# Dragonstone Changelogs (1.20)

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

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# Dragonstone Changelogs (1.20) #1

## ⋘⋘⋘ Patches & Hotfixes ⋙⋙⋙

### July 3rd, 2023

**Greetings everyone, thank you so much for such an active start to the new cycle!**

With a new cycle comes a new set of patch notes. Lots of things broke, and lots of things were fixed, but we all pulled through together! We have fixed many issues with broken forge items, automated task scheduling, and have also massively upgraded our server hardware a couple of months ago! Now we support many players out and exploring without needing to pre-generate the map, which was the most tedious part of starting a new cycle.

A lot of things have changed, such as redefining the tier system for forge items, completely changing the Spirit-Binding system to make it mostly automated and much easier for staff to process, as well as redesigning the way forge bows work to give developers more flexibility with creating new mechanics that are less likely to randomly break with time.

## Server Updates

- Updated Dragonstone to 1.20
- Released Spirit Forge, more information below!
- Upgraded Dragonstone's Server Hardware.
  - **CPU:** 16-Core AMD Ryzen 9 7950X
  - **RAM:** 128gb DDR5 5600mhz
  - **STORAGE:** 4x 1TB m.2 SSDs + 2x 10TB HDD + 1x 4TB Backup HDD for Dragonstone
- ~~Installed Iron AI to cover for irontrooper205 while he is away.~~
  - Uninstalled Iron AI due to showing possible signs of sentience.
- Got sticked.
  - As a temporary fix for a dupe glitch, a persistent stick was added to everyone's last inventory slot to prevent soulbound items duping upon death.
  - This has since been replaced with a command that makes sure all players have at least 1 exp level.
- Fixed Scheduler (Automatic Reboots, Backups, etc.)

## Known Issues

- Many forge items are experiencing bugs after the update, we are working on fixing as much as we can!
- We are aware of an issue that causes player locations to be randomly rolled back, causing players to appear at a previously visited location after a server reboot.
- The server's automatic reboot scheduler is currently not working.
- The nametags of named pets do not properly appear in most cases when looked at.
- Players who have not yet interacted with Nariel in the Outpost Dungeon cannot click the chat options.

## General Bug Fixes

- Fixed a duplication bug.

## Dungeon Changes/Bug Fixes

- Fixed custom biome in the Outpost dungeon.

## Dragonforge Changes/Bug Fixes

- Changed the tiers of all forge items to be a bit easier to understand.
  - There are now 5 tiers instead of 10.
  - Higher tier items will now often be direct upgrades compared to lower tier items.
- Many improvements and minor fixes to item descriptions and colors.
- Reworked the custom stats back-end to make development easier.
- Fixed the bug that caused players to spawn with 0 mana.
- Added new textures for shard dust, dragon shards, aetherite ore, aetherite ingot, and starlite alloy.
- Fixed Mana Generators (if you have any in your /mmoinv from the previous cycle, please take them out, move them around in your inv and put them back in!)
- Fixed Aether Armor not having a set bonus.
- Reworked all Forge Bows to allow auto-fire and use custom projectiles for increased development flexibility.
- Removed Pocket Mana Generators
  - They have been converted to Mana Generators which can be equipped in a mana slot with /equip
- Mana Crystals now need to be equipped in a mana slot with /equip

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# ⋘⋘⋘ Spirit Forge ⋙⋙⋙

The place where your past items return to you.

- We are replacing the Spirit-Binding system with the Spirit Forge!
- As of June 2022, any item you make in the Dragon Forge is automatically unlocked in the Spirit Forge!
- After a server reset, you can go to the Spirit Forge to re-make any item you have forged in the past!
- You are given some Draconic Essence to spend at the Spirit Forge after every reset.
- The amount of Draconic Essence you are given increases with each reset you experience.

