

PvP, Trading & Player Conduct

✕ **CONSENT REQUIRED**

PvP is allowed only when every participant has clearly agreed to fight.

PvP

Do not attack, kill, trap, or pursue another player without their consent. Consent must be clear, current, and specific to the fight or event; simply entering the wilderness, carrying valuables, enabling a setting, or accepting a teleport is not consent. A player may withdraw from an informal fight unless an agreed event rule says otherwise.

Not permitted:

- Repeatedly killing or pursuing a player to drive them from the server
- Teleport traps, unsafe `/tpa` bait, or killing during an agreed peaceful trade
- Camping homes, spawn routes, portals, graves, or return points for repeated kills
- Using alternate accounts or spectators to gain combat information
- Taking advantage of a known bug, severe connection issue, or staff intervention

Items legitimately lost during ordinary combat are not automatically restored. Staff judge disputes by context and evidence.

Trades and shops

Honor the terms you clearly agree to. Verify player names, item details, quantities, and payment amounts before completing a trade.

Scams, intentionally misleading listings, payment fraud, shop exploits, and abuse of obvious pricing mistakes are prohibited. Normal price negotiation and market competition are not scams.

Real-money trading involving in-game items, currency, accounts, services, or server benefits is not allowed unless explicitly offered through an official PlagueMC channel.

☐ Farms, entities, and server health

Build responsibly. Staff may limit or remove machines, farms, entity collections, chunk loaders, or redstone systems that create unreasonable lag or threaten stability.

Do not intentionally:

- Generate excessive entities, items, chunks, packets, or redstone updates
- Crash, throttle, stress-test, or degrade the server
- Leave high-impact machines running unattended after being asked to stop
- Abuse mechanics to disrupt chat, maps, economy, or other services

Keep passive mobs to **50 or fewer per chunk**. Flowing-water grinders, automatic farms, AFK farms, and other automation may be limited or removed when they are unfair, monopolise resources, or harm performance.

Public farms are shared infrastructure. Use them fairly, replant or reset them where appropriate, and do not AFK at a public farm or warp when doing so prevents others from using it.

Large project? Ask staff early. It is much nicer to tune a design than to dismantle a lag monument.

Revision #3

Created 2026-07-20 22:39:05 UTC by Admin

Updated 2026-07-20 22:44:09 UTC by Admin