

# 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 stuck.
  - 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.

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# ◀◀◀◀◀◀ 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.

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## **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.

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## **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.

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# ◀◀◀ 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.



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## 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>
- **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.



# ◀◀◀◀◀◀ 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!

|   |  |  |
|---|--|--|
| <p>Aether Mendstone ★☆☆☆☆</p> <p>Right Click to preview!</p> <p>Forging Time: 5s</p> <p>Ingredients:</p> <ul style="list-style-type: none"><li>× 5x Copper Ingot</li><li>× 1x Shard Dust</li></ul> <p>Left Click to forge!</p> <p>Right Click to preview!</p> | <p>Aether Mendstone ★☆☆☆☆</p> <p>Right Click to preview!</p> <p>Forging Time: 5s</p> <p>Ingredients:</p> <ul style="list-style-type: none"><li>× 10x Iron Ingot</li><li>× 1x Shard Dust</li></ul> <p>Left Click to forge!</p> <p>Right Click to preview!</p> | <p>Aether Mendstone ★☆☆☆☆</p> <p>Right Click to preview!</p> <p>Forging Time: 5s</p> <p>Ingredients:</p> <ul style="list-style-type: none"><li>× 15x Gold Ingot</li><li>× 1x Shard Dust</li></ul> <p>Left Click to forge!</p> <p>Right Click to preview!</p>   |
| <p>Aether Mendstone ★★★★★</p> <p>Right Click to preview!</p> <p>Forging Time: 5s</p> <p>Ingredients:</p> <ul style="list-style-type: none"><li>× 2x Diamond</li><li>× 1x Shard Dust</li></ul> <p>Left Click to forge!</p> <p>Right Click to preview!</p>      | <p>Aether Mendstone ★★★★★</p> <p>Right Click to preview!</p> <p>Forging Time: 5s</p> <p>Ingredients:</p> <ul style="list-style-type: none"><li>× 5x Diamond</li><li>× 1x Shard Dust</li></ul> <p>Left Click to forge!</p> <p>Right Click to preview!</p>     | <p>Draconic Mendstone ★★★★★</p> <p>Right Click to preview!</p> <p>Forging Time: 10s</p> <p>Ingredients:</p> <ul style="list-style-type: none"><li>× 2x Dragon Shard</li><li>× 16x Diamond</li></ul> <p>Left Click to forge!</p> <p>Right Click to preview!</p> |

## 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.



- 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.

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# ◀◀◀◀◀◀ Forge Recipe Changes ▶▶▶▶▶▶

See what's changed below!

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

- aaaaaaaaaaaaaa

### Developer Comments:

AAAAAAAAAAAAAAAAAAAAAAAAAAAA!

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## :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.
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## :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!

# Dragonstone Patch History

## (1.20)

### Patch 3.0 - 5/5/2024

- 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!
- Reworked several material recipes
- New animated textures for essences!
- Spirit Armor durability buff!
- Firing animation for autobows!
- Preparations for new dungeon releases!
- Much more!

[Dragonstone 1.20.4 Release Patch Notes](#)

### Patch 3.1 - 5/6/2024

- 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.

### Patch 3.1.1 - 5/6/2024

☐☐ 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.

## Patch 3.2 - 5/6/2024

- 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.

## Patch 3.2.1 - 5/7/2024

- 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.

## Patch 3.3 - 5/8/2024

- Added new dungeon: **Outpost Run**
- `/dungeon play run-outpost`
- This dungeon has custom music, please play with sound enabled! (Use the Boss Music slider in sound settings to adjust volume)
- Added practice mode for new dungeon.
- `/dungeon play run-outpost-practice`
- Added fastest time leaderboard for Outpost Run at `/warp forge`
- Mana now displays below player names

Imaget

## Patch 3.3.1 - 5/9/2024

- Outpost Run will now auto-end if you run out of time or your speed reaches zero.
- Added barriers around the starting zone of Outpost Run.
- Removed wand focuses from the Outpost Run loot table.
- Modified the Outpost Run loot table to prioritize forge materials.
- Increased the chance for Aether Essence to drop from the Outpost Run loot chest.
- Added the Hellforge and Hellstone Furnace in preview mode.

