

Foreword about Minecraft 1.9

We were originally planning on updating DvZ to 1.9. We had updated the plugins and most of the resource pack when we ran into some changes Minecraft had made that honestly made DvZ feel like it was going backwards and the new things they added were lackluster and irrelevant to our game. Duel Wielding is neat, but we already have Right Click options on our items and the new blocks, items, mobs didn't feel worth it for what we were losing. Swords could no longer block, Resource Pack sounds were awkward and had to be changed at the plugin level, and the biggest thing that we didn't like was the Bow shooting from the center of your screen rather than how it works in Minecraft 1.8

While we are not against updating to Minecraft in future versions, we just didn't feel like the work we needed to put it was worth it when it felt like the game was losing more than it was gaining. We only have so much time to work on DvZ and we felt that working on adding new stuff was better then updating to a weaker version of minecraft in terms of what it adds to this server. DvZ has changed many times over the year because of the dramatic changes Mojang has made to their game, but generally we have always gained new tools and the game has gotten better because of the new things they added. So for now, we are keeping DvZ as a Minecraft 1.8 server alongside with Lords of Minecraft. Will take a good look at Minecraft 1.10 when it comes out in the future.

Messing with collision and shields would have been cool though! Maybe in the future.

Dwarves vs Zombies Hero Update

General Changes

In this update we focused mostly on fleshing lots of things out. We updated the Nisovin hero so that he feels like a true Wizard, gave Roamin a new overpowered ability for monsters to complain about and changed a bunch of Doom Events to make them more consistent. We also made a pass at a bunch of loadout items and while we aren't releasing a new class, the changes we have made to old items and the release of the Warpweaver Bow, should make for a mixup of fun ways to build your Dwarves in DvZ.

Map Rotation Changes

Primary Rotation	Side Rotation
Plains Windy Run River Fallen City Magical Mishap Deadwood Spires Honey Pot The Machine	Paladirnoom Forgotten Mines Mt. Willakers Molten Grotto Grapevine Vale Skalamyr Citadel

We have added a bunch of new maps and added some cool special features to some of them to make them different. Magical Mishap has a special pitfall that can save Dwarves (most of the time) from falling into and Windy Run River has some nasty tornados that can make fighting for Dwarves outside a lot trickier.

Hat Changes

- Most store purchased Hats now have a special taunt ability.
- All hats now unlock a special title for you to permanently use in game.

We decided to add some special titles as a way to add more titles to the game for you guys to use. In addition, some hats now have a special taunt ability that you can use in game similar to the Sunglasses. These taunts are a slight buff to Eviscerate because of the ability to one shot players and then mock them by dropping your glasses. [For more details check out our shop!](#)

New Hat

- Pharaoh, Jimmy Hat, and Bruce's Beard have been added to the store for hats, each of these hats has special taunts like the changes to old hats and unlocks new titles. [You can visit the DvZ store at here.](#)

New Advanced Command

- Players can now /kills to see how many demons they have slain.

We needed to add this internally to make sure nothing fishy was going on with Warhammers, but this is something that players have asked for as well so we made it usable for all players as well.

Loadout Changes

New Item: Warpweaver Bow

- New Effect: After shooting an arrow, if you switch off your bow, you will be teleported to where the arrow lands unless it hits a demon. 10 seconds after warping, you are warped back to your original location.

This fun new weapon is for a really wacky playstyle. It allows to warp into battle, fight for a few seconds, and then warp back. This can be great with the dagger for eviscerating or malice axe to use your 8 second proc safely. The bow only teleports if you aren't holding it which means you can use it as a normal bow just fine, but be careful as if you fire and switch to heal you might end up accidentally warping somewhere you didn't want to go. This item is currently not in any loadouts which originally was something we wanted to avoid, but we now like the idea of creating niche weapons

Greater Runeblade

- Bug Fix: Runedash should no longer override other procs.

We have fixed a small bug that causes the dash to override existing procs.

Malice Axe

- New Effect: Procs can now roll.

Malice Axe needs just a little something to make it feel like a weapon dwarves would actively pick over others. With the Greater Runeblade also having the ability to have a proc on demand with their right click, we decided to make it so Malice Axe can also proc. These procs won't override during your Fury when right clicking the Malice Axe, but will extend how long that proc can last and also allows you to roll procs of things like Bruces Horn, Emerald Bow buffs, or Dragonskin Bow.

Elven Dagger

- Change: Poison damage has been increased and made easier to apply.
- Change: Knockback resist has been removed.

