- [/towny](#)
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- Chat Commands

This list breaks each command down by word. Eg: /resident set perm {on/off}.

For resident commands, the add command would auto-match online players, while add+ requires exact spelling to choose offline players.

Just about every subcommand has it's own help menu. Use /resident set, or a similar cutoff, to show all the options for that command ingame. You can also use /resident set ?, you will probably need to use that in the case where a subcommand actually has a function by itself. Example: /town claim, and /town claim ? would show all it's subcommands.

The brackets are used to show variables, or what you need to fill in. The elipse ".." (or shortened elipse) is used to show that you can specify multiple things at once (like inviting 10 residents at once).

The {bleh/blah/bluh} is used to show that the input can be multiple words.

An empty bullet represents that the subcommand itself does something and will not show a help menu.

()/towny

- /towny
  -
    - Shows basic towny commands.
  - ? - Shows more towny commands.
  - allowedblocks - Opens a menu where you can check what blocks might be allowed to be built/destroyed in
  - itemuse - Shows the items in the item_use_ids list.
  - map - Shows the towny map.
    - hud - Activates the map in the player's scoreboard.
  - plotclearblocks - Shows the blocks deleted using `/plot clear`
  - prices - Shows taxes/costs associated with running a town.
  - switches - Shows the blocks in the switch_ids list.
  - time - Shows time until next new-day (tax/upkeep collection.)
  - top
    - residents {all/town/nation} - Shows top residents.
    - land {all/resident/town} - Shows top land owners.
  - spy - Admin command to spy on all chat channels
  - tree - Shows lots of stuff.
  - universe - Shows full towny stats, resident/town/nation/world counts as well as townblocks claimed.
  - v - Shows towny version.
  - wildsblocks - Shows the blocks that are usable in wilds plots, and which are allowed to be farmed in the wilderness.

()/plot

- /plot
  -
    - Shows the /plot commands.

- claim - Resident command to personally claims a plot that are for sale.

  - auto - Resident command to personally claim an area of plots that are for sale, around the player typing the command.

- unclaim - Resident command to unclaim personally owned plots.

  - circle/rect - Resident command to unclaim personally owned plots in a circle or rectangle shape.
    - {# (radius around current position)} - Radius of the area to unclaim.

- {forsale/fs} - Set a plot for sale.

  - circle/rect - Set a shape.
    - {# (radius around current position)} - Radius of the area to set forsale.
  - $$ - Cost of plot.
    - circle/rect - Set a shape.
      - {# (radius around current position)} - Radius of the area to set forsale.

- {notforsale/nfs} - Set a plot to not be for sale.

  - circle/rect - Set a shape.
    - {# (radius around current position)} - Radius of the area to set notforsale.

- evict - Used to remove a plot from a plot owner, usually by the mayor or assistant.

- trust

  - add - Adds a player as Trusted on the plot.
  - remove - Removes a player from being Trusted on the plot.

- perm - Shows the perm line of the plot in which the player stands.

  - gui - opens the GUI to configure the plot perm override.
  - add - Adds a player to the plot perm override.
  - remove - Removes a player from the plot perm override.

- perm hud - Toggles on/off the plot perm hud scoreboard which shows the perm line of the plot in which the player stands along with more useful plot info.

- set

  - reset - Sets a shop/embassy/arena/wilds plot back to a normal plot.
  - shop - Sets a plot to a shop plot.
  - embassy - Sets a plot to an embassy plot.
  - arena - Sets a plot to an arena plot.
  - wilds - Sets a plot to a wilds plot.
  - inn - Set a plot to an inn plot.
  - jail - Set a plot to an jail plot.
  - farm - Set a plot to a farm plot.
  - bank - Set a plot to a bank plot.
  - outpost - Set a plot to an outpost plot, costs the same as /t claim outpost.
  - name - allows a mayor or plot-owner to rename plots they own, overwriting the ~Unowned message. Personal-plots display both the plot's given name and the name of the plot-owner.
  - perm
    - {on/off} - Edits the perm line of the single plot in which the player is standing. See here for details. (https://github.com/TownyAdvanced/Towny/wiki/How-Towny-Works#towny-plot-perms)
    - {resident/ally/outsider} {on/off}
    - {build/destroy/switch/itemuse} {on/off}
    - {resident/ally/outsider} {build/destroy/switch/itemuse} {on/off}
    - reset - Resets the plot in which you stand to the default perm line of the /town or /resident screen (depending on if the plot is owned personally or by the town.)

- toggle

  - fire - Turn on/off firespread in the plot in which you stand.
  - pvp - Turn on/off pvp in the plot in which you stand.
  - explosion - Turn on/off explosions in the plot in which you stand.
  - mob - Turn on/off hostile mobspawning in the plot in which you stand.

- clear - Command to remove list of block id's from a plot, used by a mayor on town-owned land, or by a plot-owner on their personal plots.

- group

  - add|new|create - Creates a plot group where a player is standing, also adds plots to an existing group.
  - remove - Removes the plot stood in from its plot group.

