Server Mechanics

Affinity

Affinity is a group of four elements that you can level up and master in order to give certain buff and advantages.

A more detailed description can be found **here.**

Your current affinity levels can be looked at with **/affinity**, **/skill**, or **/mastery**.

Affinity comes in these four elements:

 - Improve your skill in this element by traveling (Either by swimming, walking, or running but not flying). Exp from traveling is collected and added to your levels every ? seconds.

Increasing your mastery of this element will grant you these things (scaled by the level you are at):

- Reduces anvil costs
- Increases experience orb value

Fire - Improve your skill in this element by fighting creatures and enemies with a close range weapon (i.e. sword, axe, etc..)

Increasing your mastery of this element will grant you these things (scaled by the level you are at):

- Increases attack damage

Water - Improve your skill in this element by fighting creatures and enemies with a close range weapon (i.e. bow, crossbow, etc..)

Increasing your mastery of this element will grant you these things (scaled by the level you are at):

- Increases health regeneration

Earth - Improve your skill in this element by mining naturally occurring blocks. Certain blocks (such as obsidian) will give more exp per block than others. Blocks placed by a player will not count towards this skill.

Increasing your mastery of this element will grant you these things (scaled by the level you are at):

- Increases damage resistance

Aspect

Aspect is a more powerful form of mana that is difficult to come by.

Very few items use this resource.

There are currently no known items in the forge that use Aspect.

Auction House

The Auction House is a simple way to buy and sell things through simple commands. Players can sell up to 5 items or crates of items for either iron, diamonds, or netherite.

Auction House command list:

- **/ah** :: opens Auction House GUI (hover over the item that interests you to see the price. If you would like to purchase it, have at least the correct amount of currency in your inventory, click the item, then click "Buy" (green stained glass panes).
- **/ah sell 1 64** :: sells 64 of the item that you have selected in your hot bar for 1 Iron Ingot
- **/ah sell 4d 32** :: sells 32 of the item that you have selected in your hot bar for 4 Diamonds
- **/ah sell 2n 1** :: sells 1 of the items that you have selected in your hot bar for 1 Netherite Ingot
- **/ah sellinventory [price]** :: sell up to 28 item slots of SELECTED materials at once (no brackets). These are called "item crates."
- **/ah claim** :: gives you any profit you have made from the Auction House

In the /ah GUI, clicking the ender chest will show you your PURCHASED items to claim, clicking the gold will show you your items up for bid, and clicking the chest will show you your expired items to claim.

Chat Mechanics

Overview

In order to keep our community safe and friendly, as well as organized, our chat has certain restrictions

Chat Prefixes

🕊 = <u>Peaceful</u>

★ = Nitro Booster

🕊 = Peaceful Nitro Booster

[Mod] = Moderator

[Admin] = Administrator

[Founder] = Founder

 = <u>Harbinger</u>

 = <u>Marked</u>

Combat Timer

When you are attacking or being attacked by a player, You will get combat tagged, when tagged you will:

- Be unable to teleport
- Cannot enter safe-zones.
- Cannot use any abilities that allow flight
- Logging out will result in blindness and weakness upon return

Custom Features

Here on Dragonstone we have many custom features such as

- Dungeons
- Peaceful Players
- Warps
- Tombstones
- Accelerated Sleep
- Void Curse
- World Potions
- Random Teleportation Portal
- Combat Timer
- Inventory Sorting
- Voting
- Mana
- Dave
- Affinity
- Dragon Wards

Farm Limiter (Purge)

The Dragon Spirit scans the world every 3 minutes. If your farm has too many entities, it will purge some. This is to reduce server lag.

How to Protect the Dragon Egg

What is the Dragon Egg?

The Dragon Egg is a very powerful and unique item, as one one can ever exist at a time in each cycle.

Protecting the egg is a massive undertaking, as it is basically a server-wide game of capture the flag.

Power of the Egg

The egg must be protected at all costs, as many players seek to lay claim to it's power.

When placed in a suitable shrine, if the Dragon Aspects are appeased, the Dragon Egg will grant you and your allies powerful buffs in a large area surrounding the shrine. It is like a more powerful version of a beacon.

Be warned however, the great power contained withing the egg may periodically emit a global pulse which can be sensed by others in the form of an auditory signal. These sound signals are directional, and those who pay close attention may be able to triangulate the location of the egg. There are ways to muffle or disrupt these signals to make them more difficult to track, however the structure requires a constant supply of mana and resources to keep the suppression field active.

