

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

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