



Elements of Deception

Release Notes – Version 1.7.2

Date: 2025/06/27

Greetings, Scholars!

The Book of Fire has once again opened to reveal new pages!

This release is **FIRE!** (Literally!) On your next port in, you'll find new features added to the Fire World, changes to the Fire Element, and many annoying bugs scorched!

Additionally, we've made an important name change that you'll likely notice right away:
Energy is now **Mana**!

Check out the full details below!

What's New?

- **World Generation**

- New flat chunks have been added! Level layouts will now have more variety.
- In the distance, you'll start to see more trees, rocks, and other decorative elements.
- New "warping" enemies have found their way into the Fire World. Watch your back...
- There are now limits on how high or low you can go in the world.
- It's raining ashes! A new weather system has been added to the Fire World.

What Changed?

- **General**

- As we said above, **Energy** is now **Mana** everywhere in the game! This is a superficial change. Energy still works exactly how you remember!

Bug Fixes:

- **World Generation**
 - Decorative things like trees will no longer overlap.
- **Player**
 - Fire Elements will now burn you! Watch out!
 - The Explosion Element will no longer look like it's exploding repeatedly.
 - Fixed some behind-the-scenes issues with the Engulf Form.
 - You'll now accurately see how much fire damage you're taking.
- **UI**
 - No more UI flickering!
 - When moving through the Perks menu, the camera is much more smooth.

Known Issues:

- **AI**
 - The new "Warping" enemies sometimes go through walls. (Yikes!)
- **World Generation**
 - Worlds tend to go upwards more than down.
 - Fireballs in the new Fire World weather systems sometimes fall through the ground. (Oops? We didn't tell you about the new fireballs?)

Need Help?

- [Elements of Deception Official Forums](#) - Your go-to place for community discussions and tips.
- [Game Roadmap](#) - Want to know what's next? Look here!
- [Support Ticket](#) - Something broken? Report it here!

As always, thank you for reading, and ***Safe Porting!***

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