

Aether Legacy Departure

This fork aims to expand upon the original aether mod with mostly brand new features and some features like ones from Aether II, Highlands, concepts from the canceled Aether Mutation Update or Aether Extended which complement the original mod; think of this as Aether 1.5.

New Blocks

- Added Arctic Grass Block
 - Found either on the crystal tree islands or the top block on Arctic Islands
- Verdant Grass Block
 - A more vibrant green grass block found around Void Trees, the grass grows on the bottom of the block unlike normal grass blocks
- Added Divine Grass Block
 - Found as the main top block on Divine Islands
- Added Aether Farmland and Enchanted Aether Farmland
 - Works exactly like regular farmland but requires water to be closer to it to stay tilled
 - Aether Hoes have been added for all base resources in the game and can only be tilled with them
- Added Enchanted Holystone and it's building blocks
 - Found naturally in the world in specific locations or crafted by enchanting holystone in the enchanter
- Added Aetheralstone, Deific, and Agiosite
 - Various aether stones that generates similar to how granite or diorite generates in the overworld
 - Ores can be found in them as well
 - Can be crafted into building blocks or enchanted to brighten them up
- Added Caelestia Stone
 - Used as a foundation in the Osmium Dungeon and as decoration in the Cobalt Dungeon
 - Can be crafted into various building blocks
- Added Frozen Quicksoil and Frozen Quicksoil Glass
 - Either found in Cobalt Dungeons or by freezing quicksoil in the freezer
- Added Glowing Icestone
 - A light source found in Zarnyllis Dens or crafted
- Added Crystal Dragon Scale Block
 - Crafted by the player with crystal dragon scales
 - Used in crafting recipes or as building blocks

- Added Elysian Dragon Scale Block
 - No use as of the initial release, more of a trophy for beating the Palladium Dungeon boss
- Added Holystone Lever
- Added Block of Ambrosium
- Added Block of Arkenium and Block of Reinforced Arkenium
 - Used in the multiblock structure to light the amplifier and in a few other recipes
- Added Block of Continuum
- Added Block of Empyrean and Block of Charged Empyrean
 - Same description as for Arkenium Blocks
- Added Block of Divineral
 - Probably one of the most expensive blocks to craft in the mod
- Added Arkenium Ore
 - An ore from Highlands but has been retextured and repurposed for 1.7.10
 - Need Zanite to mine, uncommon-rare in generation
 - Found closer to the void in the Aether
 - Tool Set has extended Reach and Armor gives night vision if you have a full set
- Added Continuum Ore
 - Works like in Aether II but drops continuum gemstones instead
 - Acts as a mimicry ore will aspects of all aether sets but not good at any particular one
 - Can be crafted into tools or armor or frozen in the Freezer to obtain continuum orbs to get a random item in the aether(*Not all items are obtainable this way*)
- Added Various Ore variants for the various aether stones
 - Fortune works better on these ores
- Added Empyrean Ore
 - Either found on Enchanted Islands or Divine Islands
 - Requires Gravitite to mine
 - The empyrean gemstones are used for various recipes in the aether but not for tools/armor
- Added Primeval Artifact
 - An Ore with an extreme concentration of magic found rarely in the aether islands or as dungeon loot in some dungeons
 - The ore requires gravitite to mine
 - Enchanting this ore will give the player enchanted divineral which is kinda like the aether's version of netherite but more complex

- All tools/weapons/armor in the aether can be upgraded with divinerall to enhance their base abilities but requires a few steps before you can do this
- Added Auralite Block
- Added Budding Auralite Block and Buds
 - Found in geos within the aether islands
 - Breaking budding auralite will yield auralite crystals which are used to reinforce/prepare tools/weapons for amplification in the amplifier
- Added Auralite Pillar
- Added Aercloud Layers
 - Works similar to snow layers
 - Can be found throughout the aether or crafted
- Added Storm Aercloud
 - Only found around the Osmium Dungeon or dropped by Tempests/Zojzs
- Added Green, Purple, and Pink Aerclouds
 - Each one generates at a specific y range
 - Unlike in II there are an additional 2 other cloud types of each color with slightly different colors each one will launch entities in a specific direction: read book of lore for more info
- Added Golden Oak Fruit Leaves
 - Found in Golden Oak Fruit Trees on Enchanted Islands
 - Drop Regular golden apples when broken at random
- Added Void Fruit Leaves
 - The leaves of Void Trees
 - They drop void tomatoes when broken
- Added Greatroot and Wisproot Logs, Planks, and various building blocks
 - Work like any other wood type in the Aether
 - Wisproot Trees are found on Arctic Islands while Greatroot Trees are massive trees found on the aether islands
- Added Divine Oak Trees
 - Found only in the palladium dungeon, divine oak islands or in divine tier silver dungeons
 - Building block nothing more
- Added Skyroot Ladder and Trapdoor
- Added Raspberry, Strawberry and Blackberry Bushes along with Orange, and Grape Trees
 - Each are found growing in the aether
 - Can be harvested to yield 1-2 fruit

