

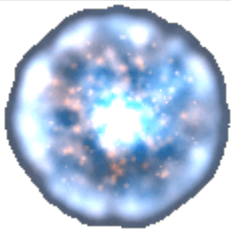
Dragonstone Changelogs (1.21)

- [Dragonstone - Patch 1.8.1](#)
- [Dragonstone - Patch 1.8](#)
- [Dragonstone Patch History \(1.21\)](#)

Dragonstone - Patch 1.8.1

:dragon_shard: Cycle 9 - Patch 1.8.1 :dragon_shard:

Balance Changes



All Forge Items

- Can now damage passive/non-hostile mobs.
 - Finally, you can use wands to hunt animals!

Warning: Forge items are now capable of damaging or even killing your pets! Caution is advised.



Sea Dragon Helmet

- Movement penalty while underwater is halved. 🟢
- No longer has mining speed penalty while underwater. 🟢
- [Ability: Cleansing Pool]
 - Base healing increased from **0.4** → **0.5** (+25%)
 - Flow State healing increased from **0.8** → **1.0** (+25%)

Developer Notes (Click to show)

“ We decided to make the Sea Dragon feel more at home underwater by improving their mining speed and movement control while underwater.
~Dragon

Sea Dragon's healing felt a little underwhelming, so we slightly increased its base numbers to add more weight to its stand-alone HPS. ~Dummy



Angelic Axe

- Angelic Smite proc chance reduced from **1.5% → 1%** (-33%)
- Fixed an issue where Angelic Smite was not dealing damage to the entity that triggered the smite. ☐

Developer Notes (Click to show)

“ Now that the Angelic Axe is being used more often in dungeons, we feel that Angelic Smite was going off a little more often than we'd like. We want it to feel like a rare and exciting moment when it happens, so we are reducing the proc chance in order to keep this item balanced in PvE content. ~Dragon



All Wands

- Added Looting III enchantment to all wands. 



Infernal Wand

- Spell damage increased from **27 → 30** (+11%)

?? Forge Recipe Changes ??

If you crafted any of these items within the last 30 days, please open a ticket for a partial refund!

Essence Generator

- Nether Essence:
 - Wither Skeleton Skull: **5 → 1**

Aether Forge

- Raven Wings:
 - Elytra: **2 → 1**
 - Nether Star: **2 → 1**

? Quality of Life ?

- Wither Skeletons no longer drop custom heads to reduce confusion with actual Wither Skeleton Skulls.

? Bug Fixes ?

- Fixed forge bows and other projectiles not damaging certain mobs.
 - **Note that passive mobs (including pets and animals) are now susceptible to being damaged by forge abilities.**
- Fixed Aetherian Vengeance and True Aether Wand deleting items when attempting to be used in the offhand.
- Fixed Angelic Axe smite not dealing damage to the struck entity that triggered the smite.

Dragonstone - Patch 1.8

:dragon_shard: Cycle 9 - Patch 1.8 :dragon_shard:

New Items



Molten Tools

- Tier II Hellforge Tools!
- Reinforced with very high durability.
- Upgraded enchantments, comes with Efficiency V and Fortune III.
- Autosmelts mined ores, logs, and sand.



Infernal Armor

- The Hellforge's Tier II armor set!
 - Equipped with additional armor points, armor plating, and a shorter dash cooldown, this set is designed with melee combat in mind.
 - This is our first armor set that goes above the vanilla limits of armor, featuring 21 armor points and 18 armor toughness!
-



Aether & Nether Gemstones

- Melee weapons can now be upgraded with Gemstones, just like wands!
- Choose from 3 different types of gemstones, with more coming soon!
- All Tier I melee weapons now have 1 gem slot, while Tier II melee weapons have 2 gem slots!
- Crafting station located on the right side of the Hellstone Forge



Forge Potions

- Five new potions are being added to the forge!
- Restoration Potions: Health Potion, Mana Potion, Golden Elixir.
- Buff Potions: Leyline Potion, Smite Potion
- Crafting station located on the right side of the Aether Forge.

Developer Notes (Click to show)

“ These new forge potions should allow players to recover more quickly from the high damaging abilities of forge items and difficult bosses. Mana Potions will help mages recover mana more quickly to sustain their magic attacks and have higher uptime, as they often exhaust themselves too quickly and have to wait for their next mana surge or rely on natural regeneration to

continue fighting. The new Leyline and Smite potions should help make dealing with dungeon hordes a little easier and faster, especially at higher difficulties. ~Dragon & Dummy

?? New Mechanic ??

Armor Plating

- We are adding a new armor stat called Armor Plating.
 - Armor Plating is being added to our new Infernal Armor set and Dragon Helmets. (Replacing chromatic scales)
- Here is how it works:
 - Upon equipping an item with Armor Plating, you begin generating Armor Plate stacks.
 - While armor plating is active, all incoming damage is reduced by 40%, and you are immune to most forms of knockback.
 - Taking damage from any source reduces your armor plating by 1.
 - When your armor plating reaches 0, it becomes "cracked" and is no longer effective.
 - Armor plating will regenerate after 60 seconds have passed. It will also begin to regenerate if you don't take damage for 15 seconds and still have some armor plating left.

Balance Changes

Armor





Aether Armor (Full Set)

- Armor Toughness increased from **4** → **6** (+50%)
- Magic Resistance reduced from **30%** → **20%**



True Aether Armor (Full Set)

- Armor Toughness increased from **10 → 12** (+20%)
- Magic Resistance reduced from **50% → 20%**
- Fire Protection enchantment reduced from **Lvl IV → Lvl III**
- [Ability: Mana Surge]
 - Cooldown reduced from **150s → 90s** (-40%)
 - PvP nerf reduced from **50% → 25%** (-25%)
 - Now notifies you when cooldown is finished. 
 - This ability no longer benefits from Cooldown Reduction. 



