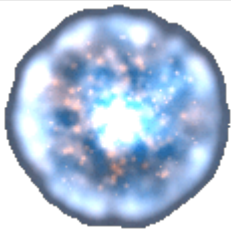


Dragonstone - Patch 1.8.1

:dragon_shard: Cycle 9 - Patch 1.8.1 :dragon_shard:

Balance Changes



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.



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. [\[1\]](#)



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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Revision #16

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