

Uddercraft Update to 1.16.1

01 August 2020

You asked for it, we delivered! Uddercraft is upgrading to version 1.16.1 which will bring new mobs, new blocks, and new areas to explore!

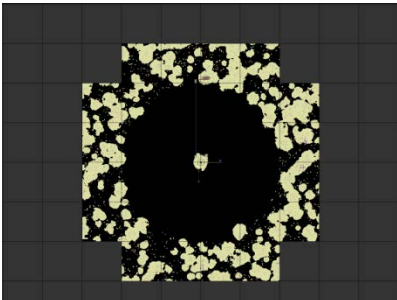
Moocifer has come and with him, the Netherpocalypse! From the depths of the Udderdark, Moocifer has rewritten the Nether with his own evil. Fiery wastes, fungal forests, spooky valleys, and deltas brimming with basalt now await you. You'll find creatures with lusts for blood and gold that once only lived in your nightmares. All of this and more await you in the new Nether! But wait, the Udderlord won't let all of your work be for naught. He managed to save the previous Nether and hide it away from Moocifer. To keep it hidden, it now only has one entrance and exit through Spawn, so that we may protect it from the evils of Moocifer. Good luck, adventurers, and be watchful. The eyes of Moocifer are everywhere...

UDDERCRAFT SPECIFIC

- Configuration files updated to support 1.16.1 plugins
 - Bed sleeping fixed
 - Weather handling fixed
 - Permissions updated
- The nether has been reset and will generate completely new with 1.16.1 biomes, mobs, and blocks
- A redesigned nether hub has been built in the new nether (thanks Prof!)
- The existing nether "Old nether" has been archived
 - It is now accessible through a custom portal at spawn



- Portals in the old nether go nowhere, you will need to use /spawn, /home, or /back to leave
- The end has been partly reset.
 - Land outside of the main island will generate when you explore bringing fresh end cities, shulkers, and loot!



- The jousting arena and other nearby builds have not been reset

MINECRAFT FULL

- The full 1.16 java update is documented here <https://feedback.minecraft.net/hc/en-us/articles/360044911972-Minecraft-Java-Edition-Nether-Release>