

Dragonstone - Patch 1.8.2

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Patch 1.8.2

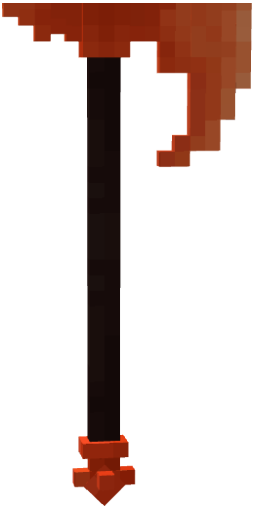
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New Items



[NEW] Spawner Harvester

- Added to the Aether Forge!
 - Can harvest one mob spawner, allowing it to drop as an item!
 - Great for relocating spawners to build a farm at your base.
 - Requires a Heavy Core.
 - Why? The reason is to artificially limit how many spawners each player can move. Each player can use every trial vault in the world once, so this allows everyone to have chances at obtaining Heavy Cores while making it more difficult for extremely overpowered mob farms to be built.
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[NEW] Ignis Ardere

- Added to the Hellstone Forge!
- A strong Tier II greataxe with a large slashing arc.
- Can summon a pillar of fire that moves across terrain, damaging anything caught in its path.
- Also has +1 attack range and two gem slots!



[NEW] Gemstone Rework!

- All items with gem slots now have 7 different gemstones to pick from!
- Gemstones have been simplified and are no longer separated by forge type.
 - All magic focuses will work on any wand!
 - All runestones will work on any melee item!
 - Gemstones for bows will be added in a future patch!
- **[NEW] Attunement:** Purple gemstones can change the behavior of some items! Check the patch notes for each item to see what purple gemstones will do for them!

Balance Changes



Armor Plating (Status Effect)

- Cooldown between losing plating stacks increased from **0.25s** → **0.5s** (+100%)
 - Affects all items that use Armor Plating.
 - Dragon Helmets, T2 Nether Armor, etc.
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True Aether Armor (Full Set)

- [Ability: Mana Surge]
 - Cooldown increased from **90s** → **120s** (+33%)
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Sky Dragon Helmet

- Max Health bonus reduced from **6** → **4** (-33%)
- Removed Armor Plating **4** → **0** (-100%)
- [New Ability: Leyline Overload]
 - Rapidly refills missing mana when activated.
 - Grants increasing mana regen, but is interrupted upon taking damage.
 - Cooldown: 45 seconds.
- [Ability: Sky Dragon Flight]
 - Mana loss when taking damage reduced from **100%** → **33%** (-67%)
 - Taking 10 damage (before resistances) will now cost 3.3 mana instead of 10 mana.
 - Descending is now less sensitive, allowing you to hover even if looking down slightly.
- [Ability: Mana Barrage]
 - Removed mana cost. **1** → **0** (-100%)
 - No longer benefits from Cooldown Reduction.

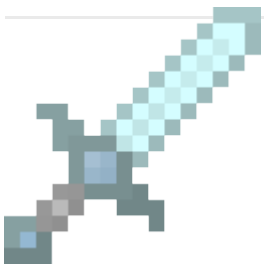


Sea Dragon Helmet

- Can now mine blocks twice as fast while underwater.
- Removed Respiration V enchantment as it was redundant due to permanent Conduit Power. →
- Replaced Strength II while underwater with Regen I. →
- Armor Toughness reduced from **10** → **6** (-40%)
- Removed Armor Plating **4** → **0** (-100%)
- [Passive: Cleansing Pool]
 - Base self-healing reduced from **0.5/s** → **0/s** (-100%)
 - Amped self-healing reduced from **1.0/s** → **0.5/s** (-50%)
 - Cooldown for horizontal and vertical dash increased from **5s** → **8s** (+60%)
 - Removed PvE and PvP damage bonuses from Sea Dragon's Blessing. **10%** → **0%** (-100%)
 - Added 10% attack speed bonus to Sea Dragon's Blessing. **0** → **10%** (+100%)

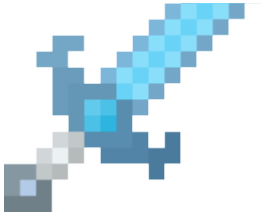
Developer Notes (Click to show)

Dragon remember to fill this in



Eternal Wind

- Item Tier changed from **Tier II** → **Tier I**
 - This change is purely cosmetic and was done to more accurately reflect the item's power level relative to other forge items.



