

# Dragonstone - Patch 1.8.1

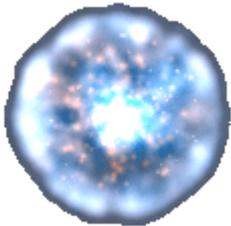
## :dragon\_shard: Cycle 9 -

## Patch 1.8.1

## :dragon\_shard:

### Balance Changes

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#### All Forge Items

- Can now damage passive/non-hostile mobs.
  - Finally, you can use wands to hunt animals!

**Warning:** Forge items are now capable of damaging or even killing your pets! Caution is advised.

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## Sea Dragon Helmet

- Movement penalty while underwater is halved.
- No longer has mining speed penalty while underwater.
- [Ability: Cleansing Pool]
  - Base healing increased from **0.4** → **0.5** (+25%)
  - Flow State healing increased from **0.8** → **1.0** (+25%)

### Developer Notes (Click to show)

“ We decided to make the Sea Dragon feel more at home underwater by improving their mining speed and movement control while underwater.  
~Dragon

Sea Dragon's healing felt a little underwhelming, so we slightly increased its base numbers to add more weight to its stand-alone HPS. ~Dummy



## Angelic Axe

- Angelic Smite proc chance reduced from **1.5%** → **1%** (-33%)
- Fixed an issue where Angelic Smite was not dealing damage to the entity that triggered the smite.

### Developer Notes (Click to show)

Now that the Angelic Axe is being used more often in dungeons, we feel that Angelic Smite was going off a little more often than we'd like. We want it to feel like a rare and exciting moment when it happens, so we are reducing the proc chance in order to keep this item balanced in PvE content. ~Dragon



## All Wands

- Added Looting III enchantment to all wands. ☐



## Infernal Wand

- Spell damage increased from **27** → **30** (+11%)

# ☐☐ Forge Recipe Changes ☐☐

**If you crafted any of these items within the last 30 days, please open a ticket for a partial refund!**

## Essence Generator

- Nether Essence:
  - Wither Skeleton Skull: **5** → **1**

## Aether Forge

- Raven Wings:

- Elytra: **2 → 1**
- Nether Star: **2 → 1**

## ☐☐ Quality of Life ☐☐

- Wither Skeletons no longer drop custom heads to reduce confusion with actual Wither Skeleton Skulls.

## ☐☐ Bug Fixes ☐☐

- Fixed forge bows and other projectiles not damaging certain mobs.
  - **Note that passive mobs (including pets and animals) are now susceptible to being damaged by forge abilities.**
- Fixed Aetherian Vengeance and True Aether Wand deleting items when attempting to be used in the offhand.
- Fixed Angelic Axe smite not dealing damage to the struck entity that triggered the smite.

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