

Dragonstone Changelogs (1.19)

Here you can find all current and previous patch notes and changelogs for The Seventh Cycle!

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Dragonstone Changelogs (Pre-1.19) #1

??? Patch Summary ???

May 18th, 2022

Greetings everyone, with us now being in the end stages of the Sixth Cycle, we have prepared a large patch with several changes. This is part one in a series of updates which will bring many changes to Dragonstone in preparation for the Seventh Cycle. These changes are being released early to give everyone time to decide on items to spirit-bind and carry into the next cycle. As always, please report bugs to us via #issues or #tickets! We appreciate your reports.

Patch Summary:

- Elemental Affinity improvements with more worthwhile buffs.
- Balance changes and reworks for many forge items.
- Item abilities now display which element the spell belongs to.
- Improvements to item descriptions, added buff icons directly in item lore.
- Aether Essence forging time reduced, more forge cost changes in the next cycle.
- Complete rework of Mendstones to make them easier to use.
- Higher tier Mendstones are now stackable.
- Added **/soul** to view your forge stats.
- Introduction to Paragon Items.

Coming Soon:

- Lightweight Team/Clan System.
- Turret Wards to defend your base from unprepared raiders.
- Removal of the Peaceful Player system.
- Brand new mob arena style dungeon.
- Improvements to existing dungeons.
- An actual use for Draconic Essence.
- Portable Ender Chest.
- New forge items.

Dragonstone Official Resourcepack v1.9.98

- Added new buff icons.
- Added some new textures for upcoming items.

Elemental Affinity Changes

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.

[Click here to read more about Affinity!](#)

----- Air -----

Reduces anvil costs by 1% per level.
Reduces spell and wand cooldowns by 1% per level.

----- Fire -----

Increases physical damage by 1% per level.
Increases damage to dungeon bosses by 2% per level.

----- Water -----

Increases bow damage by 1% per level.
Increases health regeneration by 1% per level.

----- Earth -----

Increases damage resistance by 1% per level.
Increases knockback resistance 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 stats.

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.

Dragonforge Balance Changes

Global Changes

- Removed PVP nerf from all armor pieces, including Dragon Helmets.
- Reduced Affinity Bonus on most armor pieces.
- Aether Tools no longer repair on kill due to making mendstones more easily accessible.
- Unobtainable forge items from previous cycles can now be fully repaired with a Draconic Mendstone.

Aether Blade

- Reduced PVP damage from 10.5 --> 9.9

Aether Axe

- Increased attack speed from 0.9 --> 1.0
- Reduced PVP damage from 11.4 --> 10.8

Angelic Axe

- Increased attack speed from 1.0 --> 1.1
- Reduced PVP damage from 14.25 --> 13.5

Developer Comments:

With peaceful being removed and Dragonstone taking more of a PVP focused turn this cycle, we decided to rebalance forge items to ensure they are balanced in player vs player combat.

True Aether Blade

- Reduced PVP damage from 13.3 --> 12.6
- Removed movement speed bonus. (10% --> 0%)
- Whirlwind ability damage is now amplified by [Air Affinity](#).

Developer Comments:

This item has remained one of the strongest items in both dungeons and combat for quite some time. We have decided to make some tweaks to this item to ensure it does not become too powerful with the new changes to the Affinity system. Whirlwind now scales with elemental amplification and cooldown reduction granted by Air Affinity rather than directly increasing base damage.

Aether Bow

- Reduced undead damage bonus from x2.0 --> x1.8

Developer Comments:

The Aether Bow has been performing a bit above it's tier level since the last buff, we have scaled it back slightly to ensure its power level remains consistent with other items of the same tier.

True Aether Bow

- Reduced undead damage bonus from x2.0 --> x1.5
- Reduced arrow velocity bonus from x1.5 --> x1.2

Developer Comments:

This bow has been very strong since release, especially since the last round of buffs. We did not want to nerf the piercing as that is arguably the most fun part of using this bow, so instead we toned down the undead damage to ensure future dungeons don't become too easy. This bow can still one-shot many lower level dungeon zombies, and with Water Affinity granting bonus damage to bows, you will be able to easily recover the lost damage. We have also toned down the arrow velocity a bit out of concerns for player combat, as the zero-gravity arrows make this bow very easy to land long-distance shots with.

Aether Wand

- (Red Aether Focus) Reduced damage bonus from 4.0 --> 3.0
- (Red Aether Focus) Reduced PVP damage bonus from 3.2 --> 2.4

Developer Comments:

The Aether Wand was found to be extremely overpowered in combat with Aether Armor when fitted with only red focus gems during testing. These changes should hopefully bring it down to a more reasonable level, however we will be keeping a close eye on this item.