Special Abilities

Rumors foretell that the egg itself possesses unique abilities.

- The egg may grant you protection and the ability to levitate into the air when held.
- The egg may teleport randomly within a short distance if placed and interacted with.

- When placed upon a suitable shrine and activated by the dragon aspects, the egg may grant unique buffs to your team.
- When activated, the egg will summon a force field around itself with a large amount of Shield HP.
  - The amount of Shield HP scales with various factors, such as the quality of the shrine, upgrades, and other bonuses.
  - Breaking the force field will allow the egg to be taken, and the process begins anew.
  - The shield can be repaired using mana.
- If the shrine is powerful enough, the egg may be able to defend itself with various magical abilities.
  - The abilities can changed based on the materials the shrine is constructed from.
  - The most common defense is a short-ranged point defense system that fires hit-scan beams.
  - Typically only targets mobs, however it is possible for some abilities to target players.
  - Mobs can attack the dragon egg, however it is unlikely for mobs alone to break the shield.

Building a Shrine

Constructing a suitable shrine to care for the egg and appease the Dragon Aspects is no easy task. You must choose your materials and design carefully, as you will be judged by those who fly above.

Caretakers from past cycles have documented their findings, however are always new things to discover.

- First and foremost, be creative. The Dragon Aspects judge each shrine and decide it's power level based on creativity.
- The egg seems to prefer aesthetically pleasing designs and a raised center point for the egg to rest upon.
- Shrines can be of any size, however larger shrines are much more likely to grant you more powerful effects.
- The egg must be exposed to the sky, otherwise it will feel trapped and refuse to activate.
- The egg likes nature/wilderness blocks as well as shiny things.
- The egg likes symmetry and creative designs.
- Adding shiny piles can help to improve the overall power, effectiveness, and tier of your shrine.
  - A shiny pile is a pile of shiny things consisting of materials dragons consider to be "shiny", such as crystals and ores.

Shrine Tiers

When the egg is activated, the Dragon Aspects will judge your shrine and decide upon it's "power level" or "shrine tier".

Here are the benefits of building a higher tier shrine:

- Increased egg shield health.
- Increased defensive capabilities.
- Increased potency and range of positive effects.
- Increased suppression field efficiency and reduced mana consumption.

Here are some ways to help improve your shrine tier:

- The size of your build is a major deciding factor. Larger builds with a clear theme tend to be better.
- The quality of the blocks used in the construction of the shrine.
- The overall aesthetics and theme of the shrine.
- Shiny piles can help improve your shrine tier.
- Think of it like a build competition with judges, higher quality builds are better.
- Try to stick to a magical/fantasy/ancient/elemental theme, however other shrine themes may also yield good results.

Click to view Shrine Examples!

