

Dragonstone Changelogs

(Pre-1.19) #3

◀◀◀◀◀ Patch Summary ▶▶▶▶▶

June 13th, 2022

Server Changes and Bug Fixes

- Implemented a "Void Queue" system to help alleviate the initial lag caused by returning everyone to survival at the same time. Players will now be sent into survival from the void server at a slower rate. This will also serve as a queue system if the server fills to capacity, the void will act as an overflow until space is available on survival.
- Improved the display system in The Void to use actual stat bars instead of text above the hotbar.
- Fixed description on the "Aetherian Vengeance" claiming a 7.5% bonus chance for wither skeleton skulls, when the actual value was 5% rolled separately from looting.

This is the last patch for the Sixth Cycle.

Thank you for playing! We hope to see you again in the next cycle!

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