

# Dragonstone Patch History (1.21)

## Patch 1.0 - 8/19/2024

This is mostly just a summary of what has changed this version.

- Updated Dragonstone to Minecraft 1.21.
- Also compatible with 1.21.1 clients.
- Added Terralith Overworld Terrain Generator.
- Added Nullscape End Terrain Generator.
- Bundles are now possible to obtain via Terralith structures / loot tables.
- Added /kit EnderChest as a temporary measure for our broken datapack which previously allowed Ender Chests to be picked up without silk touch.
- Limit of 10 uses per player. 1 hour cooldown.

### Backend Changes

- Added automated cycles played & draconic essence counter.
- Added cycles played to the new player join message.

## Patch 1.1 - 8/20/2024

### Gamerule Changes

- You can now make infinite lava sources, just like you can with water.
- Mob griefing has been turned off in the end. Have fun with your wither farms!

# Patch 1.2 - 8/28/2024

- Re-opened **/warp shop!**
- Note: Permit protection via barrel sign is currently broken.
- Re-enabled overnight one-hour long server void time for server backup.
- Note: Regularly scheduled reboots will resume in the near future on a modified schedule based on poll results.
- Fixed damage indicators having zero velocity and getting in the way of your vision while fighting.
- [Void] Restored Thalassophobia Void.
- [Void] Required Defense Stat for Immortality increased from 200 --> 250.

# Patch 1.2.1 - 8/29/2024

- Fixed Permit Shopkeeper refusing to sell shop permits.

# Patch 1.3 - 8/31/2024

- Shop is now a free-build zone to encourage creativity.
- Removed all empty pre-built shop islands.
- You must now build your own islands.
- You may bridge off of other islands to reach your desired building location, please remove your bridge after!
- Please remember to craft a barrel for your permit and label it with a sign containing your username.
- Groups of players / teams are allowed to share the same island or zone.

# Patch 1.3.1 - 9/8/2024

- Re-added **/trade**.

# Patch 1.3.2 - 9/13/2024

- Updated development server to 1.21 so we can actually begin fixing things.
- Re-Added World Potion of Night Vision to the store.
- Reminder: You can use /worldpotion (off/on) to toggle world potions for yourself if it gets annoying!

# Patch 1.4 - 9/22/2024

- Re-opened PvP Arena
- **Re-opened Spirit Forge**
- Re-opened Dragon Forge
- Re-opened Dungeons
- Note that there will likely be bugs, please report them via ticket or in bug-reports for us to fix!

# Patch 1.4.1 - 9/24/2024

- Updated the plugin that allows us to disguise mobs, so now dungeon crates and forest sprites are no longer zombies
- Temporarily removed the Run Dungeon due to a bug and possibly being the cause of a server crash - more to be explained in an announcement shortly

# Patch 1.5 - 10/3/2024

## The Forge Balancing Update

- This is all to prepare for the release of the Hellforge and the long awaited Ancient Digsite dungeon!

# Mechanical Changes

## PvP Coefficient

- Changed PvP nerf on all items to a PvP Coefficient.
  - PvP Coefficient is a pvp damage multiplier vs players.
    - This is listed as "PvP Power" in forge item descriptions.
  - Most wands now deal 0.5x damage to players.
  - Most forge bows now deal 0.75x damage to players.

## Affinity Scaling / Affinity Amp

- Removed affinity scaling from all forge items.
  - We plan on bringing back Affinity in the future but in an exciting new form that will empower existing forge items with new and improved abilities!

# New Items

## Aether Staff

- Our very first Support Item!
- Fires healing bolts that heal players!
  - (will be changed to party members only in the future).
- Two charge-up abilities that can be cycled with the F key.
  - Circle of Power: Buffs all nearby party members with magic damage, casting speed and mana regen. Damages nearby mobs.
  - Sphere of Sapping: A slowly growing AoE that saps nearby mobs, regenerating your mana while damaging and slowing them.

# Balance Changes

## True Aether Armor

- Full Set Armor Toughness increased from 4 --> 10

## Paragon: Chaos Hammer

- Significantly reduced PvP damage.

# Item Reworks

## Fire Dragon Helmet

- Added Explosive AoE attack that triggers every 6 seconds on melee attacks.
  - Deals 300% weapon damage to mobs, 100% damage to players.
- Reduced meteor knockback vs players by 80%.
- Added 30% Melee Resistance.
- Removed 12% Magic Resistance.