Basic / Bare Minimum Shrine - Tier I
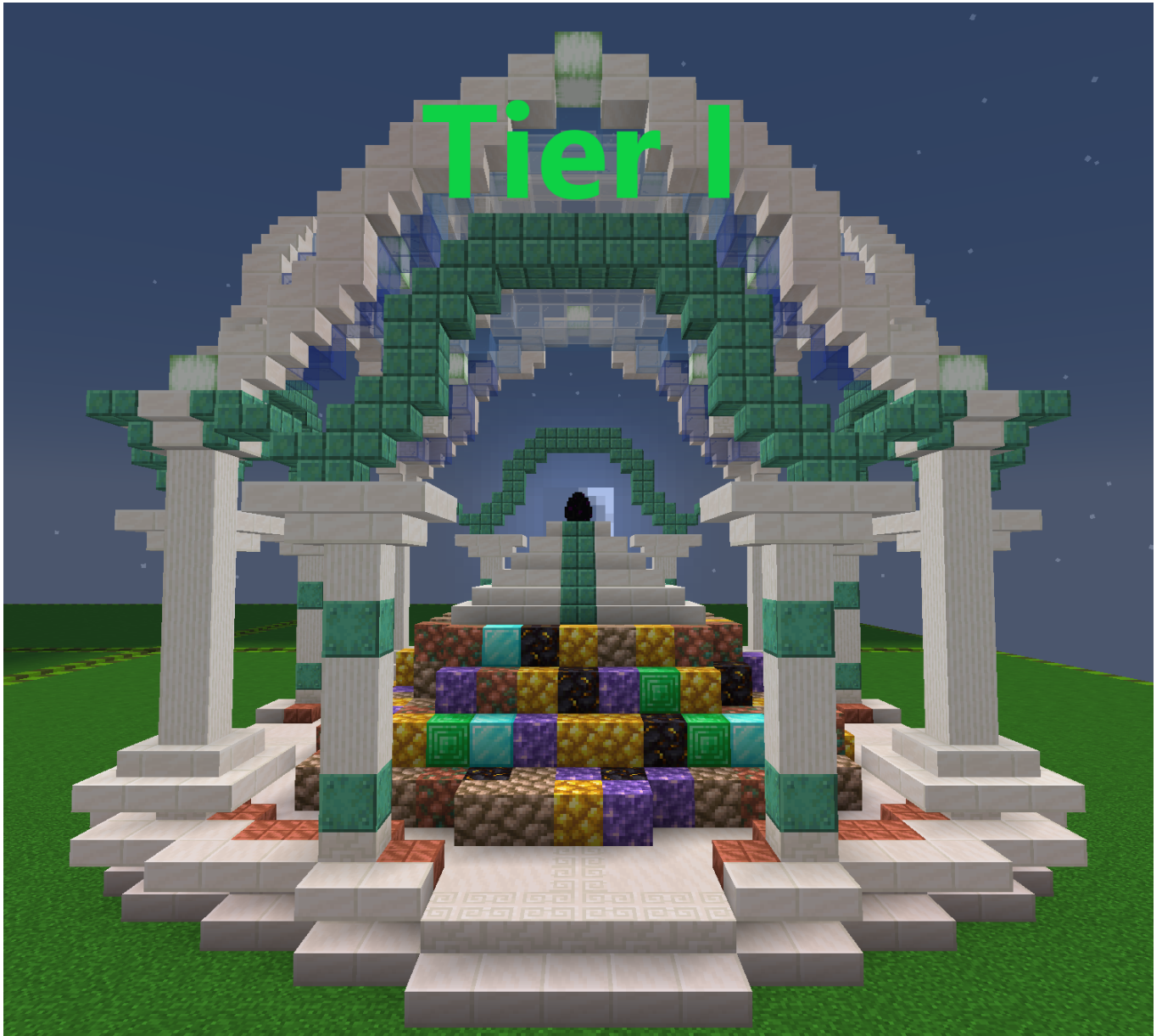
Note that it may take some time (up to several days) for the egg to "activate" after being placed upon the shrine.

Materials and their Effects

The following is a list of documented materials used in shrine construction and what effects they were observed to provide.

Note that you can use multiple materials in the construction of a shrine to receive multiple buffs, however focusing on just one or two materials may make the individual buffs more powerful.

Different forms of the same material may yield better or worse results, depending on it's difficulty to obtain.
For example, let's consider gold ore blocks:

- Raw Gold Blocks seem to hold more value than Gold Ore.
- Gold Ore seems to hold more value than refined Gold Blocks.
- Blocks made from ingots (like Gold Blocks) seem to hold the least value due to the ability to farm gold nuggets and gold ingots.

Dragon Aspects seem to prefer raw ores because it shows that actual work was put into obtaining them.

Note that the effects you receive are entirely decided by the Dragon Aspects themselves.
It is not guaranteed that you will receive what is on this table, as many other factors can influence the shrine.

Material	Observed Effects
Amethyst	Buffs to Mana Regen
Coal	Unknown
Copper	Buffs to Mana Capacity
Diamond	Buffs to Damage Resistance
Dragon Shard Blocks	Unknown
Emerald	Buffs to Shrine Shield Health
Glowstone	Buffs to Night Vision
Gold	Buffs to Haste (Mining Speed & Attack Speed)
Iron	Buffs to Armor Toughness
Lapis Lazuli	Unknown
Netherite	Buffs to Strength
Quartz	Buffs to Movement Speed
Redstone	Unknown
Wood / Nature Blocks	Buffs to Health

Feeding The Egg

Shiny	Mana Value
Lapis	0.05
Lapis Block	0.5
Quartz Block	0.022
Raw Copper Dust	2
Raw Copper Block	18
Emerald	10
Emerald Block	90.5
Diamond	35
Diamond Block	235
Amethyst Shard	1
Amethyst Cluster	9
Raw Gold Block	87
Ancient Debris	32
Netherite Scrap	65
Netherite Ingot	265
Redstone Block	0.026
Redstone Block	0.137

Suppression Field

You will need to construct a Suppression Field if you wish to protect the Dragon Egg for the long term. This grants you an array of tools to suppress, distract, or confuse other beings who are attempting to seek out the location of the Dragon Egg.