Developer Notes (Click to show)

“ The high magic resistance of Aether Armor made PvP matches with other magic users very slow. We still want them to be a little resistant to their own element, but not to the extent they were previously. We shifted some of that resistance into their offensive utility, and a little bit into armor toughness to help mages survive longer in dungeons. ~Dragon

Mana surge had too low of an impact with too high of a cooldown in PvP. With careful testing, we believe these changes will help mages deal burst damage more often. ~Dummy



Hellstone Armor Set

- Removed Melee Resistance. **30% → 0%**
- Fire Protection enchantment increased from **Lvl III → Lvl IV**
- Improved animation for Hellstone Dash. 
- [Set Bonus: Level 2]
 -  Added +10 Max Mana

- Removed +10% Melee Damage
- [Set Bonus: Level 3]
 - Added +1 Base Melee Damage
 - Removed +20% Melee Damage

Developer Notes (Click to show)

“ Tier 1 Hellstone Armor was not only competing with Tier 2 Aether Armor, it was often stronger due to a number of problems with physical builds dealing way too much damage in PvP scenarios. These changes help to bring physical more in line with where it should be. ~Dummy

We also gave the Hellstone Armor a small amount of mana capacity to help melee users utilize their right click abilities more often, such as Molten Slash and Magma Bomb. ~Dragon

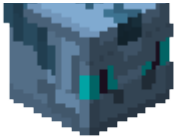


Raven Wings

- Now grants immunity to fall damage.
- Removed damage resistance while flying. **50% → 0%**

Developer Notes (Click to show)

“ We are removing damage resistance while in-flight to combat potentially annoying PvP scenarios. ~Dragon



Sky Dragon Helmet

- Added +4 Armor Plating. **0 → 4**
- Removed Chromatic Scales. **20 → 0**
- Can now hover slightly above the ground and maintain empowered buff while flight suppressed.

Developer Notes (Click to show)

“ Sky Dragon Helmet was severely weaker than the other dragon helmets, largely due to being locked out of its flight buff in boss fights. These changes allow for the sky dragon to enhance their magical attacks while keeping their floaty movement in dungeon boss fights. ~Dummy



Fire Dragon Helmet

- Added +4 Armor Plating. **0 → 4**
- Removed Chromatic Scales. **20 → 0**
- Removed 30% Melee Resistance. **30% → 0%**
- [Passive: Infernal Strength]
 - **Strength I** now begins at 20 HP. **16 → 20**
- [Ability: Meteorite]
 - Max meteor charges reduced from **10 → 3** (-70%)
 - Damage increased from **40 → 60** (+50%)
 - Vertical knockback increased by **300%**
 - Now applies Inferno Hex to all entities it hits.
 - Animation adjusted to make the meteor feel more powerful.
- [Ability: Combustion]
 - PvE damage reduced from **3x → 1.5x** (-50%)

- PvP damage reduced from **0.5x → 0.33x** (-33%)

Developer Notes (Click to show)

“ The Fire Dragon Helmet was definitely a controversial topic when discussing how it should be balanced. First of all, Fire Dragon specifically made the best use of chromatic scales in both PvP and PvE content, and was next to impossible to kill in PvP scenarios. We have replaced chromatic scales on all dragon helmets with armor plating. Additionally, it had too many meteors and poke potential, so we condensed the power of them while giving them less stacks. Finally, we made a straight nerf to combust, as it was scaling unexpectantly with physical stats. ~Dummy

Meteor make big boom boom now! ~Dragon



Sea Dragon Helmet

- Added +4 Armor Plating. **0 → 4**
- Removed Chromatic Scales. **20 → 0**
- Healing Potency reduced from **50% → 25%**
- Removed 5% Parry Chance. **5% → 0%**

Developer Notes (Click to show)

“ Healing was largely overlooked as only one healing build existed. After calculating potential healing numbers with different amounts of investment into healing, we decided to nerf the sea dragons healing potency to level out its raw healing potential with a green focused Aether Staff. ~Dummy

In addition, we are removing RNG stats like % parry chance from all dragon helmets for the time being as we consider more skill-based methods of blocking or parrying attacks. ~Dragon



Void Dragon Helmet

- Added +4 Armor Plating. **0 → 4**
- Removed Chromatic Scales. **20 → 0**
- Removed 10% Dodge Chance. **10% → 0%**

Developer Notes (Click to show)

“ This item is pending a rework, but for consistency purposes, we are giving this dragon helmet the same treatment as the others. ~Dragon

Melee



All Melee Weapons

- Increased base damage vs mobs, now uses PvP Power to control damage vs players.
- Slash attack no longer occurs while in the air to avoid confusion when attempting crits.
- A sound now plays when landing a direct hit (not a slash hit) to let you know you did full damage.
- Reduced particle size of slashes to reduce visual clutter.

