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.

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