Some possible things a Suppression Field can do are as follows:

- Reduce the volume of the signal.
- Increase the cooldown between signals.
- Randomize the origin point of the signal to increase difficulty of triangulation.
- Limit the maximum range of the signal to 10000 blocks instead of global (very expensive)
- In an emergency, temporarily suppress the signal entirely at the cost of a massive amount of mana and resources.
- Ability to send false/decoy signals from another location.

Egg Hatching

Once the egg has been sitting on a shrine and protected for a certain amount of time without interruption or relocation, the egg may hatch and grant you or your team a Permanent Boon.

Possible Permanent Boons to choose from are as following: **(NOT FINAL)**

Boon	Duration	Effect
Boon of Essence	Current Cycle	- Grants you and your team +3 Draconic Essence.
Boon of Power	Current Cycle	- Your shrine buffs become permanent with no range limit.
Boon of Reality	Current Cycle	- Grants you one use of the Wish spell. - Allows direct intervention from the Dragon Aspects at their discretion. - One of the Rules of Reality may be altered for the rest of the cycle.
Boon of Forging	Permanent	- Grants you and your team one Tier III or lower item from the Dragon Forge. - Item will also be unlocked in the Spirit Forge.
Boon of Ascension	Permanent	- Allows you to perform a Paragon Ascension on yourself or another player.
Ritual of Summoning	Unknown	- Allows you to begin performing the Ritual of Summoning. - When complete, summons a powerful Ancient Ender Dragon boss battle. - It is not yet known what will happen when this boss is defeated.

Ritual of Ending	Permanent	- Allows you to begin performing the Ritual of Ending. - See more information below.

Ritual of Ending

The Ritual of Ending is often considered the most forbidden decision that anyone can make with the Dragon Egg.

If this ritual is successfully performed over the course of 30 days, the current cycle will become The Final Cycle, thus bringing an end to Dragonstone as we know it.

Here is what will happen if the Ritual of Ending is begun:

- The Dragon Egg enters a panic state, and becomes hostile to everyone.
- The egg's Shield HP is tripled, however it can no longer regenerate or be repaired in any way.
- The suppression field around the egg fails, and the egg continuously broadcasts a loud signal.
- All mobs on the server will attempt to make their way to the egg and attack it.
- Strange things will begin happening to the world as the ritual progresses.

> UNFINISHED - WORK IN PROGRESS

Inventory Sorting

By ~~Middle clicking~~ double clicking an empty slot, you can automatically sort a storage unit. This works in:

- Inventory
- Chests
- Double Chests
- Ender Chest
- Barrels
- Shulker boxes

As of 1.18, middle clicking was broken by mojang. Now you must double click an empty slot to sort, or enable an alternative sorting method by using **/sort**

Mob Head Drops

Killing mobs may cause them to drop their head.

Every mob has one or more collectible heads. A head will only drop when a player kills a mob, not when they die to environmental damage.

This is a complete list of all heads available in the 1.20 cycle, including the rarity level. It can also be viewed as a spreadsheet to copy if you wish to collect them yourself! Click here for access.

Nether Mobs	Common	Uncommon	Rare	Very Rare
Wither Skeleton				
Blaze				
Magma Cube				
Ghast				
Piglin				
Piglin Brute				
Zombified Piglin				
Hoglin				
Zoglin				
Strider				

Villagers and Pillagers	Common	Uncommon	Rare	Very Rare
Villager				
Wandering Trader				
Wandering Trader Llama				
Iron Golem				
Ravager				
Pillager				
Vindicator				
Evoker				
Illusioner				
Vex				
Zombie Villager				

Underwater Mobs	Common	Uncommon	Rare	Very Rare
Cod				
Salmon				
Tropical Fish				
Pufferfish				
Turtle				
Dolphin				
Axolotl				
Squid				
Glow Squid				
Guardian				
Elder Guardian				
Drowned				

Tameable Animals	Common	Uncommon	Rare	Very Rare
Wolf				
Cat				
Ocelot				
Parrot (Green)				
Parrot (Red)				
Parrot (Blue)				
Parrot (Orange)				
Parrot (Turquoise)				
Parrot (Silver)				
Parrot (Dark Blue)				

