

# Melwin22's Guide: How to survive on Purity Vanilla, version 1.1

## Chapter I: How to not be annoying

- 1) Purity Vanilla has very little plugins. This is not a casual server, difficulty is set to hard (not hardcore), keepinventory is off. There are no kits, no claiming land, no teleports. If you want to play with those, go find another server.
- 2) Community is also rather toxic. Trolling and lying are super common. If you are offended by people saying “nigger” or “i like cumming inside minors”, go find another server. However, if there is a particular player that annoys you, you can mute him by doing /ignore.
- 3) Do /rules. Yes, this server is labeled as „anarchy”, but it is *vanilla anarchy*. This means no hacks and no glitches. No duping, no xray, no nether roof, no bedrock breaking. If you want to play with those, go find another server.
- 4) Do /faq. Many settings are different here than in singleplayer worlds (for example, mob spawning is massively reduced and render distance is limited) to prevent lag. For full list of those, do /wiki and search “nonvanilla mechanics”.
- 5) Don't beg for help. Yes, there is a chance that someone will actually help you, but begging mostly annoys people. If escaping spawn after reading the second chapter will still be too hard for you, I suggest you should go find another server.
- 6) If you don't see anything, boost up game brightness and your monitor brightness to maximum.
- 7) Still more technical questions? Check the support section on discord. Do /discord to get a link.

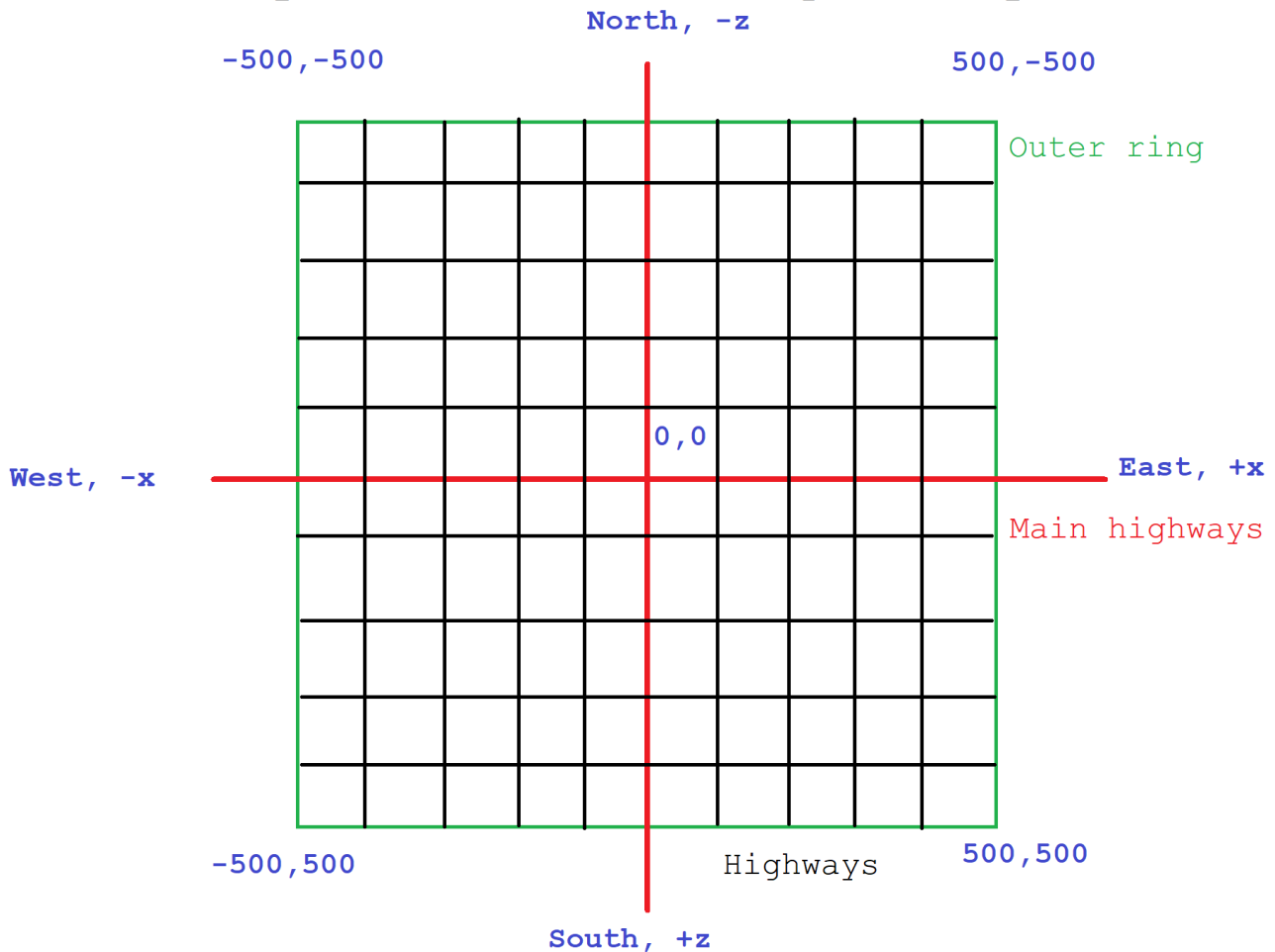
## Chapter II: How to escape spawn

- 0) Yeah, there's the voting system, although I don't use it. If you want to use it, do /vote. It gives you stuff like porkchops and xp bottles for starters, and after more days of voting rewards are getting better. But if you are like me and don't want to just get stuff for free, skip this 0th rule.