Developer Notes (Click to show)

We finally figured out a way to change how much damage is dealt between Mobs and Players with physical weapons. This should help make physical builds more viable in dungeons. Additionally, damage vs players was slightly reduced in order to keep physical in check as it was previously too strong in PvP. ~Dummy

In addition, testing revealed that slash attacks made it difficult to tell if you landed a crit or not, as more often than not the slash would hit the player when it felt like it should've been a crit. We changed the behavior of slash attacks to no longer occur while in the air to reduce the feeling of missed crits. ~Dragon

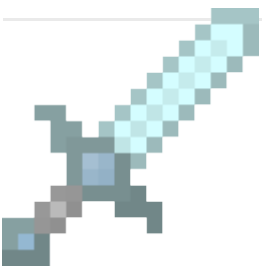


All Axes

- Slash attack damage reduced from **0.9x** → **0.8x** (-11%)
- Slash attack now only occurs on direct hit. ☐☐

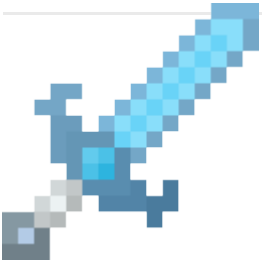
Developer Notes (Click to show)

“ This change to axes was made to prevent axes from constantly slashing while chopping trees. This also helps to balance their power a little bit, as axes have much wider slashes compared to swords which made them a little too powerful when swinging freely. ~Dragon



Aether Blade + Eternal Wind

- Damage increased from **11 → 16** (+45%)
- PvP power set to 69%. **11 → 11** (+0%)



True Aether Blade

- Damage increased from **14 → 20** (+43%)
- PvP power set to 63%. **14 → 12.5** (-11%)
- [Ability: Whirlwind]
 - Cooldown increased from **2s → 6s** (+200%)
 - Knockback vs mobs increased by **47%**
 - Knockback vs players increased by **100%**
 - Removed weakness effect after casting. ☐

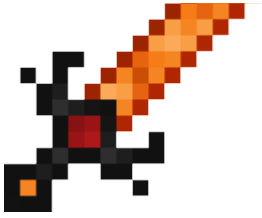
Developer Notes (Click to show)

“ The True Aether Blade was another controversial item when it came to its balance. Its AoE damage capability in dungeons far exceeded the True Aether Wand, and it found little to no use in PvP. We decided to make it a CC tool to help mages deter physical units by increasing the knockback power of Whirlwind. In addition, we increased Whirlwind's cooldown to reduce knockback spam in both PvE and PvP. ~Dummy



Hellstone Blade

- Damage increased from **13 → 18** (+38%)
- PvP power set to 67%. **13 → 12** (-8%)



True Hellstone Blade

- Damage increased from **17** → **23** (+35%)
- PvP power set to 65%. **17** → **15** (-12%)



Aether Axe

- Damage increased from **13** → **19** (+46%)
- PvP power set to 66% **13** → **12** (-7%)



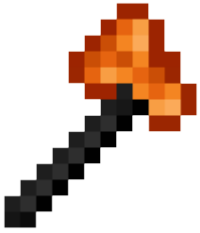
Angelic Axe

- Damage increased from **17** → **21** (+24%)
- PvP power set to 67% **17** → **14** (-18%)



Hellstone Axe

- Damage increased from **15** → **20** (+33%)
- PvP power set to 68% **15** → **13.5** (-10%)

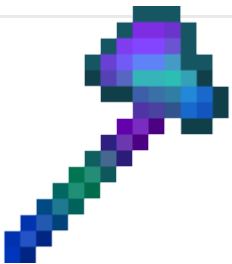


Volcanic Edge

- Damage increased from **18** → **25** (+38%)
- PvP power set to 66% **18** → **16.5** (-8%)
- [Ability: Magma Bomb]
 - Cooldown increased from **12s** → **15s** (-25%)

Developer Notes (Click to show)

“ Magma Bomb deals a large amount of damage very reliably on a relatively short cooldown. Instead of targeting the high damage, we decided to increase the cooldown slightly to maintain the item as a good wave clearer in PvE and heavy poke tool and/or finisher in PvP. ~Dragon




Reliquae Aurora

- Temporarily removed AoE and Crit Chance. ☐☐
- This item is pending a full rework.



Chaos Hammer

- Damage increased from **19 → 39** (+105%)
- PvP power set to 43% **19 → 17** (-11%)
- [Ability: Explosive Pain]
 - Damage increased from **20 → 60** (+300%)
 - PvP damage increased from **10 → 20** (+100%)
 - Cooldown reduced from **8s → 4s** (+50%)
 - Added range limit to thrown blocks to reduce lag. 
- [Ability: Grand Slam]
 - Damage ceiling increased from **80 → 120** (+50%)
 - PvP damage ceiling increased from **30 → 40** (+33%)

Developer Notes (Click to show)

“ While Paragon Items remain as a source of uncertainty in the development process, we still want to ensure they are at least as viable as a Dragon Helmet. As such, this item is receiving various buffs to maintain a power level similar to a Tier IV item. ~Dragon



Ranged

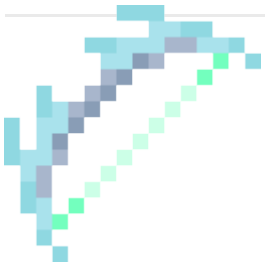
All Forge Bows

- PvP power reduced from **50% → 30%** (-20%)
- Arrow Velocity is now displayed in blocks per second instead of a multiplier.

- Now fires custom projectiles that we have more control over.

Developer Notes (Click to show)

“ We found that bows were out damaging other weapon types with zero investment, so we tuned their damage to be more respective of uninvested weapon damage numbers of other damage types in preperation for future ways to invest in ranged/bow capabilities. ~Dummy



True Aether Bow

- Can now continue charging to reduce arrow spread. ☐
- All three arrows can now damage the same enemy. ☐
- Damage reduced from **57x3** → **49x3** (-14%)

Developer Notes (Click to show)

“ With the ability to deal shotgun levels of damage up close, and choke the spread for longer distance sniping, this is now a very formidable weapon. As a safety precaution, we are reducing the damage slightly and will be keeping a close eye on this weapon. ~Dragon



Hellstone Bow

- Arrow Velocity reduced from **80** → **50** (-38%)
- Explosion damage multiplier increased from **0.7x** → **0.75x** (+7%)



Magma Bow

- Arrow Velocity reduced from **80** → **50** (-38%)
- Explosion charge time reduced from **3.5s** → **2s** (-43%)
- Explosion damage multiplier reduced from **0.8x** → **0.75x** (-6%)
- An entity hit by an exploding arrow will now take damage from both the arrow and the explosion.

