

# 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.

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◀◀◀◀◀◀ 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!

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## **(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!

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## **(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!

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## **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.

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## **Aether Excavator**

- Durability increased from 4096 --> 8192

**Developer Comments:**

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

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# ◀◀◀◀◀◀ Forge Recipe Changes ▶▶▶▶▶▶▶▶▶▶

See what's changed below!

## Too many to list, I kinda lost track.

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**Developer Comments:**

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## :dragon\_shard: Cycle 8 - Patch 3.1

### :dragon\_shard:

- 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.
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## :dragon\_shard: Cycle 8 - Patch 3.1.1

### :dragon\_shard:

#### ☐☐ 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.
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## :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.
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## :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.
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# :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

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: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.
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: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.
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## :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!
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