- They each have 3-4 growth stages when growing them on aether farmland
- Added lots of new flowers
 - Each dye type can now be found in the Aether
- Added Amplifier
 - The most “complex” block in the mod
 - Uses divinerall ingots as a fuel so as well as some dungeon items but they are not anywhere near as effective
 - A specific multiblock structure must be placed around it with Golden Oak Bookshelves, Zanite, Reinforced Arkenium, Charged Emyrean, Hellfire and Ambrosium Blocks to open the GUI
 - Look at the images on the Curseforge/Modrinith Page to see how it is built
- Added Divine Enchantment Table
 - Crafted using the Notched Core which is found as dungeon loot in the Palladium Dungeon
 - Surround the Enchantment Table with Golden Oak Bookshelves to use
 - It will give you 60 level enchants which will allow enchantments such as Unbreaking IV or Protection V as examples
 - It is random what it will give you but it will always give level III enchantments to level VI but the level VI enchant is extremely rare to get
- Added Elysian Totem
 - One is found in every Palladium Dungeon
 - Repair the structure around it right click it with an Elysian Offering to summon the boss
- Added Breakable Dungeon Chests
 - Right click a Dungeon Chest with a Confractus Staff to break the magic around it allowing you to pick it up
 - NOTE: Do not do this if you have not looted it as any loot in it will be destroyed
- Added Ancient Enchanter
 - Acts exactly like it does from Aether II
 - Has a completely new texture to match it’s changed functionally
 - Functionally it is different however, it cannot be crafted normally.
 - It is found within divine level dungeons as a part of their loot tables and one will always generate within mythic dungeons.
 - Has all the recipes of the enchanter except for tool and armor repairing

- In exchange for speed the enchanter will require more ambrosium to enchant items.
- Added Fuse Stone
 - Found within the Osmium dungeon
 - Unbreakable normally but vulnerable to explosions
- Added Creeping Stone
 - Found within the Osmium dungeon, the dungeon light block
 - Unbreakable normally but vulnerable to explosions
- Added Inebriation Aercloud
 - Found in the Osmium dungeon will apply the inebriation effect to the player upon collision with the block
- Added Aether Ores that will generate within deific, aetheral stone, and agiosite
- Added Aether Tallgrass
 - No longer uses normal tallgrass with a color change in the aether
 - Made a new texture for it to better match the aether grass as well
- Added Carrion Flower, Moonlit Bloom, and Burst Blossom
- Added Log walls for all 5 aether wood types
- Added Purple Skyroot Fruit Leaves
 - They drop white apples like in Aether II
- Added Golden Oak Fruit Leaves
 - They drop regular golden apples
- Added Aether Farmland
 - Berries grown on it will yield even more be harvest than enchanted aether grass
- Added Enchanted Aether Farmland
 - Right Click Aether Farmland with ambrosium shard
 - Cannot be trampled
- Added 2 new growth stages for blueberry, strawberry, raspberry bushes, and orange trees
- Added Frozen Quicksoil
 - Found within the Cobalt Dungeon(*Formally the Cyro Guardian's Lair*)
 - Similar properties to regular quicksoil but with even less friction
 - Drops quicksoil upon broken
- Added Cold Fire
 - *Still have no idea what it was supposed to do in Aether II did not seem to do anything from what I remember*
 - It will apply mining fatigue and slowness on the player if walked into as well as dealing a heart of damage

- Cyro and Cyro Guardians will get regeneration II if walked into
- Any other mob will simply be damaged by coldfire
- If placed down by a Zanite and Cyro, it will dissipate after a certain amount of time no matter the block placed on
- Added Hell Fire
 - Deals 3 hearts of magic damage to all creatures you interact with it
 - Applies weakness and wither to the player
 - Sets player on fire for 15 seconds but if player has fire resistance it will deal more magic damage
 - If placed down by a Zanite and Cincerium, it will dissipate after a certain amount of time no matter the block placed on
- Added Skyroot Crafting Table
 - Works exactly like in Aether II
- Added Skyroot Chest
 - Works exactly like in Aether II
- Added Aether Enchantment Table
 - Works exactly like the normal enchantment table but has an aether design
 - Has custom book texture and slight modification to it's gui
- Added Enchanted Aether Grass
 - Nothing special here, looks like a golden version of aether grass
 - Only can be placed on enchanted aether grass blocks
- Added Golden Oak Bookshelf
 - A thunderlo horn and a cincerium rod plus golden oak planks to craft
 - Gives 3 times the Enchant Power Bonus for each bookshelf(*Need less bookshelves around the aether enchanter to get it to level 30 to enchant*)
 - Used in order to use the amplifier
- Added Glowing Icestone
 - Basically a light source that looks similar to icestone
 - Found only in Zarnillys Dens
- Added Aether TNT
 - Works like TNT
 - Lite it with cyro & zanite or cincerinium & zanite
 - Explosion a small bit larger than standard tnt since the recipe is more expensive
- Added Frozen Quicksoil Glass
 - Same as normal quicksoil glass but with a blue tint
 - Enchant frozen quicksoil in the enchanter or ancient enchanter
- Added Aether Tulip and Quickshoot