Knockback resist leaving at the same time as the changes to Dragonskin Bow are going to hit the elven dagger really hard, but these are changes that need to come into play. Knockback resist removes a ton of counterplay from Dagger users and it's also really just janky. Sometimes it stops knockbacks, sometimes an ogre slaps you 3 times in a row and it feels like it isn't doing anything. If the Dagger falls behind the other weapons this update, we will look to making Poison and Eviscerate have some more synergy to take it into that direction, but sometimes it good for the health of game for weapons to fall out of favor for awhile.

Tomb Maker

- Change: Point Cost reduced from 16 to 4
- Change: Chance to Proc from shovelling Gravel increased from 45% to 100%
- Change: Confusion effects removed from Right Click
- Change: Damage reduced from 10 to 8

Tomb Maker use to be in the Cleric loadout, but it just didn't make a whole lot of sense. While it did have some support aspects to it with the Right Click, it was a terrible weapon that didn't synergise well with the class compared to something like current Warhammer. We decided to double down on it's niche traits and greatly reduce it's point cost. You might look at this and think it's completely worthless, but it is still a proc rolling weapon that cost 4 points. A fun loadout you can try is Tomb Maker and the new Warpweaver as you can dig gravel, teleport, go on a proc run, and then warp back to safety. While a very niche and limited fighting style, the point cost of both of these items does let you fit in a lot more other loadout options that most weapon/bow combos can't afford.

Dragonskin Bow

- Change: Proc Duration reduced from 5 seconds to 2 seconds

Dragonskin Bow is the most used Bow in custom kits currently, representing 40% of all kits. The duration of it's proc is so long combined with the fact you can shoot and a AI Zombie point blank make it so that it's too easy to have strong Procs on non-procing weapons. Of all the bows, Dragonskin has had the biggest changes to it over the last year as we explored different ways to limit it's proc ability, but it's clear that the duration of the procs just allows to many non procing weapons to benefit from this. We believe that 2 seconds might be too short for Dragonskin Bow and that the best place for it would be around 3 seconds, but we would rather bring it down to the minimum amount we could make it without even more drastic penalties on the bow. If people decide it's completely worthless at 2 seconds, we will buff it again, but I suspect that a lot of players and kits will still have a home for this bow.

Emerald Bow

- Change: No longer reduces the Mana cost of Regrowth Star
- Change: Procs are now granted to nearby Dwarves on dealing damage, not kills
- Change: Radius of Buff reduced from 5 to 3

The Emerald Bow was in a weird spot. The problem with the bow is that it only gives procs on kills, but if we make it powerful enough to kill things consistently, then it just outclasses all other bows. We have changed it to grant procs whenever it does damage which makes it a powerful support bow. This might be way too powerful and we need to make changes to it later

Regrowth Star

- Change: Mana cost increased from 75 to 100
- Change: Restores 10 Mana to a Hero
- New Effect: Left Click now completely restores your mana on a 2 minute cooldown. Cooldown is reduced by 5 seconds every time you heal someone with the star.
- New Effect: Now passively heals the player similar to Jimmy Juice for 100 mana when they take more than 5 hearts of damage.

This type of change was something I wanted to do for the Cleric update, but would have delayed that update too long. The numbers may still need some tweaking, but so far the Regrowth Star is feeling pretty good. With Jimmy Juice built in, it makes it easier to heal for new players and making the support role more accessible is a big plus in our mind. We also wanted to promote more frontline usage of this item and also make it valuable to heal Heroes with all of their new mana changes. The autoheal is twice as expensive as a normal Jimmy Juice, but the new left click allows them to replenish their mana. Clerics need to be very careful and are going to be great targets for monsters as it will be very easy for them to put themselves into danger if they heal a player up and then are jumped by nearby monsters.

Magic Coil

- Change: Rotates through different buffs every 3 minutes
- New Effect: Now reduces cooldown of abilities by 25%

Magic Coil is going to be overpowered for a bit. Ideally the cooldown reduction effect should be it's own separate armor, but we didn't have time to get this effect into the game and it was one we wanted to exist for the big new changes to Regrowth Star to play out well in the base Cleric loadout. The change to duration of Magic Coil buffs is to make it so that you have more time to fully utilyze the different buffs when they rotate.