Misc Animals	Common	Uncommon	Rare	Very Rare
Fox				
Bee				
Panda				
Rabbit				
Polar Bear				
Bat				
Mooshroom				
Llama				
Goat				
Camel				
Snowman				
Polar Bear				
Allay				
Frog				
Tadpole				
Sniffer				

Farm Animals	Common	Uncommon	Rare	Very Rare
Cow				
Pig				
Chicken				
Donkey				
Mule				
Horse				
Sheep (Red)				
Sheep (Orange)				
Sheep (Yellow)				
Sheep (Lime)				
Sheep (Cyan)				
Sheep (Light Blue)				
Sheep (Blue)				
Sheep (Purple)				
Sheep (Magenta)				
Sheep (Pink)				
Sheep (Green)				
Sheep (Brown)				
Sheep (Black)				
Sheep (Grey)				
Sheep (Light Grey)				
Sheep (White)				

Agressive Mobs	Common	Uncommon	Rare	Very Rare
Creeper				
Skeleton				
Zombie				
Spider				
Cave Spider				
Slime				
Witch				
Phantom				
Husk				
Stray				
Phantom				
Silverfish				
Enderman				
Endermite				
Skeleton Horse				
Zombie Horse				
Shulker				
Warden				
Wither				

In cases where there is a spare line in the name column, it indicates there are multiples of head rarities for that mob, as shown here using llamas as an example.

Mooshroom				
Llama	Common 1	Uncommon 1	Rare 1	
		Uncommon 2		
Goat				
Camel				

Fun Fact: The only mob with a Very Rare head is the Drowned.

Mob Health Display

When mobs take damage from a player, their health will display above their heads along with their name.
This display lasts several seconds before fading.

Mana

Mana is a magical resource used by many Dragonforged items to cast spells or use special abilities.

All players intrinsically can store and generate a small amount of mana naturally.

Base Mana
+20 Max Mana
+0.2 Mana Regen

Mana is often used to cast magical abilities and spells, typically by using an item that was created at the Dragon Forge or found within a Dungeon.

There are many ways to improve your mana capabilities, including by wearing magical armor or equipping special artifacts in your Artifact Inventory. (Use /mmoinv to open your artifact inventory)

These are the currently known ways to modify your mana capabilities:

Pocket Mana Generator	+0.05/s Mana Regen
Mana Generator	+0.1/s Mana Regen
Mana Crystal	+2 Max Mana
Aetherite Ore	-1 Max Mana
Aether Armor	+++ Max Mana ++ Mana Regen
Raven Wings	+ Max Mana + Mana Regen
Dovahkiin Helmet	+ Max Mana + Mana Regen
Nariel's Blessing	+ Max Mana + Mana Regen

Newbie Buff

When you first join the server, you will be equipped with the following items and buffs:

The following table shows information about the buffs received when first joining.

Buffs

Buff name	Level	Duration
Regeneraton	1	26 Minutes
Resitance	2	26 Minutes

The following table shows information about the items you will get when first joining.

Items

Item Name	Amount
Stone Sword	1
Stone Axe	1
Stone pickaxe	1
Stone Shovel	1
Golden Apple	10
Red Bed	1
Ender Chest	1
Dragonstone Guide	1

You can receive these buffs and items again every week by typing /kit newbie.

Patched Exploits

List of Patched Exploits that are present in Vanilla:

- TNT Duping
- Carpet Duping
- Zero Tick Farms

Random Teleport Portal (RTP)

The Random Teleport Portal(RTP) is usually one of the many things a player will see when they first join, or even when they use **/spawn**! It can also be warped to with **/warp rtp**.

This portal is very useful for many players who are looking for adventure! Or even just looking for resources and supplies.

Also, it's best to remember a few things,

- Don't build within 3000 blocks of spawn to avoid having your base discovered by players.
- As soon as you teleport you receive Immunity and Slow Falling for a short period of time.
- A cooldown is effective after usage of the portal more than once, so don't try to be in a rush!(30 sec cooldown)

History(added info)

The RTP (Random Teleport Portal) has been around since 1.13! That's the version Dragonstone started in! Along with it's design, the shape has kept a similar form throughout each version.