Developer Notes (Click to show)

After discussing feedback on the Magma Bow, we decided to heavily buff the charge speed for explosive arrows to make the bow feel quicker, more reliable, and much more fun to use. In addition, we reduced the arrow velocity of Hellforge bows to ensure that they are not strictly better than Aether bows. They both have their own benefits and drawbacks.

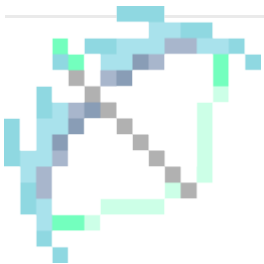


All Forge Repeaters

- Now have a new Arrow Spread stat.
 - Set to 2° on most repeaters for now.
- Arrow Velocity is now displayed in blocks per second.

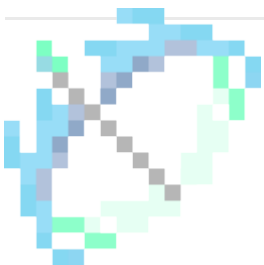
Developer Notes (Click to show)

“ Repeaters were dominating single target DPS with no investment, especially in PvE content. Their original purpose was to relieve strain of pulling back arrows while still having a bow type weapon, however they ended up being an infinitely better choice than regular bows. We are nerfing them in hopes of letting regular bows shine once more. ~Dummy



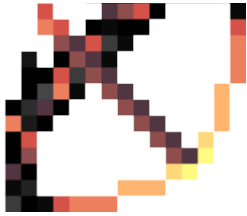
Aether Repeater

- Damage reduced from **24 → 16** (-33%)
- Arrow Velocity reduced from **40 → 20** (-50%)



True Aether Repeater

- Damage reduced from **33 → 22** (-33%)
- Arrow Velocity reduced by **60 → 20** (-33%)



Hellstone Repeater

- Damage reduced from **38** → **26** (-32%)
- Arrow Velocity reduced from **60** → **40** (-33%)
- Explosion damage multiplier increased from **0.7x** → **0.75x** (+7%)



Magma Repeater

- Damage reduced from **48** → **36** (-25%)
- Arrow Velocity reduced from **80** → **40** (-50%)
- Explosion damage multiplier reduced from **0.8x** → **0.75x** (-6%)



Magic

True Aether Wand

- [Ability: Aether Barrage]
 - Cooldown reduced from **20s** → **12s** (-40%)
 - Reduced the spread of barrage projectiles by 80%. ☐☐
 - Barrage projectiles will ignore immunity frames, allowing all 7 shots to deal damage. ☐☐

Developer Notes (Click to show)



The barrage ability of this weapon is often used as a finisher or as a high damage tool, but was found to be unreliable outside of point-blank range. We are tuning the spread and damage capability to make this ability more reliable in fast-paced PvP combat, and reducing the cooldown so mages have more opportunities to deal good burst damage to a tanky opponent, especially considering the new existence of instant consumables. ~Dragon



Infernal Wand

- Updated item description to state that projectiles leave behind a lingering AoE for a short time.
- Temporarily removed unfinished secondary ability.
 - Replaced with Hellstone Wand's secondary.
 - Cooldown of this ability is shared between the two wands.
- Other players' AoE circles are now colored red to differentiate between your own AoE circles.

Developer Notes (Click to show)

“ This item has very strong crowd control potential in PvP. As such, we are keeping a close eye on this item and are working on finishing up the unfinished secondary ability we accidentally released. ~Dragon



Aether Staff

- Now has a party targeting option.

- Enabling Party Healing will ensure projectiles only track and collide with party members.
- Turning this off will allow you to track and heal anyone.
- Toggle by looking directly down and pressing F (your swap hand keybind).

Developer Notes (Click to show)

“ This change was to allow healers to target party members that are closely fighting other players, without accidentally healing non party members. Additionally, you can still heal players in the open world without needing to be in a party with them. ~Dummy

? Dungeon Changes ?

Outpost

- Warden Shield health reduced from **300 → 250** (-17%)
- Added forge potions to forest crate loot.

Ancient Digsite

- Ancient Pharaoh now fires the "cursed sand" attack at the same time as the tornado to make the attack easier to predict.
- Demonic Seal Shield health reduced from **500 → 250** (-50%)
- Hellfire Archdemon base health reduced from **8600 → 6600** (-23%)
- Added forge potions to desert crate loot.
- Boss Loot Changes:
 - Now drops 2 rare items at base instead of 1.
 - Rare count is 2 + 1 for every 100% difficulty added. (3 at 200%, 4 at 300%, etc.)
 - Added Infernal Heart (Relic)
 - Added Infernal Ruby
 - Added Outpost Cooldown Reset
 - Removed Red, Green, and Blue Hellstone Focus Gems
 - Removed Mana Generator
 - Removed Mana Crystal
 - See updated loot table and weights here!
 - <https://wiki.dragonstone.pw/books/the-dungeon-codex/page/ds4-ancient-digsite>

Developer Notes (Click to show)

“ The health reduction is to compensate for the Repeater nerf and to slightly reduce the duration of the boss fight at higher difficulties, as this dungeon already takes enough time to finish as it is. In addition, we have boosted the base rare drop count to account for this dungeon being of much higher difficulty than other dungeons. ~Dragon

?? Forge Changes ??

