

# Wards

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# Dragon Ward

## Dragon Ward

### Magic Defense System

It remains from old Dragonstone slowly trickling in somewhere in most versions

### Cost

- 1 dragon shard
- 1 end crystal
- 20 obsidian
- 1 minute of your time

### How it Defends

It defends against phantoms shooting them down with beams of magic (costs 75 xp per pulse)

It weakens creepers explosions (previously also increased gunpowder drops unknown if it still works) (costs 3600xp per hr)

It disrupts endermens ability to steal blocks (costs 3600xp per hr)

Can mend items by spraying xp out onto the ground slowly (costs 36000xp per hr)

## Dragon Ward

🕒 Type: **Structure**

Wards are a totem structure that provide area effects. Dragon Wards are fueled using **experience points!** Once placed, right click the energy sign to add fuel!

Ward Abilities:

- + Equipped with DragonShield™ Phantom Air Defense.
  - » Cost: **-75\***/pulse | Range: **96** blocks
- + Reduces the explosion power of Creepers.
  - » Cost: **-3600\***/hour | Range: **64** blocks
- + Disrupts Endermen from displacing blocks.
  - » Cost: **-3600\***/hour | Range: **64** blocks
- + Drops experience orbs to passively mend items.
  - » Cost: **-36000\***/hour | Range: **64** blocks

Right Click to place a Dragon Ward at your location. Please ensure you are in an open area.  
Structure Size: **3x3x5** blocks.

**ARTIFACT** (Tier **V**)

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NBT: 21 tag(s)