Dragonstone Changelogs (1.19) #1

⋘⋘⋘ Patch Summary ⋙⋙⋙

July 6th, 2022

Welcome to the first changelog of The Seventh Cycle! (1.19). Thank you to everyone who returned for this cycle!
With any new update comes new bugs, we are working hard to get everything working again. However things such as Dungeons, The Shop, and the Cosmetic Store will take some time to become operational again.

New Features

- Added Team System. View commands list in-game with **/team**
- Create your own team with **/team create <Name>**
- Teams grant you the ability to set a team home. Use **/team sethome** and **/team home**
- Teams also grant you the ability to use a team ender chest. Use **/team echest** or **/tec**

Server Changes and Bug Fixes

- Peaceful Status has been completely removed.
- Anyone who was previously peaceful can use the long-range Peaceful RTP in spawn for a limited time.
- You can now hover over player names in chat to see what team they are in.
- Flying with elytra now grants passive Air Affinity.
- Slightly increased the Fire Affinity and Water Affinity values of most nether mobs.
- Increased maximum number of auction house listings per player from 5 --> 10
- Increased PvE login immunity time from 10 sec --> 30 sec.
- The Treefeller enchantment now works on mangrove logs and mangrove roots.
- Creating an item in the Aether Forge now permanently unlocks that item in the Spirit Forge. (Coming Soon)
- Updated information on honorable and dishonorable raiding. (Click here for more information)

Turrets Delayed

- The addition of turrets to defend your base has been delayed due to bug related concerns.
- We will look into implementing them at a later date, however for now we recommend protecting your valuables using your ender chest and team ender chest.

⋘⋘⋘ Dragonforge Changes ⋙⋙⋙

Please move these items around in your inventory to trigger an item update!

Spirit Armor

- Changed enchantment Unbreaking III --> Unbreaking V

Developer Comments:
Spirit Armor is actually retextured leather armor with the stats of netherite armor. However we overlooked the durability of leather armor being significantly lower compared to netherite. This has gone unnoticed for quite a while due to the self-repairing nature of Spirit Armor. We have decided to increase the unbreaking level of Spirit Armor to give it more effective durability to reduce the chance of your armor breaking when taking heavy damage.

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