- Added Enchanted Aether Tulips and Enchanted Quickshoot
- Added Inferno Torch
- Added Ancient Carved & Sentry Stone
- Added Budding Auralite, Block Of Auralite, and 4 Stages of Auralite
 - Budding blocks cannot be obtained by silk touch but the growth stages can be
 - A crystal found growing on the bottom of the aether islands or in deep caves
 - It is fairly rare but the budding blocks can be crafted if enabled in the config
 - The crystal is used to tip all weapons and tools in order to increase their efficiency or damage.
 - Now a required step before amplifying and armor or tools
- Added Aether TNT
 - Works like TNT would, light it with a cyro and zanite or cincerium and zanite
- Added Bloodmoss, Azure, and Notched Holystone
 - Each level will signify what variant of one of the 3 original bosses you are fighting(Ancient, Divine, or Unseen Tier)
- Added Specific Dungeon blocks and their building blocks for each variant of these dungeons
- Added Oblitus and Cyro stone with the decoration blocks
 - Main block that makes up the Cobalt Dungeon
- Implemented Genesis Stone and Light Genesis Stone
 - Main dungeon blocks found in the Palladium Dungeon
- Added Diamond, Amethyst, and Sapphire Aerclouds
 - Found scattered around the palladium dungeon
 - Diamond Aerclouds work similar to blue aerclouds
 - Amethyst and Sapphire Aerclouds bounce entities at a diagonal away from the block(*Work like a combination between purple and green aerclouds*)
 - Diamond Aerclouds can be frozen into a diamond
- Added Elysian Chest
 - Found in Palladium Dungeon
 - Can also be crafted using materials from the dungeon
- Added Zanite, Arkenium, Continuum, Gravitite, and Divineral Piles
 - Found scattered around the Palladium Dungeon
 - Use a shovel to break them

New Items

- Added Zephyroo Leather
 - Dropped from Zephyroos
 - Used to craft unique saddles and books
- Added Raw Thunderlo & Enchanted Thunderlo
- Added Aether Saddle
 - Required to ride the aerwhales
- Added Thunderlo Horn
- Added Aether Hoes for skyroot, holystone, zanite, arkenium, continuum, gravitite, divinerall and valkyrie
 - Used to till aether dirt or grass into aether farmland, does not work on normal dirt
- Added Osmium Insignia
 - Necessary in order to battle the Urker
- Added Cobalt Key
- Added Zanite and Cincerium
 - Only works in the aether dimension
 - Works like a flint and steel but places HellFire
 - 24 uses
 - Necessary in the structure to ignite the amplifier
- Added Zanite and Cyro
 - Only works in the aether dimension
 - Works like a flint and steel but places ColdFire
 - 24 uses
- Added Poison and Frozen Gummy Swets
 - The poison gummy swet is dropped by the poisonous swets found roaming the aether, if eaten it restore a lot of hunger but will apply poison II for a while
 - Put it into the freezer to make the Frozen Gummy Swets, gives player slowness II instead
- Added Zanite Shears
 - Works the same as normal shears
- Added Netherite Gloves
 - Et Futurum Requiem must be installed to craft these
 - *credit goes to Nocturni for the texture*
- Added Amplified Obsidian Set
 - Works similar to the regular set but x4 damage reduction instead of x3 also will put fire out faster like how the fire resistance enchantment works

- Applies slowness I to player when wearing a full set
- Added Amplified Phoenix Set
 - Works similar to the regular set but more uses and gives the player night vision
 - If player wears the full amplified set in the Nether, player will be granted with strength I and speed I as well
 - *(Note: The player will swim faster through lava wearing this, works same with the standard set)*
- Added Amplified Sentry Boots
 - Has all the same abilities as standard boots
 - Can be used in a similar manner to the amplified agility boots: you can wear it with other sets of armor and still get their set bonus
 - Tempest projectiles will also be stopped by these boots
- Added Rainbow Strawberry
 - Enchant Wynberries to obtain this
 - Gives 6 hunger on eaten and regen for a short time
- Added Tempest Core
- Added Cockatrice Feather
- Added Golden, Purple, and Uligo Swet Balls
- Added Aerbat Wing
- Added Zarnillys Scales
 - Drops by the Zarnillys
 - Allows the player to create scaled variants of zanite, gravitite, arkenium, continuum, phoenix, obsidian, *valkyrie*, & *neptune* armor sets
- Added Scaled Armor sets for Zanite, Gravitite, Arkenium, Continuum, Phoenix, Obsidian, Valkyrie, & Neptune sets
 - Now necessary to create before you are able to acquire the amplified versions of armor sets
 - You will need to make sure the armor piece is full durability before you try to upgrade it in the skyroot crafting table
 - The armor sets themselves have slightly less durability than the standard versions but will protect damage from all sources except void a decent amount better
- Added Divine Essence
 - Random chance to be dropped by all bosses within the aether, higher chance and more will be dropped by more difficult variants
 - Used to craft the Divinerall Ingot
- Added Scaled Sentry Boots and Agility Boots
- Added Thunderlo Leather

- Added Holystone Bowl
- Added Uncooked Fruit Stew Bowl
- Added Enchanted Fruit Stew
 - The best food in the aether
 - Hard to craft but will give the player full hunger when eaten and resistance for a few minutes
- Added Tipped Skyroot, Holystone, Zanite, Arkenium, Flaming, Vampire, Holy, Lightning Swords, Tipped Notch and Jeb Hammers, Tipped Phoenix Bow
 - Crafted from base swords, necessary step to amplified them
- Added Arkenium Tools
 - Work like valkyrie tools but not as good
 - Base stats are between zanite and gravitite
 - The Sword will hit mobs further away
- Added Continuum Tools
 - Works like a mimicry tool of zanite, holystone, gravitite, and arkenium but not good at any of their effects
 - Base stats are between zanite and gravitite
- Added Divineral Tools
 - The amplified version of gravitite equipment
 - When causing blocks to float it will do it without much damage to the tool and hits mobs further into the air
 - Base stats are also improved slightly
- Added Hammer of the Battle Sentry
 - Found in Divine Gold Dungeons
 - Works as a multitool with mining speed of gravitite
- Added Zanite and Cyro
 - Works like flint and steel
 - Places Cold Fire onto a block
- Added Zanite and Cincerium
 - Works like flint and steel
 - Places Hellfire onto a block
- Added Zanite Shears
 - Works like shears
- Added Phoenix Dart Shooter
 - Found in the Osmium Dungeon and Divine Gold Dungeon
 - Works like a dart shooter that deals more damage and sets entities on fire
- Added Hammer of Jeb
 - Found in Bronze Dungeons