Aether Claw

- Durability increased from 4096 --> 8192

Developer Comments:

Although this pickaxe is already very strong, it is quite expensive and still runs out of durability more quickly than we would like. We have doubled it's durability (for the third time) to hopefully make it worthwhile to use.

Gravedigger --> Aether Excavator

- Renamed to Aether Excavator

Developer Comments:

We have decided to rename this item to free up the name for use on a future item.

Aetherian Vengeance

- Increased vengeance stack duration from 7 sec --> 17 sec.

Developer Comments:

This weapon is fun to use in the nether, however we felt that the stacks decayed too quickly to be viable. This change should make it easier to get some value out of the Vengeance buff.

Raven Wings

- Added "Ascend" ability (3* mana, 0.5 sec) which allows you to flap your wings to ascend slightly while gliding.
- The strength of "Ascend" is amplified by [Air Affinity](#).
- Removed magic damage bonus. (10% --> 0%)

Developer Comments:

With the addition of Aether Armor, we have decided to shift the focus of Raven Wings more towards utility instead of magic power. This new ability will allow you to soar to new heights and conserve fireworks when flying. It is also very simple to use, simply tap your sneak key while gliding to flap your wings. Air Affinity makes your wings more powerful, giving you more height per flap.

Spirit Elytra

- Changed enchantment Unbreaking III --> Unbreaking I

Developer Comments:

Due to the self-repairing enchantment on the spirit elytra, the item effectively had infinite durability because it would repair faster than it could be damaged. Reducing the level of the unbreaking enchantment should bring it more in line with the durability of a standard max-enchanted elytra.

True Void Bow

- PVP Damage increased from 18.75 --> 20.0
- Void Rifts are now summoned if the arrow hits a block or an entity.
- Landing a successful hit will no longer consume durability.
- This weapon is now two-handed.

Developer Comments:

The True Void Bow is an old item that some players were able to last forge in the Third Cycle (1.15). It has been out of rotation for quite some time, however we plan on bringing it back later in the future. We have decided to give it a small combat buff to ensure it remains competitive with the other available bow options.

Dwarf Helmet

- Added "Dwarven Spirit" ability which grants you Haste X and a movement speed bonus. This consumes 1* (Aspect) per second and requires a minimum of 10* to use.
- The helmet generates 1* every 10 seconds and can store up to 100*
- Reduced knockback resistance from 65% --> 30%
- Removed dynamite explosion when attacked.

Developer Comments:

The Dwarf Helmet is an old item that some players were able to last forge in the Third Cycle (1.15). It has been out of rotation for quite some time, however we plan on bringing it back later in the Seventh Cycle. We have decided to give it a rework to make it more worthwhile to obtain.

Void Dragon Helmet

- Added "Void Negation" ability which allows you to negate the effects of Void Curse and instead turn it into a useful buff. This consumes 1* (Aspect) per second while negating.
- The helmet generates 1* every 10 seconds and can store up to 100*
- While negating, void curse depletes 20x faster and you regenerate 1 HP/sec.
- Void Curse is turned into Void Power which grants a bonus to magic damage, dodge chance, movement speed, and mana regeneration.
- Added permanent Night Vision.
- Increased dodge chance from 6% --> 10%

- Reduced max mana from 50 --> 40
- Removed mana regeneration. (0.5 -->0.0)
- Removed "Void Bolt" ability.

Developer Comments:

The Void Dragon Helmet is an old item that some players were able to last forge in the Third Cycle (1.15). It has been out of rotation for quite some time, however we plan on bringing it back later in the future. We have decided to give it a rework to ensure it's power level is consistent with the other Dragon Helmets.

Harbinger Horns (Paragon Item)

- Reworked "Harbinger Bolt" (Paragon Ability) to summon an aqua beam that instantly hits the targeted location for 6 magic damage and x1.5 damage on headshots.
This consumes 5* (Aspect) and 5* (Mana)
- The horns generate 1* every 10 seconds and can store up to 100*
- Reduced physical damage bonus from 50% --> 25%

Developer Comments:

Some tweaks are being made to this item to ensure it remains balanced but also powerful as a Paragon Item.

(Bound to: ImDummyThinn)

Storm Dragon Wings (Paragon Item)

- Added "Eternal Storm" (Paragon Ability) which summons a powerful storm field around you which zaps and debuffs nearby enemies while also granting buffs to your magic damage, movement speed, and mana regeneration.
This consumes 2* (Aspect) per second and requires a minimum of 10* to use.
- The helmet generates 1* every 10 seconds and can store up to 100*
- Dragon Wings (Ability) now costs 5* instead of * mana.
- Increased fall resistance from 50% --> 80%
- Reduced max mana from 80 --> 50
- Removed armor (4 --> 0)
- Removed knockback resistance (50% --> 0%)
- Removed mana regeneration (1.0 --> 0.0)
- Removed "Infernal Strength" passive ability.
- Removed "Smite" ability.

