

# The Wings of Change

Contains all changelogs and patch notes which document changes to Dragonstone.

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# Dragonstone Changelogs

## (1.21)

# Dragonstone - Patch 1.8.1

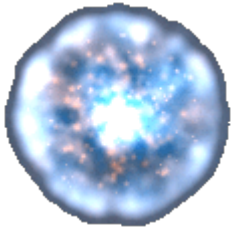
**:dragon\_shard: Cycle 9 -**

**Patch 1.8.1**

**:dragon\_shard:**

## Balance Changes

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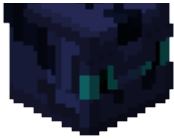


### All Forge Items

- 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.

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## 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. [\[1\]](#)



## Infernal Wand

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

# [\[1\]](#) Forge Recipe Changes [\[1\]](#)

**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

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#### 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

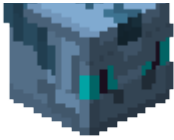


## Raven Wings

- 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

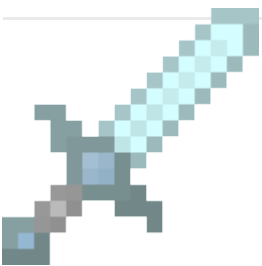


## All Axes

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

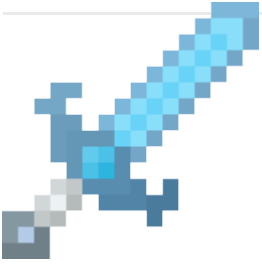
### Developer Notes (Click to show)

“ 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. ☐

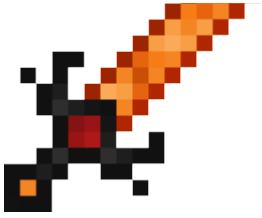
### Developer Notes (Click to show)

“ 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%)

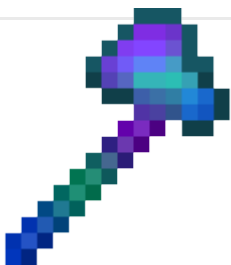


## Volcanic Edge

- 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

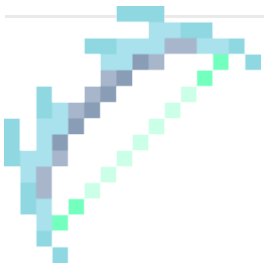


## All Forge Bows

- 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%)

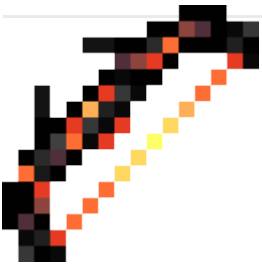
### Developer Notes (Click to show)

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.

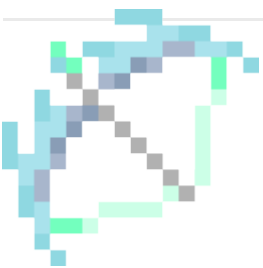


## All Forge Repeaters

- 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



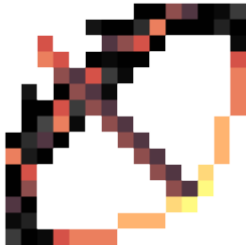
## Aether Repeater

- 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

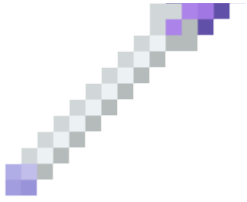
- Damage reduced from **38** → **26** (-32%)
- Arrow Velocity reduced from **60** → **40** (-33%)
- Explosion damage multiplier increased from **0.7x** → **0.75x** (+7%)



## 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.

# Dragonstone Changelogs

## (1.20)

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

# 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

---

◀◀◀◀◀ 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 its 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.

---

## 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.

---

## 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.

---

## 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.

---

## 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.



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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.
- 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.

---

# ◀◀◀ Dragonforge Changes ▶▶▶▶▶

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

## Item

- List

### Developer Comments:

Comment

---

## 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.

---

## 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!

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

---

## 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!

---

## **(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!

---

## **(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!

---

## **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.

---

## **Aether Excavator**

- Durability increased from 4096 --> 8192

This buff to the Aether Excavator will give it the same durability as the Aether Claw.

See what's changed below!

- aaaaaaaaaaaaaa

AAAAAAAAAAAAAAAAAAAAAAAAAAAA!

- 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.

- 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.
- 

## :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.
- 

# :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

---

: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.
- 

: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.
- 

## :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)

# Dragonstone Changelogs

## (1.19)

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

# Dragonstone Changelogs

## (Pre-1.19) #1

### ◀◀◀◀ Patch Summary ▶▶▶▶▶▶▶▶

May 18th, 2022

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

### Patch Summary:

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

### Coming Soon:

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

Dragonstone Official Resourcepack v1.9.98

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

---

## Elemental Affinity Changes

Thanks to a new system, we are now able to buff Dragonforge stats whenever you gain Mastery in an Element.

