

World & Exploration

☐ THE WORLD IS BIGGER THAN SPAWN

Hard-mode survival rewards preparation and processes the unprepared into scattered inventory entities. Take a bed, food, light, and a way home before chasing the horizon.

Finding a place to settle

Use `/rtp` to reach a safe random location away from spawn. The overworld search normally places players hundreds of blocks from the centre and has a cooldown, so inspect the area before trying again.

Before building:

- Check map.plaguemc.xyz for nearby settlements.
- Look for paths, signs, farms, portals, containers, or shaped terrain.
- Leave established projects room to grow.
- Set a home before travelling farther.

Unclaimed land is not automatically unused, and an unlocked build is not an invitation to loot it.

Dimensions and distance

The Overworld, Nether, and End are shared spaces. Portal links can emerge closer to somebody else's build than expected; move or coordinate portals when they interfere with an established area.

The Nether is efficient for long-distance travel but not a private road network. Label shared routes, avoid blocking tunnels, and repair accidental damage.

Using the live map

BlueMap shows explored terrain and is excellent for orientation, route planning, and checking whether a region is already busy. It is not proof of ownership and may lag behind recent changes.

Explorer's habit: note your coordinates, carry a spare chest or ender chest, and decide how you are getting home before your inventory becomes valuable enough for the server to take a personal interest.

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