

# Dragonstone Patch History

## (1.20)

### Patch 3.0 - 5/5/2024

- 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!
- Reworked several material recipes
- New animated textures for essences!
- Spirit Armor durability buff!
- Firing animation for autobows!
- Preparations for new dungeon releases!
- Much more!

#### Dragonstone 1.20.4 Release Patch Notes

### Patch 3.1 - 5/6/2024

- 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.

### Patch 3.1.1 - 5/6/2024

## ☐☐ 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.

## Patch 3.2 - 5/6/2024

- 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.

## Patch 3.2.1 - 5/7/2024

- 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.

## Patch 3.3 - 5/8/2024

- Added new dungeon: **Outpost Run**
- `/dungeon play run-outpost`
- This dungeon has custom music, please play with sound enabled! (Use the Boss Music slider in sound settings to adjust volume)
- Added practice mode for new dungeon.
- `/dungeon play run-outpost-practice`
- Added fastest time leaderboard for Outpost Run at `/warp forge`
- Mana now displays below player names

## Patch 3.3.1 - 5/9/2024

- Outpost Run will now auto-end if you run out of time or your speed reaches zero.
- Added barriers around the starting zone of Outpost Run.
- Removed wand focuses from the Outpost Run loot table.
- Modified the Outpost Run loot table to prioritize forge materials.
- Increased the chance for Aether Essence to drop from the Outpost Run loot chest.
- Added the Hellforge and Hellstone Furnace in preview mode.

## Hotfix 3.3.2 - 5/9/2024

- Fixed an issue that caused completed outpost speedruns to immediately end upon completion, skipping loot collection.

## Patch 3.3.3 - 5/9/2024

- 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.

## Hotfix 3.3.4 - 5/9/2024

- Fixed a duplication bug with forge chestplates and leggings.
- Please take off your armor and put it back on to trigger an item update!

# Patch 3.3.5 - 5/11/2024

- Fixed some cooldown issues with `run-outpost`
- To reduce chat spam, speedrun info has been moved into a hover message.
- Hover your mouse over the time printed in chat to see more stats!
- Reduced crafting time of Primordial Essence from 24 hours --> 20 hours.
- Reduced shard requirement of Instant Primordial Essence from 77 --> 50
- Reduced shard requirement of Primordial Essence from 11 --> 1.
- If you have crafted any within the last 7 days, or have any in progress, please open a ticket to be reimbursed!

# Patch 3.4 - 5/11/2024

- "Wings sealed" message now only displays once per run in speedrun dungeons and less frequently in regular dungeons.
- Improved leaderboards slightly.
- "Warden's Crown" artifact now correctly displays as Tier I (Previously Tier V)
- To trigger an item update, unequip the artifact, close the equipment menu, then move it around in your inventory or drop the item and pick it back up.

## :TrueAetherBlade: Item Changes :TrueAetherBlade:

- Dovahkiin Helmet
- Ability base damage increased from 40 --> 60.
- Protection enchantment increased from III --> IV.
- Max Mana increased from 10 --> 25.
- Developer Notes: We are giving the Dovahkiin Helmet some love to help bring it up to the power level we feel Tier III items should be at, and to help set it apart from True Aether Armor.
- With new forge items on the horizon, expect additional balance changes soon!

# Hotfix 3.4.1 - 5/11/2024

- Fixed rare issue where a shiny would trigger twice when collected in speedrun dungeons.

- Increased the collection radius of blue shinies from 1.6 blocks --> 1.7 blocks.

## Patch 3.4.2 - 5/12/2024

- Aether Essence crafting time reduced from 4 hours --> 1 hour.
- Nether Essence crafting time reduced from 4 hours --> 1 hour.
- Fixed an issue where triggering a mana surge would allow you to spam cast the Dovahkiin Helmet's shout ability with zero cooldown.
- Added a minimum cooldown of 1 second.

## Patch 3.4.3 - 5/12/2024

- Fixed an issue where the resource pack prompt screen was being sent too early, causing it to disappear.
- Fixed an issue with the server resource pack that was causing some fabric clients to crash.
- Pack version updated to 1.11.168.

## Patch 3.4.4 - 5/12/2024

- Added **4000** point bonus to `run-outpost` for getting a time below 2 minutes. This should bump you up to 5 stars.
- Added **7000** point bonus to `run-outpost` for getting 90% or more of all shinies on the map. This should also bump you up to 5 stars.
- Added 10 second environmental damage immunity when going between worlds due to an issue where dungeons can spawn you high up in the air after exiting.
- Finally fixed the target dummy to show actual accurate DPS (damage per second).
- First hit will show zero, that is normal.
- Resets after going 2 seconds without receiving damage.
- Fixed some mobs' boss bars still showing decimal places in their remaining health.

