

# 7/21/21 Update

## Changelog

- Reduced claim costs for land
  - Initial cost reduced from 2,000gr to 500gr
  - 1500gr refund to each player per land claim; contact staff if you did not receive one
  - Marginal plot cost reduced from 8% to 5%
  - Renaming cost reduced from 5000gr to 500gr
  - Ownership transfer cost reduced from 5000gr to 2000gr
- **DeadChests are now lootable by anyone**
  - We will switch to a better graves plugin next week after some thorough testing of AngelChest and Graves.
  - Testing server will be brought online later today (7/21)
- Fixed a bug where members of a lands claim could open chestshops without having been added to the shop as 'staff'
- "How many days since you last flew with an elytra" datapack has been added in preparation for next month's community goals.
- SurveyPlus plugin reinstalled to lobby for future development plans.

## Proposed Changes

- Reduced claim costs for land
  - Initial cost reduced from 2,000gr to 500gr
  - 1500gr refund to each player per land claim
  - Reduced plot cost, but no refunds.
- Possible change to DeadChest configuration
  - Graves?
  - AngelChest?
  - Enable PvP looting for existing DeadChest?
- Reintroduce surveys plugin for future development
- Investigate player heads as bounties
  - <https://www.spigotmc.org/resources/useful-wandering-trader.77477/>
  - Figure out how to get player heads to drop with deathchest
    - Possibly replace with Graves? <https://www.spigotmc.org/resources/graves.74208/>
    - AngelChest? <https://www.spigotmc.org/resources/%E2%AD%90-angelchest-plus-%E2%AD%90-death-chests-graveyards.88214/>
    - AngelChest supports player heads natively
  - Wandering traders could sell heads?  
<http://www.chumcraft.com/downloads/plugins/useful-wandering-trader>

- Then players could create chest shops for that head?
  - BluePupBoi reports they can open chest shops. This shouldn't be possible.
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