## Hotfix 3.3.2 - 5/9/2024

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

## Patch 3.3.3 - 5/9/2024

- 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.

## Hotfix 3.3.4 - 5/9/2024

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

## Patch 3.3.5 - 5/11/2024

- Fixed some cooldown issues with `run-outpost`
- To reduce chat spam, speedrun info has been moved into a hover message.
- Hover your mouse over the time printed in chat to see more stats!
- Reduced crafting time of Primordial Essence from 24 hours --> 20 hours.
- Reduced shard requirement of Instant Primordial Essence from 77 --> 50
- Reduced shard requirement of Primordial Essence from 11 --> 1.
- If you have crafted any within the last 7 days, or have any in progress, please open a ticket to be reimbursed!

## Patch 3.4 - 5/11/2024

- "Wings sealed" message now only displays once per run in speedrun dungeons and less frequently in regular dungeons.
- Improved leaderboards slightly.
- "Warden's Crown" artifact now correctly displays as Tier I (Previously Tier V)
- To trigger an item update, unequip the artifact, close the equipment menu, then move it around in your inventory or drop the item and pick it back up.

### :TrueAetherBlade: Item Changes :TrueAetherBlade:

- Dovahkiin Helmet
- Ability base damage increased from 40 --> 60.
- Protection enchantment increased from III --> IV.
- Max Mana increased from 10 --> 25.
- Developer Notes: We are giving the Dovahkiin Helmet some love to help bring it up to the power level we feel Tier III items should be at, and to help set it apart from True Aether Armor.
- With new forge items on the horizon, expect additional balance changes soon!

## Hotfix 3.4.1 - 5/11/2024

- Fixed rare issue where a shiny would trigger twice when collected in speedrun dungeons.
- Increased the collection radius of blue shinies from 1.6 blocks --> 1.7 blocks.

## Patch 3.4.2 - 5/12/2024

- Aether Essence crafting time reduced from 4 hours --> 1 hour.
- Nether Essence crafting time reduced from 4 hours --> 1 hour.
- Fixed an issue where triggering a mana surge would allow you to spam cast the Dovahkiin Helmet's shout ability with zero cooldown.
- Added a minimum cooldown of 1 second.

## Patch 3.4.3 - 5/12/2024

- Fixed an issue where the resource pack prompt screen was being sent too early, causing it to disappear.
- Fixed an issue with the server resource pack that was causing some fabric clients to crash.
- Pack version updated to 1.11.168.

## Patch 3.4.4 - 5/12/2024

- Added **4000** point bonus to `run-outpost` for getting a time below 2 minutes. This should bump you up to 5 stars.
- Added **7000** point bonus to `run-outpost` for getting 90% or more of all shinies on the map. This should also bump you up to 5 stars.
- Added 10 second environmental damage immunity when going between worlds due to an issue where dungeons can spawn you high up in the air after exiting.
- Finally fixed the target dummy to show actual accurate DPS (damage per second).
- First hit will show zero, that is normal.
- Resets after going 2 seconds without receiving damage.
- Fixed some mobs' boss bars still showing decimal places in their remaining health.

## Patch 3.4.5 - 5/13/2024

- The new dungeon boost on `run-outpost` has ended!
- Instead of increasing the cooldown like we usually do, we decided to keep the cooldown the same (1 hour) and reduce the loot instead.
- New drop rates are as follows:

(Resource Loot Drop Amount)

Tier 1: 40 --> 20

Tier 2: 80 --> 40

Tier 3: 130 --> 60

Tier 4: 180 --> 90

Tier 5: 250 --> 120

- Rare loot drop amount remains the same. (+1 per tier)
- Reworked the rare drop table to make it more resource focused.
  - Also slightly increased the chance of Aether Essence once again.