- While not as powerful as the Hammer of Notch it recharges faster with more area of effect
- Added Notched Core
 - Main recipe component to craft the divine enchantment table
 - Can also be used as fuel in the amplifier equivalent to one divinerall ingot
- Added Notched Pickaxe
 - Enchantability and Efficiency are same as a gravitite pickaxe but has about half the uses
 - Works like a pickaxe with built in fortune
 - When mining any aether ore, vanilla ore, divine rpg ore, et futurum requiem ore, or novacraft ore it will always drop double or triple based on what ore
 - Will stack with fortune
 - The Amplified Notched Pickaxe will do double, triple, or quadruple the drops and will have a small chance to drop divine essence while mining and randomly will not take damage when breaking an ore
 - If silk touch is applied to the pickaxe it removes all its special properties
- Added Elysian Armor Set
 - Equivalent stats to gravitite
 - The full set will provide the player with an aura that deals 1 heart of damage to all hostile mobs around the player at random in a 2x3x2 volume
 - The Amplified full set bonus will deal 3 hearts of damage to all hostile mobs around the player at random in a 2x3x2 volume but the period between each hit will be shorter
- Added Elysian Ring
 - When worn the player gets a resistance effect
 - Amplified version applies resistance II to the player
- Added Elysian Apple
 - Basically an even more OP version of the Enchanted Golden Apple
- Added Power Shard
 - Players can use up to 4 by default
 - If killed the player will lose its effects
 - Will increase the amount of damage the player deals starting at an additional 2 hearts of damage
- Added Overworld Slayer
 - Deals damage equivalent to an iron sword if not in the Overworld
 - If used in the Overworld it deals x2.1 damage

- Uses are the same as other aether dungeon items
- If amplified the damage it deals upward of x4.2 the damage if in the Overworld
- Added Nether Slayer
 - Deals damage equivalent to an iron sword if not in the Nether
 - If used in the Nether it deals x2.1 damage
 - Uses are the same as other aether dungeon items
 - If amplified the damage it deals upward of x4.2 the damage if in the Nether
- Added Ender Slayer
 - Deals damage equivalent to an iron sword if not in the End
 - If used in the End it deals x2.1 damage
 - Uses are the same as other aether dungeon items
 - If amplified the damage it deals upward of x4.2 the damage if in the End
- Added Dragon Bane(*Not working, having major issues having it work on dragon mobs specifically - likely due to being a multi-entity mob*)
 - Deals 8 hearts of damage normally but deals an additional 15 to dragons
 - Can be amplified to deal 30-40 additional hearts to dragons
- Added Cyro Bow
 - Works like a regular bow but slows targets when it is hit by them
 - Can be reinforced and amplified like other dungeon loot
- Added Shears of Agnes
 - Works like shears do but with more uses
 - When shearing Sheep or Sheeppuff it will randomly drop more wool up to double as normal
- Added Dexterity Shard
 - Each player can use up to 10 by default
 - Added a permanent increase to walking speed to the player of 1% which stacks as you use multiple ones
 - It will increase running speed while on the ground since the walking speed is increased but will not change movement when in the air(*Use agility boots or Auralite Ring/Pendant for this*)
- Added Discharge Cape
 - Wearing this cape will make the player immune to lightning damage
 - NOTE: Fire damage is not included
- Added Agility Boots
 - Found in Divine Mythic Dungeons or in the Osmium Dungeon

- Provides a speed boost when running, swimming, or moving through the air
 - If worn with the Agility Cape it will be even better
 - Probably one of the most sought after items in the mod
- Added lots of new foods
 - Some are specific breeding items for new mobs
- Added new types of “healing stones” which give you different effects other than regeneration
 - Read the book of lore on the various new stones to learn how to obtain
- Added Enchanted Fruit Stew
 - Best Food item in the Aether
 - Restores all hunger
 - Can be stacked up to 16
 - Gives some effects for a short time after eaten
- Added Berry Seeds
 - Crafted from their respective fruits
 - Right click them on aether farmland to grow them
- Added Auralite Pendant and Ring
 - Gives a speed boot like the agility boots when worn but degrade at a medium rate while worn
- Added Valkyrie Ring
 - Gives the player brief flight without the armor set but does not last very long
 - Can be worn in conjunction with the valkyrie armor to boost the time you can fly even further
- Added Bone Ring
 - When eating food it will give the player some nice status effects but will degrade while doing this
- Added Haste Ring
 - Simply gives the player haste while worn and degrades slowly while worn
- Added Pendants like the diamond, netherite, gravitite, and divinerall will give the player some damage reduction like armor when worn
- Added False Wings
 - Cosmetic item to give yourself wings that do not do anything
- Added new cosmetic capes for each dye color in the game
- Added Phoenix Cape
 - Will put out fires when worn and gives the player some flame particles around them but does not stop fire damage if standing in lava for instance