Shop Tutorial

How to open a shop:

- Purchase a permit from the "*New Permits*" villager at shop spawn.
  - Regular shop permits are 16 diamonds.
  - Island shop permits must be applied for via a ticket on the Dragonstone discord (if Islands are available) and require a minimum of 3 shop owners to apply.
- Once a permit is purchased, find an empty shop and right click with the permit in the shop. This gives you permission to build in the shop. If you would like other players to build in your shop with you, they must also right click with the permit book in order to gain permission.
- Immediately put your permit into a protected chest. You can protect a chest by looking at a recently placed chest and doing /shopkeeper. If you are peaceful, you can also simply use a sign on the chest. Barrels also work. (Note that shopkeepers cannot be placed on barrels)

How to start selling in a shop:

- Place a chest (double or single). While looking at it, do /shopkeeper to spawn a villager shop keep on it.
- Place the items you wish to sell into the chest.
- Shift + right click on the villager to pull up a menu like this:

- Items placed in the chest will appear at the top.
  - You can right/left click, and shift + right/left click to change amount sold
- Below the item, place the currency you would like to sell the item for.
  - You can use the same right and left clicking on currency as you would items to change the amount
  - You can have more than one currency below the item sold (i.e. 5 diamonds and a shulker for a shulker full of stone).
  - Any items can be used as currency.
- There are additional options for the villager on the bottom row.
  - Nametag - Change the name by typing it in chat
  - Chest - View shop inventory
  - Bell - Toggle notifications for that shop
  - Egg - Toggle between baby and adult
  - Smoker (usually a green leather chest plate) - Change occupation
  - Leather chest plate - Villager variant
  - Diamond - Badge color
  - Bone - Delete Shopkeeper

Sleeping (Night Speedup)

Sleeping in the overworld works differently on Dragonstone. While the night can still be skipped if the majority are sleeping, it's more common for the night to be **sped up.** If just one player is sleeping, the time will begin to fast forward slightly, and depending on a few factors, including overworld player count, and the amount of players sleeping, this can increase or decrease. For example, if the server has 20 players online in the overworld, and one player is sleeping, the fast forward effect will be much less than if 2 players were sleeping with only 5 players total in the overworld. You may still reset phantom insomnia by sleeping in a bed for a few seconds.

Teleportation & Warping

All forms of teleportation and warping via command have a 3 second warmup time.

During the warmup time, you must stay completely still in order for the Draconic Orbital Warp Grid to lock onto your position and perform the warp. Moving will interrupt this process, thus requiring you to repeat the command.

Teleporting is a way of being able to travel to players or have players travel to you. It is recommended to not teleport to players you do not know, especially if they are not labeled as peaceful.

Teleport commands:

- /tpa *PlayersName* - Sends a request to teleport to that player
- /tpahere *PlayersName* - Sends a request for player to teleport to you.

List of warps:

- /warp arena
- /warp court
- /warp dungeons
- /warp forge
- /warp jail
- /warp rtp
- /warp shop

Tombstones

Tombstones spawn whenever a player dies. Their items are kept locked inside, until either they or another player collect them, or until the timer runs out. The tombstones of regular players are protected for 10 seconds and remain for 1 hour before despawning and dropping the items contained within. Tombstones disappear as soon as it's emptied, or again, expire. In the 1.17 series of the server, tombstones are represented by Soul Campfires. However, previous versions, such as 1.14, for example, simply used a renamed chest, that had similar mechanics.

The tombstone will try and place the items back in the slots they were in when the death occurred if possible, however will result to filling like any other item if the corresponding slot or slots are unavailable.

Players will be given a message in chat telling them the exact co-ordinates of the tombstone.

You can right click a tombstone to auto-loot it and the items will be returned to your inventory in exactly the inventory slots they were in when you died. You can also shift-right-click a tombstone to view its contents and take individual items or experience points. If you do not have enough inventory space for all the items in your tombstone, some items will remain in the tombstone until there are inventory slots available for them.

Tombstones retain 50% of your experience points.

You may use **/tombstone** to view your active tombstones.

Unlocking a tombstone allows it to be opened by other players.

Legacy Information - Removed in 1.19

- The tombstones of peaceful players are protected indefinitely and remain for 2 hours.

- Peaceful player tombstones will retain 75% of the player's experience points.

Void Curse

Void Curse is the penalty for dragon saving you from falling into the void at the last possible moment. You are warped to the spawn point with your items intact, but at what cost...?

Debuffs

You are afflicted with Void Curse for **30 minutes.** The duration of this debuff can stack if you fall multiple times.