Dragon Communion Altar

- Crafting a Dragonstone now also requires 10 Infernal Rubies. **0 → 10**

Essence Generator

- Cloud Essence & Infernal Essence crafting time reduced from **30 min → 15 min**
- Fast Aether Essence & Fast Nether Essence shard cost reduced from **25 → 20**

Aether Infuser

- Removed shard dust smelting.
- Aetherian Steel:
 - Smelting time reduced from **2 min → 30 sec**
- Starlite Alloy:
 - Smelting time reduced from **5 min → 2.5 min**

Hellstone Furnace

- Removed shard dust smelting.
- Hellstone Ingot:
 - Replaced 10x Quartz with 10x Gold Ingot
 - Smelting time reduced from **2.5 min → 40 sec**
- Arcane Netherite:
 - Replaced 1x Netherite Ingot with 1x Netherite Scrap
 - Reduced Obsidian, Nether Brick, and Blaze Powder requirements from **30 → 10**
 - Smelting time reduced from **10 min → 5 min**

Developer Notes (Click to show)

We made the difficult decision to remove the shard dust options for smelting dungeon ores, because we found that there was little reason to gather and spend vanilla materials anymore. ~Dragon

Hellstone Forge

- Hellstone Pickaxe:
 - Reduced Magma Block requirement from **150 → 75**
- Hellstone Shovel:
 - Reduced Magma Block requirement from **100 → 50**
- Hellstone Bow:
 - Replaced 1x Bow with 30x String
- Hellstone Helmet:
 - Removed 150x Blackstone from recipe.
- Hellstone Chestplate:
 - Removed 200x Blackstone from recipe.
- Hellstone Leggings:
 - Removed 175x Blackstone from recipe.
- Hellstone Boots:
 - Removed 100x Blackstone from recipe.
- True Hellstone Blade:
 - Reduced Infernal Essence requirement from **30 → 2**
- Volcanic Edge:
 - Reduced Infernal Essence requirement from **25 → 2**
- Magma Bow:
 - Reduced Infernal Essence requirement from **40 → 4**
- Infernal Wand:
 - Reduced Infernal Essence requirement from **30 → 3**
 - Reduced Infernal Ruby requirement from **6 → 5**
 - Reduced Blackstone requirement from **150 → 128**
 - Reduced Crimson Stem requirement from **300 → 128**

Event Forge

All costs below are in Event Points, which can be obtained from server events, beta testing, and development work.

- Undead Essence cost reduced from **60 → 25**
- Fiery Essence cost reduced from **75 → 25**
- Cloud Essence cost reduced from **175 → 100**
- Infernal Essence cost reduced from **200 → 100**
- Aether Essence cost reduced from **1000 → 500**
- Nether Essence cost reduced from **1400 → 500**

- Ancient Debris cost reduced from **100 → 45**
- Dragon Breath cost reduced from **40 → 10**
- Totem of Undying cost reduced from **100 → 25**
- Budding Amethyst cost reduced from **2000 → 1000**
- Dragon Shard Block cost reduced from **1000 → 900**

? Quality of Life ?

- Ender Chests can once again be mined without silk touch.
- Improved magma bow charge animation to reduce visual clutter.
- Reduced particle size of melee weapon slashes to reduce visual clutter.
- Players in the forge now receive Fire Resistance to prevent hellforge lava from burning players.
- All forge armor and spirit armor use a netherite base again, which makes the items themselves immune to lava.
- You can now add armor trim to forge armor once again.
 - Note that trim will be lost if we make any stat changes to forge armor, so please keep copies of your trim templates!

? Bug Fixes ?

- **[Major]** Finally fixed a long-standing bug that caused wand & bow projectiles to collide with invisible armor stands/markers in dungeons.
- Fixed true hellstone blade slash consuming mana even if you did not have enough, causing you to enter mana debt.
- Fixed mob grinders not working while AFK.
- Fixed forge armor and spirit armor playermodel textures.
 - Sadly animations are not yet supported.

?? Known Issues ??

- Bow and Wand bullets were temporarily removed due to an alignment issue. (We added additional particles to keep them visible)
- Repeaters temporarily no longer have a firing animation due to an issue with item data being overridden.
- We temporarily disabled sneak to trade as it was interfering with forge abilities in pvp combat.
- Custom biome colors in dungeons currently do not work and will appear as plains biome.

? What's next? ?

- We are planning on launching server-wide quests soon that the whole server can contribute to!

- We are also planning a server event that will affect the overworld in new ways!

Dragonstone Patch History (1.21)

Patch 1.0 - 8/19/2024

This is mostly just a summary of what has changed this version.

- Updated Dragonstone to Minecraft 1.21.
- Also compatible with 1.21.1 clients.
- Added Terralith Overworld Terrain Generator.
- Added Nullscape End Terrain Generator.
- Bundles are now possible to obtain via Terralith structures / loot tables.
- Added /kit EnderChest as a temporary measure for our broken datapack which previously allowed Ender Chests to be picked up without silk touch.
- Limit of 10 uses per player. 1 hour cooldown.

Backend Changes

- Added automated cycles played & draconic essence counter.
- Added cycles played to the new player join message.

Patch 1.1 - 8/20/2024

Gamerule Changes

- You can now make infinite lava sources, just like you can with water.
- Mob griefing has been turned off in the end. Have fun with your wither farms!