# ⫷⫷⫷ Dragonforge Balance Changes ⫸⫸⫸

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

## Aether Bow

- This item is now an Autobow.
- No longer requires arrows to fire.
- Uses a new ammo/reloading system.
- Automatically fires when holding right click.
- Reloading does not require any materials, it just slows you down for a brief moment.
- Undead damage bonus decreased from 80% --> 50%
- Removed crits.

**Developer Comments**:
Currently, the enchants that allowed for the marksman (zero-gravity) and piercing enchants no longer work. Instead, the bow is now an Autobow so we can take advantage of custom arrows to re-add the bow's previous functionality. Additionally, the undead damage bonus was reduced to match the 50% bonus of the True Aether Bow. Crits were removed from bows as they no longer function correctly and would be a bit too powerful with this new system.

## True Aether Bow

- Same changes as Aether Bow, this item is now an Autobow.
- Fires more rapidly than the standard Aether Bow.
- Removed crits.

**Developer Comments**:
See Aether Bow.

# Dovahkiin Helmet

- Shockwave cone radius increased from 30° --> 50° wide.
- Shockwave range increased from 20 blocks --> 40 blocks.

**Developer Comments**:
The Dovahkiin Helmet's shout was missing entities at close range due to it's narrow cone radius. This caused you to have to look directly at an entity up close in order to hit it. To solve this, we increased the cone's radius. We also increased the range so each shout feels more powerful. Note that the cone cannot be rotated upwards, it is always forward and looking up has no effect.

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# True Void Bow (Legacy Forge Item)

- Completely reworked!
- This bow is now an Autobow.
- Rapidly fires flak projectiles that explode on impact or after a short delay.
- Rapid-fire is somewhat inaccurate and difficult to control.
- Durability increased from 150 --> 888

**Developer Comments**:
With many of the True Void Bow's enchantments and abilities broken, we have decided to completely redesign this item to make it feel more like a proper second tier forge item. Currently only one person on the server has this item unlocked, however we plan on bringing it back to the forge at a later date.

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# Fire Dragon Helmet (Legacy Forge Item)

- Meteorite base damage increased from 30 --> 40
- Meteorite range increased from 5.5 --> 7.5

**Developer Comments**:
We decided to buff the meteorite so it feels more impactful when dealing with large hordes of mobs in dungeons.

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# Sea Dragon Helmet (Legacy Forge Item)

- Added permanent Fire Resistance potion effect.

**Developer Comments**:
For consistency with other dragon helmets, we have decided to add permanent Fire Resistance to the sea dragon.

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# Chaos Hammer (Paragon Item)

Owner: THOG

- Increased attack speed from 0.7 --> 1.7
- Increased melee AoE range from 2.0 --> 4.0
- Fixed Chaos Slam ability's vertical velocity by changing vertical velocity from 0.3 --> 3.0
- Increased Chaos Charge regeneration rate from 5 sec (40% chance) --> 1 sec (33% chance).

**Developer Comments**:
For a paragon item, this item was very slow and sluggish to use, so we have decided to greatly increase it's attack speed in melee combat to make it actually usable in dungeons. We have also increased the regeneration speed of Chaos Charges to make the weapon more usable over a longer period of time, as before you would run out of abilities within the first minute of a dungeon.

# ⋘⋘⋘ Dragonforge Recipe Changes ⋙⋙⋙

Read to see what recipes have changed!

## Mana Generator

Recipe changed, see changes below!

- No longer requires Dragon Shards.
- No longer requires Starlite Alloy.
- Now requires 2x Aetherian Steel.

All Pocket Mana Generators have been removed from the game and converted to Mana Generators.