This chapter assumes that you have no friends in here, you joined for the first time or lost everything you had. You spawn in cobblestone mountains, very likely trapped in a hole. Spawn is grieved because it is an anarchy server nonetheless. This chapter also assumes that you won't find anything useful like wood or another player's corpse at spawn.

- 1) Sprint and jump as few as possible. Sprinting and jumping greatly increases your hunger bar depletion speed.
- 2) Reduced mob spawning is your friend here, because even it's mostly pitch black under cobble mountains, there are not a lot of mobs. But you still might encounter some. Save sprint for such encounters.
- 3) You will probably see many wither boss bars. Most withers are at bedrock level, but some might camp higher. The wither will not actually chase you unless provoked. He might shot some skulls at you though, so watch out.
- 4) Find the highways. Net of obsidian highways is constructed at spawn. Highways are at y = 63, both east - west and north - south, every 100 blocks from -500 to +500, although they might be destroyed in middle sectors. If you spawned high in the cobblestone mountains, try to take as few fall damage as possible.

## Purity Vanilla overworld spawn at $y = 63$



- 5) If your spawn point is really terrible and you can't find any way out, do `/suicide` to get a new spawn point.
- 6) Follow the highways to the outer ring and then switch to main highways. Walk about 1000 - 2000 meters from 0, 0. Collect some blocks on the way (like dirt). About a stack should be enough.
- 7) Find a nether portal. There are many portals on the highways or close to them, keep looking until you find one. Portals closer to spawn are often trapped, meaning that you will not be able to exit. This far out portals *should* be safe, but if you are unlucky and get trapped, look straight down and hold left click for 5 minutes. (You can't type `/suicide` while inside a portal). Your only other option is starving to death which takes much more time.
- 8) Highways are also constructed in the nether, they are longer and better maintained there. Main nether highways are at  $y = 116$ , at both axes, and stretch from -62500 to +62500. If you are far below the highway after entering the nether, use your blocks to tower up.
- 9) Walk about 700 - 1000 meters more in the nether. Find a portal again. When you leave, you should see rather normal terrain with stuff like wood and animals. (Remember about reduced mob spawning, this applies to animals too). You can figure the rest by yourself.

At any point of your journey, you might get unlucky and get sniped by another player, a wither, or just fell / get blown up / get stabbed by piglin etc. If such event will occur, just start again from step 1. I don't suggest trying to get back to the same spot, because if you died there once, u might die again.

### Chapter III: How to survive for longer

- 1) Don't destroy / obstruct your bed in any circumstances if you don't want to get back to 0, 0 with no items.
- 2) There is no such thing as “safe distance” to build a base. The further, the safer. Also the further from axis, the safer. I would say that building a base above ground closer than 100k from spawn is not a good idea, but this is subjective. Don't underestimate how much base hunting is happening out there.
- 3) Get villagers ASAP. Cure them ASAP. They can sell enchanted books, diamond gear and golden carrots almost for free after only a couple curings. They can also buy stuff like sticks, stone and rotten flesh for emeralds. IMO the most overpowered business is this librarian trade: 1 emerald (after curings) = 1 bookshelf, 1 bookshelf = 3 books, 3 books = 3 emeralds (after curings). Keep in mind that you need some blaze rods to get weakness pots for curing, but nether wart is not required.
- 4) Put an emergency ender chest near 0, 0 and hide it. This way, when you die without spawn point set, you won't have to make the rescue journey with nothing.
- 5) When you establish yourself a base, I don't recommend putting a nether portal close to it (or even worse, within it). This will make your base really easy to find, because nether is 8 times smaller in both directions (so 64 times less area to search), and portals stick out.
- 6) Be careful when giving your coordinates to other players. Betrayals are common.

### Chapter IV: How to get more advanced stuff

- 1) Getting the map seed through reverse engineering is forbidden, although it did happen a few times. Each time, the seed was altered. This causes “chunk borders”, when older chunks meet newer chunks. This also means that eyes of ender won't work in most cases, because they point to locations that had strongholds on another seed. One known end portal is near -1900, 300. Because glitches are not allowed, portal is indestructible and will stay open as long as the server lives, but be warned that end spawn is often camped. Main end island is also massively grieved.
- 2) Nether was also altered when server was updated to 1.16 (server was initially created on 1.14). This means that ancient debris will generate only in some chunks. Look for new nether biomes / new nether blocks (blackstone, nether gold ore) to be sure that you are mining in the right spot.
- 3) Similar situation will happen when the overworld will be updated to 1.17. Copper and amethyst geodes will spawn only in newly generated chunks.
- 4) Nether wart can be hard to find. Most fortresses near spawn have been raided and are empty, often with blaze spawners destroyed (remember that blazes will spawn in fortresses even without spawners). Obvious solution to this problem is looking further and further to find some wart. Also keep in mind that some bastions can generate nether wart as well (thats how I found my first wart).
- 5) Similar problem comes out in the end. Elytras and shulkers can be really hard to find, but if you look further and further, you should eventually find an unraided end city. Even if you see a raided city, check it anyway. Some players leave shulkers alone.
- 6) Better solution to both problems is trading. Check the trading hub discord to buy and sell ingame items. Netherite ingots are the main currency. You can also buy stuff like gunpowder (for TNT to look for netherite, and also for firework rockets to properly use your elytra), totems of undying (super helpful stuff, trust me, keep a totem in off-hand at all times), and building blocks in bulk if you are a builder. You can find an invite to trading hub discord when you search “trading hub” in the main discord.

If you have any more questions, let me know (you can find me on Purity's discord). But make sure that an answer to your question was not mentioned here because I don't like to repeat myself.