Patch 1.2 - 8/28/2024

- Re-opened **/warp shop**!
- Note: Permit protection via barrel sign is currently broken.
- Re-enabled overnight one-hour long server void time for server backup.

- Note: Regularly scheduled reboots will resume in the near future on a modified schedule based on poll results.
- Fixed damage indicators having zero velocity and getting in the way of your vision while fighting.
- [Void] Restored Thalassophobia Void.
- [Void] Required Defense Stat for Immortality increased from 200 --> 250.

Patch 1.2.1 - 8/29/2024

- Fixed Permit Shopkeeper refusing to sell shop permits.

Patch 1.3 - 8/31/2024

- Shop is now a free-build zone to encourage creativity.
- Removed all empty pre-built shop islands.
- You must now build your own islands.
- You may bridge off of other islands to reach your desired building location, please remove your bridge after!
- Please remember to craft a barrel for your permit and label it with a sign containing your username.
- Groups of players / teams are allowed to share the same island or zone.

Patch 1.3.1 - 9/8/2024

- Re-added **/trade**.

Patch 1.3.2 - 9/13/2024

- Updated development server to 1.21 so we can actually begin fixing things.
- Re-Added World Potion of Night Vision to the store.

- Reminder: You can use /worldpotion (off/on) to toggle world potions for yourself if it gets annoying!

Patch 1.4 - 9/22/2024

- Re-opened PvP Arena
- **Re-opened Spirit Forge**
- Re-opened Dragon Forge
- Re-opened Dungeons
- Note that there will likely be bugs, please report them via ticket or in bug-reports for us to fix!

Patch 1.4.1 - 9/24/2024

- Updated the plugin that allows us to disguise mobs, so now dungeon crates and forest sprites are no longer zombies
- Temporarily removed the Run Dungeon due to a bug and possibly being the cause of a server crash - more to be explained in an announcement shortly

Patch 1.5 - 10/3/2024

The Forge Balancing Update

- This is all to prepare for the release of the Hellforge and the long awaited Ancient Digsite dungeon!

Mechanical Changes

PvP Coefficient

- Changed PvP nerf on all items to a PvP Coefficient.
 - PvP Coefficient is a pvp damage multiplier vs players.
 - This is listed as "PvP Power" in forge item descriptions.
 - Most wands now deal 0.5x damage to players.

- Most forge bows now deal 0.75x damage to players.

Affinity Scaling / Affinity Amp

- Removed affinity scaling from all forge items.
 - We plan on bringing back Affinity in the future but in an exciting new form that will empower existing forge items with new and improved abilities!

New Items

Aether Staff

- Our very first Support Item!
- Fires healing bolts that heal players!
 - (will be changed to party members only in the future).
- Two charge-up abilities that can be cycled with the F key.
 - Circle of Power: Buffs all nearby party members with magic damage, casting speed and mana regen. Damages nearby mobs.
 - Sphere of Sapping: A slowly growing AoE that saps nearby mobs, regenerating your mana while damaging and slowing them.

Balance Changes

True Aether Armor

- Full Set Armor Toughness increased from 4 --> 10

Paragon: Chaos Hammer

- Significantly reduced PvP damage.

Item Reworks

Fire Dragon Helmet

- Added Explosive AoE attack that triggers every 6 seconds on melee attacks.
 - Deals 300% weapon damage to mobs, 100% damage to players.
- Reduced meteor knockback vs players by 80%.
- Added 30% Melee Resistance.
- Removed 12% Magic Resistance.

Sea Dragon Helmet

- Massive rework, almost all abilities have been changed.
- Now passively buffs nearby party members.

- Grants passive healing, increased damage and movement speed.
- Buffs can be temporarily overloaded via triggered ability.
- Passively summons damaging water bolts on nearby mobs.
- Summons water bolts on players for 3s after landing a bow hit.
- Can now dash without being in water.
- Massively buffed underwater dash.
- Added 30% Projectile Resistance.
- Removed 8% Magic Resistance.
- Added Chromatic Scales passive ability.
 - Grants stacking damage resistance upon taking damage.
- Tweaked item lore.

Sky Dragon Helmet

- Can now rapid-fire mana bolts like a Spitfire from World War II
 - Deals low damage but also refills your mana while flying.
 - Must be flying, left click with an empty hand to cast.
 - This can allow you to go over your mana cap.
- Reduced Mana Suppression when exiting flight from 5s --> 3s
- Mana Regen increased from 0.8/s --> 1.5/s
- Added Chromatic Scales passive ability.
 - Grants stacking damage resistance upon taking damage.
- Removed Ability: Wind Shield

Void Dragon Helmet

- Added Chromatic Scales passive ability.
 - Grants stacking damage resistance upon taking damage.

Bug Fixes

- Fixed Raven Wings not accepting Aether Mendstones.
- Fixed Fire Dragon Helmet not giving buffs on low health.

Future Plans

- We plan on removing the Undead Damage bonus from all Aether items and moving it to new equipable items called "Trinkets".
 - (Same for Demon Damage on Hellforge items)
- Affinity will be re-introduced, we are redesigning the system to focus more on unlocking new abilities for existing forge items rather than granting raw stat buffs. This will allow you to continue to use your favorite lower tier forge items without them becoming non-viable in later dungeons.
 - Example: Having more than 25 Air Affinity may grant the True Aether Blade a new attack, and make the existing Whirlwind ability shoot three wind projectiles instead

of just one.

Patch 1.5.1 - 10/3/2024

Dungeon Fixes

- Fixed dungeon mobs spawning at level 1.
- Fixed `run-outpost` and `run-outpost-practice` dungeons.

