla mechanics. Those are the most appropriate cases in which a config will actually be welcome.

## **Server/Other Suggestions**

**IMPORTANT:** If you have any suggestions for the Calamity Mod Discord server, do not post them in the #suggestions-posting channel. Instead, contact our **Staff Mail** bot.

### ***- Adding a meme channel.***

**Reason:** We had one in the past (#offtopic) and it resulted in pain and torment. It was a breeding ground for idiocy and our moderators are content with the workload they have currently.

### ***- Giving #suggestions-voting a downvote, the opposite of a star.***

**Reason:** Stars are meant to gauge public interest and not necessarily overall public agreement. A highly-starred suggestion means that a lot of people would like to see the suggestion implemented. If you wholeheartedly disagree with a suggestion, do not star it. If you think a suggestion is poorly executed or could address its topic in a different way, ping them while it's during its posting period and advise improvements.

**Note:** There is an upvote-downvote system in the dev server, so you needn't worry about a bad idea getting held up as highly as a good idea. The devs can still sort the cream from the crop even among delivered suggestions.

### ***- Adding channels for other languages.***

**Reason:** While this would be nice to have in theory to allow more people to participate efficiently in Calamity discussion, it would unfortunately be quite difficult for our moderators to moderate considering their typical lack of knowledge of multiple languages. Even if a few mods were bilingual in the chosen languages, the mod force would be significantly decreased in those channels and it would potentially cause more stress on the team as a whole. If you do not speak English fluently, you are going to need to use Google Translate or some other tool to assist you. We're sorry.

### ***- Any suggestions regarding the Calamity Wiki.***

**Reason:** The #wiki-discussion channel was created for public sharing and discussion of wiki issues and proposals. Suggesting them in the suggestions channel (or any other channel for that matter) is now incorrect. Head on over to #wiki-discussion instead.

## **Bad Suggestion Practices**

### **- Joke suggestions.**

**Reason:** We try to have an efficient and somewhat serious system in the suggestion channels. Joke suggestions are unhelpful, taking time and screen space away from suggestions that actually stand a chance and have the intention of improving the mod/server.

### **- Posting a suggestion and then immediately going offline. (aka "ding dong ditching")**

**Reason:** When you post a suggestion, you will *very likely* receive immediate feedback in the #suggestions-discussion channel. Sometimes, this feedback is *very important*, because your suggestion may have broken a rule and you didn't realize it. Please remain online for at least a few minutes after posting a suggestion so that you may receive feedback and be able to edit your suggestion based on it.

### **- "Chaining suggestions", posting a suggestion that references a separate suggestion posted just before.**

**Example:** User1: "Get rid of Yharon's height enrage."

User2: "Alternatively to User1's suggestion, make Yharon's height enrage much higher."

**Reason:** Suggestions should be able to stand on their own. Suggestions are delivered to the devs separately as their own embeds. Referring to a previous suggestion will confuse and inconvenience the devs. Additionally, several suggestions with the goal of solving the same issue is counterproductive, as they will conflict with each other and unintentionally sap the other's votes, making it less likely that either suggestion will pass.

**Note 1:** If somebody posts a suggestion that you have feedback for or a different idea to solve the same issue, do not write a whole new suggestion. Instead, ping the person who made the suggestion and provide your feedback, and they can edit their suggestion and/or add your ideas to their own suggestion. (This is one of the reasons why #suggestions-discussion exists.)

Alternatively, wait until a *later point in time* to post your suggestion, so that your suggestions are not directly competing.

**Note 2:** This "Don't" also applies to referencing your *own* previous suggestions. Do not do it.

### **- Reasoning that *only* consists of "It'd be cool.", "It'd make sense.", "QoL.", "Self-explanatory.", "It'd be funny.", or similar unsubstantial statements.**

**Reason:** All suggestions need reasons included with them, but these kinds of overly simple reasons are unhelpful and un descriptive. Really try to think about why you want your suggestion to be implemented and why it would benefit the mod, and describe that reasoning as well as you can. Explain WHY. Elaboration will help you convince users to vote for your suggestion, and convince the devs to implement your suggestion. If you can't think of *any* reason beyond "It'd be cool", then you should not post the suggestion.

**- *Posting more than 2 suggestions per day.***

**Reason:** Though this doesn't apply to most suggesters, some active users have posted suggestions with great frequency, to the point where it began to make the channels unnecessarily busy and drew attention away from other suggestions indirectly. To keep the load more manageable and give other users a fairer shot at having their idea considered, please limit yourself to 2 suggestions per 24-hour period, and hold onto any additional ideas you may have during that period for posting at a *later* time.

**- *Irrelevant prefaces/introductions to your suggestions.***

**Example:** "Hey there everybody, it's me again, coming at you live with a hot new suggestion:"

**Example2:** "Alright, hear me out:"

**Reason:** In order for the bot to format your suggestion properly, the main idea of your suggestion must be listed on *its own line* at the top (separated from the rest of the suggestion using a line break, Shift+Enter), with further details and reasoning listed on separate lines. Additionally, these inclusions are completely unnecessary anyway. Please make sure everything included in your suggestion is relevant to the point of your suggestion.

## **Frequently Suggested Suggestions**

*These may not explicitly violate the "Don'ts" above, however they have been suggested so often that they do not need to be suggested any more. So, do not suggest these ideas.*

- Add Calamity whips

Note: The devs will add all Calamity whips at a later date. There are more pressing balance issues with the Summoner class that must be worked out before they consider adding whips.

- Implementing the interlude themes, DM Dokuro's remixes of the Calamity themes, and/or any other unused tracks

Note: The music mod is already very large and the devs do not want to use the filesize for unnecessary extra tracks. The themes can still be enjoyed on YouTube and [Dokuro's Bandcamp](#). For the interludes, you can use the [Calamity Interludes In-Game](#) mod to experience them in-game.

- Boss spawn animations

- Boss death animations

- Add an Auric Ore slime

- Add a Celestial/Lunar Pillar for the rogue class

Note: This is what Meld Blobs & Meld Constructs are for.

- Add a boss summoning item for Leviathan & Anahita

- Add a spawn-blocking or damage-prevention item for the Dungeon Cultists

- Add a Post-ML accessory line for running boots/treads/tracers that *doesn't* have wings included, so that you can equip other wings alongside them

Note: *Maybe* planned, we're unsure.

- Tier-shifting Zenith, making Zenith use Calamity swords, or rebalancing Zenith

Note: Pretty much any suggestion about Zenith is likely to be met with argument and resistance.

- Add a method for charging the Arsenal weapons within the inventory or giving them infinite charge. (ex: a "portable charger" or a "battery pack")

- Add Yoyo Bag to Elemental Gauntlet

Note: Balance hell.

- Add Earth Elemental to the Heart of the Elements

- A pet that drops from the Primordial Wyrms / Adult Eidolon Wyrms

Note: The [Calamity's Vanities](#) mod adds this. You can download that.

- Add a placeable buff "station" for the Rogue class (like Crystal Ball, Sharpening Station, etc)

Note: Coming soon™.

- Adding summoner and rogue helmets for vanilla multi-helmet armors

Note: Coming soon™.

- Calamity Achievements

Note: Coming soon™.

- Thorium crossover content (such as Healer/Bard items)

Note: Unlikely to happen. We generally discourage playing with multiple major content mods for balance reasons.