

The Dragon Forge

This book contains detailed information and stats on every item and material that currently exists within the Dragon Forge.

- [Buffs & Debuffs - Master List](#)
- [Aether Forge](#)
 - [Aether Blade](#)
 - [True Aether Blade](#)
 - [Aether Bow](#)
 - [True Aether Bow](#)
 - [Aether Pickaxe](#)
 - [Aether Claw](#)
 - [Aether Axe](#)
 - [Angelic Axe](#)
 - [Aether Shovel](#)
 - [Gravedigger](#)
 - [Aether Wand](#)
 - [Aether Armor](#)
 - [Cloud Boots](#)
 - [Cirrus Boots](#)
 - [Aether Flint & Steel](#)
 - [Aether Shears](#)
 - [Aetherian Vengeance](#)
 - [Raven Wings](#)
 - [Dovahkiins Helmet](#)
- [Hellstone Forge](#)
 - [Hellstone Blade](#)
 - [True Hellstone Blade](#)

- [Forge Materials](#)
- [Dragon Helmets](#)
 - [Fire Dragon Helmet](#)
 - [Sea Dragon Helmet](#)
 - [Void Dragon Helmet](#)
- [Enchantment Codex](#)
 - [Soulbound](#)
 - [Tornado](#)
- [Wards](#)
 - [Dragon Ward](#)
- [Paragon Items](#)
 - [Night Dragon Wings](#)
 - [Storm Dragon Wings](#)
 - [Harbinger Horns](#)
- [Paragon Ascension](#)
- [The Spirit Forge](#)

Bufs & Debufs - Master List

Status Effects

This page contains a list of all currently known buffs and debuffs as well as their effects.

Stack Types

Buff Stacks typically multiply the effects of the buff by the number of stacks.

- Normal: When the status effect expires, all stacks are removed.
- Cascading: When the status effect expires, one stack is removed and the time is reset.

Bufs

Mana Surge



Info:

- Type: Buff
- Max Stacks: 1
- Stack Type: Normal
- Typical Duration: 5s

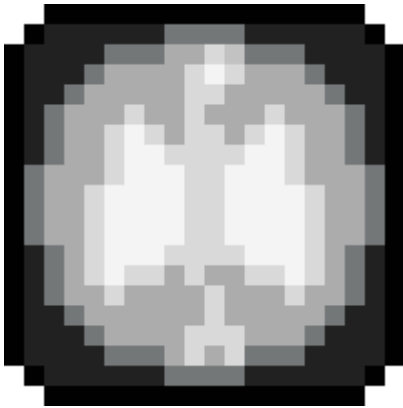
Effects:

- +200% Casting Speed
- +200% Mana Regen
- -50% PvP Damage
- Upon receiving this buff, 400% of your Max Mana is added to your mana pool.

Sources:

- Obtained by mining Aetherite Ore.

Nariel's Blessing



Info:

- Type: Buff
- Max Stacks: 1
- Stack Type: Normal
- Typical Duration: 4h
- Max Duration: Infinite

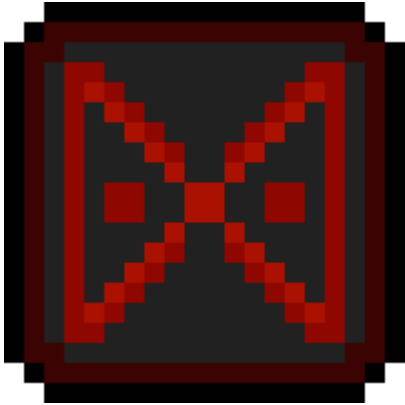
Effects:

- +10 Max Mana
- +0.2 Mana Regen
- +10% Movement Speed
- +10% Attack Speed

Obtained from Nariel in the Outpost Dungeon.

Debuffs

Cursed



Info:

- Type: Debuff
- Max Stacks: 10
- Stack Type: Cascading
- Typical Duration: 10 sec + (Difficulty% / 20)

Effects:

- -10% Attack Damage (All damage types)

Sources:

- Obtained when getting hit by any of the Corrupt Sorcerer's attacks during the Outpost boss fight.

Inferno Hex



Info:

- Type: DoT
- Max Stacks: 4
- Stack Type: Normal
- Typical Duration: 5 sec

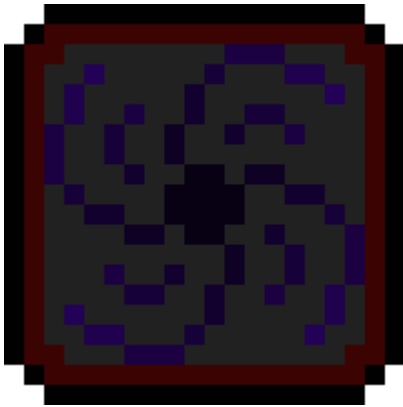
Effects:

- Players take 5% increased damage from all sources per stack. (max 20%)

Sources:

- Obtained when getting hit by most Hellforge Weapons.

Void Curse



Info:

- Type: Debuff
- Max Stacks: 1
- Stack Type: Normal
- Typical Duration: 30 mins
- Max Duration: Infinite

Effects:

- -10 penalty to all Elemental Affinities
- -10% Attack Damage
- -10% Movement Speed
- -0.5 Mana Regen

Sources:

- Obtained by falling into The Void.

Item Effects

Angelic Light



Info:

- Type: Buff
- Max Stacks: 1
- Stack Type: Normal
- Typical Duration: 20 sec + Air Affinity

Effects:

- +50% Weapon Damage

Sources:

- Obtained when attacking with the Angelic Axe. (1% proc chance)

Diggy Diggy Hole



Info:

- Type: Buff
- Max Stacks: 1 million
- Stack Type: Cascading
- Duration: While Equipped

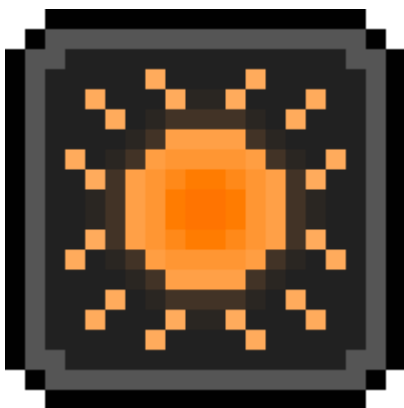
Effects:

- Special: Gain one stack of "Diggy Diggy Hole" per block mined.
- Special: Every 1000 stacks will grant +1 Haste Level.
- Special: Stacks decay over time. Stacks decay more quickly at higher levels.

Sources:

- Obtained when breaking/mining blocks while wearing a Dwarf Helmet.

Molten Flare Charge



Info:

- Type: Charge

- Max Stacks: 10
- Stack Type: Cascading
- Duration: 6 sec

Effects:

- Special: Increases the Spell Damage of "Molten Flare" by 10% per stack.
- Special: Increases the AoE Radius of "Molten Flare" by 0.5 blocks per stack.

Sources:

- Obtained by attacking an entity with the Molten Blade.

Magma Barrage Charge



Info:

- Type: Charge
- Max Stacks: 10
- Stack Type: Cascading
- Duration: 10 sec

Effects:

- Increases the quantity of projectiles spawned from "Magma Barrage" by 2 projectiles per stack.

Sources:

- Obtained when hitting an entity with an arrow fired from the Molten Bow.

