

# 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





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## 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!

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