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## Minecraft hephaestus mod

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###Mod Information Minecraft version: [not specified] Hephaestus version: [not specified] Fabric Loader and API version/build: [not specified] Mod versions: HephaestusPlus (1000 downloads) Potential mod-related issue: [none specified] Steps to reproduce: [no steps provided] FML log: ForgeModLoader-client-0.log from the root folder of the client License: MIT License for code, textures, and binaries. You are allowed to use the mod in your modpack. Hephaestus add-on introducing new weapons, Arsenal, Spoiler, and More Info. Future plans include adding more variations, custom traits, and unique counterparts. Texture help - Septiral socials! Modpack restrictions: Modrinth only for HephaestusPlus. Reason: [none specified] To-do: \* Create custom textures for Mythic Metals materials \* Give each weapon a custom trait instead of using tinker's \* Add new weapon type twinblade \* Add new weapon type rapier Suggest on Github and use code TIGERBONES to get 25% off Bisect Hosting! Modrinth AppModrinth AppDescriptionGalleryChangelogVersionsHephaestusPlus has reached 1000 downloads! New content is being made, including Mythic Metals rebalance and TR Energy API modifiers. Crooks and Hand Hammers allow Hephaestus tools to mimic FabricaeExNihilo crooks/hammers. Mythic Metals introduces new materials for melee/harvest tools, each with its unique traits: Adamantite boosts damage by +0.75 per part; Aquarium reduces underwater mining penalty and increases speed; Banglum enables tunnel blasting; Carmot Synergy shortens and regenerates Carmot Shield cooldown; Celestium requires the tool's creator to wield it safely; Durasteel enhances durability and speeds; Hallowed stores souls for increased damage; Kyber amplifies light level-based damage; Metallurgium, like Celestium, demands its creator; Mythril adds upgrade slots; Orichalcum absorbs damage based on durability loss; Palladium inflicts Heat on mobs; Prometheus regenerates durability; Quadrillum mines faster at high altitudes and slower underground; Runite freezes mobs with a 10% chance per level; Star Platinum boosts attack speed; Stormyx strikes mobs with lightning, increasing during thunderstorms. A Legendary Banglum ability activates Banglum's Bang Bang. Carmot Shield abilities and boosters modify Hephaestus armor. Botania introduces materials for melee/harvest tools and one Bowstring, featuring traits like Crude Manashield, Manashield, Livingwood, Maintained, Stonebound, Elementium, Fairy Blessing, Garbage Collector, Terrasteel, Terraforma, and Manashot. This bowstring has the unique ability to craft arrows utilizing Mana, reminiscent of a Crystal Bow. Expect more content and additional features in the near future, including mod support from Botania, which served as inspiration for an upcoming trait.

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