True Aether Blade

- [Ability: Whirlwind]
 - **[NEW]** Attunement: Increases wind velocity.
 - Cooldown reduced from **6s** → **2s** (-66%)
 - Knockback vs mobs and players reduced by **23%**
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True Hellstone Blade

- [Ability: Molten Slash]
 - **[NEW]** Attunement: Adds additional slashes.
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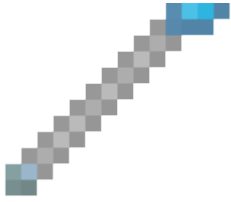
Angelic Axe

- [Ability: Angelic Light]
 - **[NEW]** Attunement: Increases absorption duration.
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Volcanic Edge

- [Ability: Magma Bomb]
 - **[NEW]** Attunement: Increases fireball velocity and distance.
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Aether Wand

- **[NEW]** Attunement: Reduces tracking decay over time.
 - [Ability: Whirlwind]
 - Projectile speed now scales with spell speed.
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True Aether Wand

- **[NEW]** Attunement: Reduces tracking decay over time.
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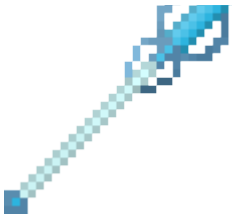
Hellfire Wand

- **[NEW]** Attunement: Adds impact knockback.
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Infernal Wand

- **[NEW]** Attunement: Increases lingering AoE duration.
 - AoE radius increased from **1.5** → **2.0** (+33%)
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Aether Staff

- **[NEW]** **Attunement**: Healing is doubled but is applied over time. ☐☐
 - Mana cost increased from **3.5 → 5** (+43%)
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☐☐ 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

Arcane Furnace

- Starlite Alloy:
 - Smelting time reduced from **2.5 min → 2 min**
- Arcane Netherite:
 - Smelting time reduced from **5 min → 2.5 min**

Aether Forge

- Dovahkiin Helmet:
 - Replaced 1000x Gold Ingot with 111x Gold Block

Event Forge

All costs below are in Event Points, which can be obtained from voting, server events, beta testing, and development work.

- Aetherian Steel cost reduced from **75 → 50**
- Starlite Alloy cost reduced from **150 → 100**
- Undead Essence cost reduced from **25 → 20**
- Hellstone Ingot cost reduced from **100 → 50**
- Arcane Netherite cost reduced from **150 → 100**
- Fiery Essence cost reduced from **25 → 20**
- Diamond Block replaced with Ominous Bottle for 25 Event Points
- Ancient Debris cost reduced from **45 → 25**

- Dragon Breath cost reduced from **10** → **5**
- Elytra cost reduced from **400** → **300**

☐☐ Donation Store Changes ☐☐

World Potions

- Speed II:
 - Duration: **30 min** → **45 min** (+50%)
 - Cost: **\$1.25 USD** → **\$1.50 USD** (+20%)
- Regeneration II:
 - Duration: **30 min** → **45 min** (+50%)
 - Cost: **\$1.25 USD** → **\$1.50 USD** (+20%)
- Resistance II:
 - Duration: **Unchanged (45 min)** (+0%)
 - Cost: **\$1.75 USD** → **\$1.50 USD** (-14%)
- Removed lower tiers of world potions from the store, they were basically never used.