- Your attack damage is reduced by **10%**
- Your movement speed is reduced by **10%**
- Your mana regen is reduced by **0.5/s**
- Your elemental affinities are reduced by **10 points.**

When it could Fail

This can fail if you are combat tagged however and as such you will have to rescue your items. (This will be fixed in 1.19)

The Void Consumes... The Dragon Protects.

Voting

You can vote to help support Dragonstone by doing **/vote** or **/voteall**

Player are rewarded with

For the first link

- 2 Emeralds
- 5 Steak

For the second link

- 2 More emeralds
- 5 More steak
- 1 Diamond ore
- 5 Shard dust

Your first ever vote also grants you an additional 5 Shard Dust.

Wards

Dragon Ward

Magic Defense System

It remains from old Dragonstone slowly trickling in somewhere in most versions. Can be crafted in the Dragon Forge.

Cost

- 1 dragon shard
- 1 end crystal
- 20 obsidian
- 1 minute of your time

How it Defends

- It defends against phantoms shooting them down with beams of magic (costs 75 xp per pulse)
- It weakens creepers explosions (previously also increased gunpowder drops unknown if it still works) (costs 3600xp per hr)
- It disrupts an endermen's ability to steal blocks (costs 3600xp per hr)
- Can mend items by spraying xp out onto the ground slowly (costs 36000xp per hr)

Dungeon Wards

Strength Ward

Buffs dungeon mobs with strength

Armor Ward

Buffs dungeon mobs with resistance

Speed Ward

Buffs dungeon mobs with speed

World Potions

World potions are activated by donators, that affect every player on the server, in an effort to eliminate **P2W.** These effects can be the same as potions, or effects from a beacon, conduit, and dolphins. Some effects are beyond what is normally achievable. For example, **Haste III** is a common effect to see granted, which is normally impossible in normal Minecraft.

Click here to view the Dragonstone Store!

The full list of effects include:

World Potions

Haste 2	**45 minutes**	**0.50 USD**
Haste 3	1 Hour	1.00 USD
Haste 3	6 hours	5.00 USD
Speed 1	20 minutes	0.75 USD
Speed 2	30 minutes	1.25 USD
Regen 1	20 minutes	0.75 USD
Regen 2	30 minutes	1.25 USD
Fire Resist	30 minutes	0.75 USD
Fire Resist	1 hour	1.25 USD
Dolphin's Grace	15 minutes	0.75 USD
Dolphin's Grace	30 minutes	1.25 USD
Conduit Power	30 minutes	0.75 USD
Conduit Power	1 hour	1.25 USD
Resistance 1	30 minutes	1.25 USD
Resistance 2	45 minutes	1.75 USD

| Unbreaking X | 45 minutes (limit 1/day) | 2 USD |

(Removed) Peaceful Players

This section contains content that was removed in The Seventh Cycle (1.19).

In Dragonstone, a **large** majority of players in the community have become "Peaceful".

The role of being "Peaceful" gives the player the ability to,

- Protect items in inventory, and chests.
- The ability to toggle PVP.
- Shows other players that this player can be trusted by other members.

(There are **requirements** listed to become Peaceful in the application along with the attached link at the bottom.)

Description of Peaceful Player Perks

To Protect Items:

You must place a sign on a chest by right-clicking to add the protection to nearby containers connected to the container you placed the sign on. This protection makes connected containers invincible to **mob damage**, **player interaction**(unless that player's name is **added** on the sign) and finally it makes it **completely inaccessible by players** other than Staff.

(Images below are in order from top to bottom for instructions listed above.)

Place a sign on this chest to protect it.

Protected a chest. Only the people listed on the sign can access it.

How to toggle PVP(with rules)

Use the command "/pvp" while in-game to toggle your PVP. (Note that you cannot kill other players unless consent is given from the player you wish to fight. Exceptions to this are designated arena zones such as /warp arena)

[Dragon Spirit] PvP: Enabled
[Dragon Spirit] PvP: Disabled

Why this role shows other players that you can be trusted (with rules)

Being a Peaceful Player shows that you are willing to give up the ability to

- Raid.
- Kill players without consent.
- Be "annoying".
- Ect.

Though this may not seem like a huge sacrifice for some people, taking on the responsibility of this role can really show others how committed you, a player, are in sake of keeping you, and other safe, along with the people of Dragonstone as a whole. (which can build trust among groups and bases, so make sure to not give info out! It is **very looked down upon.**)

The link to the Application is listed here along with additional info:

https://discordapp.com/channels/574455026672730123/795587467116806175