Sky Dragon Flight



Info:

- Type: Buff
- Max Stacks: 1
- Stack Type: Normal
- Duration: While Enabled

Effects:

- Disables Mana Regeneration.
- Allows the user to hover in the air, held aloft by strong winds.

Sources:

- Obtained by activating the "Sky Dragon Flight" ability on the Sky Dragon Helmet.

Vengeance Charge



Info:

- Type: Buff
- Max Stacks: 7
- Stack Type: Cascading
- Duration: 17 sec

Effects:

- +0.5 Base Damage (max +3.5)
- +7% Movement Speed (max +49%)
- +1 Fire Affinity (max +7)

Sources:

- Obtained when killing an entity while in the Nether with the Aetherian Vengeance.

Void Negation



Info:

- Type: Buff
- Max Stacks: 1
- Stack Type: Normal
- Duration: Variable

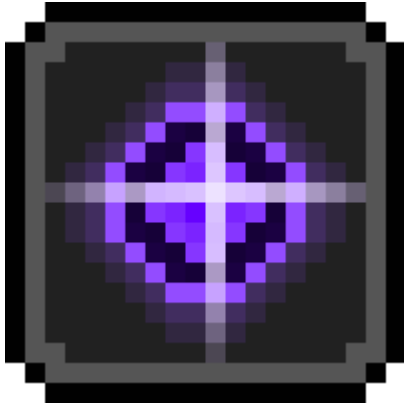
Effects:

- Rapidly converts the Void Curse debuff into Void Power.

Sources:

- Obtained from the Void Dragon Helmet while the user is afflicted with Void Curse.

Void Power



Info:

- Type: Buff
- Max Stacks: 1
- Stack Type: Normal
- Duration: 1 hour

Effects:

- +1 Mana Regen
- +25% Magic Damage
- +10% Dodge Chance
- +10% Movement Speed

Sources:

- Obtained from Void Negation if the user is afflicted with Void Curse.

Special Effects

Login Protection



Info:

- Type: Buff
- Max Stacks: 1
- Stack Type: Normal
- Typical Duration: 30s

Effects:

- +100% PvE Damage Resistance

Sources:

- Obtained when logging into Dragonstone to protect you from mobs while loading the server resource pack.

Newbie Buff (Mob Defense)



Info:

- Type: Buff
- Max Stacks: 10

- Stack Type: Normal
- Typical Duration: 10 min

Effects:

- +10% PvE Damage Resistance (max +100%)

Obtained when logging into Dragonstone for the first time. Starts at 10 stacks and slowly decays.

Newbie Buff (Speed)



Info:

- Type: Buff
- Max Stacks: 10
- Stack Type: Normal
- Typical Duration: 10 min

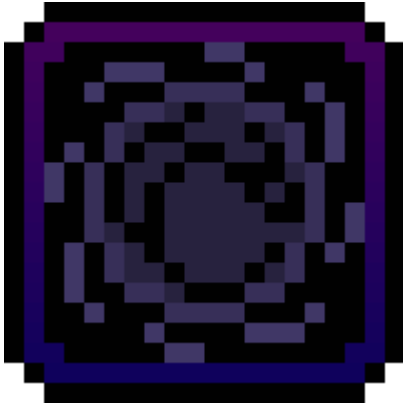
Effects:

- +3% Movement Speed (max +30%)

Obtained when logging into Dragonstone for the first time. Starts at 10 stacks and slowly decays.

Paragon Effects

Draconic Reactor Burnout



Info:

- Type: Debuff
- Max Stacks: 100
- Stack Type: Cascading
- Typical Duration: 1 min (per stack)

Effects:

- -1 Max Mana (max -100)
- -0.05 Mana Regen (max -5)
- -1% Magic Damage (max -100%)
- -1% Ability Cooldown Reduction (max -100%)

Sources:

- Obtained by running a Draconic Reactor at unsafe temperatures for too long. (Above 3000°C)

Draconic Reactor Heat



Info:

- Type: Buff
- Max Stacks: 5000°C
- Stack Type: Cascading
- Typical Duration: While Enabled

Effects:

- Generates stacks of Draconic Reactor Power above 2000°C.
- Generates stacks of Draconic Reactor Burnout above 3000°C.
- Causes a massive explosion at or above 5000°C.

Sources:

- Obtained while running a Draconic Reactor.

Draconic Reactor Power



Info:

- Type: Buff
- Max Stacks: 1000
- Stack Type: Cascading
- Duration: While Enabled

Effects:

- +0.02 Mana Regen (max +20)
- +0.1% Magic Damage (max +100%)
- +0.1% Ability Cooldown Reduction (max +100%)

Sources:

- Obtained by running a Draconic Reactor above 2000°C.

Harbinger's Grace



Info:

- Type: Buff
- Max Stacks: 20
- Stack Type: Normal
- Duration: 5 sec

Effects:

- +1% Parry Chance (max +20%)

Sources:

- Obtained by attacking an entity with the Harbinger Horns equipped.

Harbinger's Wrath



Info:

- Type: Buff
- Max Stacks: 1
- Stack Type: Normal
- Duration: 5 sec

Effects:

- +20% Movement Speed
- +20% Damage Resistance
- +25% Magic Damage
- +25% Melee Damage
- +40% Knockback Resistance

Sources:

- Obtained by attacking an entity while you have 20 stacks of Harbinger's Grace.

Harbinger's Hover



Info:

- Type: Buff
- Max Stacks: 1
- Stack Type: Normal
- Duration: While Enabled

Effects:

- Allows you to hover slightly above the ground.

Sources:

- Obtained by casting the "Harbinger Hover" ability with the Harbinger Horns.

Storm Charge



Info:

- Type: Charge
- Max Stacks: 100✂
- Stack Type: Normal
- Duration: While Equipped

Effects:

- Used by the Storm Dragon Wings to cast paragon abilities.

Sources:

- Obtained while wearing the Storm Dragon Wings. (Recharge: 1✂ every 4 sec)

Chaotic Charge



Info:

- Type: Charge
- Max Stacks: 30↗
- Stack Type: Normal
- Duration: While Equipped

Effects:

- Used by the Chaos Hammer to cast paragon abilities.

Sources:

- Obtained while the Kaos, Kaos! attached relic is equipped. (Recharge: 1↗ every 0.1 sec @ 4% chance)

Chaotic Frenzy



Info:

- Type: Buff
- Max Stacks: 1
- Stack Type: Normal
- Duration: While Enabled

Effects:

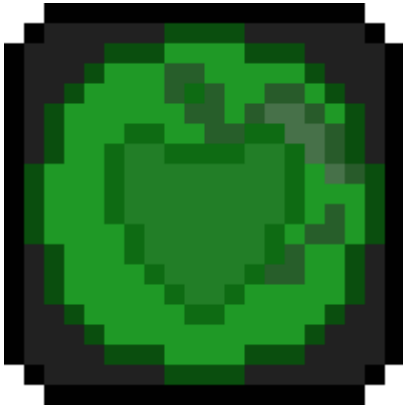
- Sets block chance to 0%
- +40% Movement Speed
- +200% Attack Speed
- +100% Knockback Resistance
- -50% PvP Damage

Sources:

- Obtained by activating the Chaotic Frenzy ability on the Chaos Hammer.

Secret Effects

Blessing of Compassion



Info:

- Type: Buff
- Max Stacks: 1
- Stack Type: Normal
- Typical Duration: ????
- Max Duration: Infinite

Effects:

- +20 Earth Affinity
- +0.3 Mana Regen

Obtained from Draconic Intervention.

