? Claim Flags

/claimflag ____

With the Druid premium rank and higher, you can add special perks to any of your claims with /claimflags. To remove a claim flag, do /unsetclaimflag nameofflag.

> If you don't see the claim flag changes, leave the claim and go back. The best/easiest way to do this is to go to /spawn and then return to your claim, since /spawn is in a completely different world than your claim.

The claimflags that exist on this server include:

- AllowPvP: allow people to PVP in your claim
- BuyAccessTrust: allows players to buy access trust in the claim. Players can use /buyaccesstrust while standing in the claim to buy trust. To set this flag, use /claimflags buyaccesstrust $price$
- BuyBuildTrust: allows players to buy build trust in the claim. Players can use /buybuildtrust while standing in the claim to buy trust. To set this flag, use /claimflags buybuildtrust $price$
- BuyContainerTrust: allows players to buy access to containers in the claim. Players can use /buycontainertrust while standing in the claim to buy trust. To set this flag, use /claimflags buycontainertrust $price$
- BuySubclaim: allows players to buy a subclaim. Buying the subclaim will give the buyer all levels of trust and will disable the flag to prevent other players from buying the subclaim after that. To set this flag, use /claimflags buysubclaim $price$
- ChangeBiome: change the biome (and the mobs, flowers, etc. to react the way they do in that biome): /claimflag changebiome:NAME_OF_BIOME -- the biome name will provide a scrollable list to select from. If a claim is deleted or the flag is unset, the biome will revert back to its original state.
- CommandBlackList: do not allow players to use specific commands on your claim. Do /claimflag commandblacklist permission (where permission is the name of what they cannot do, ex: top)
- EnterMessage: sends a message to the player when they enter your claim

- ExitMessage: sends a message to the player when they leave your claim
- HealthRegen: health is regenerated when the player is in your claim. To set a value higher than 1, do /claimflag healthregen #
- InfiniteArrows: arrows shot into this claim will be given back to the player after it makes contact
- KeepInventory: a player will keep their inventory even if they die in this claim
- NoChorusFruit: prevents players from teleporting when they eat chorus fruit in your claim
- NoEnderPearl: prevents players from teleporting when they throw ender pearls in your claim
- NoEnter: prevents players from entering your claim unless they have /trust access
- NoFlight: prevents players from using /fly or /tfly on your claim
- NoFluidFlow: prevents liquids from flowing as usual
- NoHunger: prevents players' food bars from decreasing
- NoLeafDecay: prevents leaves from despawning on your claim
- NoMonsterSpawns: prevents mobs from spawning on your claim. NOTE: Using NoMonsterSpawns will kill villagers if you try to heal zombie villagers and will not allow slime or magma farms to work properly (the slimes and magma cubes will not break to a size that frogs can eat)
- NoOpenDoors: prevents players from opening doors on your claim
- NoPetDamage: prevents /pets from taking damage on your claim
- NoVineGrowth: prevents vines from growing on your claim
- PlayerTime: changes the time of day on your claim: /claimflag playertime day/noon/night/midnight (pick one of the four)
- PlayerWeather: changes the weather on your claim: /claimflag playerweather sun/rain
- ReadLecterns: allows players to read but not manipulate any lectern with a book on the claim
- ViewContainers: allows players to see but not manipulate any container on a claim

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