Developer Comments:

This item was reworked to ensure it remains balanced but also powerful as a Paragon Item. Previously this item was a bit too strong as it could smite far away players with heavily damaging totem-piercing lightning just by looking at them. These changes should bring it more in line with

how powerful we want Paragon Items to be while keeping it fair.

(Bound to: METOOCOOL)

Usur Sword

- Reduced attack damage from 999 --> 888

Developer Comments:

The usur sword has a higher winrate than we would like in competitive play, so we have decided to reduce the damage output slightly to ensure it is not as meta-defining, but still viable for competitive play.

Forging Cost Changes

Most changes to forging costs will be done in the next cycle. For now though, we are pushing the most requested changes immediately.

Aether Essence

- Reduced forging time from 3 days --> 1 day

Developer Comments:

This was originally meant to be a sort of "pity timer" for those who got unlucky with dungeon drops, however with the loot pool being diluted by new items, it is quite rare to see one of these drop in a dungeon nowadays.

Mendstones Reworked!

All mendstones now work on all items of the same element, and will repair a percentage of the item's durability rather than a fixed amount. Higher tier mendstones will repair a higher percentage of durability.

Aether Mendstone ??????

- Repairs 25% of the item's total durability.

- Can now repair all Aether items.

Aether Mendstone ?????

- Repairs 50% of the item's total durability.
- Can now repair all Aether items.

Aether Mendstone ?????

- Repairs 80% of the item's total durability.
- Can now repair all Aether items.

Aether Mendstone ?????

- Repairs 50% of the item's total durability.
- Can now repair all Aether items.
- This item is now stackable.

Aether Mendstone ?????

- Repairs 100% of the item's total durability.
- Can now repair all Aether items.
- This item is now stackable.

Paragon Items

In past cycles, it was possible for someone to spend a large sum of dragon shards to obtain a unique and powerful Tier X item. Only one of these items were created each cycle. These are now known as Paragon Items.

Once per Cycle, there will be one "Paragon Ascension" available in the Dragon Forge. This item requires a massive amount of Dragon Shards to obtain. The wielder of this item will be able to commune directly with the Aspects of Dragonstone, who will use the immense magic stored within to create a Paragon Item in their image.

Dragonstone Changelogs (Pre-1.19) #2

??? Patch Summary ???

May 19th, 2022



Server Changes and Bug Fixes

- Made the Affinity Display always visible.
- Fixed a few items not displaying your mana bar while equipped.
- Reduced the forging costs of Starlite Alloy, Undead Essence, Cloud Essence, Aether Essence.
- Reduced the forging costs of Aether Mendstones.

If you have a forge item from the last patch, please move it around in your inventory to trigger an item update!

??? Dragon Forge ???

Material Requirement Changes

We have made some small changes to the materials required to forge certain items to reduce the amount of grind.

There will be larger changes coming at the start of the next cycle, however we are pushing these changes early to make it easier for everyone to obtain the items they wish to bind before the end of the cycle.

Additionally, the overall costs of items will be reduced as more new items are released.

Starlite Alloy

No longer requires diamonds.

Required Materials	Removed
<ul style="list-style-type: none"> • 2x Shard Dust • 2x Aetherian Steel • 10x Gold Ingot • 10x Lapis Lazuli • 10x Glowstone Dust 	<ul style="list-style-type: none"> • 10x Diamond

Undead Essence

No longer requires shard dust.

Requires less rotten flesh and bones.

Required Materials	Removed
<ul style="list-style-type: none"> • 16x Rotten Flesh • 16x Bone 	<ul style="list-style-type: none"> • 1x Shard Dust • 48x Rotten Flesh • 48x Bone

Cloud Essence

No longer requires quartz or dragon shards.

Required Materials	Removed
<ul style="list-style-type: none"> • 1x Shulker Shell • 10x Feather • 10x Undead Essence 	<ul style="list-style-type: none"> • 1x Dragon Shard • 10x Quartz

Aether Essence

No longer requires an enchanting table, dragon shards, or end crystals.

Forge time reduced from 3 days --> 1 day.

*This item is eligible for a refund, open a ticket if you forged this item within the last 14 days.