## Patch 3.4.5 - 5/13/2024

- The new dungeon boost on `run-outpost` has ended!
- Instead of increasing the cooldown like we usually do, we decided to keep the cooldown the same (1 hour) and reduce the loot instead.
- New drop rates are as follows:

(Resource Loot Drop Amount)

Tier 1: 40 --> 20

Tier 2: 80 --> 40

Tier 3: 130 --> 60

Tier 4: 180 --> 90

Tier 5: 250 --> 120

- Rare loot drop amount remains the same. (+1 per tier)
- Reworked the rare drop table to make it more resource focused.
  - Also slightly increased the chance of Aether Essence once again.

Thank you everyone for playing this new dungeon type so much! Expect more in the future!

## Patch 3.4.6 - 5/13/2024

- I have discovered that it is actually possible (with some difficulty) to achieve 5 stars on `run-outpost` without bonus points.
- I decided to remove the previously added bonus points from Patch 3.4.4.
- Why? I want 5 stars to feel like a special accomplishment and give that feeling of overcoming a great challenge.
- To compensate for this, I buffed the lower loot tiers and massively buffed tier 5 loot.
- New drop rates are as follows:

(Resource Loot Drop Amount)

Tier 1: 20 --> 30

Tier 2: 40 --> 60

Tier 3: 60 --> 100

Tier 4: 90 --> 150

Tier 5: 120 --> 400

(Treasure Loot Drop Amount)

Tier 1: 1 (Unchanged)

Tier 2: 2 (Unchanged)

Tier 3: 3 (Unchanged)

Tier 4: 4 (Unchanged)

Tier 5: 5 --> 7

Let me know how you feel about this change in [#server-discussion](#) or a suggestion thread! [See loot tables here.](#)

# Patch 3.4.7 - 5/18/2024

- Improved mana surge buff icon.

## Item Changes

- **Dovahkiin Helmet**
  - Increased shockwave cone from 50° to 90°
  - Added a short 0.7 second uninterruptible casting time to the ability.
  - Added missing "Fus" sound during casting to complete "Fus Ro Dah".
  - Developer Notes: Finally added the missing Power Word! To balance PvP, we also added a short casting time to telegraph your attack so players have a small window of opportunity to block the attack with a shield. We also increased the shockwave cone radius to better match the particles that are emitted when shouting.
- **Void Dragon Helmet**
  - Void Negation no longer has a cost and is automatic.
  - Void Power now has a maximum duration of 1 hour.
  - No longer generates or stores Aspect.
  - Developer Notes: This is mostly just cleaning up the Void Negation passive in preparation for a future rework.
  - Buffs and reworks are planned for all Dragon Helmets!

**Please remove and re-equip these items to trigger an item update for text/lore changes!**

# Patch 3.4.8 - 5/20/2024

- Fixed an issue with the Outpost Boss loot table that caused a stone block to drop instead of the Boss Artifact in certain situations.
- Fixing this required me to change the internal ID of all artifacts. **If you have a Warden's Crown or other artifact, please ping me while in-game for a replacement as old ones are no longer functional.**

# Patch 3.4.9 - 6/1/2024

- Increased the maximum chance for a rare mob to spawn from each mob portal in **Outpost** from 5% @ 1000% difficulty --> 10% @ 2000% difficulty.
- Fixed Sky Dragon Helmet displaying incorrect cooldown for "Wind Shield" in item description.

# Patch 3.5 - 6/2/2024

- The `/sort` command can now be used in dungeons.

## Item Changes

- **Sky Dragon Helmet**
- [Sky Dragon Flight] Changed flight activation to tapping shift/sneaking while in the air (kinda like the raven wings).
- [Wind Shield] now requires you to be holding a [True Aether Blade] to activate.
- [Wind Shield] Damage increased from 12 --> 24.
- [Wind Shield] Mana Cost reduced from 12 --> 8.
- Now grants fall damage immunity.
- Minor text fixes and improvements.

## Items Updated:

- Sky Dragon Helmet
- True Aether Blade

(Relog or drop/pickup the above items to trigger an update)

# Patch 3.5.1 - 8/10/2024

- Forest Sprites no longer have 10% projectile damage resistance.

## Item Changes

- **Sky Dragon Helmet**

[Sky Dragon Flight] Increased how far you can look upwards before you begin ascending. (I had these typed a while back and forgot to post them)

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