## Sea Dragon Helmet

- Massive rework, almost all abilities have been changed.
- Now passively buffs nearby party members.
  - Grants passive healing, increased damage and movement speed.
  - Buffs can be temporarily overloaded via triggered ability.
- Passively summons damaging water bolts on nearby mobs.
- Summons water bolts on players for 3s after landing a bow hit.
- Can now dash without being in water.
- Massively buffed underwater dash.
- Added 30% Projectile Resistance.
- Removed 8% Magic Resistance.
- Added Chromatic Scales passive ability.
  - Grants stacking damage resistance upon taking damage.
- Tweaked item lore.

## Sky Dragon Helmet

- Can now rapid-fire mana bolts like a Spitfire from World War II
  - Deals low damage but also refills your mana while flying.
  - Must be flying, left click with an empty hand to cast.
  - This can allow you to go over your mana cap.
- Reduced Mana Suppression when exiting flight from 5s --> 3s
- Mana Regen increased from 0.8/s --> 1.5/s
- Added Chromatic Scales passive ability.
  - Grants stacking damage resistance upon taking damage.
- Removed Ability: Wind Shield

## Void Dragon Helmet

- Added Chromatic Scales passive ability.
  - Grants stacking damage resistance upon taking damage.

# Bug Fixes

- Fixed Raven Wings not accepting Aether Mendstones.
- Fixed Fire Dragon Helmet not giving buffs on low health.

# Future Plans

- We plan on removing the Undead Damage bonus from all Aether items and moving it to new equipable items called "Trinkets".
  - (Same for Demon Damage on Hellforge items)
- Affinity will be re-introduced, we are redesigning the system to focus more on unlocking new abilities for existing forge items rather than granting raw stat buffs. This will allow you to continue to use your favorite lower tier forge items without them becoming non-viable in later dungeons.
  - Example: Having more than 25 Air Affinity may grant the True Aether Blade a new attack, and make the existing Whirlwind ability shoot three wind projectiles instead of just one.

# Patch 1.5.1 - 10/3/2024

## Dungeon Fixes

- Fixed dungeon mobs spawning at level 1.
- Fixed `run-outpost` and `run-outpost-practice` dungeons.

## Item Changes

- Removed Affinity Bonuses from all armor pieces.
  - Artifacts will still grant an Affinity bonus for our future affinity rework.

## Bug Fixes

- Actually removed Wind Shield from the Sky Dragon Helmet.

## Future Fixes

- Buff descriptions will be updated/added to new buffs over the next couple days.

# Patch 1.5.2 - 10/3/2024

## Misc Changes

- Updated buff descriptions.

## Sky Dragon Helmet

- While flying, gain the following buffs:
  - -25% Mana Cost to all wands.
  - +25% Cooldown Reduction
  - +25% Magic Damage

# Patch 1.5.3 - 10/3/2024

## Outpost Rungeon (run-outpost)

- Temporarily disabled glowing effect on shinies due to console error spam.

# Patch 1.5.4 - 10/7/2024

## QoL & Bugfixes

- Dragon Shards now have a new texture! (Thanks @MaleahTries!)
- Dungeon crates now have new models! (Thanks @Drackys!)
- Dungeon crates now have a right click indicator to show that they can be opened quickly by right clicking.
- Allowed **/team** and all sub-commands in dungeons.
- Allowed **/tec** in dungeons.
- Fixed dungeon crates not playing sounds on hit/open
- Fixed dungeon boss chests not displaying their full nametag.
- Fixed ~~dungeon wards not displaying health.~~ <-- reverted due to a bug.

- [Tutorial] Fixed exit portal not opening after the tutorial villager finishes talking.
- [Tutorial] Fixed chat bubbles appearing too high above the tutorial villager.
- [HappyHills] Fixed warded blocks not being removed on boss kill.
- [Outpost Run] Fixed being able to infinitely loot the hidden chests in outpost practice run.

## Balance Changes

### Sea Dragon Helmet

- Downpour: Increased autocast speed from 1.5 sec --> 1.25 sec.
- Downpour: Increased projectile velocity from 24 --> 36.
- Downpour: Decreased damage from 30 --> 20.
  - (PvP damage: 15 --> 10)
- Torrent: Increased cooldown from 1.5 sec --> 5 sec.
- Torrent: Forward and upward dashes are now on separate cooldowns, allowing you to chain them.
- Tooltip updated to our new slightly improved format.

### Fire Dragon Helmet

- Combustion: Cooldown reduced from 6 sec --> 3 sec.
- Combustion: PvP Coefficient reduced from 1.0x --> 0.5x.
- Tooltip updated to our new slightly improved format.