Required Materials	Removed
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<ul style="list-style-type: none"> • 1x Soul Campfire • 5x Undead Essence • 5x Cloud Essence • 10x Blue Orchid • 40x Dragon's Breath • 100x Diamond • 100x Amethyst Shard 	<ul style="list-style-type: none"> • 1x Enchanting Table • 5x End Crystal • 5x Dragon Shard
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Aether Mendstones

Reduced cost and forge time of all aether mendstones.
 Additionally, tier 5 mendstones can now be forged.

Tier	Required Materials	Forge Time	Old Cost	Old Time
Tier 1	5x Iron Ingot 1x Undead Essence	10 sec	2x Diamond 1x Shard Dust	2 min
Tier 2	2x Diamond 1x Undead Essence	60 sec	3x Diamond 1x Shard Dust	5 min
Tier 3	3x Diamond 1x Shard Dust	2 min	5x Diamond 1x Shard Dust	15 min
Tier 4	5x Diamond 1x Shard Dust	5 min	10x Diamond 2x Shard Dust	1 hour
Tier 5	20x Diamond 1x Shard Dust	10 min	N/A	N/A

Dragonstone Changelogs (Pre-1.19) #1

[Click here to view the changes from the last patch!](#)

Dragonstone Changelogs (Pre-1.19) #3

??? Patch Summary ???

June 13th, 2022

Server Changes and Bug Fixes

- Implemented a "Void Queue" system to help alleviate the initial lag caused by returning everyone to survival at the same time. Players will now be sent into survival from the void server at a slower rate. This will also serve as a queue system if the server fills to capacity, the void will act as an overflow until space is available on survival.
- Improved the display system in The Void to use actual stat bars instead of text above the hotbar.
- Fixed description on the "Aetherian Vengeance" claiming a 7.5% bonus chance for wither skeleton skulls, when the actual value was 5% rolled separately from looting.

This is the last patch for the Sixth Cycle.

Thank you for playing! We hope to see you again in the next cycle!

Dragonstone Changelogs (1.19)

#1

??? Patch Summary ???

July 6th, 2022

Welcome to the first changelog of The Seventh Cycle! (1.19). Thank you to everyone who returned for this cycle!

With any new update comes new bugs, we are working hard to get everything working again. However things such as Dungeons, The Shop, and the Cosmetic Store will take some time to become operational again.

New Features

- Added Team System. View commands list in-game with **/team**
- Create your own team with **/team create <Name>**
- Teams grant you the ability to set a team home. Use **/team sethome** and **/team home**
- Teams also grant you the ability to use a team ender chest. Use **/team echest** or **/tec**

Server Changes and Bug Fixes

- Peaceful Status has been completely removed.
- Anyone who was previously peaceful can use the long-range Peaceful RTP in spawn for a limited time.
- You can now hover over player names in chat to see what team they are in.
- Flying with elytra now grants passive [Air Affinity](#).
- Slightly increased the [Fire Affinity](#) and [Water Affinity](#) values of most nether mobs.
- Increased maximum number of auction house listings per player from 5 --> 10
- Increased PvE login immunity time from 10 sec --> 30 sec.
- The Treefeller enchantment now works on mangrove logs and mangrove roots.
- Creating an item in the Aether Forge now permanently unlocks that item in the Spirit Forge. (Coming Soon)
- Updated information on honorable and dishonorable raiding. ([Click here for more information](#))

Turrets Delayed

- The addition of turrets to defend your base has been delayed due to bug related concerns.
- We will look into implementing them at a later date, however for now we recommend protecting your valuables using your ender chest and team ender chest.

??? Dragonforge Changes ???

Please move these items around in your inventory to trigger an item update!

Spirit Armor

- Changed enchantment Unbreaking III --> Unbreaking V

Developer Comments:

Spirit Armor is actually retextured leather armor with the stats of netherite armor. However we overlooked the durability of leather armor being significantly lower compared to netherite. This has gone unnoticed for quite a while due to the self-repairing nature of Spirit Armor. We have decided to increase the unbreaking level of Spirit Armor to give it more effective durability to reduce the chance of your armor breaking when taking heavy damage.

Dragonstone Changelogs (1.19)

#2

??? The Nestkeeping Patch ???

November 14th, 2022

Greetings all, we have decided to go over some of Dragonstone's features and remove/clean up some of our systems to reduce the maintenance overhead and ensure that Dragonstone can continue to run in the long term without anything breaking.

We will also be slowly resuming production as most of the staff team have been on break for the last couple of months due to extreme burn-out. We will be returning soon as we get our creative energy back to bring you the next Dungeon along with the Hellstone Forge, hopefully before Christmas break.