Blessing of the Night Fury



Info:

- Type: Buff
- Max Stacks: 1
- Stack Type: Normal
- Typical Duration: ????
- Max Duration: Infinite

Effects:

- +99.99% Damage Resistance

Obtained from Draconic Intervention.

Sprite Cranberry



Info:

- Type: Buff
- Max Stacks: 1
- Stack Type: Normal
- Typical Duration: 10 minutes

- Max Duration: Infinite

Effects:

- +4 Max Health

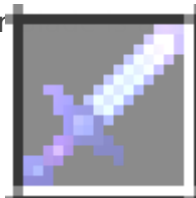
Obtained by drinking a Sprite Cranberry.

Aether Forge

Dragon add a description later

Aether Blade

The Aether Blade is a long starter weapon, likely one of the first forge weapons you will



encounter.

This weapon is highly recommended for use in dungeons thanks to the cone attack and slight vertical knockback which helps to slow groups of enemies from advancing.

Aether Blade

Mending

Tornado I

Looting III

Soulbound

🗡️ Type: Sword

⚔️ Attack Damage: 11

⚔️ Attack Speed: 1.6

👹 Undead Damage: +100%

👹 Demon Damage: +50%

⚔️ PvP Damage: 9.9

Special Abilities:

+ This blade swings in a wide arc.
» Damages multiple enemies at once.

+ Deals additional vertical knockback.

Blessed with Aether Magic.

Durability: 512 / 512

AETHER (Tier III)

Item Stats

- Type:
- Attack Damage:
- Attack Speed:

- Undead Damage:
- PVP Damage: -10%
- Durability:
- Tier: Aether I

Item Abilities

- Weapon damage is dealt in a 50° cone. This attack has a range of 5 blocks.
- The "Tornado" enchantment adds slight vertical knockback to your attacks.

Enchantments:

- Mending
- Tornado I
- Looting III
- Soulbound

How To Obtain

This item can be created at the Aether Forge, and can also be dropped as dungeon loot.

Forging Cost:

- 10x Aetherian Steel
- 10x Dragon Shards
- 10x Undead Essence
- 200x Gold Ingots
- 200x Birch Logs

Item History:

- Added in the Fifth Cycle (1.17)

Archived Images

Aether Blade

Mending

Tornado I

Looting III

Soulbound

⌚ Type: **Sword**

⚔ Attack Damage: **11**

⚔ Attack Speed: **1.6**

⚔ Undead Damage: **+100%**

⚔ Demon Damage: **+50%**

⚔ PvP Damage: **-10%**

Special Abilities:

+ This blade swings in a wide arc.

» Damages multiple enemies at once.

+ Deals additional vertical knockback.

Blessed with Aether Magic.

Durability: 512 / 512

AETHER (Tier III)

minecraft:netherite_sword

NBT: 32 tag(s)



True Aether Blade

Knockback II
Mending
Tornado III
Looting III
Soulbound

⦿ Type: **Sword**

✂ Attack Damage: 14
✂ Attack Speed: 1.6

⚔ Undead Damage: +100%
⚔ Demon Damage: +50%
⚔ PvP Damage: -10%

Special Abilities:

- ✂ Right Click to cast Whirlwind (2 sec) (8*)
 - » Summons wind that knocks back your enemies.
 - » Deals additional damage based on your Air Affinity.
- + This blade swings in a wide arc.
- + Deals strong vertical knockback.
- + While holding, gain +10% Speed

Blessed by the Dragon of the Seven Skies.
The Aether shines brightly from within this blade.
Go forth, and smite the armies of the dead.

Durability: 2048 / 2048

AETHER (Tier V)

minecraft:netherite_sword

NBT: 35 tag(s)

Item Stats

- Type:
- Attack Damage:
- Attack Speed:
- Undead Damage:
- PVP Damage: -10%
- Durability:
- Tier: Aether II

Item Abilities

- Weapon damage is dealt in a 50° cone with a 2 second cooldown. This attack has a range of 5 blocks.
- The "Tornado" enchantment adds strong vertical knockback to your attacks.
- Projectile damage deals +0.25 damage per degree of Air Affinity.
- +10% speed while holding.

How To Obtain

This item can be created at the Aether Forge.

Forging Cost:

- 1x Aether Blade
- 1x Aether Essence
- 20x Starlite Alloy
- 60x Aetherian Steel
- 60x Dragon Shards
- 100x Undead Essence

Item History:

- Added in the Fifth Cycle (1.17)

☐ (+0.50 dmg vs Undead, +0.20 dmg vs Players)

Item Changelog:

2/11/2022

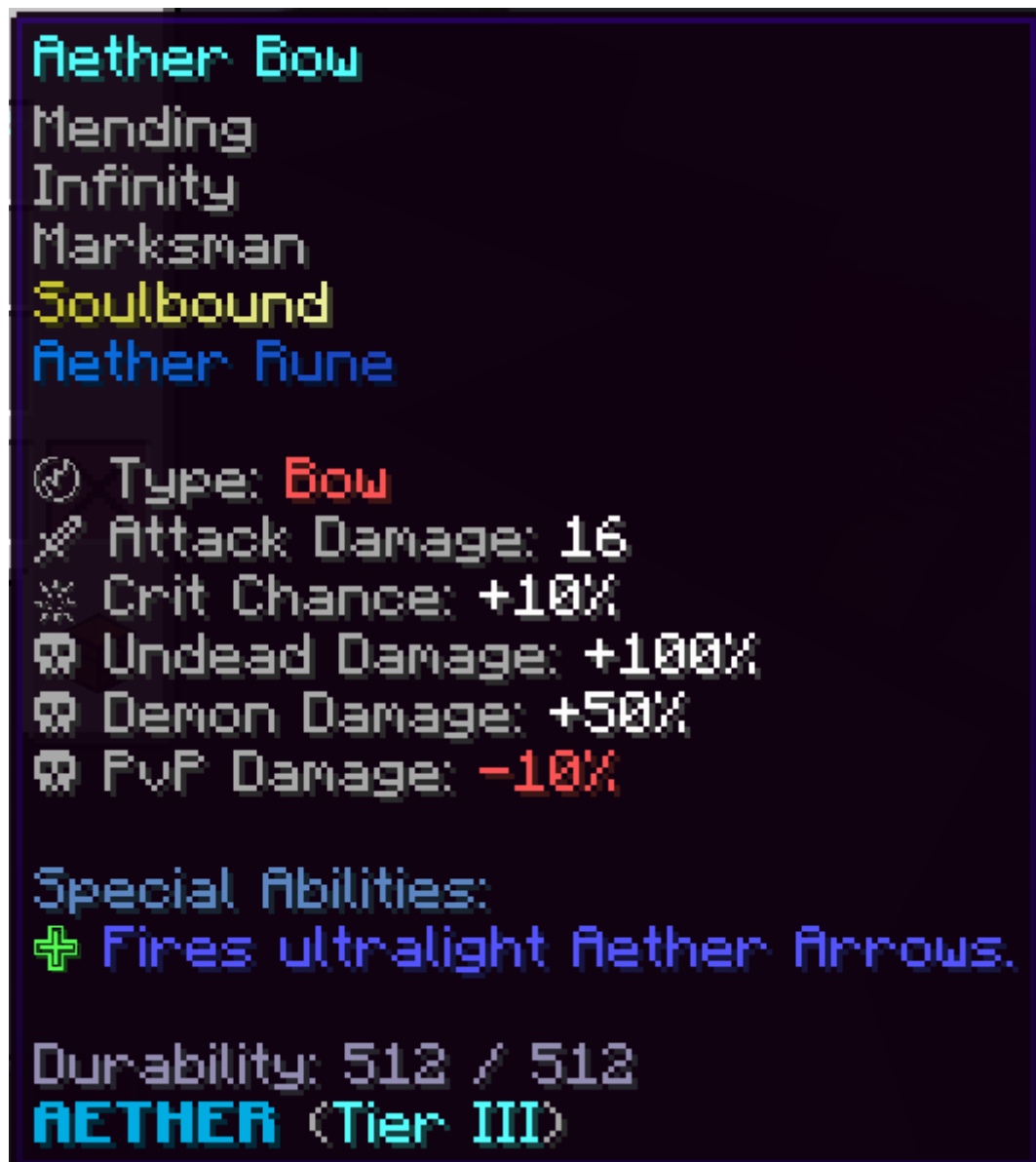
☐ Whirlwind projectile is now more accurate when aiming up and down.

