

Welcome to PlagueMC

SURVIVOR NOTICE

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PlagueMC is a **hard-mode survival server** wearing a few comforts over the top like a suspiciously clean bandage. Build something worth remembering, trade with the other doomed optimists, explore the map, and carve out a corner of the world before the world carves something out of you.

What awaits you

- Survival at **Hard** difficulty
- A persistent shared world with Java and Bedrock cross-play
- Player economy, shops, homes, teleport requests, and random teleportation
- Protected containers and doors
- A live web map
- Levelled mobs and a handful of quality-of-life features
- A small community where your reputation matters

This is not a disposable minigame lobby. The things you build, the people you meet, and the trouble you cause all become part of the server's history.

 **New arrival?** Read this book in order. In about fifteen minutes you can be connected, equipped, and established—assuming the night does not get to you first.

The survivor's code

Be decent. Do not steal, grief, cheat, or ruin another player's time. The mobs already handle senseless violence perfectly well; they do not need an assistant. Use common sense, ask when unsure, and report problems instead of escalating them.

Welcome to PlagueMC. Try not to become part of the scenery.

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