

Open and Free Source Multiplayer Voxel RPG 'Veloren' has a Huge 0.9.0 Version

Veloren the open-source multiplayer RPG developed by volunteers has just released a huge new version. Veloren is a multiplayer voxel RPG written in Rust. It is influenced by games like Cube World, Legend of Zelda: Breath of the Wild, Dwarf Fortress and Minecraft.

Veloren is now at a stage where there's a lot more to discover and do as the game evolves into a full-on experience. This is an important one as it continues laying the ground-work to allow future content to be added and is definitely worth a look.

Here are some highlights from 0.9.0:

- Added chat commands for inviting, kicking, leaving, and promoting groups
- Map indicators for members of groups
- Flying birds roam the globe
- Skill trees
- Initial support for alternate style keyboards
- Snow particles
- Basic NPC interaction
- Support for modular weapons.
- Saturation buff (healing from food) now queues up
- Coral reefs, kelp forests, and seagrass
- Item stacking and splitting
- Procedural trees (currently only oaks and pines are procedural)
- New bosses have been added to 5 lower dungeons
- New enemies in lower dungeons
- Merchants can trade their wares with players

There are many more. I'm just highlighting some things that are notable. There are numerous smaller improvements, plenty of bug fixes, performance enhancements as well as updates to the world generation and much more. This is one of the most exciting open-source games. It is expected to be very popular by the end of 2021.

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