Sword of Sanctification

- Change: Maximum amount of player targets has been reduced to 8
- Change: All AI are killed by Sword of Santifcation
- Change: Damage against Ogres has been reduced by 50%

Sword of Sanctification is a very powerful tool for the Dwarves. It was already limited to 15 targets to most likely everyone surprise, but this counts both AI and Players. This made it so it was possible for a single well timed/placed sword to kill an entire wave of Wolves or miss most of them depends on the controllable AI spawns. We have changed it so that the Swords still clear all the marks, will kill all the AI and will only kill up to 8 players. We also wanted gave Ogres some resistance to SoS to improve the Krungor Doom Event and add another monster that isn't completely crippled by SOS.

Safefall

- New Effect: Pressing Sneak grants you 10 seconds of Jump Boost III. 60 second cooldown.

With the change to Krungor, the only time you could even really need safefall now is Goblin Squads. We decided to give safefall the ability to grant yourself a better jump so that you can scale the wall or leap out of pitfalls when you get into trouble.

Darkvision

- Change: No longer grants 20 minutes of Darkness Immunity
- New Effect: Pressing Sneak grants you 10 seconds of Darkness Immunity. 60 second cooldown.
- Change: Point Cost reduced to 4

Darkvision has been in an awkward spot for awhile. We decided to overhaul it the same way we changed safefall (they do stack) so that you become immune to dark at critical moments when you need to at the press of a button.

Cleric Class

- Change: Gold Price has been reduced to 5000
- Change: Primary Weapon has been changed to Warhammer

The Warhammer change isn't something new if you been playing over the last month, but it was something that really helped out the Cleric class and provided a different playstyle. Unlike Paladins who usually focus on leveling up their Hammer, Clerics generally use it to regenerate mana quicker to heal more.

Monsters Changes

General

- New Effect: All monsters can Left Click walls to break them. Holding down Left Click will not work and will just use default minecraft block breaking which is much slower and can be interrupted by other monsters getting in the way.

This is a big change to Dwarves vs Zombies that makes the game is less reliant on Goblins which has become more and more important as the game goes on. We had to improve slabs because of this change and we may keep tweaking the rates at which monsters break down the walls over the next few weeks, but so far it's been a lot of fun to see in game.

Zombie

- Change: Rebirth marks will not be placed if a Zombie dies within 15 blocks of a Shrine.
- Change: Rebirth chance has been increased to 20/40/60/80/90

This change is to prevent monsters from spawning directly on the Shrine over and over again whittling it down when only a few dwarves are defending. This does not mean you won't be able to rebirth as a Zombie, it just means your rebirth location will be the last death that isn't in range of the shrine.

Goblins

- Change: Greatly reduced the number of Goblins that spawn and how often they spawn

Goblin numbers were the way they were because the game needed Goblins in order to properly function. With the new change to monsters tearing down walls, this is less needed.

Wolves

- Change: Wolves health has been increased from 30 Hearts to 40 Hearts

We wanted to make wolves a little bit more powerful considering that outside of the doom event, they are still weak to proc effects. This does mean that things like Eviscerate and even bows will be less impactful on wolves, but if they prove to be a little too strong, will adjust the number of wolves that are spawned in the future and make adjustments.

Doom Event: General

- New Effect: All Doom Events bosses have a 4 minute lifespan.

Doom events are suppose to be powerful events that Dwarves need to overcome or else be overrun. While we have added other changes to make the bosses more proactive, we also don't like it when players sit around not using the bosses. It's not good for the game for example when 2 of the 20 monsters sit in the back waiting for the perfect opportunity to attack for the entire game, when they could go in, attempt to do some damage to the dwarves, die and then go back to playing regular monsters. In some games, it was not uncommon to see 3+ monster bosses doing nothing but wait. While we have started to make some game play reasons to move in and fight, we have also put a hard limit on how long a person can be alive as a boss. If you sit in the back and wait as an Ogre Magi, you will just end up wasting it either way now.

Doom Event: Bopen

- Change: Bopen health has been reduced to 50 hearts
- Change: Bopen no longer has bonus movespeed
- New Effect: The player to selected to be Bopen, can respawn as Bopen until the end of the game
- Change: Bopen and his Skeletons can no longer steal gold by attacking the shrine directly.
- New Effect: Bopen and his Skeletons steal 1 gold from Dwarves every time we attack.

Bopen is now immortal! This is a really fun change that makes this Doom Event one of the most powerful ones to get early. Because the player who becomes Bopen can respawn as Bopen, it means that there is always a monster hero in the field. We reduced the overall power of the rest of the event because it was starting to become unfun for Dwarves on certain maps, but overall I think most players are going to be excited for games they get to play as Bopen.