### All Dragon Helmets

- Chromatic Scales: Decreased stacks gained when hit from 2 --> 1.
- Chromatic Scales: Decreased maximum stacks from 30 --> 20.

## Patch 1.5.5 - 10/14/2024

### QoL & Bugfixes

- Fixed dungeon loot crates not glowing.
- Fixed dungeon loot crates not shattering when opened.
- Fixed True Aether Armor mana surge cooldown not displaying.
- Hopefully fixed connectivity to the void server.



# Forge Recipe Changes

## Primordial Essence

- Crafting Time: 20h --> 4h

## Mana Crystal

- Added to Wand Focus forge.
- Requires:
  - 20x Amethyst Shard
  - 20x Copper Ingot
  - 10x Light Blue Stained Glass Pane
  - 1x Soul Lantern
  - 1x Aetherian Steel

## Aether Staff Focuses (Large Focus Gems)

- Temporarily removed.
  - They were accidentally pushed before they were ready.

# Patch 1.5.6 - 10/19/2024

## Draconic Mendstone

- Cost - Dragon Shard: 2 --> 1
- Cost - Diamond: 16 --> 10

# Patch 1.6 - 10/21/2024

## New Dungeon

Ancient Digsite has been released!

- The dungeon you have all been waiting for!
- Hellstone materials are obtainable in this dungeon.

# Hellstone Forge

## Now Open!!!

- This forge brings several new fire themed items, specializing in strong and durable melee builds.
- There are also new fiery magic and ranged weapons!
- Expect more items to be added in the near future!

# Balance Changes

## All Items

- All items with Undead Damage or Demon Damage bonuses have been consolidated into a new stat called "Mob Damage".
  - This will allow items from all forges to be equally flexible in each dungeon.

## Sky Dragon Helmet

- Can no longer fly in boss arenas.
  - All bosses now give the "Flight Suppression" debuff which prevents you from using flight abilities.
- While flight is suppressed, you can briefly hover every 10 seconds.

# Bug Fixes

## True Void Bow

- Fixed an issue causing the bow to not shoot or reload.

# Patch 1.6.1 - 10/22/2024

# Dungeon Changes

## Ancient Digsite

- **Boss:** The attack speed increase during phase 3 was reduced by 50% during launch day. We are now increasing slightly to make phase 3 a little more challenging. The max attack speed cap has also been increased from 6x to 14x.
  - Developer Notes: We want you to suffer but not THAT much.
- **Boss:** The infernal beam attack during phase 2 now leaves a permanent line of lava in the arena.
  - Developer Notes: Giant laser beams are supposed to melt stuff, right?
- **Loot:** Fixed an issue that was causing Fire Essence to drop more often than intended from Fire Sprites.
- **Loot:** Fixed an issue that was causing the Hellfire Chest to appear as a zombie instead of a chest.
- **Loot:** Fixed Hellstone Ore unintentionally dropping Azurite Crystals and granting tons of mana.
- **Portal:** Fixed an issue where only one person could exit the dungeon via portal.
- **Misc:** Added a double chest at the end of the dungeon to use for splitting loot with teammates.
- **Misc:** Removed the mobs that would spawn inside the tents in the digsite area.
- **Misc:** Moved the pyramid challenge parkour finish button further into the wall. It is now also a button instead of a lever.
- **Misc:** Made it easier to climb back to the portal area if you fall off the ledge while collecting boss loot at the end of the dungeon.

## Forge Changes

### Forge Armor

- **Forge Armor:** Added temporary textures/trimms to some forge armor sets until custom textures are fixed in 1.21.2.
- **Event Forge:** Reduced costs of most hellstone materials.
- **Event Forge:** Added difficulty modifiers for 50 event points each.

## Balance Changes

### Hellstone Bow

- Ranged damage increased from 20 --> 22.

## Magma Bow

- Ranged damage increased from 23 --> 26.

## Hellstone Armor Set

- Each piece now grants +5% melee damage.
- Helmet and boots now grant +5% melee resistance.
- Chestplate and leggings now grant +10% melee resistance.
  - Developer Notes: We are working on adding more stats and features to the Hellstone armor set in order to make it competitive with Aether Armor. Expect the Tier II hellstone armor set to be released soon as well!

## True Void Bow

- Added +50% Mob Damage.
  - Developer Notes: This should help this weapon feel much more powerful in dungeons and can now one-shot most lower level mobs.

