

# (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.)



### 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)



### 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>

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