Aether Bow



The Aether Bow is a powerful and highly accurate weapon.

Item Stats



- Type:
- Attack Damage:
- Crit Chance:
- Undead Damage:
- Demon Damage:
- PVP Damage: -10%
- Durability:
- Tier: Aether III

Item Abilities

- Fires ultralight Aether Arrows which have minimal drop over distance.

How To Obtain

This item can be created at the Aether Forge, and can also be dropped as dungeon loot.

Forging Cost:

- 5x Starlite Alloy
- 30x Aetherian Steel
- 30x Dragon Shards
- 40x Undead Essence
- 40x Diamonds
- 100x Sticks
- 100x Strings
- 100x Feather

Item History:

- Added in the Fifth Cycle (1.17)

True Aether Bow



The True Aether Bow is an upgraded version of the [Aether Bow](#). The most notable difference between the two is the increased damage, durability, projectile velocity, and piercing.

Item Stats

True Aether Bow

Mending

Pierce III

Infinity

Marksman

Soulbound

Aether Rune

⌚ Type: Bow

⚔ Attack Damage: 22

🏹 Arrow Velocity: x1.5

⚡ Crit Chance: +10%

🧟 Undead Damage: +100%

👹 Demon Damage: +50%

⚔ PvP Damage: -10%

Special Abilities:

+ Fires ultralight Aether Arrows.

+ Arrows can pierce up to 4 entities.

+ Reinforced string increases projectile velocity.

A powerful relic from the skies.

Once again shall the wind smite the dead.

Durability: 1024 / 1024

AETHER (Tier V)

- Type:
- Attack Damage:
- Arrow Velocity:
- Crit Chance:
- Undead Damage:
- Demon Damage:
- PVP Damage: -10%
- Durability:
- Tier: Aether III

Item Abilities

- Fires ultralight Aether Arrows which have minimal drop over distance.
- Arrows pierce up to 4 entities.
- Increased projectile velocity.

How To Obtain

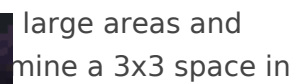
This item can be created at the Aether Forge.

Forging Cost:

- 1x Aether Bow
- 1x Aether Essence
- 25x Starlite Alloy
- 40x Dragon Shard
- 50x Aetherian Steel
- 150x Undead Essence
- 150x String

Item History:

- Added in the Sixth Cycle (1.18)



Item Stats

- Type:
- Attack Damage:
- Attack Speed:

- Undead Damage:
- Durability:
- Tier: [Aether II](#)

Item Abilities

- This tool channels the Aether to mine 3x3 blocks.
- Killing a mob with this pick will restore 10 durability

How To Obtain

This item can be created at the Aether Forge.

Forging Cost:

- 1x End crystal
- 1x starlite alloy
- 2x netherite ingot
- 20x aetherian steel
- 25x dragon shard

Item History:

- Added in the Fifth Cycle (1.17)

Aether Claw



The Aether Claw is an ungraded version of the [Aether Pickaxe](#). The most notable difference between the two is that the Aether Claw does not restore health on killing a mob.



- Type:
- Attack Damage:
- Attack Speed:
- Undead Damage:

- Durability:
- Tier: [Aether V](#)

Item Abilities

- This tool channels the Aether to mine 3x3 blocks.
- Killing a mob with this pick will restore 20 durability

How To Obtain

This item can be created at the Aether Forge.

Forging Cost:

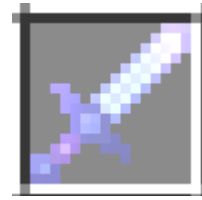
- 1x Aether Pickaxe
- 1x Aether Essence
- 20x Starlite Alloy
- 50x Dragon Shards
- 60x Aetherian Steel
- 100x Undead Essence

Item History:

- Added in the Fifth Cycle (1.17)