Doom Event: Krungor

- Change: Krungor no longer has a Right Click function that flings players into the air.
- Change: Krungors Bonus Hero damage has been reduced from 80 Power to 20 Power.
- New Effect: Krungor is has high levels of knockback on his weapon.
- New Effect: Krungor is immune to all forms of damage for 45 seconds after he spawns (Until the end of his rampage)
- New Effect: 30 seconds after spawning, Krungor makes all other Demons immune to damage for 15 seconds.
- New Effect: Krungor now gives nearby Demons a buff that increases their damage by 130% until they die. You can visible see this buff

as red blood particles.

When we first added Krungor into the game. We slapped some random spells on it and called it a day. We used him as a valve to make sure heroes don't get out of line with all the new changes we had made to them at the time. These days that isn't needed and the way Krungor doom events can play out is really bad for the game. If you have a good Bruce Willakers and a bad Krungor, Bruce can kill krungor before he does anything. If you have a good Krungor and a bad Bruce, Krungor ends up killing all the heroes and ending the game. Many players wanted to see Virendra nerfed as they believed that the problem was the fact that Bruce could kill Krungor so easily, but the real problem is having a doom event that gives so much power to a single player on the monster's side that is hard to use, is not good for the game. This new event now makes it so it's clear that dwarves need to focus on stalling the ogres until the rampage end or using SOS/Heroes to kill off the ogres before it even begins and focus krungor once he becomes vulnerable, because Krungor can no longer bat all the little jimmies away, dwarves should slowly start to have more confidence of ganging up on krungor once he becomes vulnerable.

Hero Changes

General Changes

- Change: Heroes no longer passively regenerate mana.
- Change: The base mana cost to heal as a hero has been reduced from 100 to 10
- New Effect: Heroes regenerate 5 mana per second while standing nearby a shrine. This effect is reduced to 1 mana per second if the shrine no longer has gold.

These are big changes we are working on. The goal of these changes is to make it so heroes are forced to retreat every now and so that they cannot infinitely defend a shrine beyond a reasonable amount of time. It's also allows for more interactions between monsters and heroes and allows for a reason for support players impactfully help the heroes hold the front lines. Zombies/Wolves are still able to steal Hero Mana with Fury of the Night and Clerics can grant heroes mana so that they don't have to defeat which gives Clerics a reason to go to the front line. The biggest thing these changes do though is allow us to try some maps that we couldn't before because of the power of heroes. Some maps with single hallways were impossible for monsters simply because heroes had unlimited mana throughout the entire game. It is possible we decide to revert these changes if we don't like them as this does make heroes harder to play which is often something we avoid, but we would like to see how it plays out before we do anything else. Bruce Willakers retreating every now and then rather than being on an endless proc is most likely a good thing.

Bruce Willakers

- Bug Fix: Runedash should no longer override other procs.
- Change: The Power of Virendra has been increased from 250 to 300

We fixed the runedash bug with Bruce and then increased the damage of his bow that already one shots everything based on community feedback.

Nisovin

- New Effect: Nisovin's Wand has been overhauled. His Left Click shoots an Arcane Glob that deals damage, pierces, and snares monsters and his Right Click is a new powerful version of Wormhole on a 90 second cooldown.
- New Effect: Nisovin's Tinderflame has been overhauled. His weapon fires much like an Emerald Bow, but with a lot more range and power behind it.

Nisovin's hero has needed some love for a long time. His wand was clunky and outdated and most of the spells besides wormhole were useless without abusing some aspects of the game. We decided to give him some spammable Wizard style spells and make him much more about his magic. We took Wormhole which was already the most used and favorite ability of the community and buffed it to be scary on it's own. Monsters will learn to fear the faint tinkling sound as Nisovin casts it.

Roamin

- New Effect: Roamin's Righteous Fury has a new ability. Right Click summons five Hammers of Santification that fly down and cleanse the ground of demons on a 90 second cooldown.
- Change: Roamin's taunt is now activated on dealing damage with his Warhammer.
- Change: Roamin's Holy Purifier regenerates fuel 4 times quicker.
- Change: Roamin's Holy Purifier takes 15 seconds before it can start regenerating fuel (up from 5 seconds).

We changed Roamin's Flamethrower to be more about long bursts and less about clicking it for half a second to instantly kill a monster by changing the rate at which it recharges and how long you have to wait before it starts recharging. We also gave Roamin a flashy new ability based on community feedback. Many users claimed that their wasn't enough Swords of Sanctification in the game and so we made it so Roamin could summon 5 of them every 3 minutes to solve that problem.