- Added Aer Cape
 - Will give the players a higher jump like gravitite armor does but as high
 - When worn with armors that give a jump boost it will stack with them
- Added Flaming Gemstone
 - Works similar to the Phoenix Cape but gives the player fire resistance for a short time when worn
- Added Healing Matrix
 - Better version of the Healing Stone
- Added Shield of Jeb
 - Probably the best shield in the game as it provides a large damage reduction
- Added Sentry Shield
 - Makes the player immune to explosion damage while worn
- Added Zanite and Gravitite Shields
 - Zanite only decreases all damage to the player by 1 or 2 hearts
 - Gravitite will divide the damage dealt by 2 when worn

New Mobs/Changes to Existing Ones

- Added Carrion Sprout
 - Works similarly to the one in aether II but does not have the size mechanic
 - Drops Wynberries on death
- Added Zephyroo
 - AI is similar to that of wolves but has a new model
 - Drops zephyroo leather
 - Can be ridden like in Aether II but cannot be controlled like how it is when riding a pig
- Added Thunderlo
 - A large buffalo looking mob that can be found in the aether
 - Model is from the wild mobs mod and slightly adjusted it's texture and model for the tail
 - Drops Raw Thunderlo and Thunderlo Leather
 - Important for progression in the mod
 - Breedable with strawberries
- Added Flynx
 - A rare passive mob that is like an ocelot that can be tamed with rare aerwhale

- They can easily kill Cockatrices if tamed
- Changes to the Cockatrice
 - Increased it's movement speed
 - The projectile fire rate has been increased
 - Will no longer shoot projectiles at the player if they wear an arkenium helmet
 - Drops cockatrice feathers instead of normal feathers now
- Changes to Fire Minions
 - Added variants of them for each tier of Sun Spirits
 - Divine Fire Minions can naturally spawn within divine sun spirit boss rooms
 - They now have damage resistance
- Changes to Swets
 - Added Purple and Poison Swets
 - Purple is not any different than the other swets
 - Poison will poison the player as well when attacked
- Changes to Aechor Plants
 - Added 6 new colors I think
 - The regular one is the most common while the other all have a 1/12 to spawn
 - Blue ones drop blue aechor petals while golden ones drop golden aechor petals
- Changes to the Mimic
 - Buffed it on all stats basically

New Dungeon Mobs

- Added Fallen Valkyrie
 - A hostile valkyrie found within the osmium dungeon
 - Attacks similarly to regular valkyries but has more health but deals less damage
 - Drops arkenium fragments and an osmium insignia on death
- Added Uligo
 - Only spawns within the Osmium Dungeon
 - A new hostile mob with the characteristics of a creeper and a slime
 - Upon collision with the player it has a chance to start the countdown to explode(*it will explode no matter what*)
 - Will damage the player upon collision(larger it is the more damage it will inflict)

- Explosion is less than a creeper explosion, more than a ghastr fireball
 - 33% less time to react before it explodes compared to a creeper
- Added Elder Zarnillys
 - A larger variant of the Zarnillys
 - Similar to the Zarnillys with a tweaked texture and model
 - Faster, deals more damage, more HP and has shorter cooldown on projectile attack
 - Higher chance to drop more zarnillys scales on death compared to standard ones
 - Only found guarding the Osmium Dungeon, does not spawn naturally
 - Will not despawn on peaceful
 - Immune to explosion damage
- Added Cincerarium
 - A buffed up blaze mob that is found in Gold Dungeons or spawned by the Sun Spirit
 - They fire multiple projectiles at the player that deal more damage and bypass fire resistance
 - They place hellfire on the ground instead of fire when their projectiles hit the top of a block
 - They drop cincerarium rods on death
- Added Hellfire Cinder
 - A hostile cincerium head that is spawned by Sun Spirits when damaged
 - High speed and small hitbox but low health
- Added Aercenturion
 - A dangerous construct found within Divine and Unseen difficulty Bronze Dungeons
 - Has 100 hps, and deals about 4-8 hearts of generic damage and 4-8 magic damage depending on the armor you are wearing
 - Also has a ranged attack that it will hit you with every so often
 - Once within 5 blocks of the construct, the player will be inflicted with slowness II
 - Once within 3 blocks of the construct, the player will be inflicted with blindness
 - Drops zanite gemstones and mythic carved stone on death
- Added Battle Sentry
 - Works like a regular sentry but does not die when it exploded and does not take fall damage