**Mana Generator**
Right Click to preview!

Ingredients:
❌ 1x End Crystal
❌ 2x Aetherian Steel
❌ 10x Blue Stained Glass Pane
❌ 20x Copper Ingot
❌ 20x Amethyst Shard

Left Click to forge!
Right Click to preview!
minecraft:player_head
NBT: 27 tag(s)

## Mana Crystal

No recipe changes, but you can now put them in your mana slots! Find them in **/equip**

**Mana Crystal**
Soulbound
Keep this item on death

⊘ Type: Leyline
❄ Max Mana: +2

While equipped in a Mana Slot:
✚ Stores a small amount of mana.
✚ Equip in a mana slot with /equip

**AETHER** (Tier I)
minecraft:player_head
NBT: 26 tag(s)

# Dragonstone Changelogs (1.20) #2

## ⋘⋘⋘ Patches & Hotfixes ⋙⋙⋙

August 1st, 2023

**Summary**

We have a lot of miscellaneous changes this time around!

# Server Changes

## General

- Disabled Mob Griefing in the End Dimension.
- Increased animal farm entity limit from 30 --> 50
- Added autobow buffs to Water Affinity description in **/mastery**.
- Increased Air Affinity EXP gain by approximately 40%

## Dungeons

- Party size limits removed from all dungeons!
- Forest Sprites no longer attack players.
  - Forest Sprites now heal and buff the nearest mob.
  - (Buff duration scales with dungeon difficulty)
- Recoded mob leveling system to be much more efficient, flexible, and easier for developers to work with.
  - This will accelerate development of future dungeons using the new difficulty system as mob levels are no longer hardcoded and can be set dynamically by the dungeon.
- Mob portals won't spawn as many mobs at higher difficulty levels to reduce client lag. Mobs have very slightly more HP to compensate.
- Mobs lvl 150 and above now have their movement speed capped.
- Nariel's particle beam now has a max length of 24 blocks to reduce lag.
- Reworked Outpost boss scaling and loot tables to allow for infinite difficulty and reward scaling.

- Items to increase dungeon difficulty will be added within the next few days.
- Reduced immunity frames on all dungeon bosses from 0.25 sec --> 0.1 sec
- Further reduced the network lag created by Nariel's blessing beam when many players are present in a dungeon.
- Rebalanced outpost boss loot tables in preparation for the release of the difficulty increaser item.
  - Added more forge items to the boss chest loot table.
  - Shard drops from the boss have been slightly reduced to account for cooldown reset farming.
  - Updated loot table info here: [https://wiki.dragonstone.pw/books/the-dungeon-codex/page/ds2-the-outpost](https://wiki.dragonstone.pw/books/the-dungeon-codex/page/ds2-the-outpost)
- Added new Dungeon Cooldown Reset items!
  - These can be made at the forge with shards.
  - They are used to reset your dungeon cooldowns so you can get forge materials faster.
- [Bugfix] Fixed bug where the corrupted warden shows it's tier twice in the death message.
- [Bugfix] Dungeon mobs should no longer despawn when far away.

## Dragon Forge

- Most Tier I and Tier II forge items no longer require shards to make.
  - Material costs of most forge items have been tweaked slightly to account for this change.
- Many of the smaller forge GUIs have been updated to look cleaner.
- Improved auto-fire on all forge bows, fire rate now smoothly scales with water affinity when holding right click.
  - Previously you would have to spam right click to take advantage of the increased fire rate granted by water affinity because holding right click only triggers 4 times per second. Now holding right click will send a trigger 20 times per second.
- All forge bows can (finally) be reloaded at any time by pressing **F**
  - If you want to change this keybind, edit the "Swap Item With Offhand" keybind in your settings.
- Flying with the Raven Wings now makes particle trails again.
- Some forge materials are now interactible, meaning you can place them on item frames and armor stands.
  - This also fixes the issue where you can't open ender chests while holding these materials.
  - Affects the following materials:
    - Aetherite Ore
    - Aetherian Steel
    - Starlite Alloy
    - Dragon Shard
    - Dragon Shard Dust
    - More will be fixed soon! (They are more complex)

- Forge bows and wands now display fire rate in shots per second rather than cooldown per shot.
- Focus Gems have been updated to reflect the above change, you may need to unsocket your focus gems to fix their stats.
- Red Aether Focus no longer decreases wand fire rate.
- Aether Wand projectiles now have slight seeking capabilities and will home in on the targeted enemy.
  - (Can be helpful when dealing with phantoms)
- [Bugfix] Aether Axe & Angelic Axe should now work on cherry trees.
- [Bugfix] Fixed broken "Void Negation" passive ability on the Void Dragon Helmet.