☐☐ Voting Reward Changes ☐☐

Site Rewards

- Now gives you 50 Event Points per vote!
 - This guarantees you higher tier crafting materials if you save up your event points.
- No longer spawns a dungeon crate at your location.

☐☐ Dungeon Changes ☐☐

All Dungeons

- Added a basic stat tracking system.
 - Currently only tracks the number of times you have played each dungeon, starting from today.
 - A way to view dungeon stats will be added soon.
 - More stats will be added in the future!

Ancient Digsite

- Added two additional hellstone ore deposits.
- Slightly reduced the number of mob spawns around the crater.
- Husks and Mummies now drop fiery essence instead of undead essence.

- Lowered one of the crater cranes by one block for easier access to the hellstone ore.
- Added item frames containing a bow and arrow within the pyramid challenge parkour.

Digsite Boss Changes

- Increased spread of triple and penta fireball attacks from **15° → 25°** (+67%)
- Reduced the hitbox size of triple and penta fireball attacks from **0.5 → 0.4** (-20%)
 - These two changes should allow for easier dodging of these attacks.
- Removed the last ring of projectiles from bullet hell phases. **8 → 7** (-13%)
- Delay between projectile rings during bullet hell phases increased from **1.5s → 2s** (+33%)
 - These changes should help reduce the number of unfair deaths in bullet hells due to the last ring of bullet hell projectiles being too dense, as well as the pressure from the speed of the spinning death laser.
- Removed splitting fireballs that were only present in phase 1.
- Fixed AoE warning circles being slightly misaligned from the actual fireball impact zone.

☐☐ Rungeon Changes ☐☐

Outpost Rungeon

- Music volume increased.
- Shiny collect sound volume decreased.

Outpost Rungeon (Practice Mode)

- Now uses Geometry Dash practice mode music.
- Music volume increased.
- Shiny collect sound volume decreased.

⚙️ Server Change ⚙️

- Fire spread is now enabled in the RTP zone.

☐☐ Quality of Life ☐☐

- Voting with /vote will now award you with 50 Event Points per vote in addition to the regular rewards!
- Gemstone crafting stations have been combined into one station.
- Forge smelters (Aether Infuser, Hellstone Furnace) have been combined into one station.
 - Max queue size has been doubled from **10 → 20**

☐☐ Bug Fixes ☐☐

- Fixed custom biomes not working in dungeons.
- Improved wand targeting hitboxes.

⚠ Known Issues ⚠

- All of my gemstones disappeared.
 - Sadly this is a side-effect of the gemstone rework. Feel free to open a ticket and let us know what gemstones you had!
 - We also made gemstones (hopefully) easier to craft.
- All of my items in /equip disappeared.
 - I was forced to completely redo /equip due to the plugin developers recoding their plugin.
 - If you believe you lost anything, feel free to open a ticket!
- Mana generators are not equippable.
 - I will be moving mana generators into the four equipment slots instead of having dedicated mana slots.
 - Expect to see new versions of mana generators soon!
- Aether Staff is not working.
 - Unsure what is causing this but will look into it soon.
- Several forges are not working, such as restackerator, shard conversion, essence crafter, etc.
 - We were forced to redo all of the recipes and inventory layouts for all forges recently due to the plugin developers recoding their plugin.
 - I have not finished converting all forges yet, this will take a bit of time!
- A bunch of shopkeepers have missing textures as trades or emeralds for forge materials.
 - Please ask the shop owners to fix their trades! The resource pack update changed a lot of stuff. Thanks mojang!
- Some items in my inventory or storage have missing textures!
 - Please drop and pick back up affected items to trigger an auto-update which should fix them!
- Soul Storage & Leaderboards are not working!
 - There is currently an issue connecting to the database which is storing player values.
 - I will try to fix this soon but I sadly do not know the cause of the issue yet.
- Forges and /equip have grid lines running through them!
 - This is sadly mojang's fault, for some reason they made it so textures can't go outside of their inventory squares anymore which messed up the effect we used to make smooth looking elements for inventories.

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