- Added Irk
 - An insect like construct found in the Palladium Dungeon
 - The mob only has 6 hearts but moves fast and has knockback resistance
 - Does not deal much damage but will randomly inflict the player with a negative status effect, the most common one being inebriation
 - Drops Zanite nuggets and has a rare drop of aceninum shards
- Added Elysian Guardian
 - An extremely dangerous miniboss found when the player does a specific action in the Palladium Dungeon
 - This entity looks like a massive construct with a sword in it's left arm
 - Has 175HP and moves quite quick
 - If it manages to hit the player with it's melee attack it will deal 35 hearts of damage so it will likely one shot you without protection enchantments
 - Once it has only a third of its HP left it will start slowing down and rapidly regenerating while firing lasers at the player
 - On death it drops an Elysian Core and Aceninum Shards
- Added Crystal Dragon
 - Only found in the Palladium Dungeon
 - Looks like a blue scaled dragon but is about a third the size of the ender dragon
 - It has 20HP
 - Will melee attack the player by flying back and forth
 - Deals 8 hearts of generic damage and 2 hearts of magic to the player on hit
 - Drops Crystal Dragon Scales on death
- Added Elite Valkyrie
 - Found naturally spawning in Divine Tier Silver dungeons
 - This Valkyrie is always hostile
 - Has 80 HP
 - Deals about double the damage of a normal valkyrie
 - Same drops as a regular Valkyrie
- Added Zojz
 - Found naturally spawning in Divine Tier Silver dungeons
 - Basically a buffed Tempest
 - Has 40HP

- It's projectile deals more damage and will always strike the player with lightning
- When hit by the player at random it can strike lightning onto itself which will likely damage the player
- Has the same drops as a Tempest

New Hostile Mobs

- Added Zarnillys
 - A large hostile lizard mob found within in dens in the aether
 - It will try to bite you and spit poison snowballs at you which will inflict poison II and the inebriation potion effect on the player
 - They have solid armor and speed so be prepared if you encounter one while caving
 - They drop zarnillys scales and icestone on death
 - Found in icestone dens underground
 - They will not despawn on peaceful nor will they despawn if the player is far enough away like standard mobs
 - Immune to explosion damage
- Added Vulturnus
 - Looks like the Aether II 1.7.10 Zephyr
 - They are not as common as regular zephyr but are smaller and move in close to the player and knock them around
- Added Tempest
 - Will burn in the day
 - They will move in closer to the player and fire projectiles which will damage and slow the player down and will randomly strike their targets with lightning
 - They drop Storm Aerclouds and Tempest Cores on death
- Added Anzu
 - A hostile moa that is small in size but is fast and shoots faster than a cockatrice
 - They have little health though
- Added Cyro
 - A frozen blaze like mob that is found everywhere in the aether
 - Will melee attack the player but will go up in flames in the day
- Added Uro
 - Basically an Aether Creeper
 - They are faster and have more health than a regular creeper
 - They take longer to explode but their explosions are equal to an ender crystal explosion

- Added Aerca
 - A hostile aerwhale that burns in the day
 - They are fast and have alot of HP and deal lowish damage
 - Generally only encountered after the Sun Spirit is killed and the day-night cycle returns to the Aether
 - They drop Raw Aerwhale and Aerca Teeth on death

Dungeon Changes/Additions

- Sentries can spawn in all Bronze Dungeon variants naturally
- Battle Sentries can spawn in ancient, divine and unseen Bronze dungeons
- Aercenturions can spawn in divine and unseen bronze dungeons
- Valkyries can spawn in all Silver dungeons variants naturally
- Elite Valkyries and Zojzs spawn in divine silver dungeons naturally
- Cinerariums can spawn in all Gold dungeons variants naturally
- Uligos and Fallen Valkyries can spawn in Osmium dungeons naturally

New Bosses/Changes to Existing Ones

Ancient, Divine, and Unseen Bosses are variants of existing boss in Aether Legacy(Slider, Valkyrie Queen, and Sun Spirit); they exist as a way to add variation to each of the classic dungeons as each level will progressively get more difficult were the bosses will have new mechanics, summon new/existing aether mobs to aid them in battle, have more health/speed among other things

- Added Divine Sun Spirit
 - Far tougher comparing to the Ancient Sun Spirits
 - 50% more HP and deals far more damage
 - Moves slightly faster than standard and ancient sun spirits
 - Any amount of water in the boss room will evaporate
 - When low on health he will start spawning an insane amount of crystals(*thoughts on this addition for players with lesser PCs*)
 - He Spawns far more entities to assist him in battle when damaged
 - Will summon cinerariums and sun spirits minions to help him when damaged
 - Far more fire crystals will spawn as well
 - Now will set hellfire down around it
 - Spawns Hellfire Crystals now instead of regular fire ones, deals more damage
- Added The Urker
 - Boss is immune to explosion and projectile damage
 - A new boss found within the aether

- A Uro/Mage looking boss, must give him 6 osmium insignias before he will fight you(battle will start the moment you do this btw)
- When hit he will go invisible and gain speed
- If he hits the player he will grant you slowness II and weakness for a short time
- Moves fast and can spawn Uligos and Uros randomly when damaged
- Has a chance to release a massive explosion continuously which will only stop when the player is no longer in range. Note that this explosion is equal to a creeper explosion but the Urker will keep doing this without stopping
- For the new achievement “Electrified” you need to find a way to strengthen him and then defeat him. Note if you manage to figure out how to do this the boss will be significantly more difficult. Will deal more damage, get strength when hit for several seconds and its explosion is 3x as dangerous.
- Changes to all Sun Spirit variants
 - If the player has fire resistance it will no longer stop all incoming damage from the boss, only a small amount and stops them from being set on fire
 - Now will spawn multiple Hellfire Cinders in addition to Cinceriums and Fire Minions when damaged
 - Ancient and Divine Sun Spirit loot chests has been buffed so more loot will spawn in their chests to compensate for the missing second chest
- Changes to all Valkyrie Queen variants
 - Boss fight has been made more difficult
- Added Cyro Guardian
 - Boss of the Cobalt Dungeon
 - Acts like a hyper blaze but shoots of cyro projectiles that spawn coldfire when hitting the ground and will slow the player’s speed and mining speed when hit
 - Looks like a large buff blaze
 - Heals in Coldfire
- Added Elysian Dragon
 - Boss of the Palladium Dungeon
 - Looks like a massive dragon that will try to incinerate the player
 - Will strike lightning down around it when damaged at random
 - Summons Crystal Dragons to aid it in battle
 - Heals slowly when damaged

