

Survival Features

☠ **FAMILIAR SURVIVAL, STRANGER EDGES**

PlagueMC adds conveniences and personality without making the world fond of you. The menus are helpful; the things outside them remain professionally hostile.

Nights and mobs

The server runs on Hard difficulty. Levelled Mobs can make creatures feel less predictable than their vanilla cousins.

When **50% of eligible active players** sleep, Harbor accelerates the night and clears bad weather. AFK players are excluded after the configured timeout.

Movement and expression

- `/sit` toggles sitting.
- `/lay`, `/layback`, `/bellyflop`, `/spin`, and `/crawl` provide additional poses when permitted.
- Armor stands can be adjusted with the server's armor-stand tools.

Cosmetic commands do not excuse blocking doors, paths, shops, or other players.

Useful item features

- **TreeCuter:** use `/treecutter` or `/tc` for feature help. Replant and avoid felling trees attached to builds.
- **Portable shulkers:** supported shulker boxes can be opened from inventory by right-clicking when allowed. Chat and commands are temporarily blocked while the shulker interface is open.
- **Armored elytra:** special armored elytra combine flight equipment and protection; acquisition and tiers depend on server permissions or recipes.

- **Heads:** eligible players can use HeadsPlus commands such as `/heads`, `/myhead`, `/sellhead`, or `/hpc` for available challenges.
- **Voting:** `/vote` shows voting options and `/votestreak` shows streak information.

Feature missing? Run the feature's help command first. Some commands depend on rank, world, cooldown, or item type; the server enjoys conditional mercy.

Revision #2

Created 2026-07-20 23:04:56 UTC by Admin

Updated 2026-07-21 03:21:50 UTC by Admin