## Known Issues

- None.

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# ⋘⋘⋘ Dragonforge Changes ⋙⋙⋙

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

## Item

- List

**Developer Comments**:
Comment

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## True Aether Bow

- PvP Damage Nerf increased from 10% --> 20%

**Developer Comments**:
Players have been reporting that this weapon is a bit too powerful in PvP combat after the rework. We feel that a slight pvp damage nerf should help balance things out.

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## True Dragon's Talon (Paragon Item)

- Reduced lightning cooldown from 25 sec --> 10 sec

**Developer Comments**:
This paragon item is due for a rework due to power creep from other forge items. In the meantime

we've reduced the cooldown of the lightning ability.

# ⋘⋘⋘ Forge Recipe Changes ⋙⋙⋙

See what's changed below!

## Most Items

- **No longer requires Dragon Shards to make.**

## Raven Wings

- No longer requires 256x Experience Bottles
- Now requires 128x Feathers
- Now requires 128x Black Dye

**Developer Comments**:
Why did I make this item cost 4 stacks of experience bottles? Those are so annoying to get lol

## Mendstones

All Mendstones have been made significantly easier and quicker to forge!



Aether Mendstone ★☆☆☆
Right Click to preview!

Forging Time: 5s

Ingredients:
✖ 5x Copper Ingot
✖ 1x Shard Dust

Left Click to forge!
Right Click to preview!

Aether Mendstone ★★☆☆
Right Click to preview!

Forging Time: 5s

Ingredients:
✖ 10x Iron Ingot
✖ 1x Shard Dust

Left Click to forge!
Right Click to preview!

Aether Mendstone ★★★☆☆
Right Click to preview!

Forging Time: 5s

Ingredients:
✖ 15x Gold Ingot
✖ 1x Shard Dust

Left Click to forge!
Right Click to preview!

Aether Mendstone ★★★★☆
Right Click to preview!

Forging Time: 5s

Ingredients:
✖ 2x Diamond
✖ 1x Shard Dust

Left Click to forge!
Right Click to preview!

Aether Mendstone ★★★★★
Right Click to preview!

Forging Time: 5s

Ingredients:
✖ 5x Diamond
✖ 1x Shard Dust

Left Click to forge!
Right Click to preview!

Draconic Mendstone ★★★★★
Right Click to preview!

Forging Time: 10s

Ingredients:
✖ 2x Dragon Shard
✖ 16x Diamond

Left Click to forge!
Right Click to preview!

# Focus Remover

- No longer requires 1x Lodestone

**Developer Comments**:

I guess back when I made this recipe, I did not know that Lodestones required a Netherite Ingot. Whoops!

# Dragonstone Changelogs (1.20) #3

## ⋘⋘⋘ Patches & Hotfixes ⋙⋙⋙

May 5th, 2024

**FINALLY!!!**

We have managed to update the server to 1.20.4 after pulling my scales out repeatedly while dealing with plugin issues and having to fix a bunch of stuff due to plugins deciding to do full recodes.

Production has resumed once again on new dungeon content, including a new prototype dungeon mode we've been working on! Expect to see new dungeon content released within the next few days!

# Server Changes

## General

- Updated Dragonstone to Minecraft 1.20.4.
- Added Auto-Crafters early!
  - Place an item frame with an item on the side of a dropper to turn it into an autocrafter! It will craft the item in the item frame when powered with redstone.
- Added Custom Shopkeeper entities to the Dragonstone Store!
- Re-added the Scroll of Extra Shopkeeper to permanently unlock a fourth shopkeeper! (Costs Dragon Shards)
  - Find them at **/warp shop**
- Updated Server Resource Pack to v1.11.166.
- All buffs in **/buff list** now have descriptions when you hover over an effect!