Feature Changes

- Removed the Auction House
 - Instead you can now use /trade at an unlimited range.
 - We may bring it back in the future if there are not enough shops for everyone.
 - If you were one of the several players using the expired items section as storage, those items are now in limbo. If you need them back, please open a ticket.
- Removed Combat Tagging system.
 - We are removing this system for now as it requires several dependencies and is difficult to keep updated.
- Added Honor Rules. Read more about it at the link below!
 - <https://wiki.dragonstone.pw/books/dragonstone-wiki/page/raiding-honorable-combat>

Shop Changes

- Shop Owners are now required to have their shop permits in a protected container in front of their shop stall to speed up permit inspections at the end of each month.
 - Most permits were moved automatically by Dragon.
 - You are now allowed to make protected chests in the shop. If you need a refresher on how to make protected chests, please use "/kit ShopTutorial" and read the second book!
- Increased build limit of island shops upwards by 6 blocks.

Server Changes and Bug Fixes

- Fixed /affinitytop <air|fire|water|earth> not working when you try to specify a page number.
- Greatly increased Earth Affinity value of Reinforced Deepslate.
- Fixed fire in the overworld and PvP arena never going out on it's own.
- Increased the Earth Affinity value of Amethyst Blocks from 1.5 --> 3.0
- Increased the Earth Affinity value of Amethyst Clusters from 12 --> 15

Dungeon Changes and Bug Fixes

- Temporarily increased the max party size allowed into DS2 (Outpost) dungeon from 3 to 5 players.
- Dungeon Crates can now be instantly opened by right clicking them.
- Fixed "mana burn" phase lasting too long during the warden fight in the Outpost dungeon.
- Fixed portal clip glitch in the Happy Hills dungeon.
- Fixed /msg and /r not working in dungeons.
- Fixed dungeon cooldowns not working properly.
- Fixed all players being forced out of the dungeon if one player goes through the exit portal.

??? Dragonforge Changes ???

Please move these items around in your inventory to trigger an item update!

No Changes

- No Changes.

Developer Comments:

No changes this time.

Dragonstone Changelogs (1.19)

#3

??? The Calm before the Hellforge Patch ???

January 8th, 2023

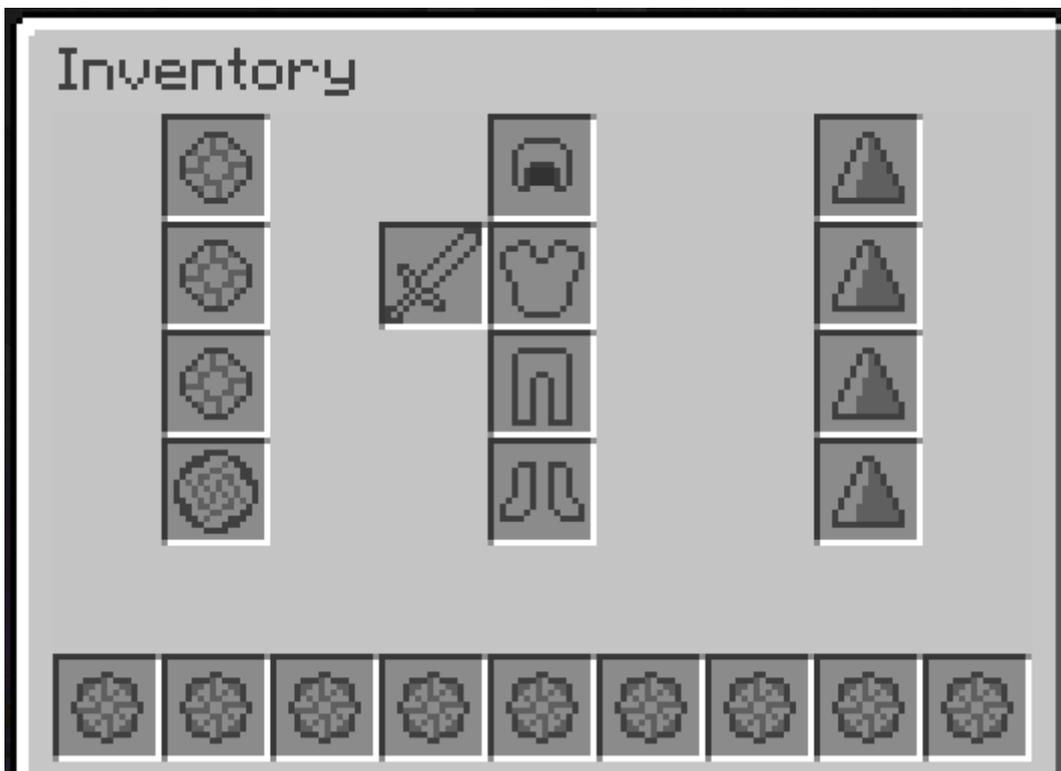
Greetings all, after a long delay, we have finally been able to re-write some of our backend systems to be more resilient. This will allow us to create better items with less risk of things breaking between patches and updates. We have completely re-written the mana system so that we have more control over it and no longer have to rely on an addon that randomly breaks every couple months. We have also added a better cooldown display for several forge items. Additionally, we have removed the Spiritbound enchantment in preparation for the Spirit Forge and new binding system which will be coming in the next cycle.