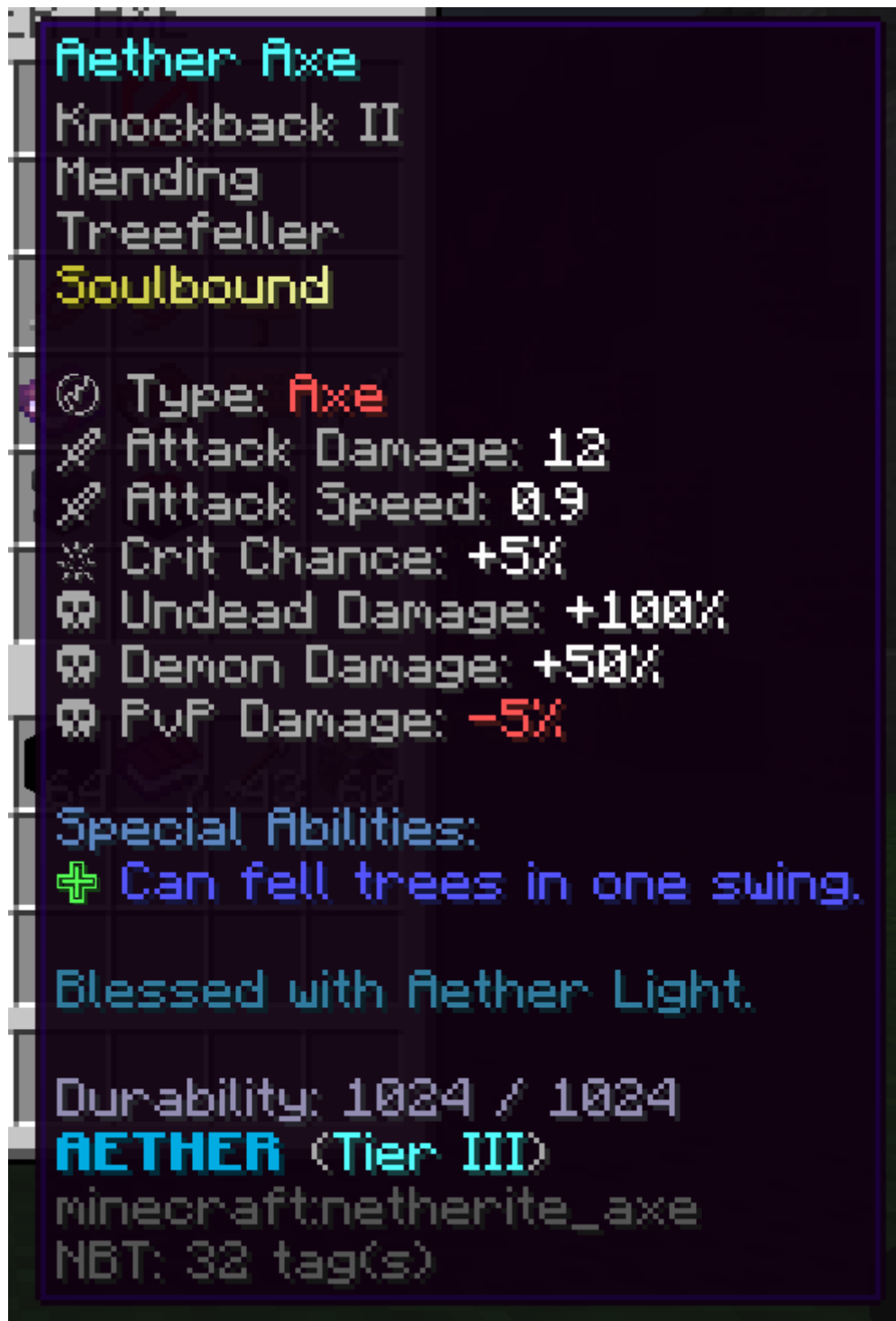
Aether Forge

Aether Axe



The Aether Axe is strong against trees and enemies alike.

This tool is very efficient at clearing trees quickly. It's ability to fell trees in one swing make it superior to a normal axe. The Axe is also helpful in fighting enemies, especially those armored, with its increased crit chance.



Item Stats

- Type:
- Attack Damage:
- Attack Speed:
- Crit Chance:
- Undead Damage:
- Demon Damage:
- PVP Damage: -5%
- Durability:

- Tier: [Aether III](#)

Item Abilities

- This axe can fell trees with one swing. All logs attached to the log broken will fall.
- The duration of the Angelic Light buff is increased by **+1 sec** per degree of True Air Affinity. (True Affinity does not include item bonuses, only /mastery is counted.)

How To Obtain

This item can be created at the Aether Forge.

Forging Cost

- 1x End Crystal
- 15x Aetherian Steal
- 20x Dragon Shards
- 25x Undead Essence
- 30x Diamonds

Item History:

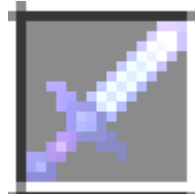
- Added in the Fifth Cycle (1.17)

Item Changelog:

Added scaling to buff duration based on true air affinity.

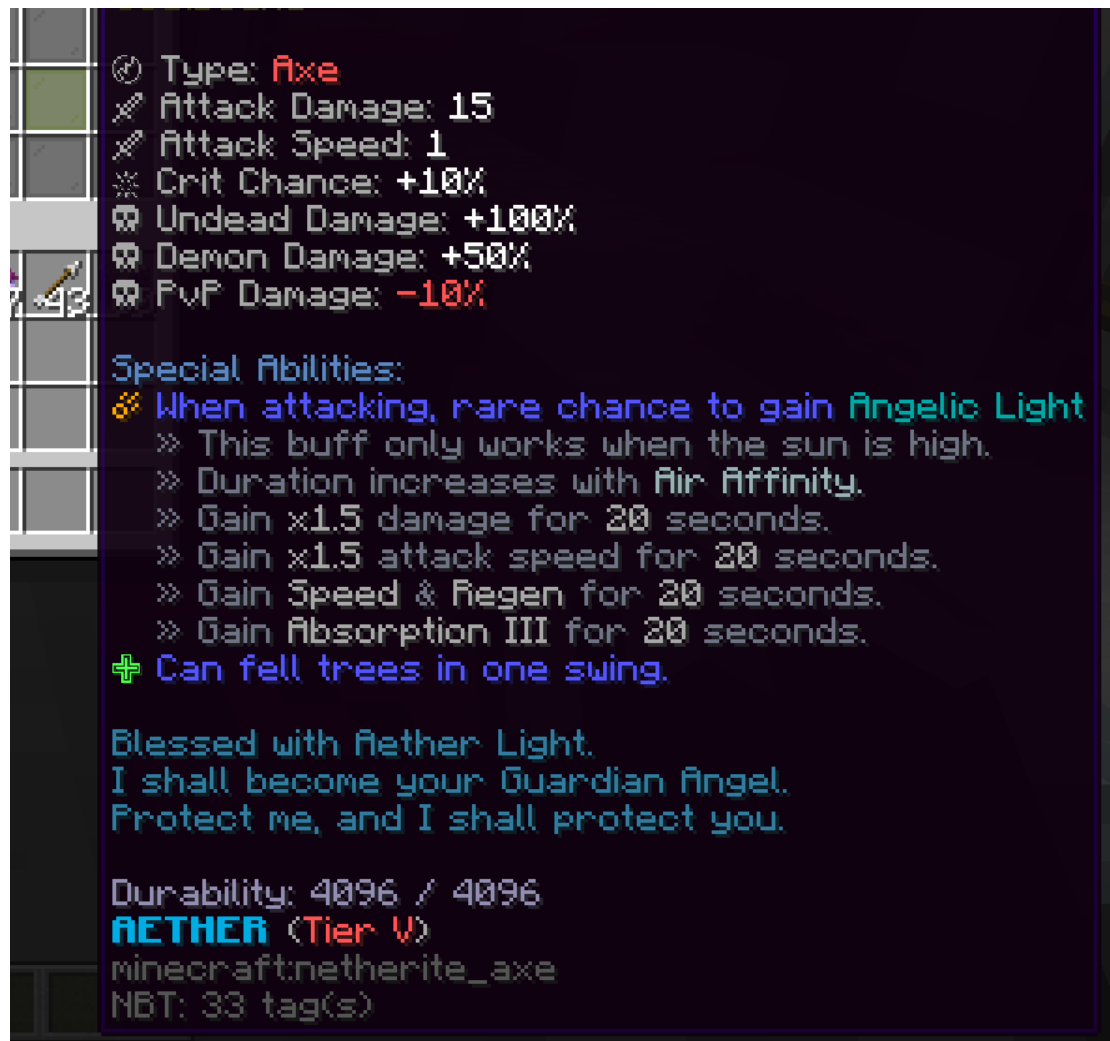
Aether Forge

Angelic Axe



The Angelic Axe is the upgraded version of the [Aether Axe](#).

The upgraded axe adds the buff Angelic Light which makes you stronger against enemies.



Item Stats

- Type:
- Attack Damage:
- Attack Speed:
- Crit Chance:
- Undead Damage:
- Demon Damage:
- PVP Damage: **-10%**
- Durability:
- Tier: **Aether V**

Item Abilities

- This axe can fell trees with one swing. All logs attached to the log broken will fall.
- Angelic Light buff is gained rarely when attacking
- Angelic Light buff gives these effects for 20 seconds each

- x1.5 Damage
- x1.5 Attack Speed
- Speed & Regen
- Absorption III
- The duration of the Angelic Light buff is increased by **+1 sec** per degree of True Air Affinity. (True Affinity does not include item bonuses, only /mastery is counted.)

How To Obtain

This item can be created at the Aether Forge.

Forging Cost

- 1x End Crystal
- 15x Aetherian Steal
- 20x Dragon Shards
- 25x Undead Essence
- 30x Diamonds

Item History:

- Added in the Fifth Cycle (1.17)

Item Changelog:

Added scaling to buff duration based on true air affinity.

Aether Shovel



The Aether Shovel is a tool that can quickly clear a large area of dirt, gravel, sand, etc. It is able to dig a 3x3 space from one center block with makes it highly efficient.