## Dungeons

- Added the very first Artifact item to the Zombie Warden's loot table.
- Aetherite Ore blocks in dungeons now have a custom texture!

- Slightly increased the drop chance of Aether Essence from the Outpost Boss Chest.
- Added difficulty scaling for single mobs that don't spawn from portals.
- Added difficulty scaling for the Happy Hills dungeon.
- Finally added difficulty scaling to Happy Hills.
- Outpost boss has been renamed to "Zombie Warden".
- Aetherite Ore now has a small chance to drop Azurite Crystals which are a new material that will be used in future items.
  - Drop chance increases with Dungeon Difficulty.

## Dragon Forge

- Released Dragon Communion Altar with 1 new recipe!
- Added 6 new items to the Aether Forge!
- Added 3 new items to the Focus Creator!
- Added 10 new recipes to the Essence Generator!
- The recipes for making Essences in the Essence Generator have been completely reworked!
  - There is now a second recipe where you can spend the magic contained within Dragon Shards to create most Essences with no materials and faster crafting time.
- All Essences now have new custom animated textures!
- Significantly reduced the crafting time of Aether Essence.
- Added custom icons for elemental damage types!
- Spirit Armor now has 10000 custom durability.
- Forge Autobows now have a firing animation.

## Bug Fixes

- Minor text fixes.
- Fixed spirit armor having very low durability.
- Most forge materials can now be placed on item frames.
- Fixed auto-fire on wands and bows skipping a tick, they should now properly fire at full speed.

## Known Issues

- Unknown.

# ⋘⋘⋘ Dragonforge Changes ⋙⋙⋙

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

# (NEW!) Eternal Wind

- This item is basically an unbreakable Aether Blade.
- Great for mob grinders!

**Developer Comments**:
We received a discord suggestion a while back for some sort of forge item dedicated for use in mob grinders. Here it is!

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# (NEW!) True Aether Armor

- The second tier of Aether Armor.
- A must-have for higher difficulty dungeons, especially if you use a lot of magic weapons!
- Comes with a powerful set bonus: the ability to trigger a Mana Surge! Long cooldown, but can lead to some truly massive DPS spikes for magic users.

**Developer Comments**:
Highly recommended if you plan on attempting 300% difficulty or higher in our upcoming Ancient Digsite dungeon!

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# (NEW!) Sky Dragon Helmet

- The first craftable Dragon Helmet since the third cycle! (1.15)
- Grants you the ability to fly using our new custom flight/hover system! Great for builders.
- As with all dragon helmets, they are extremely difficult to make, but have extremely powerful Tier IV stats.

**Developer Comments**:
Finally, Dragon Helmets are making a comeback! Remember, once you forge one, you will unlock it forever in the Spirit Forge, so even though it is difficult to craft, you only have to make it once!

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# Aether Shovel

- Durability increased from 1024 --> 2048

**Developer Comments**:
This buff to the Aether Shovel will give it the same durability as the Aether Pickaxe.

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# Aether Excavator

- Durability increased from 4096 --> 8192

**Developer Comments**:
This buff to the Aether Excavator will give it the same durability as the Aether Claw.

# ⋘⋘⋘ Forge Recipe Changes ⋙⋙⋙

See what's changed below!

## Too many to list, I kinda lost track.

- **aaaaaaaaaaaa**

**Developer Comments**:
AAAAAAAAAAAAAAAAAAAAAAAAA!

# :dragon_shard: Cycle 8 - Patch 3.1 :dragon_shard:

- Added our first Artifact item: **Warden's Crown**
  - Can be found as a rare drop from the Outpost Boss.
- Aetherite Ore now has a small chance to drop a new crafting material called "Azurite Crystals" which may be used in future forge items.
  - Drop chance increases at higher dungeon difficulties.
- Added the ability to use `/buff list` while in a dungeon.
- Added hover descriptions to all buffs in `/buff list`.
- Fixed `/sigil` not being usable in dungeons in some cases.
- [Void Server] Fixed extreme void heat.