Known Issues

- Temporarily removed tombstones due to a duplication bug. They will be re-added once this is fixed.
 - **Keep Inventory is enabled server-wide until tombstones are fixed.**
- Due to issues with the resource pack, 1.19.3 clients are incompatible at this time.

Major Changes

- Added Artifact Inventory!
 - This can be used to equip new upcoming items, such as Artifacts, Relics, Prisms, and Mana Generators!
- Use **/mmoinv** or **/rpginv** to open your Artifact Inventory!



Server Changes and Bug Fixes

- Fixed long-standing inconsistent bow damage bug.
- Updated MMO system to be more stable and future-proof.
- Updated Custom Enchant system to be more stable and future-proof.
 - As a result of this update, many enchantments were removed as they have not been updated.
- Reworked a whole bunch of back-end systems to be more stable and resilient.

Dungeon Changes and Bug Fixes

- Revamped the Dungeon Difficulty Scaling system to support increasing the difficulty via items and buffs.
- Dungeon Difficulty is now a % based system that influences various dungeon mechanics, mainly the amount and level of mobs that are spawned by Dungeon Portals.
- Each player in a dungeon will add 50% to the Dungeon Difficulty automatically.
- Boss Tiers are now upgraded based on the Dungeon Difficulty. Please check the respective dungeon pages to see which difficulties each boss tier will spawn at!
 - (For example, it is now possible to spawn a Tier 5 Boss in the Outpost Dungeon by increasing your Dungeon Difficulty to 400% or beyond.)
- Items that can increase Dungeon Difficulty will be added very soon!

Dragonforge Changes and Bug Fixes

- Removed the "Spiritbound" Enchantment.
 - All Spiritbound items are now unrestricted due to the removal of the enchantment.
 - We have swapped out all Spiritbound forge items in everyone's inventories with their standard versions.

- Removed MMOBars due to it breaking in a recent update.
- Reworked the "Tornado" enchantment to be more compatible with knockback.
- Worked on "Spirit Forge" which will be used to re-create your past items in the next cycle using Draconic Essence.
- Minor lore improvements/fixes to various forge items.
- Added new stat display system in place of the old MMOBars.
- Added new subtitle cooldown display system for many forge items.
- Completely recoded the custom mana system so it breaks less often and gives developers much more control.
 - You can now have "excess mana" where your mana can go above your mana cap for a short time.
 - Any mana above your maximum will be dissipated at a rate of 10% per second.

Paragon Ascension Queue

- The Paragon Ascension Queue is now full for this cycle, we have 3 players waiting to ascend over the next few months.

??? Dragonforge Balance Changes ???

Please move these items around in your inventory to trigger an item update!

Aether Wand

- Aether Bolt can now be fired by holding Right Click.
- Added secondary "Gust" ability which can be used with Left Click.

Developer Comments:

We have decided to make the Aether Wand easier to use and given it a secondary ability.

Aether Bow

- Added Enchantment: (Tornado I)

Developer Comments:

Thanks to some new developments, the tornado enchantment now works on bows!

True Aether Bow

- Added Enchantment: (Tornado II)

Developer Comments:

See Aether Bow.

Aether Excavator

- Removed Enchantment: (Looting III)
- Removed bonus damage against creepers.

Developer Comments:

We have decided to make this item's primary focus be as a digging tool instead of trying to be a crappy weapon.

Aetherian Vengeance

- Increased base damage from 9 --> 10
- Increased PvP damage from 8.1 --> 9
- Reworked Vengeance Stacks to grant the following buffs:
 - Grants +0.5 base damage per stack.
 - Grants +7% movement speed per stack.
 - Grants +1 fire affinity per stack.
- Removed Enchantment: (Necrotic I)

Developer Comments:

We have decided to rebalance the Aetherian Vengeance to be slightly better outside of the nether. We have also reworked the Vengeance buff to increase base damage instead of multiplying your damage output. The negative effects of the buff have also been removed. The Necrotic enchantment no longer functions properly and was removed.

