Towns & Nations

Towns are the core of gameplay. It allows players to create towns, nations, and outposts, and manage them with a variety of commands. Towny is a complex plugin, but it's easy to get the hang of once you understand the basics.

> Please keep in mind, Towny Towns, and MineColonies are separate mechanics, and work differently.

With towns you can...

- Claim land.
- Invite other players to be residents.
- Set up a town bank.
- Set up a town spawn.
- Create embassies in other towns.
- Create 'outposts' in the wilderness that allow you to claim more land.
- Set up a town tax.
- Set up a town plot system.
- Communicate and chat with other town members using `/tc`.

With nations you can...

- Invite towns to join your nation.
- Set up a nation bank.
- Set up a nation spawn.
- Set up a nation tax.
- Start Wars.
- Communicate and chat with other nation members using `/nc`.

Town ranks

Town ranks allow players to have different permissions within a town. For example, you can have a player who can invite others to the town, but not kick them. You can also have a player who can manage the town's bank, but not claim land. Ranks can added or removed from players using the `/t rank add <player>` command.

Available **Town Ranks**:

- Mayor

- Co-Mayor
- Helper
- Sheriff
- Default (All residents automatically have this rank and it cannot be applied or removed.)

Available **Nation Ranks**:

- King
- Assistant
- Helper
- Default (All members automatically have this rank and it cannot be applied or removed.)

Common Commands

Here's a list of the most important towny commands. This list is not exhaustive, we recommend also checking out other online resources to find a **complete** list of Towny commands:

- `/t <town?>` - Shows information about yours, or another town
- `/res <player?>` - Shows resident information about you or another player.
- `/t <town?> online` - Shows online residents for yours, or another town.
- `/t leave` - Leave your town.
- `/t rank add <player>` - Add a rank to a town member
- `/t <town?> reslist` - Shows the list of residents in yours or another town.
- `/t claim` - Claim a chunk for your town.
- `/t delete` - Deletes your town (can only be done by the mayor!).
- `/t unclaim` - Unclaims a chunk from the town,
- `/t outlaw add/remove` - outlaws a specific person from the town, preventing them from entering.
- `/t trust add <player>` - trusts a player to the town, allowing them to build and interact within ALL claims of the town.
- `/t join <town>` - Join a specific town, if it's public.
- `/accept` - Accept a town invite.
- `/deny` - Deny a town invite.
- `/t spawn` - Teleport to your town's spawn.
- `/t deposit <amount>` - Deposit money into your town's bank.
- `/t withdraw <amount>` - Withdraw money from your town's bank.
- `/tc` - Talk in town chat.
- `/nc` - Talk in nation chat.

Plots

Plots are an important part of Towny and general claiming. Players often get stuck when trying to make specific town plots available to certain players or to the general public.

What is a plot?

A plot is a single chunk claimed by your or another town. Plots can be sold, rented, or given to players to build on.

Allowing a plot to spawn mobs, have firespread, have explosions, or other destructive actions:

- `/plot toggle <explosion|fire|mobs|pvp|taxed>` - Toggles the specific setting on the plot.
- `/plot set perm <ally|friend|nation|outsider|...> <build|destroy|switch|itemuse>` - Sets a specific permission for a group of players on the plot.
- `/plot group <group> <args>` - Sets an option for a plot **group**.
- `/plot trust add <player>` - Trusts a player to the plot, allowing them to build and interact within the plot.
- `/plot trust remove <player>` - Removes a player's trust from the plot.
- `/plot set reset` - Resets the plot to default settings.
- `/plot claim` - Claims a plot for **you** disallowing other normal residents from interacting with the plot.
- `/plot unclaim` - Unclaims a plot for **you** allowing other normal residents to interact with the plot again.
- `/plot info` - Shows information about the plot you're standing in.

Outposts

Outposts can be used to claim areas not directly linked to your town. Here are some commands regarding outposts:

- `/t outpost claim` - Allows the town to claim an outpost
- `/t outpost list` - Lists all the towns outposts
- `/plot set outpost` - Sets the plot as an outpost

Upkeep

Town upkeep is a part of town maintenance. If you fail to pay your town upkeep, the town will fall into ruin! You can pay your towny upkeep by putting money into your town bank using `/t deposit <amount>`. Check your current upkeep costs with `/t`. See exact prices with `/towny prices`.

Inviting new residents

You can invite players to your town using `/t invite <player>`! The player can accept using `/accept` . Invites will stay active until they are rejected or expire.

How does MineColonies and Towns Overlap?

Towny Towns and Colonies serve different purposes and work completely differently. The only part where they meet is that they both provide claims and protection over land.

Towny Towns serve as a political and roleplay tool. You can manage your Residents give them plots

and permissions and interact with other Towns and Nations. Colonies are for NPC based automation and also provide chunk protection.

A Colony always requires a Towny Town because Colonies doesn't have a built-in taxation system. So when you have a standalone colony without a Town, you have free claims which is extremely unbalanced. Towny provides the built-in taxation system, which if you don't pay, your town gets disbanded. Without a Town your Colony will also get deleted.

> In the past, Towny Towns didn't provide full chunk protection. This has been fixed since then, and players claiming that a "MineColony is required to protect your chunks" is simply unaware that's no longer the case. Towny Towns are fully capable of providing full-scale chunk protection as of the Latest Elysian season.

Revision #3
Created 2025-10-07 14:47:51 UTC by Nyseus (Owner)
Updated 2026-08-29 02:26:16 UTC by Nyseus (Owner)