Item Changes

- Removed Affinity Bonuses from all armor pieces.
 - Artifacts will still grant an Affinity bonus for our future affinity rework.

Bug Fixes

- Actually removed Wind Shield from the Sky Dragon Helmet.

Future Fixes

- Buff descriptions will be updated/added to new buffs over the next couple days.

Patch 1.5.2 - 10/3/2024

Misc Changes

- Updated buff descriptions.

Sky Dragon Helmet

- While flying, gain the following buffs:
 - -25% Mana Cost to all wands.
 - +25% Cooldown Reduction
 - +25% Magic Damage

Patch 1.5.3 - 10/3/2024

Outpost Rungeon (run-outpost)

- Temporarily disabled glowing effect on shinies due to console error spam.

Patch 1.5.4 - 10/7/2024

QoL & Bugfixes

- Dragon Shards now have a new texture! (Thanks @MaleahTries!)
- Dungeon crates now have new models! (Thanks @Drackys!)
- Dungeon crates now have a right click indicator to show that they can be opened quickly by right clicking.
- Allowed **/team** and all sub-commands in dungeons.
- Allowed **/tec** in dungeons.
- Fixed dungeon crates not playing sounds on hit/open
- Fixed dungeon boss chests not displaying their full nametag.
- ~~Fixed dungeon wards not displaying health.~~ <-- reverted due to a bug.
- [Tutorial] Fixed exit portal not opening after the tutorial villager finishes talking.
- [Tutorial] Fixed chat bubbles appearing too high above the tutorial villager.
- [HappyHills] Fixed warded blocks not being removed on boss kill.
- [Outpost Run] Fixed being able to infinitely loot the hidden chests in outpost practice run.

Balance Changes

Sea Dragon Helmet

- Downpour: Increased autocast speed from 1.5 sec --> 1.25 sec.
- Downpour: Increased projectile velocity from 24 --> 36.
- Downpour: Decreased damage from 30 --> 20.
 - (PvP damage: 15 --> 10)
- Torrent: Increased cooldown from 1.5 sec --> 5 sec.
- Torrent: Forward and upward dashes are now on separate cooldowns, allowing you to chain them.
- Tooltip updated to our new slightly improved format.

Fire Dragon Helmet

- Combustion: Cooldown reduced from 6 sec --> 3 sec.
- Combustion: PvP Coefficient reduced from 1.0x --> 0.5x.
- Tooltip updated to our new slightly improved format.

All Dragon Helmets

- Chromatic Scales: Decreased stacks gained when hit from 2 --> 1.
- Chromatic Scales: Decreased maximum stacks from 30 --> 20.

Patch 1.5.5 - 10/14/2024

QoL & Bugfixes

- Fixed dungeon loot crates not glowing.
- Fixed dungeon loot crates not shattering when opened.
- Fixed True Aether Armor mana surge cooldown not displaying.
- Hopefully fixed connectivity to the void server.

Forge Recipe Changes

Primordial Essence

- Crafting Time: 20h --> 4h

Mana Crystal

- Added to Wand Focus forge.
- Requires:
 - 20x Amethyst Shard
 - 20x Copper Ingot
 - 10x Light Blue Stained Glass Pane
 - 1x Soul Lantern
 - 1x Aetherian Steel

Aether Staff Focuses (Large Focus Gems)

- Temporarily removed.
 - They were accidentally pushed before they were ready.

Patch 1.5.6 - 10/19/2024

Draconic Mendstone

- Cost - Dragon Shard: 2 --> 1
- Cost - Diamond: 16 --> 10

Patch 1.6 - 10/21/2024

New Dungeon

Ancient Digsite has been released!

- The dungeon you have all been waiting for!
- Hellstone materials are obtainable in this dungeon.

Hellstone Forge

Now Open!!!

- This forge brings several new fire themed items, specializing in strong and durable melee builds.
- There are also new fiery magic and ranged weapons!
- Expect more items to be added in the near future!

Balance Changes

All Items

- All items with Undead Damage or Demon Damage bonuses have been consolidated into a new stat called "Mob Damage".
 - This will allow items from all forges to be equally flexible in each dungeon.

Sky Dragon Helmet

- Can no longer fly in boss arenas.
 - All bosses now give the "Flight Suppression" debuff which prevents you from using flight abilities.
- While flight is suppressed, you can briefly hover every 10 seconds.

Bug Fixes

True Void Bow

- Fixed an issue causing the bow to not shoot or reload.

Patch 1.6.1 - 10/22/2024

Dungeon Changes

Ancient Digsite

- **Boss:** The attack speed increase during phase 3 was reduced by 50% during launch day. We are now increasing slightly to make phase 3 a little more challenging. The max attack speed cap has also been increased from 6x to 14x.
 - Developer Notes: We want you to suffer but not THAT much.
- **Boss:** The infernal beam attack during phase 2 now leaves a permanent line of lava in the arena.
 - Developer Notes: Giant laser beams are supposed to melt stuff, right?
- **Loot:** Fixed an issue that was causing Fire Essence to drop more often than intended from Fire Sprites.
- **Loot:** Fixed an issue that was causing the Hellfire Chest to appear as a zombie instead of a chest.
- **Loot:** Fixed Hellstone Ore unintentionally dropping Azurite Crystals and granting tons of mana.
- **Portal:** Fixed an issue where only one person could exit the dungeon via portal.
- **Misc:** Added a double chest at the end of the dungeon to use for splitting loot with teammates.
- **Misc:** Removed the mobs that would spawn inside the tents in the digsite area.
- **Misc:** Moved the pyramid challenge parkour finish button further into the wall. It is now also a button instead of a lever.
- **Misc:** Made it easier to climb back to the portal area if you fall off the ledge while collecting boss loot at the end of the dungeon.

