

New Dragonache Mechanics

Limited gardens now offer the exciting opportunity to place a Mine within their boundaries. When an egg emerges from a Mine located in these gardens, it will evolve into one of the unique Dragon forms based on the Mine's location—excluding sour

Dragon Evolutions							
Arctic	Jungle	Desert	Fresh-water	Trench/Abyss	Ocean	Mainland	Sour
Wyvern	Pyrallis	Wyrn	Bakunawa	Salamander	Loong	Normal	Ouroboros

Players will have the opportunity to obtain up to seven different Dragonaches in a single save. Unlike previous games where the Dragonaches were sent away and out of sight, these majestic creatures will now remain visible, soaring or swimming around the island. This feature is inspired by the wandering dragons in Breath of the Wild.

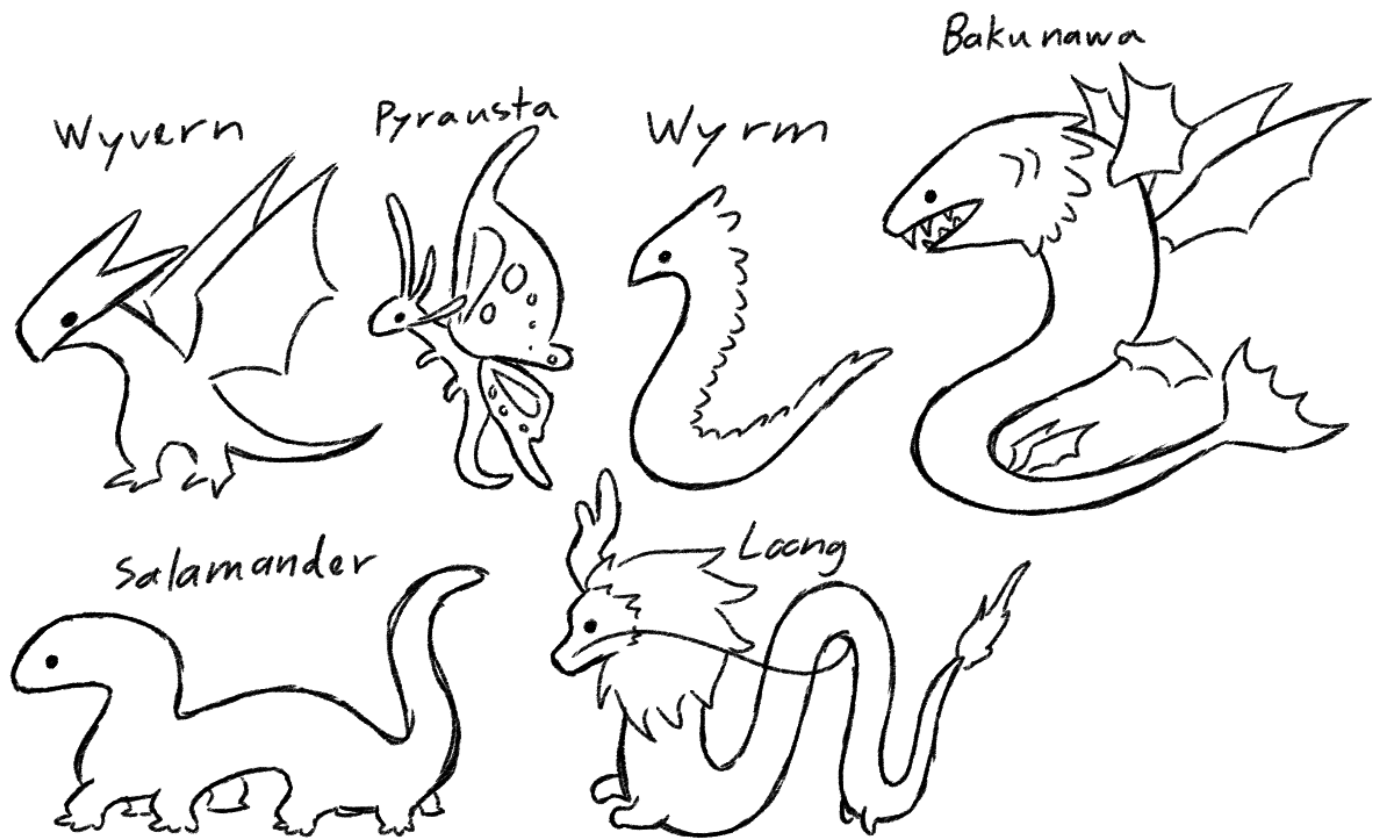
The seven unique Dragonache evolutions each feature their own variants, determined by the type of surface where the egg is hatched. However, not all surfaces are available in every location— for instance, you cannot hatch the Desert Dragonache on grass, but you can on salt or ash.

The Golden Dragonache variant is a rare and exclusive form, available for only one of the seven Dragonaches. Once the player successfully obtains all seven adult Dragonaches, they will receive a special Golden Dragonache Candy. This unique item can be fed to any of the seven Dragonaches, transforming it into the coveted Golden variant.

Each Dragonache is bound to the garden its egg came from and cannot be transferred between gardens or limited gardens, this includes the egg.

Each Dragonache will have its own journal entry named "(Biome) Dragonache"

These are the general shapes of the new Dragonaches, Ill update this once we get actual finalized concept art.



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