Thank you everyone for playing this new dungeon type so much! Expect more in the future!

## Patch 3.4.6 - 5/13/2024

- I have discovered that it is actually possible (with some difficulty) to achieve 5 stars on `run-outpost` without bonus points.
- I decided to remove the previously added bonus points from Patch 3.4.4.
- Why? I want 5 stars to feel like a special accomplishment and give that feeling of overcoming a great challenge.
- To compensate for this, I buffed the lower loot tiers and massively buffed tier 5 loot.
- New drop rates are as follows:

(Resource Loot Drop Amount)

Tier 1: 20 --> 30

Tier 2: 40 --> 60

Tier 3: 60 --> 100

Tier 4: 90 --> 150

Tier 5: 120 --> 400

(Treasure Loot Drop Amount)

Tier 1: 1 (Unchanged)

Tier 2: 2 (Unchanged)

Tier 3: 3 (Unchanged)

Tier 4: 4 (Unchanged)

Tier 5: 5 --> 7

Let me know how you feel about this change in [#server-discussion](#) or a suggestion thread! [See loot tables here.](#)

## Patch 3.4.7 - 5/18/2024

- Improved mana surge buff icon.

### Item Changes

- **Dovahkiin Helmet**
  - Increased shockwave cone from 50° to 90°
  - Added a short 0.7 second uninterruptible casting time to the ability.

- Added missing "Fus" sound during casting to complete "Fus Ro Dah".
- Developer Notes: Finally added the missing Power Word! To balance PvP, we also added a short casting time to telegraph your attack so players have a small window of opportunity to block the attack with a shield. We also increased the shockwave cone radius to better match the particles that are emitted when shouting.
- **Void Dragon Helmet**
- Void Negation no longer has a cost and is automatic.
- Void Power now has a maximum duration of 1 hour.
- No longer generates or stores Aspect.
- Developer Notes: This is mostly just cleaning up the Void Negation passive in preparation for a future rework.
- Buffs and reworks are planned for all Dragon Helmets!

**Please remove and re-equip these items to trigger an item update for text/lore changes!**

## Patch 3.4.8 - 5/20/2024

- Fixed an issue with the Outpost Boss loot table that caused a stone block to drop instead of the Boss Artifact in certain situations.
- Fixing this required me to change the internal ID of all artifacts. **If you have a Warden's Crown or other artifact, please ping me while in-game for a replacement as old ones are no longer functional.**

## Patch 3.4.9 - 6/1/2024

- Increased the maximum chance for a rare mob to spawn from each mob portal in **Outpost** from 5% @ 1000% difficulty --> 10% @ 2000% difficulty.
- Fixed Sky Dragon Helmet displaying incorrect cooldown for "Wind Shield" in item description.

## Patch 3.5 - 6/2/2024

- The `/sort` command can now be used in dungeons.

### Item Changes

- **Sky Dragon Helmet**

- [Sky Dragon Flight] Changed flight activation to tapping shift/sneaking while in the air (kinda like the raven wings).
- [Wind Shield] now requires you to be holding a [True Aether Blade] to activate.
- [Wind Shield] Damage increased from 12 --> 24.
- [Wind Shield] Mana Cost reduced from 12 --> 8.
- Now grants fall damage immunity.
- Minor text fixes and improvements.

## Items Updated:

- Sky Dragon Helmet
- True Aether Blade

(Relog or drop/pickup the above items to trigger an update)

# Patch 3.5.1 - 8/10/2024

- Forest Sprites no longer have 10% projectile damage resistance.

## Item Changes

- **Sky Dragon Helmet**

[Sky Dragon Flight] Increased how far you can look upwards before you begin ascending. (I had these typed a while back and forgot to post them)