## Sea Dragon Helmet

- **Passive Area Buff:** Added +10% bow fire rate to party members.
- **Active Area Buff:** Added +30% bow fire rate to party members.
- **Active Area Buff:** Increased duration from 5 sec --> 8 sec.
- **Active Area Buff:** Party members now glow for the duration of the buff.
  - Developer Notes: Forge bows just haven't felt the same after the removal of affinities, at least this will allow some of you to experience faster bows once more. Definitely worth trying to party with a sea dragon!

## Quality of Life

- Most forge items will no longer knock back or target party members.
  - Developer Notes: Yay no more getting knocked into a horde of lvl 80 husks by your teammate with a true aether blade. This will be added to forge wands in a future patch, they are more difficult to work with.

## Bug Fixes

- Fixed Infernal Focus description erroneously stating they can be used on Aether Wands.
- More bug fixes soon, there are a lot of small things to fix!
- Nether Mendstones will be released in an upcoming patch.

# Patch 1.6.1 - 10/27/2024

## Dungeon Changes

### Ancient Digsite

- Made [redacted] room in the pyramid challenge slightly easier to get into.
- Added a new buff sound to hellstone ore when broken.

## Forge Changes

### Added Nether Mendstones

- Find to the left of the Hellstone Forge!

## Balance Changes

### All Hellforge Items

- Inferno Hex now deals 10 magic damage per second to mobs.

### Angelic Axe :work: (Full Rework)

- Removed all previous abilities.
- Added AoE to primary attack. (Coming soon to all melee weapons!)
  - Deals 90% damage to all mobs in a 3 block radius of the attacked mob.
- Added **Angelic Light**. (Cooldown: 30 sec)
  - Instantly heals you for 6 health.
  - Instantly restores 20 mana.
  - Grants 6 absorption HP for 3 sec.
- Added **Angelic Smite**. (1% proc chance)
  - Calls forth a massive beam of holy light from the sky.
  - Creates a massive shockwave that deals extreme magic damage to mobs caught in the radius. (Reduced damage in PvP but still significant.)

### Aether Staff

- Added +50% Mob Damage.
- Removed accidental +50% Mob Resistance.
- Many improvements to item description.
- [Ability: Circle of Power]
  - Buff now increases attack speed by 20%
  - Buff now increases casting speed by 20%
  - Buff now increases bow fire rate by 20%
  - Buff now reduces the cooldown of all abilities by 20%
  - Buff mana regeneration increased from 0.6/s --> 1.0/s
  - Buff no longer increases damage of all weapon types.
- Will now give you an arrow if you don't have one in your inventory.
  - Due to minecraft limitations and the base item being a bow, an arrow is required to use the right click abilities.

## Sea Dragon Helmet

- Durability increased from 20000 --> 25000
- Can now toggle Downpour (autocast) by looking straight down, sneaking and right clicking.

## Quality of Life

- Improved item description of Aether Staff.
- Improved item description of Sky Dragon Helmet.
- Improved item description of Sea Dragon Helmet.
- Improved item description of anything with Inferno Hex.

## Bug Fixes

### Items

- Fixed Aether Staff not buffing nearby players when placed.
- Fixed Fire Dragon Helmet meteor AoE circle not spawning at the meteor's actual landing location.
- Fixed Fire Dragon Helmet on hit combust ability sound being heard much further away than intended. (sound range: 128 --> 32)
- Removed the "Infernal" enchantment from all hellforge items.
  - It's purpose was to show that the item inflicted the inferno hex debuff, but was found to be unnecessary and confusing as inferno hex is already explained in the item description.
- Fixed an issue that would cause the abilities of Dragon Helmets to cast while being held, allowing for extremely overpowered combinations.
- Fixed an issue where hellstone items were failing to apply the Inferno Hex to players.

# Dungeons

- Fixed dungeon spectators being able to cast abilities and use wands while dead.
- Fixed being unable to damage dungeon ores when more than 64 blocks away.
- (Outpost) Fixed Zombie Warden boss bar sometimes still showing the boss as immune if two or more shield wards are destroyed at the same time.
- (Digsite) Fixed Ancient Pharoah shooting cursed sand at everyone at the same time, it should now only target one person.

# Future Plans

- We plan on giving all melee weapons AoE damage to help keep them a viable option among wands and autobows.
- We are working on fixing many bugs with the hellforge.
- We plan on buffing several hellforge items to ensure they remain competitive with their aether counterparts.
- We plan on fixing a couple of unfair/undodgeable attacks on the Digsite boss (triple fireball especially) so very high difficulties are at least possible.

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