

# Dragonstone Changelogs

## (1.20) #1

### ◀◀◀ Patches & Hotfixes ▶▶▶▶▶

July 3rd, 2023

**Greetings everyone, thank you so much for such an active start to the new cycle!**

With a new cycle comes a new set of patch notes. Lots of things broke, and lots of things were fixed, but we all pulled through together! We have fixed many issues with broken forge items, automated task scheduling, and have also massively upgraded our server hardware a couple of months ago! Now we support many players out and exploring without needing to pre-generate the map, which was the most tedious part of starting a new cycle.

A lot of things have changed, such as redefining the tier system for forge items, completely changing the Spirit-Binding system to make it mostly automated and much easier for staff to process, as well as redesigning the way forge bows work to give developers more flexibility with creating new mechanics that are less likely to randomly break with time.

### Server Updates

- Updated Dragonstone to 1.20
- Released Spirit Forge, more information below!
- Upgraded Dragonstone's Server Hardware.
  - **CPU:** 16-Core AMD Ryzen 9 7950X
  - **RAM:** 128gb DDR5 5600mhz
  - **STORAGE:** 4x 1TB m.2 SSDs + 2x 10TB HDD + 1x 4TB Backup HDD for Dragonstone
- ~~Installed Iron AI to cover for irontrooper205 while he is away.~~
  - Uninstalled Iron AI due to showing possible signs of sentience.
- Got stuck.
  - As a temporary fix for a dupe glitch, a persistent stick was added to everyone's last inventory slot to prevent soulbound items duping upon death.
  - This has since been replaced with a command that makes sure all players have at least 1 exp level.
- Fixed Scheduler (Automatic Reboots, Backups, etc.)

## Known Issues

- Many forge items are experiencing bugs after the update, we are working on fixing as much as we can!
- We are aware of an issue that causes player locations to be randomly rolled back, causing players to appear at a previously visited location after a server reboot.
- The server's automatic reboot scheduler is currently not working.
- The nametags of named pets do not properly appear in most cases when looked at.
- Players who have not yet interacted with Nariel in the Outpost Dungeon cannot click the chat options.

## General Bug Fixes

- Fixed a duplication bug.

## Dungeon Changes/Bug Fixes

- Fixed custom biome in the Outpost dungeon.

## Dragonforge Changes/Bug Fixes

- Changed the tiers of all forge items to be a bit easier to understand.
  - There are now 5 tiers instead of 10.
  - Higher tier items will now often be direct upgrades compared to lower tier items.
- Many improvements and minor fixes to item descriptions and colors.
- Reworked the custom stats back-end to make development easier.
- Fixed the bug that caused players to spawn with 0 mana.
- Added new textures for shard dust, dragon shards, aetherite ore, aetherite ingot, and starlite alloy.
- Fixed Mana Generators (if you have any in your /mmoinv from the previous cycle, please take them out, move them around in your inv and put them back in!)
- Fixed Aether Armor not having a set bonus.
- Reworked all Forge Bows to allow auto-fire and use custom projectiles for increased development flexibility.
- Removed Pocket Mana Generators
  - They have been converted to Mana Generators which can be equipped in a mana slot with /equip
- Mana Crystals now need to be equipped in a mana slot with /equip

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◀◀◀◀◀ Spirit Forge ▶▶▶▶▶

The place where your past items return to you.

- We are replacing the Spirit-Binding system with the Spirit Forge!
- As of June 2022, any item you make in the Dragon Forge is automatically unlocked in the Spirit Forge!
- After a server reset, you can go to the Spirit Forge to re-make any item you have forged in the past!
- You are given some Draconic Essence to spend at the Spirit Forge after every reset.
- The amount of Draconic Essence you are given increases with each reset you experience.

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

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

## Aether Bow

- This item is now an Autobow.
- No longer requires arrows to fire.
- Uses a new ammo/reloading system.
- Automatically fires when holding right click.
- Reloading does not require any materials, it just slows you down for a brief moment.
- Undead damage bonus decreased from 80% --> 50%
- Removed crits.

### Developer Comments:

Currently, the enchants that allowed for the marksman (zero-gravity) and piercing enchants no longer work. Instead, the bow is now an Autobow so we can take advantage of custom arrows to re-add the bow's previous functionality. Additionally, the undead damage bonus was reduced to match the 50% bonus of the True Aether Bow. Crits were removed from bows as they no longer function correctly and would be a bit too powerful with this new system.

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## True Aether Bow

- Same changes as Aether Bow, this item is now an Autobow.
- Fires more rapidly than the standard Aether Bow.
- Removed crits.

### Developer Comments:

See Aether Bow.

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## Dovahkiin Helmet

- Shockwave cone radius increased from 30° --> 50° wide.
- Shockwave range increased from 20 blocks --> 40 blocks.

### Developer Comments:

The Dovahkiin Helmet's shout was missing entities at close range due to 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.

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## True Void Bow (Legacy Forge Item)

- Completely reworked!
- This bow is now an Autobow.
- Rapidly fires flak projectiles that explode on impact or after a short delay.
- Rapid-fire is somewhat inaccurate and difficult to control.
- Durability increased from 150 --> 888

### Developer Comments:

With many of the True Void Bow's enchantments and abilities broken, we have decided to completely redesign this item to make it feel more like a proper second tier forge item. Currently only one person on the server has this item unlocked, however we plan on bringing it back to the forge at a later date.

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## Fire Dragon Helmet (Legacy Forge Item)

- Meteorite base damage increased from 30 --> 40
- Meteorite range increased from 5.5 --> 7.5

### Developer Comments:

We decided to buff the meteorite so it feels more impactful when dealing with large hordes of mobs in dungeons.

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## Sea Dragon Helmet (Legacy Forge Item)

- Added permanent Fire Resistance potion effect.

### Developer Comments:

For consistency with other dragon helmets, we have decided to add permanent Fire Resistance to the sea dragon.

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## Chaos Hammer (Paragon Item)

Owner: THOG

- Increased attack speed from 0.7 --> 1.7
- Increased melee AoE range from 2.0 --> 4.0
- Fixed Chaos Slam ability's vertical velocity by changing vertical velocity from 0.3 --> 3.0
- Increased Chaos Charge regeneration rate from 5 sec (40% chance) --> 1 sec (33% chance).

#### Developer Comments:

For a paragon item, this item was very slow and sluggish to use, so we have decided to greatly increase it's attack speed in melee combat to make it actually usable in dungeons. We have also increased the regeneration speed of Chaos Charges to make the weapon more usable over a longer period of time, as before you would run out of abilities within the first minute of a dungeon.

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## ◀◀◀ Dragonforge Recipe Changes



Read to see what recipes have changed!

### Mana Generator

Recipe changed, see changes below!

- No longer requires Dragon Shards.
- No longer requires Starlite Alloy.
- Now requires 2x Aetherian Steel.

All Pocket Mana Generators have been removed from the game and converted to Mana Generators.



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## Mana Crystal

No recipe changes, but you can now put them in your mana slots! Find them in **/equip**



Revision #46

Created 28 June 2023 05:30:00 by Dragon

Updated 2 February 2025 05:41:45 by Dragon