Raven Wings

- Added Passive: You take 50% reduced damage while flying.
- The aether particle trails while gliding have been temporarily removed due to a change in the enchant system. They will be re-added in the next patch.

Developer Comments:

The old "Feathers" enchantment has been reworked to grant you damage resistance while flying.

Storm Dragon Wings (Paragon Item)

Owner: METOOOCOOL

- Removed "Eternal Storm" ability.
- Added "Dragon Flight" ability.
 - Allows you to soar through the skies at extremely high speeds.
 - Launching from the ground into the air costs 3 ⚡
 - Each forward wing stroke costs 1 ⚡
 - Each upward wing stroke costs 2 ⚡

- Flying downwards will consume 3⚡ to initiate a high speed dive, granting immunity to all damage for 2 sec.
- Slamming into the ground while diving will consume 30⚡ to unleash a powerful Electronova which damages and knocks back all entities caught near the epicenter.
- Now uses Storm Charges ⚡ instead of Aspect ✨ (purple mana).
- Your charge capacity is 100⚡ and regen rate is 1⚡ every 4 sec.
- Removed Aspect Capacity and Aspect Regeneration.
- Increased fall resistance from 80% --> 100%
- Increased knockback resistance from 0% --> 100%
- Added Enchantment: (Mending)

Developer Comments:

This paragon item was reworked to be more focused on long distance travel and dive-bombing rather than close combat.

Harbinger Horns (Paragon Item)

Owner: Tartaglia

- Removed "Harbinger Dash" ability.
- Added "Intangibility" ability.
- Now uses Harbinger Charges ⚡ instead of Aspect ✨ (purple mana).
- Your charge capacity is 15⚡ and regen rate is 1⚡ every 15 sec.
 - While in Wrath Mode, your regen rate is increased to 1⚡ every 5 sec.
- Removed Aspect Capacity and Aspect Regeneration.
- Added Enchantment: (Mending)

Developer Comments:

This paragon item was reworked to no longer have overpowered mobility as this was extremely difficult to fight against. Instead we are focusing more on strategic repositioning abilities to make the player who wields this item more interesting to fight against.

Tactical Nuke

- Damage reduced from 15000 --> 300

Developer Comments:

This weapon was very annoying to fight against, mainly because it instantly broke your armor. The damage has been reduced so that it no longer instantly breaks your armor.

Dragonstone Changelogs (1.19)

#4

??? Patches & Hotfixes ???

January 9th, 2023

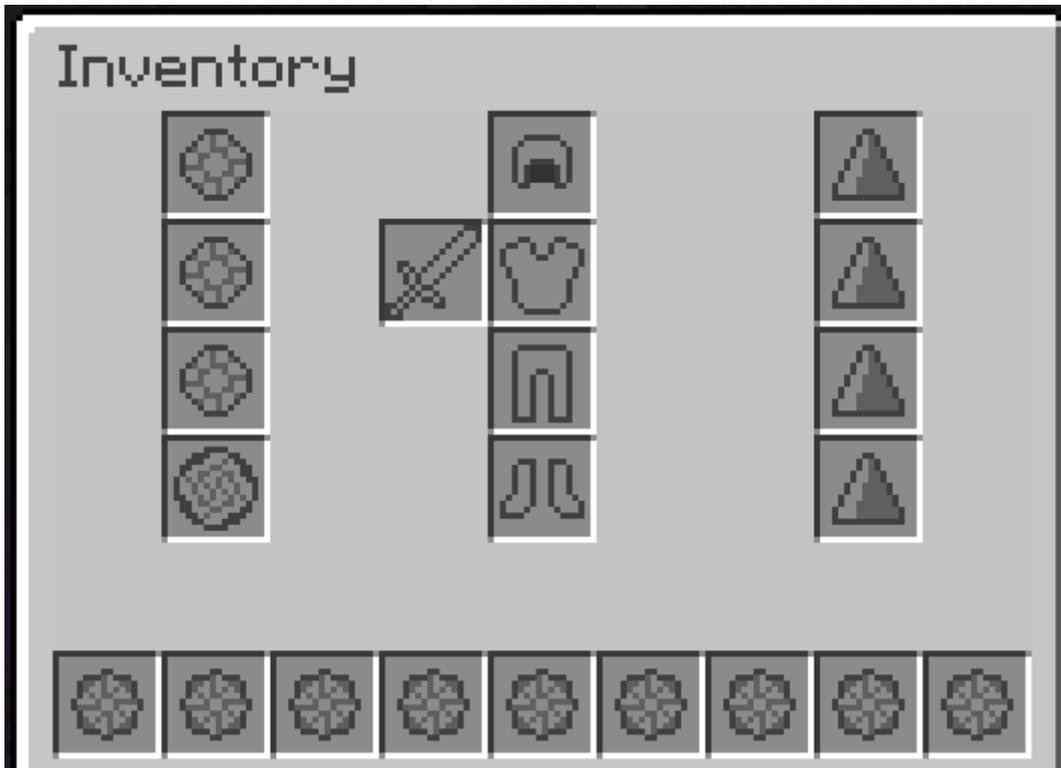
Greetings all, today we have some more patches and bug fixes that did not make it into yesterday's patch. Expect more small patches and bug fixes over the next few days as we iron out as many bugs as we can!