Aether Shovel

Mending
Tunneling
Soulbound

✔

Type: Tool

✂

Attack Damage: 4.5

✂

Attack Speed: 1

☠

Undead Damage: +100%

Special Abilities:

+

Channels the Aether for 3x3 digging.

+

Killing a mob restores 10 durability.

Durability: 512 / 512

AETHER (Tier II)

minecraft:netherite_shovel

NBT: 27 tag(s)

Item Stats

- Type:
- Attack Damage:
- Attack Speed:
- Undead Damage:
- Durability:
- Tier: Aether II

Item Abilities

- This tool channels the Aether to mine 3x3 blocks.
- Killing a mob with this shovel will restore 10 of its durability

How To Obtain

This item can be created at the Aether Forge.

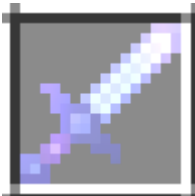
Forging Cost:

- 1x End Crystal
- 1x Starlite Alloy
- 2x Netherite Ingots
- 10x Aetherian Steel
- 15x Dragon Shards

Item History:

- Added in the Fifth Cycle (1.17)

Gravedigger



The Gravedigger is an upgraded version of the [Aether Shovel](#). The difference between the two is the increased damage, durability, and attack speed, bonus damage to creepers, and more durability restored



Gravedigger

Mending
Tunneling
Looting III
Defusion V
Soulbound

Type: **Tool**
Attack Damage: 5.5
Attack Speed: 2
Undead Damage: +100%

Special Abilities:
+ Deals 15 bonus damage to Creepers.
+ Channels the Aether for 3x3 digging.
+ Killing a mob restores 20 durability.

Durability: 2048 / 2048
AETHER (Tier IV)
minecraft:netherite_shovel
NBT: 27 tag(s)

Item Stats

- Type:
- Attack Damage:
- Attack Speed:
- Undead Damage:
- Durability:
- Tier: [Aether IV](#)

Item Abilities

- This tool channels the Aether to mine 3x3 blocks.
- Killing a mob with this shovel will restore 20 of its durability.
- Deals 15 bonus damage to Creepers.

How To Obtain

This item can be created at the Aether Forge.

Forging Cost:

- 1 Aether Pickaxe
- 1 Aether Essence
- 10 Starlite Alloy
- 35 Aetherian Steel
- 35 Dragon Shards

Item History:

- Added in the Fifth Cycle (1.17)

Aether Forge

Aether Wand

Aether Forge

Aether Armor

Aether Forge

Cloud Boots

Aether Forge

Cirrus Boots

Aether Forge

Aether Flint & Steel

Aether Forge

Aether Shears

Aether Forge

Aetherian Vengeance

Aether Forge

Raven Wings

Dovahkiins Helmet



Dovakiin's Helmet is the first old dshop helmet to come back into circulation.

Accompanying its return is several buffs.

Dovahkiins Helmet

Projectile Protection III
Respiration III
Protection III
Blast Protection III
Fire Protection III
Soulbound

⌚ Type: **Armor**

* Armor: +3

* Armor Toughness: +4

* Knockback Resistance: +25%

* Max Mana: +10

* Mana Regeneration: +0.5/s

📅 Spell Cooldown Reduction: +10%

🌀 Air Affinity: +5🌀

Special Abilities:

🔥 Sneak Left Click to cast Unrelenting Force 🌀 (45 sec) (20🌀)

» Your voice emits a powerful shockwave in a 30° cone.

» The shockwave deals 20 magic damage and heavy knockback.

» Deals x2 damage to hostile mobs.

✚ While wearing, gain +10% Speed

Your voice is thunder.

Blessed with powerful Aether Magic.

Durability: 4000 / 4000

AETHER (Tier VI)

Item Stats

- Type: **Armor**

- Armor:
- Armor Toughness:
- Knockback Resistance:
- Max Mana:
- Mana Regeneration:
- Spell Cooldown Reduction:
- Air Affinity:
- Durability:
- Tier: [Aether VI](#)

Item Abilities

- Use Sneak + Left Click to cast (available once every 45 seconds)
 - Deals 20 magic damage in a 30 degree cone with heavy knockback
 - Damage is doubled to hostile mobs
- Gain 10% speed boost while wearing

How To Obtain

This item can be created at the Aether Forge.

Forging Cost:

- 1x Aether Essence
- 3x Nether Star
- 20x End Crystal
- 10x Undead Essence
- 10x Cloud Essence
- 22x Aetherian Steel
- 22x Starlite Alloy
- 80x Dragon Shard
- 1000x Gold Ingot

Item History

- Existed in old dshop, but with far less abilities(1.15 and before)
- Current version added in the fifth cycle(1.17)

Item Changelog

- No changes have been made to Dovakiin's Helmet as of 1.19 Patch #1.

Hellstone Forge

Coming Soon...

Hellstone Forge

Hellstone Blade

Hellstone Forge

True Hellstone Blade

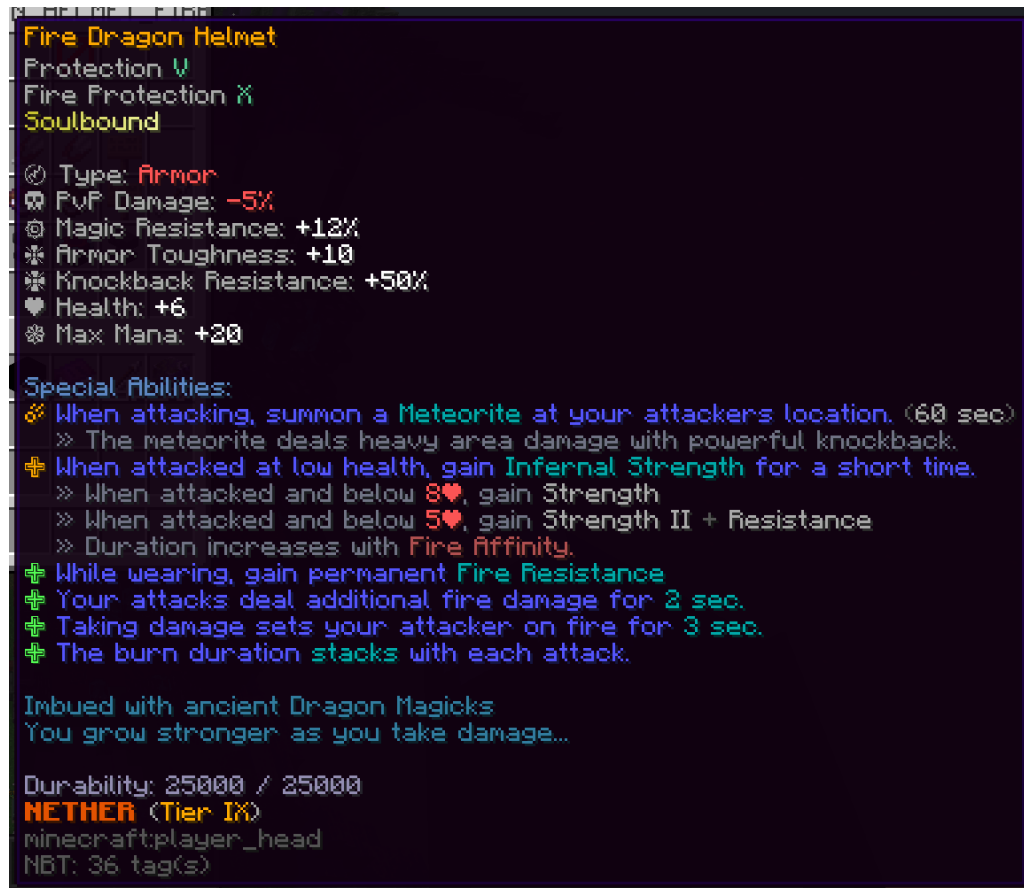
Forge Materials

Contains a list of all materials that can be used to create Dragonforged items.