Changes to Existing Dungeons

- **Bronze Dungeon Changes**
 - There are now 4 different types of Bronze Dungeons(*standard, ancient, divine, and unseen*) which will be shown by the dungeon block the dungeon is built out of or what type of mossy holystone is at the entrance(*mossy, bloody, azure, or notched holystone*)
 - The branching rooms in the bronze dungeons now have more decoration
 - Depending on the variant of the dungeon sentries, Battle Sentries, or Aerceturions can naturally spawn
 - Spawners are also present in the branching rooms or in the boss room
 - The loot table for the chests within the dungeon have been changed to give more useful things based on the dungeon's difficulty
 - Naturally Ancient, Divine, and Unseen Bronze Dungeons are no longer lit so natural aether mobs can also spawn in them
 - Each dungeon variant are not equally common in world generation as the unseen variant is about 5-7 times rarer than the standard one
 - Divine and Unseen Bronze Dungeons generate at a lower y-level
- **Silver Dungeon Changes**
 - The y-level of the dungeon has been altered and technically the dungeon is rarer in world gen
 - The loot table for the chests within the dungeon have been changed to give more useful things based on the dungeon's difficulty
 - Valkyries naturally spawn in the standard and ancient silver dungeons
 - Elite Valkyries and Zojzs can be encountered in the ancient silver dungeon when walking on specific blocks
 - Elite Valkyries and Zojzs naturally spawn in divine silver dungeons
 - Depending on the variant glowstone could be replaced with arctic glowstone and ambrosium torches are replaced with ethereal torches in the boss room
- **Gold Dungeon Changes**
 - Fire no longer spawns within them, Hellfire is found on top of the netherrack
 - Divine level variants now have enchanted aether grass on top instead of regular and enchanted aether grass is found on top
 - Added slight design changes to the interior room
 - The Boss fight with the Sun Spirit is far more difficult, look at Sun Spirit Changes for more information

World Generation Changes/Additions

- Completely rewrote the ore and stone generation code
 - The aether stones now generate in large clumps like deepslate or granite would
 - Each of the aether stones will generate at specific y levels now
 - Changed the rarity of all the ores and where they generated
 - Ores will generate within them
 - The ores of the various aether stones will give slightly different drops upon broken with a fortune pickaxe
- Added purple, blue, dark blue, and greatroot trees to world generation
 - Trees have similar designs from Aether II while others have are modified to be taller or wider
- Large Aether Trees can generate now rarely
- New Generation for all berry bushes
- New tree variations from Aether II
- Added Carrion Flower, Burst Blossom, and Moonlit Bloom to World Gen
- New Quicksoil generation
 - It is a bit more common now
- **Added Cave Generation!**
 - Basically 1.7.10 cave generation but in the aether!
 - No longer will you have to suffer mining under islands or strip mining to obtain resources
- Brand New Aercloud Generation
 - All Aerclouds generate at specific heights now
 - And are a bit more spaced out
- All berries generate in smaller patches throughout the aether
- Golden Oak Trees are rarer in world generation
- **Added Osmium Dungeon**
 - The dungeon is quite rare, will likely cause a lag spike when it first generates
 - Think it is about 2 mansions in size
 - You have a chance to find one every 3000ish blocks in each direction(not mansion level rare but not easy to find)
 - Dungeon is inaccessible normally as there is no entrance
 - Option one is to beat the Cobalt Dungeon and obtain a confractus staff and use it to break the magic making the fuse stone unbreakable

- Fuse and Creeping stone is surprisingly weak to explosions - either use Aether TNT or lure an Uro to blow open an entrance into the dungeon(*You will have to do this multiple times to get to a higher floor using this manner and to get into the boss room*)
 - Massive structure double the size of silver dungeons
 - Structure is in similar design to silver dungeon from the exterior
 - The dungeon however is far rarer than any of the other dungeons
 - Difficulty is Gold+ dungeon level
 - Made up of Storm Aerclouds, Fuse Stone, Creeping Stone, and Caelestia Stone
 - The Dungeon contains chests, mimics, blocks of arkenium, zanite, ambrosium, and auralite as base loot
 - New aercloud types can also be found here
 - Inebriation, Freezing, and Creeping Aerclouds are found within the dungeon
 - Each cause massive debuffs to the player when walked into
 - Cannot be harvested with silk touch
 - Dungeon contains 3 new enemies
 - The Fallen Valkyrie, Elder Zarnillys, and Uligo
 - There are multiple Elder Zarnillys per Dungeon, they are basically minibosses
 - In the final chamber you will find the boss, the Urker
- Added Zarnillys Dens
 - Dens encased in icestone where Zarnillys are found within aether islands
 - 2 skyroot chests can be found within in and 3-5 Zarnillys
 - Only location other than the Osmium Dungeon where Zarnillys can be found
- Added Cobalt Dungeon
 - Difficulty is about silver dungeon level
 - Dungeon is similar to the bronze dungeon in design but with different types of the traps that will spawn cold fire above them and launch you into the air
 - In the final chamber you will find the boss, the Cyro Guardian
 - The entire dungeon is also like moving on ice, the dungeon is made up of oblitus stone, cyro stone, frozen quicksoil and regular quicksoil
 - Frozen quicksoil is only found naturally within this dungeon