Elemental Affinity buffs have been reworked to take advantage of this new system, providing more beneficial bonuses that properly interact with damage and stat bonuses from forge items.

As of this patch, the maximum mastery level is 25.

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

### ----- Air -----

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

### ----- Fire -----

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

### ----- Water -----

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

### ----- Earth -----

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

Some items can grant bonus affinity in certain elements while equipped, however this only improves amplification for spells that use the same element and does not improve the above stats.

## Elemental Amplification

Gaining Affinity and Mastery in the elements will also amplify spells that use the same element, making them more powerful.



For example, an Air Spell such as "Whirlwind" from the True Aether Blade can

be amplified by Air Affinity.

Having 25 Affinity will amplify the damage of most spells of the same element by x1.25 (1% per point)

The Affinity Bars located on the right side of your hotbar will display your Elemental Amplification, as this is a combination of Elemental Affinity gained from both your Elemental Mastery and from equipping items.

Thanks to this, as another example, if you primarily use Fire based spells and wands, it may be beneficial to pursue mastery over Fire as well as items that grant you bonus Fire Affinity.

---

# Dragonforge Balance Changes

## Global Changes

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

## Aether Blade

- Reduced PVP damage from 10.5 --> 9.9
- 

## Aether Axe

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

## Angelic Axe

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

### Developer Comments:

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

---

## True Aether Blade

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

### Developer Comments:

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

---

## Aether Bow

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

### Developer Comments:

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

---

## True Aether Bow

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

### Developer Comments:

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

---

## Aether Wand

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

### Developer Comments:

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

---

## Aether Claw

- Durability increased from 4096 --> 8192

### Developer Comments:

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

---

## Gravedigger --> Aether Excavator

- Renamed to Aether Excavator

### Developer Comments:

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

---

## Aetherian Vengeance

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

### Developer Comments:

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

---

## Raven Wings

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

### Developer Comments:

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

---

## Spirit Elytra

- Changed enchantment Unbreaking III --> Unbreaking I

### Developer Comments:

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

---

## True Void Bow

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

### Developer Comments:

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

---

## Dwarf Helmet

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

### Developer Comments:

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

---

## Void Dragon Helmet

- Added "Void Negation" ability which allows you to negate the effects of Void Curse and instead turn it into a useful buff. This consumes 1\* (Aspect) per second while negating.
- The helmet generates 1\* every 10 seconds and can store up to 100\*
- While negating, void curse depletes 20x faster and you regenerate 1 HP/sec.

- Void Curse is turned into Void Power which grants a bonus to magic damage, dodge chance, movement speed, and mana regeneration.
- Added permanent Night Vision.
- Increased dodge chance from 6% --> 10%
- Reduced max mana from 50 --> 40
- Removed mana regeneration. (0.5 --> 0.0)
- Removed "Void Bolt" ability.

#### Developer Comments:

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

---

## Harbinger Horns (Paragon Item)

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

#### Developer Comments:

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

(Bound to: ImDummyThinn)

---

## Storm Dragon Wings (Paragon Item)

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

**Developer Comments:**

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

(Bound to: METOOCOOL)

---

**Usur Sword**

- Reduced attack damage from 999 --> 888

**Developer Comments:**

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

---

# Forging Cost Changes

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

**Aether Essence**

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

**Developer Comments:**

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

---

# Mendstones Reworked!

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

### **Aether Mendstone** ★☆☆☆☆

- Repairs 25% of the item's total durability.
- Can now repair all Aether items.

### **Aether Mendstone** ★★☆☆☆

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

### **Aether Mendstone** ★★★☆☆

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

### **Aether Mendstone** ★★★★☆

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

### **Aether Mendstone** ★★★★★

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

---

## **Paragon Items**

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

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



# Dragonstone Changelogs

## (Pre-1.19) #2

### ◀◀◀◀ Patch Summary ▶▶▶▶▶▶

May 19th, 2022



#### Server Changes and Bug Fixes

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

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

### ◀◀◀◀ Dragon Forge ▶▶▶▶▶▶

#### Material Requirement Changes

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

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

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

---

# Starlite Alloy

No longer requires diamonds.

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

# Undead Essence

No longer requires shard dust.  
Requires less rotten flesh and bones.

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

# Cloud Essence

No longer requires quartz or dragon shards.

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

# Aether Essence

No longer requires an enchanting table, dragon shards, or end crystals.  
Forge time reduced from 3 days --> 1 day.  
\*This item is eligible for a refund, open a ticket if you forged this item within the last 14 days.

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

## Aether Mendstones

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

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

## Dragonstone Changelogs (Pre-1.19) #1

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

# Dragonstone Changelogs

## (Pre-1.19) #3

### ◀◀◀◀ Patch Summary ▶▶▶▶▶▶▶▶▶▶

June 13th, 2022

#### Server Changes and Bug Fixes

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

This is the last patch for the Sixth Cycle.