# :dragon_shard: Cycle 8 - Patch 3.1.1 :dragon_shard:

## 🧾 Scroll of Extra Shopkeeper 🧾

- Finally re-added the ability to permanently upgrade your maximum number of shopkeepers to 4!
- This item can be purchased on the center island of `/warp shop` for 16 diamonds and one netherite ingot.

# :dragon_shard: Cycle 8 - Patch 3.2 :dragon_shard:

- Reduced crafting time of Aetherian Steel from 5 mins --> 2 mins.
- Reduced crafting time of Starlite Alloy from 20 mins --> 5 mins.
- Nether Essence recipe now requires 5 Wither Skulls instead of 5 Nether Stars.
- Primordial Essence (shard version) cost reduced from 111 shards --> 77 shards.

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# :dragon_shard: Cycle 8 - Patch 3.2.1 :dragon_shard:

- Reduced shard requirement of the Dragon Stone from 300 --> 100.
- Added 10 Azurite Crystals to the Dragon Stone recipe.
- Added 100 shards to the Sky Dragon Helmet's final recipe.
- Moved the 100 soul campfires from the Sky Dragon Helmet's recipe to the Dragonstone recipe.
  - Overall, the Sky Dragon Helmet now requires 100 less shards to make!
  - Azurite Crystals can be found by breaking Aetherite Ore at higher dungeon difficulties.

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# :dragon_shard: New Mini Dungeon!!! :dragon_shard:

We have released a new type of dungeon we are calling a "speedrun dungeon"!
The goal is to run to the end as fast as possible before the time runs out. Collect shiny things along the way to maintain your speed!
The faster you are (and the more shinies you collect), the higher your score! **More points = better loot.**
There's even a leaderboard you can see at `/warp forge` with the fastest times!
Note that this dungeon has **custom music**, so please play with your sound enabled! (Control the volume of the music using the "Boss Music" slider in your sound settings)
We have also added a practice version of this dungeon that gives no rewards, but also has no cooldown. To encourage competition, **practice runs count towards the leaderboard!**

# Dungeon Info

**Name:** Outpost Run
**Type:** Speedrun Dungeon
**Difficulty:** Medium (Steep learning curve)
**Time Limit:** 200 seconds
**Max Players:** 1
**Lives:** 1
**Cooldown:** ~~4 hours~~ **1 hour!**

# Practice Dungeon:

`/dungeon play run-outpost-practice`

# Actual Dungeon:

`/dungeon play run-outpost`
For the first few days, this dungeon has a reduced cooldown.
Please report dungeon bugs via ticket or bug-reports.
**Good luck!**

Image

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# :dragon_shard: Cycle 8 - Hotfix 3.3.2 :dragon_shard:

- Fixed an issue that caused completed outpost speedruns to immediately end upon completion, skipping loot collection.

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# :dragon_shard: Cycle 8 - Patch 3.3.3 :dragon_shard:

- Renamed speedrun dungeons to use `-` dashes instead of `_` underscores.
- Added new pages to the outpost speedrun leaderboard that shows other stats like highest points, total attempts, etc.
- Improved accuracy of `/dcd`.
- Fixed `/dcd` sometimes displaying incorrect times for `run-outpost` if you play practice runs while on cooldown.
- Speedrun dungeon completion messages are now less colorful to reduce distraction.

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# :dragon_shard: Cycle 8 - Hotfix 3.3.4 :dragon_shard:

- Fixed a duplication bug with forge chestplates and leggings.
  - Please take off your forge armor and put it back on to trigger an item update!