Dragon Helmets

Powerful artifacts last forged in 1.15

Fire Dragon Helmet



Purchasable in 1.14 and 1.15 it remains from the era of dshop.

Stats

- Protection 5
- Fire Protection 10
- Soulbound*
- Hexed
- 25,000 durability
- 50% knockback resistance
- +6 hitpoints
- +20 mana

*All current Dragon Helmets are Spiritbound due to them being out of rotation for several cycles.

Abilities

- Can launch a meteorite at opponents (every 60 seconds)
- While wearing permeant fire resistance
- When below 8hp gain strength (temporary)
- When below 5hp gain resistance (temporary)
- Attacks deal additional fire damage (for 2 seconds)
- Taking damage sets your attacker on fire (for 3 seconds)
- Burn duration stacks

- The duration of low health buffs increases by ****0.5 sec**** per degree of True Fire Affinity.
- A stronger version of the low health buff is unlocked at the twentieth degree of True Fire Affinity.

How To Obtain

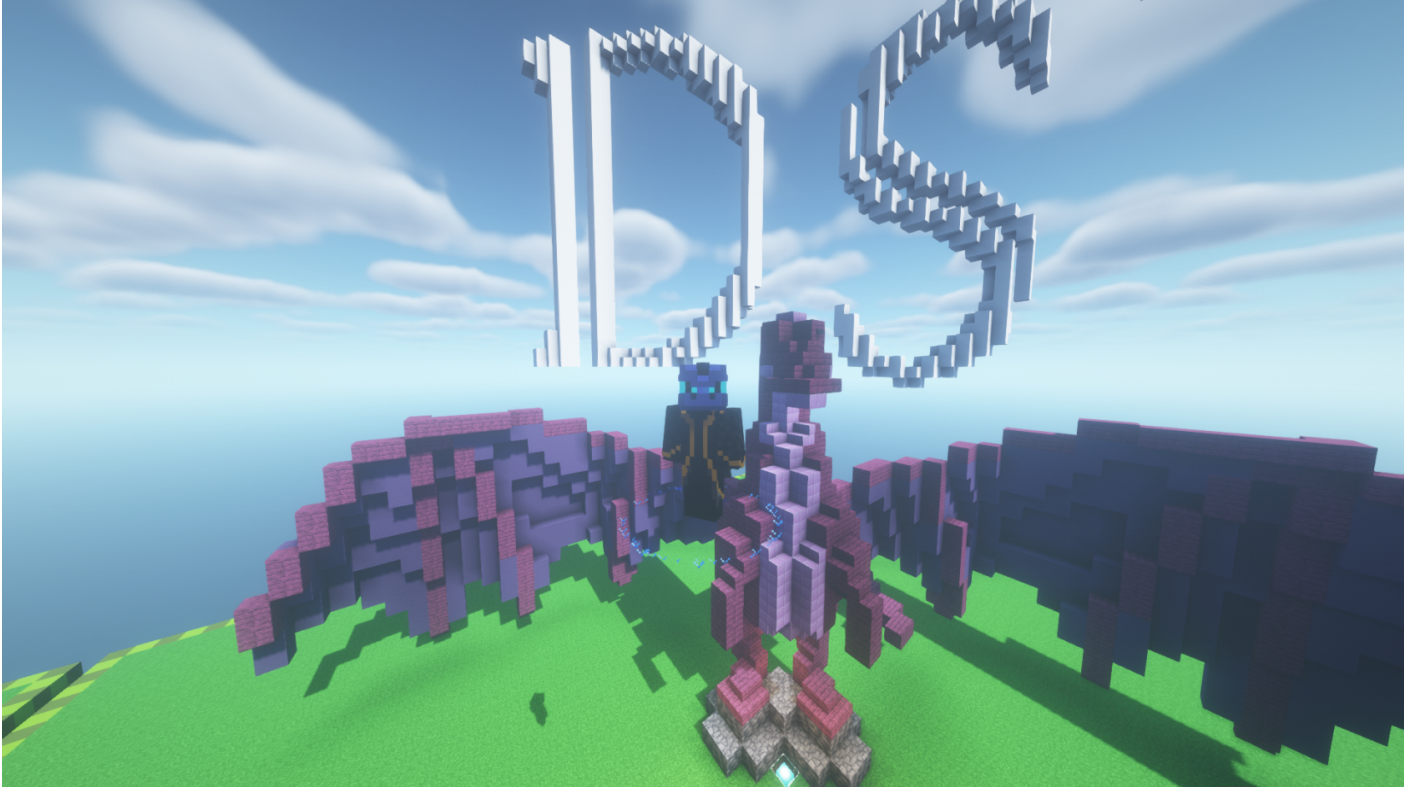
Unknown

Known Fire Dragons

- Usur
- Dwarf
- TheAlphaWolf (Alpha)
- more to be added



Sea Dragon Helmet



Purchasable in 1.15 it remains from the era of dshop. It is the second youngest generation of dragon selling out in under 48hrs.

Stats

- Respiration 5
- Aqua affinity
- Protection 5
- Depth strider 3
- Fire protection 10
- Spiritbound*(initially it was soulbound but in bring it into newer versions it became spiritbound)
- 20,000 Durability
- 50% knockback resistance
- +4 hitpoints
- +30 max mana

Abilities

- Torrent

- Summons a sphere of water around the user for 2 seconds
- Activates all water abilities for 7 seconds
- Cooldown of 30 seconds
- Uses 15 mana
- Aqua Dash
 - Grants dolphins grace for 1 second
 - uses 4 mana
- Greatly improved swim speed
- Permanent conduit power
- Grants strength 2 in water

☐ Your water buffs linger after leaving water for an extra **0.5 sec** per degree of True Water Affinity.