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

# Dragonstone Changelogs

## (1.19) #1

### ◀◀◀◀ Patch Summary ▶▶▶▶▶▶▶▶

July 6th, 2022

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

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

### New Features

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

### Server Changes and Bug Fixes

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

### Turrets Delayed

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

# ◀◀◀◀◀◀ Dragonforge Changes ▶▶▶▶▶▶▶▶

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

## **Spirit Armor**

- Changed enchantment Unbreaking III --> Unbreaking V

### **Developer Comments:**

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

# Dragonstone Changelogs

## (1.19) #2

### ◀◀◀◀ The Nestkeeping Patch ▶▶▶▶▶▶▶▶▶▶

November 14th, 2022

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

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

### Feature Changes

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

### Shop Changes

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

- Increased build limit of island shops upwards by 6 blocks.

## Server Changes and Bug Fixes

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

## Dungeon Changes and Bug Fixes

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

---

# ◀◀◀◀◀ Dragonforge Changes ▶▶▶▶▶

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

## No Changes

- No Changes.

### Developer Comments:

No changes this time.

# Dragonstone Changelogs

## (1.19) #3

### ◀◀◀ The Calm before the Hellforge Patch ▶▶▶▶▶

January 8th, 2023

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

#### Known Issues

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

#### Major Changes

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



## Server Changes and Bug Fixes

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

## Dungeon Changes and Bug Fixes

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

## Dragonforge Changes and Bug Fixes

- Removed the "Spiritbound" Enchantment.
  - All Spiritbound items are now unrestricted due to the removal of the enchantment.

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

## Paragon Ascension Queue

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

---

# ◀◀◀◀ Dragonforge Balance Changes ▶▶▶▶

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

## Aether Wand

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

### Developer Comments:

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

---

## Aether Bow

- Added Enchantment: (Tornado I)

### Developer Comments:

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

---

## True Aether Bow

- Added Enchantment: (Tornado II)

**Developer Comments:**

See Aether Bow.

---

## Aether Excavator

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

**Developer Comments:**

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

---

## Aetherian Vengeance

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

**Developer Comments:**

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

---

## Raven Wings

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

**Developer Comments:**

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

---

## Storm Dragon Wings (Paragon Item)

Owner: METOOCOOL

- Removed "Eternal Storm" ability.
- Added "Dragon Flight" ability.
  - Allows you to soar through the skies at extremely high speeds.
  - Launching from the ground into the air costs 3 ⚡
  - Each forward wing stroke costs 1 ⚡
  - Each upward wing stroke costs 2 ⚡
  - Flying downwards will consume 3 ⚡ to initiate a high speed dive, granting immunity to all damage for 2 sec.
  - Slamming into the ground while diving will consume 30 ⚡ to unleash a powerful Electronova which damages and knocks back all entities caught near the epicenter.
- Now uses Storm Charges ⚡ instead of Aspect ✨ (purple mana).
- Your charge capacity is 100 ⚡ and regen rate is 1 ⚡ every 4 sec.
- Removed Aspect Capacity and Aspect Regeneration.
- Increased fall resistance from 80% --> 100%
- Increased knockback resistance from 0% --> 100%
- Added Enchantment: (Mending)

#### Developer Comments:

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

---

## Harbinger Horns (Paragon Item)

Owner: Tartaglia

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

#### Developer Comments:

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

---

## Tactical Nuke

- Damage reduced from 15000 --> 300

#### Developer Comments:

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



# Dragonstone Changelogs

## (1.19) #4

### ◀◀◀ Patches & Hotfixes ▶▶▶▶▶

January 9th, 2023

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

#### Known Issues

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

#### Major Changes

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



## Dragonforge Changes and Bug Fixes

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

# ◀◀◀◀ Dragonforge Balance Changes ▶▶▶▶

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

## Mana Generator --> Pocket Mana Generator

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

### Developer Comments:

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

## **NEW: Mana Generator (Leyline)**

- **Now Available in the Aether Focus section of the aether forge!**
- Grants +0.10/s ✨ mana regeneration.
- Must be equipped in a Mana Slot.
  - You can open your Artifact Inventory with the following commands: **/mmoinv** or **/rpginv**

### **Developer Comments:**

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

# Dragonstone Changelogs

## (1.19) #5

### ◀◀◀ Patches & Hotfixes ▶▶▶▶▶

January 21st, 2023

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

#### Server Updates

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

#### Known Issues

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

#### Bug Fixes

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

#### Dragonforge Changes and Bug Fixes

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# Something

- Something happened!

# Dragonstone Changelogs

## (1.19) #6

### ◀◀◀ Patches & Hotfixes ▶▶▶▶▶

May 1st, 2023

#### Server Updates

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

#### Dragonforge Changes and Bug Fixes

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