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.