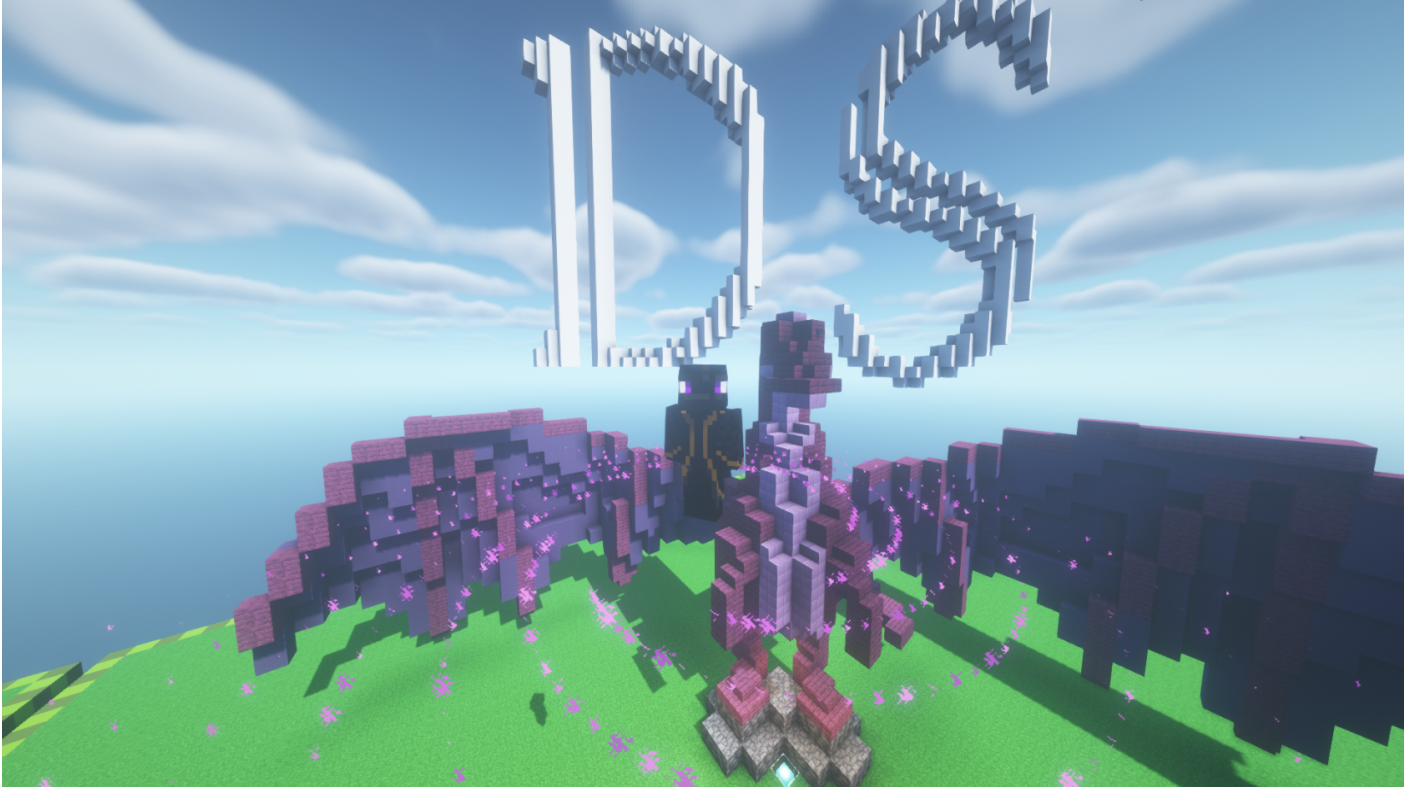
How To Obtain

Unknown

Known Sea Dragons

- Irontrooper205
- Nobody4831
- Imdummythinn
- Gouache

Void Dragon Helmet



Purchasable in 1.14 and 1.15 it remains from the era of dshop. Player at the time deemed it not as valuable as other dragon helmets and never sold out but was discontinued.

Stats

- Magnetic 5
- Protection 5
- Fire protection 10
- Spiritbound*(initially it was soulbound but in bring it into newer versions it became spiritbound)
- Hexed
- 25,000 Durability
- +3 armor
- 50% knockback resistance
- +4 hitpoints
- +50 max mana
- +0.5 mana regeneration

Abilities

- Void Bolt
 - When attacked fire a bolt towards them (20 second cooldown)
 - Contact causes damage and blindness
- Deal 10% more damage on certain mobs
 - Undead
 - Demons
 - Spirits
 - Wards
 - Dungeon bosses
- While wearing items are pulled towards you
- Chance to dodge incoming attacks

How To Obtain

unknown

Known Void Dragons

- Luxeflambeaux

Enchantment Codex

This section lists all custom enchantments you may encounter on Dragonforged items and materials.

Soulbound

The Soulbound enchantment exists on almost every Dragonforged item.

This enchantment causes you to keep the enchanted item on death, remaining in your inventory on respawn.

Tornado

The Tornado enchantment adds a small amount of vertical knockback to your weapon. This effect scales with enchantment level.

Wards

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)

minecraft:green_glazed_terracotta

NBT: 21 tag(s)

Paragon Items

Night Dragon Wings

It was added in [redacted] version

Stats

- [redacted]
- [redacted]
- [redacted]
- [redacted]
- [redacted]
- [redacted]
- [redacted]

Abilities

- [redacted]
- [redacted]
- [redacted]
- [redacted]
- [redacted]
- [redacted]

How To Obtain

Impossible

Known Night Dragons

- Draak-Kin

Storm Dragon Wings

It was added in [redacted] version

Likely the newest discovered dragon

Stats

- [redacted]
- [redacted]
- [redacted]
- [redacted]
- [redacted]
- [redacted]
- [redacted]

Abilities

- [redacted]
- [redacted]
- [redacted]
- [redacted]
- [redacted]
- [redacted]

How To Obtain

Impossible

Known Storm Dragons

- Mentos

Harbinger Horns

It was added in [redacted] version

NOT A MOD

Stats

- [redacted]
- [redacted]
- [redacted]
- [redacted]
- [redacted]
- [redacted]
- [redacted]

Abilities

- [redacted]
- [redacted]
- [redacted]
- [redacted]
- [redacted]
- [redacted]

How To Obtain

Impossible

Known Holder

- Tartaglia

Paragon Ascension

How does one become a Paragon?

Each cycle, we may choose to grant one Soul a Paragon Ascension.

In order to become a Paragon, one must amass a great deal of magical power. This allows you to become the Paragon of an element, not limited to the base four elements of reality.

In order to have enough magic to perform a Paragon Ascension, one must gather the following:

- **One Thousand (1000) Dragon Shards.**
- **Must be in good standing with the Spirits of Dragonstone.**
(Cannot have the "Do Not Support" role on discord which is obtained from participating in Dishonorable Actions)

Upon reaching this amount of shards within your horde, you may open a discord ticket to commune directly with the Spirits of Dragonstone.

Using this power, a powerful and unique Paragon Item will be created in your image, allowing you to become the Paragon of an element, or of another material or characteristic.

EXAMPLES:

- Fire
- Order
- Charity
- Gold

The Spirit Forge

The Spirit Forge is a new addition that replaces a previous system called "Spirit-Binding".

In the past, players could Spirit-Bind an item at the end of a cycle (mc version) to keep that item through a server reset. This allowed you to start the next cycle with the item you chose to bind, helping to reduce the grind at the start of each new cycle. The number of items you could bind increased by 1 for each cycle you experienced.

Now, we have the Spirit Forge which is essentially a way to re-create items you have crafted in the past at the Dragon Forge.

For example, if you make Raven Wings at the Aether Forge, the Raven Wings become permanently unlocked in the Spirit Forge, allowing you to create them again at the Spirit Forge without having to gather the materials again. By default, max enchanted netherite items are unlocked for all players, so even if you've never made a forge item before, you can still get something.

At the start of each cycle, you are given an intangible item called "Draconic Essence".

The Spirit Forge consumes one Draconic Essence to re-create any item of your choice, as long as you have actually crafted/forged the item at least once in the past. Any Draconic Essence spent at the Spirit Forge is refunded at the start of the next cycle.

Here is a chart showing how much Draconic Essence you will receive, based on the number of cycles you have experienced.

Cycles	Essence
I've played for one cycle. (This is my first reset)	2
I've played for two cycles.	3
I've played for three cycles.	4
I've played for four cycles.	5
I've played for five cycles.	6
I've played for six cycles.	7
I've played for seven cycles.	8
I've played for eight cycles.	9
I've played for nine cycles.	10