Forge Changes

Forge Armor

- **Forge Armor:** Added temporary textures/trimms to some forge armor sets until custom textures are fixed in 1.21.2.
- **Event Forge:** Reduced costs of most hellstone materials.
- **Event Forge:** Added difficulty modifiers for 50 event points each.

Balance Changes

Hellstone Bow

- Ranged damage increased from 20 --> 22.

Magma Bow

- Ranged damage increased from 23 --> 26.

Hellstone Armor Set

- Each piece now grants +5% melee damage.
- Helmet and boots now grant +5% melee resistance.
- Chestplate and leggings now grant +10% melee resistance.
 - Developer Notes: We are working on adding more stats and features to the Hellstone armor set in order to make it competitive with Aether Armor. Expect the Tier II hellstone armor set to be released soon as well!

True Void Bow

- Added +50% Mob Damage.
 - Developer Notes: This should help this weapon feel much more powerful in dungeons and can now one-shot most lower level mobs.

Sea Dragon Helmet

- **Passive Area Buff:** Added +10% bow fire rate to party members.
- **Active Area Buff:** Added +30% bow fire rate to party members.
- **Active Area Buff:** Increased duration from 5 sec --> 8 sec.
- **Active Area Buff:** Party members now glow for the duration of the buff.
 - Developer Notes: Forge bows just haven't felt the same after the removal of affinities, at least this will allow some of you to experience faster bows once more. Definitely worth trying to party with a sea dragon!

Quality of Life

- Most forge items will no longer knock back or target party members.
 - Developer Notes: Yay no more getting knocked into a horde of lvl 80 husks by your teammate with a true aether blade. This will be added to forge wands in a future patch, they are more difficult to work with.

Bug Fixes

- Fixed Infernal Focus description erroneously stating they can be used on Aether Wands.
- More bug fixes soon, there are a lot of small things to fix!
- Nether Mendstones will be released in an upcoming patch.

Patch 1.6.1 - 10/27/2024

Dungeon Changes

Ancient Digsite

- Made [redacted] room in the pyramid challenge slightly easier to get into.
- Added a new buff sound to hellstone ore when broken.

Forge Changes

Added Nether Mendstones

- Find to the left of the Hellstone Forge!

Balance Changes

All Hellforge Items

- Inferno Hex now deals 10 magic damage per second to mobs.

Angelic Axe :work: (Full Rework)

- Removed all previous abilities.
- Added AoE to primary attack. (Coming soon to all melee weapons!)
 - Deals 90% damage to all mobs in a 3 block radius of the attacked mob.
- Added **Angelic Light**. (Cooldown: 30 sec)
 - Instantly heals you for 6 health.
 - Instantly restores 20 mana.
 - Grants 6 absorption HP for 3 sec.
- Added **Angelic Smite**. (1% proc chance)
 - Calls forth a massive beam of holy light from the sky.
 - Creates a massive shockwave that deals extreme magic damage to mobs caught in the radius. (Reduced damage in PvP but still significant.)

Aether Staff

- Added +50% Mob Damage.
- Removed accidental +50% Mob Resistance.
- Many improvements to item description.
- [Ability: Circle of Power]
 - Buff now increases attack speed by 20%
 - Buff now increases casting speed by 20%

- Buff now increases bow fire rate by 20%
- Buff now reduces the cooldown of all abilities by 20%
- Buff mana regeneration increased from 0.6/s --> 1.0/s
- Buff no longer increases damage of all weapon types.
- Will now give you an arrow if you don't have one in your inventory.
 - Due to minecraft limitations and the base item being a bow, an arrow is required to use the right click abilities.

Sea Dragon Helmet

- Durability increased from 20000 --> 25000
- Can now toggle Downpour (autocast) by looking straight down, sneaking and right clicking.

Quality of Life

- Improved item description of Aether Staff.
- Improved item description of Sky Dragon Helmet.
- Improved item description of Sea Dragon Helmet.
- Improved item description of anything with Inferno Hex.

Bug Fixes

Items

- Fixed Aether Staff not buffing nearby players when placed.
- Fixed Fire Dragon Helmet meteor AoE circle not spawning at the meteor's actual landing location.
- Fixed Fire Dragon Helmet on hit combust ability sound being heard much further away than intended. (sound range: 128 --> 32)
- Removed the "Infernal" enchantment from all hellforge items.
 - It's purpose was to show that the item inflicted the inferno hex debuff, but was found to be unnecessary and confusing as inferno hex is already explained in the item description.
- Fixed an issue that would cause the abilities of Dragon Helmets to cast while being held, allowing for extremely overpowered combinations.
- Fixed an issue where hellstone items were failing to apply the Inferno Hex to players.

Dungeons

- Fixed dungeon spectators being able to cast abilities and use wands while dead.
- Fixed being unable to damage dungeon ores when more than 64 blocks away.
- (Outpost) Fixed Zombie Warden boss bar sometimes still showing the boss as immune if two or more shield wards are destroyed at the same time.

- (Digsite) Fixed Ancient Pharoah shooting cursed sand at everyone at the same time, it should now only target one person.

Future Plans

- We plan on giving all melee weapons AoE damage to help keep them a viable option among wands and autobows.
- We are working on fixing many bugs with the hellforge.
- We plan on buffing several hellforge items to ensure they remain competitive with their aether counterparts.
- We plan on fixing a couple of unfair/undodgeable attacks on the Digsite boss (triple fireball especially) so very high difficulties are at least possible.