Known Issues

- We are aware of a bug that causes Netherite Axes to appear as a missing texture on 1.19.3 and 1.19.2 clients.
 - Please join with an **Optifine 1.19.2** client for the time being to resolve this issue until we can fix it.
- We are aware of a bug that causes the dungeon boss to not open the exit portal in the outpost dungeon.
 - We have temporarily removed the glass blocking the exit until this is fixed.

Major Changes

- Added Artifact Inventory!
 - This can be used to equip new upcoming items, such as Artifacts, Boss Relics, Prisms, and Mana Generators!
- Use **/mmoinv** or **/rpginv** to open your Artifact Inventory!



Dragonforge Changes and Bug Fixes

- Fixed some items not being updated to use the new mana system.
- Made some minor lore updates to the Cirrus Boots.

??? Dragonforge Balance Changes ???

Please move these items around in your inventory to trigger an item update!

Mana Generator --> Pocket Mana Generator

- Renamed to Pocket Mana Generator
- Reduced ✨ mana regeneration from 0.10/s --> 0.05/s
- No longer reduces max mana.

Developer Comments:

With the addition of Mana Slots in the Artifact Inventory and new Mana Generators to equip in those slots, the old mana generator has been nerfed to compensate for it's ability to not require a mana slot to function. Luckily, it no longer reduces your max mana.

NEW: Mana Generator (Leyline)

- **Now Available in the Aether Focus section of the aether forge!**
- Grants +0.10/s ✨ mana regeneration.

- Must be equipped in a Mana Slot.
 - You can open your Artifact Inventory with the following commands: **/mmoinv** or **/rpginv**

Developer Comments:

These new mana generators can be equipped in your Mana Slots to improve your mana regeneration and free up your inventory slots from your old mana generators! Since mana slots are limited, we plan on adding upgraded versions of mana generators in the future!

Dragonstone Changelogs (1.19)

#5

??? Patches & Hotfixes ???

January 21st, 2023

Greetings all, today we have some miscellaneous patches & hotfixes. We have also updated Dragonstone to the latest minecraft version, please join the server with Minecraft 1.19.3 from now on.

Server Updates

- Updated Dragonstone to Minecraft 1.19.3.
 - We are aware that Optifine is not out yet due to Mojang's changes to texture loading, however it should not be much longer. We apologize for this temporary inconvenience.
- Server Resource Pack now loads up to 2x faster.

Known Issues

- We are aware of a bug that causes the dungeon boss to not open the exit portal in the outpost dungeon.
 - We have temporarily removed the glass blocking the exit until this is fixed.
- We are aware of issues with certain custom textures, such as the Warden Chest in the outpost dungeon.
 - Mojang has changed the way that texture loading works and will require some fixes to our resource pack.

Bug Fixes

- Fixed another duplication glitch in the shop.
- Fixed a glitch with some netherite axe textures.
- Fixed a glitch that prevented players from flying in the shop world.
- Fixed a glitch that allowed players to fly in other worlds upon leaving the shop world.

Dragonforge Changes and Bug Fixes

- Fixed mana going negative if you have negative mana regen.
- Changed the sound of the Aether Wand's alt-fire so it doesn't sound like a tpa request.
- Fixed Aether Armor not appearing in the Aether Forge.

- Miscellaneous back-end changes in preparation for the next dungeon/forge content update.
-

??? Something Has Happened ???

Something has changed within this plane of existence.

Something

- Something happened!

Dragonstone Changelogs (1.19)

#6

??? Patches & Hotfixes ???

May 1st, 2023

Server Updates

- Updated Dragonstone to 1.19.4
- Tombstones have been fixed.
 - Keep Inventory has been disabled now that tombstones are fixed.

Dragonforge Changes and Bug Fixes

- Smelting Aetherite Ore into Aetherian Steel is now much cheaper and only takes 15 seconds.
- You can now forge Aetherian Steel without Aetherite Ore, however it is more expensive and takes longer. (5 mins)