

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.

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