- The loot is contains various riches but the main item to obtain here is the confractus staff which will allow the player to break locked blocks or break the magic on dungeon chests allowing them to pick them up
- Crystal Tree Islands generate higher up in the world and are rarer in generation
- Added Void Tree Islands
 - They generate upside down and near the bottom of the aether
 - Verdant Grass can be found here
 - They are found near the void in the aether and have a void tree growing on them
- Added green, purple, and pink aerclouds rarer in generation
 - Height will determine where they generate
 - Each aercloud has 2 other metadata types with slightly different textures
- Added Palladium Dungeon
 - Found floating high up in the aether around y=220
 - The massive dungeon is made up of mostly genesis stone and enchanted holystone
 - Various Piles of Zanite, Arkenium, Continuum, Gravitite, and Divinerall can be found scattered around the dungeon
 - The dungeon is infested with Irks that naturally spawn or are spawned by spawners in the dungeon
 - On random pedestals Elysian Dragon spawners can be found or they can be summoned by randomly walking around the dungeon
 - Elysian Chests can be found here with various loot or other surprises
 - Somewhere on in the Palladium Dungeon a shrine with an Elysian Totem in the center will be found, repair the shrine and right click the totem with the Elysian Dragon to begin the boss fight
-

Smaller Changes from Vanilla Aether Legacy

- Cockatrices are faster and more aggressive
- Zephyrs now have their own projectiles instead of snowballs which knock the player around more
- Zanite Ore is more common in World Generation
- Gravitite Ore is slightly rarer in World Generation
- Certain Block Breaking times have been increased to match their overworld counterparts

- Altered dungeon loot rarity and quantity for all dungeon chest loot tables
- Amount of ambrosium shards required to smelt items in the Enchanter has been decreased
- Aerwhales can be ridden if right clicked with an aether saddle
- Aerwhale code has been rewritten and they spawn far more often
- Golden Aercloud now will launch the player down like in Aether II instead of just making you unable to jump
- Added a bunch of new trivia relating to the new features added so far
- Fire crystals no longer can be destroyed by each other or by hitting specific mobs
- Added Aether II portal sounds
- Changed the breaking speed and blast resistance of many blocks
- Added new sounds for the Cockatrice
- Aether Tallgrass is enabled by default in the config
- Aerbunnies are now breedable with blueberries
- Changed name of certain blocks to better match vanilla's naming scheme
- All chests in world gen now use skyroot chests instead of normal chests
- Hammer of Notch is now found in the Gold Dungeon while the Hammer of Jeb is found in the Bronze Dungeon
- Recolored all the capes to match the 1.7.10 dye colors
- Nerfed Valkyrie Blade and Healing Stone
- [Completely Overhauled the achievement page for the aether, dozens of new achievements. The page will help guide you through the new additions as well as some challenges to complete.](#)

Texture Changes from Vanilla Aether Legacy

- Dungeon keys have new textures to match the what variant it is (*Credit goes to brickmasters2*)
- Icestone now has a new texture
- Golden Oak Logs have a new texture on the top and bottom to look like gold
- Candy Sword has a new texture to match the aether sword style

Bug Fixes from Vanilla Aether Legacy

- Aether Grass not growing to Aether Dirt with meta-data 1
 - *I do not care if this makes a duplication exploit with skyroot tools, it is not instant anyway as you need to wait for aether grass blocks to grow*
- Aechor Plants and Swets failing to spawn or are extremely rare
- All Aether Trees for some reason generated as structures(WHY?)

- *This caused extreme lag in world gen*
- Fixed valkyrie wings on the player not being 2d on the ends
- Aerclouds with metadata 1 having no collision
- Fixed the “already decorating” bug in server/client logs when generating new terrain
- Aerbunnies being unbreedable
- Fixed Swet launching the player up extremely high and being consumed when hit with a gravitite sword
- Fixed crash with the Essence of the Gods Mod
- Fixed other mods generating their flora on the aether grass blocks
- Fixed certain aether armors not displaying on armor stands
- Fixed major crash where the falling out of the aether with an active parachute and trying to return will hardcrash the game
- Removed the Cheese Strat commonly used against the Silder

Config Changes

- Added Option to disable the regen effect from Pink Aerclouds
- Added Option to enable players to place hellfire or coldfire in other dimensions other than the aether
- Added Option to remove blaze rod freezable recipe
- Added Option to disable purple, green, and pink aerclouds
- Added Option to disable the various aether stones
- Added Option to disable budding auralite crafting recipe
- Added Option to disable void tree generation
- Added Option to disable misc item degrading slowly over time while worn
- Added Option to make divinerite ingots easier to craft
- Added Option to make netherite ingots be required in the recipe to craft divinerite ingots if Et Futurum Requiem
- Added Option to craft various redstone and brewing crafting recipes with materials from the aether
- Lots of others are there just not listed