- Moved the Registries to Maps
- Added a “toolbuilder” entrypoint; implement TBInitializer
    - Use to register new head, handle, and string materials
    - Use to register new Effects
    - New things you add will need lang entries:
        - For head materials, you will need to create an entry for each type of tool with your head material.
            - *toolType*.toolbuilder.*head*
        - For handle materials, you only need an entry for the handle material name
            - handle.*modname*.*handle*
            - It is recommended that you set the translation key of the handle item to this
        - For Effects, you need to create an entry for the Effect
            - This is fully customizable; Tool Builder uses “text.toolbuilder.effects.*effect*”. There is no default naming scheme.
    - Add them to the appropriate Map in TBRegistries.
    - Items made with your new head and handle materials will be registered automatically.
- Moved all of the tweaker recipes to Artifice
    - Had to change Holy Water and Poison Tip recipes; they used NBT
        - Holy Water is now:
            - Glass Bottle
            - Water Bucket
            - 3 #c:silver_ingot
        - Poison Tip is now:
            - #minecraft:logs
            - Spider Eye
- Removed LibCD as a dependency
- The speed of the Rapier lunge is increased while wearing armor with the Light Effect. The speed increase is only applied *once*, no matter how many armor pieces you have equipped with the Light Effect.
- Wither Skeletons will drop their skulls when *killed* with a Greatsword, instead of when *damaged*.
    - The chance is 1/(20-3n), where n is the Looting level.
    - This is in addition to the vanilla chance of getting a skull, so it is possible to get 2 skulls from one Wither Skeleton (however, it is very unlikely - about 1/200 with Looting III!)
- Rapiers reset Fall Distance to 0 when used
- Added a new Effect, Bouncy!
    - On Boots, this effect cancels all fall damage and makes you bounce off of the ground.

    - On Helmets, this effect cancels all damage from crashing your elytra into a wall.
    - On Tools, this effect randomly adds a Slime Ball to the drops of every block you break. (1/10)
- Added a new Head Material, Slime!
- Added a new Armor Material, Slime!