

Elemental Affinity

- [Affinity System](#)
- [Air Affinity](#)
- [Fire Affinity](#)
- [Water Affinity](#)
- [Earth Affinity](#)

Affinity System

This page is unfinished! Here is a transcript of the patch notes and Discord Announcement until this page is properly formatted.

Elemental Affinity

Thanks to a new system, we are now able to buff Dragonforge stats whenever you gain Mastery in an Element.

Elemental Affinity buffs have been reworked to take advantage of this new system, providing more beneficial bonuses that properly interact with damage and stat bonuses from forge items.

As of this patch, the maximum mastery level is 25.

----- Air -----

Increase the fire rate of wands and staffs by 1% per level.

Reduces ability and spell cooldowns by 1% per level.

Amplifies spells that use this element by 1% per level.

----- Fire -----

Increases physical damage by 1% per level.

Increases damage to dungeon bosses by 1% per level.

Amplifies spells that use this element by 1% per level.

----- Water -----

Increases bow and autobow damage by 1% per level.

Increases autobow fire rate by 1% per level.

Reduces autobow reload time by 1% per level.

Amplifies spells that use this element by 1% per level.

----- Earth -----

Increases damage resistance by 1% per level.

Increases knockback resistance by 1% per level.

Amplifies spells that use this element by 1% per level.

Some items can grant bonus affinity in certain elements while equipped, however this only improves amplification for spells that use the same element and does not improve the above

Elemental Amplification

Gaining Affinity and Mastery in the elements will also amplify spells that use the same element, making them more powerful.



For example, an Air Spell such as "Whirlwind" from the True Aether Blade can

be amplified by Air Affinity.

Having 25 Affinity will amplify the damage of most spells of the same element by x1.25 (1% per point)

The Affinity Bars located on the right side of your hotbar will display your Elemental Amplification, as this is a combination of Elemental Affinity gained from both your Elemental Mastery and from equipping items.

Thanks to this, as another example, if you primarily use Fire based spells and wands, it may be beneficial to pursue mastery over Fire as well as items that grant you bonus Fire Affinity.

Discord Announcement Transcript

Major Update! @here

Greetings everyone, we are happy to announce the release of the new **Elemental Affinity** system for Dragonstone! This system is designed to expand a bit on the lore of Dragonstone, as well as provide everyone with something to do passively.

As you explore the world, mine underground, and fight monsters up close or at a distance, you will gain "Affinity" towards a certain Element of Reality. Once you gain enough, you will gain Mastery in that element. You may gain favor with the elements of **Air**, **Fire**, **Water**, and **Earth**.

Your Elemental Mastery will affect the strength of special abilities on Dragonforged items, especially new ones that are going to be released soon once the next dungeon is completed. You will also gain some very small stat bonuses based on your Elemental Mastery.

Your Elements may also have an influence over certain encounters in future dungeons...

View the original announcement here:

<https://discord.com/channels/574455026672730123/578459112099020820/886560032257368114>

Use the following commands while in-game to learn more about the Elements!

/affinity See how to gain Affinity for each Element, view your Elemental Affinities and how close you are to achieving Mastery.

/mastery View your Elemental Mastery and what stats are being influenced by your Elements.

/affinitytop View those who have the strongest bond with the Elements.

(Aliases: `/skills`, `/stats`, `/skilltop` - For those of you who prefer that instead)

Server Changes:

- Added Elemental Affinity System.
- Added a few new commands to go with this system.
- The previous `/stats` command is now `/statistics`.
- Modified the Affinity Viewer in the Dragon Forge to show Elemental Affinity gained from Dragonforged items separately.
- **Elemental Mastery is currently capped at Level 20.** We shall increase it in the future.
- Affinity gain from all sources is reduced until we find a healthy balance. Expect lots of tweaking in the coming weeks.
- Affinity gain from dungeons is heavily reduced until we find a healthy balance.
- We would greatly appreciate that any game-breaking ways to earn Affinity be reported via #tickets. You will, of course, be rewarded.
- Feel free to discuss the Affinity System and provide feedback both in the accompanying thread and in #server-discussion.

Dragonstone Resource Pack (v1.9.15)

- Added Elemental Affinity icons.
- Added a few more buff/debuff icons.
- Added some more secret [redacted] stuff that we cannot show yet.

Image

toothlessred7toothlessblue5toothlessgreen4toothlessgod6COGGERS2



Dragon 🐉 09/12/2021

Server Changes:

- Added Elemental "Affinity" to the Dragon Forge.
- This displays to you how much Affinity you have with each of the four Elements of Reality.
- At this time, your Elemental Affinity can be influenced by wearing and wielding Dragonforged items, as well as receiving Blessings or Curses.
- Each Element is tied to a different set of attributes. Please read the lectern directly underneath the Affinity display to learn what attributes each Element is tied to.
- Dragonforged items will now be structured around this Elemental system to help balance the many new items we have planned.
- At this time, Affinity exists to help you better understand your strengths within each Element, but does not have an impact on gameplay. In the future, your Elemental Affinity will define your character and influence some gameplay mechanics and interactions with other Elements, most notably within Dungeons and other PVE content.



Dragon 🐉 09/12/2021

Elemental Affinities:

The **Air** element governs quickness and intellect. Agility of both body and mind. Your mental capacity to collect and understand magic.

The **Fire** element governs your physical strength and ferocity, as well as the power of your attacks.

The **Water** element governs your perception, flexibility, strategy and stealth. Your ability to dance and flow around attacks with grace and land critical strikes.

The **Earth** element governs endurance, health and fortitude. The more you understand and imitate this element, the more patient and difficult to destroy you will become. (edited)



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