- delete - Deletes a plot group entirely.
- rename - Renames a plot group.
- set - Sets the group to a specified plot type. Not able to be used for Jail plots.
- set perm ... - Used to set the perm line of the group you are standing in. See above section for /plot set perm for remainder of commands.
- toggle ... - Used to toggle plot settings. See above section for /plot set toggle for remainder of commands.
- forsale|fs - Set the group for sale at the set price.
- notforsale|nfs - Set the group not for sale.
- trust
    - add - Adds a player as Trusted on the plot group.
    - remove - Removes a player from being Trusted on the plot group.
- perm
    - gui - Opens the GUI to edit the plot perm override.
    - add - Adds a player to the plot perm override.
    - remove - Removes a player from the plot perm override.

- jailcell

    - add - Adds a jail cell to a jail plot, where the player is stood.
    - remove - Removes a jail cell from a jail plot, where the player is stood.

()/resident

- /resident
    -
        - Shows a player their resident screen.
    - ? - Shows /res commands available.
    - - Shows a player another player's resident screen.
    - friend
        - add .. - Resident adds online player to their friends list.
        - add+ .. - Resident adds offline player to their friends list.
        - remove .. - Resident removes online player from their friends list.
        - remove+ .. - Resident removes offline player from their friends list.
        - clearlist - Removes all friends from a resident's friend list.
        - list - Returns a list of your friends.
    - list - Lists residents in towny's data folder who are online.
    - jail paybail - Allows a player to pay to get out of jail. Funds go to the town which owns the Jail.
    - spawn - If deny_bed_use: true and player has a current bed spawn, command will teleport player to their bed.
    - toggle
        - map - Turns on map which refreshes when moving across plot borders.
        - townclaim - Turns on mode where /town claim is automatically used when moving across plot borders.
        - plotborder - Turns on smokey plot-border view. Border shows when players cross to different townblocks.
        - constantplotborder - Turns on smokey plot-border view. Border doesn't disappear.
        - bordertitles - Turns on/off the Title messages seen when entering/leaving town, when using_titles is true in the config.
        - spy - Admins can turn on chat-channel spying.
        - ignoreplots - Turns on/off plot notifications in town.
        - reset - This turns off all modes that are active.
        - infotool - Allows an admin to use the clay brick tool to determine the Bukkit names/classes of blocks and entities.
        - adminbypass - Used to make admins play as non-admins.
    - set
        - perm
            - {on/off} - Edits the perm line on the resident screen. See here for details. (https://github.com/TownyAdvanced/Towny/wiki/How-Towny-Works#towny-plot-perms)
            - {friend/ally/outsider} {on/off}
            - {build/destroy/switch/itemuse} {on/off}
            - {friend/ally/outsider} {build/destroy/switch/itemuse} {on/off}
            - reset - This takes the perm line seen in the /resident screen and applies it to all plots personally owned by the player typing it.
    - tax - Shows taxes a player pays.

()/town

- /town
    -
        - Shows a player their town's town screen.
    - ? - Shows /town commands available.

- - Shows a player another town's town screen.

- here - Shows you the town screen of the town in which you stand.

- leave - Leaves a town.

- list

  - by name - order alpabetically.
  - by resident - order by town with most residents.
  - by balance - order by town with the highest nation bank balance.
  - by townblocks - order towns by how many townblocks they have claimed.
  - by online - order by how many players are online at that moment.
  - by open - lists open towns first, in order of most residents to least residents.
  - by public - lists public towns first, in order of most residents to least residents.
  - by ruined - lists ruined towns first, in order of most residents to least residents.
  - by bankrupt - lists bankrupt towns first, in order of most residents to least residents.
  - by founded - order by founded date, oldest first.

- online - Shows players in your town which are online.

- plots - Shows a helpful list of plots and their types/revenue which are owned by the town.

- new - Creates a new town.

- add .. - Mayor command to add residents to your town.

- kick .. - Mayor command to remove residents from your town.

- invite - Show a list of players who've been sent invites to your town.

  - sent - Show a list of players who've been sent invites to your town.
  - received - Show a list of invites your town has received from nations.
  - accept - Accept an invite to join a nation.
  - deny - Deny an invite to join a nation.
  - - Send an invite to a player to join your town.

- spawn - Teleports you to your town's spawn.

- spawn - Teleports you to another town's spawn.

- claim - Mayor command to claim the townblock in which you stand for your town.

  - outpost <#||{name:#} - Claims an outpost for your town. uses the plot name. {name:#} is used when a plot name begins with a number.
  - {# (radius around current position)} - Claims an area of townblocks around you for your town.
  - auto - Claims as many townblocks around you as is possible given money in townbank and available townblocks.

- unclaim - Mayor command to unclaim the townblock in which you stand.

  - all - Mayor command to unclaim all townblocks.
  - {# (radius around current position)} - Command to unclaim an area of townblocks around you.
  - outpost - Used to unclaim glitched outposts on MySQL Towny servers pre-0.92.0.0

- withdraw

  - {$} - Removes money from town bank.
  - all - Withdraws all of the money from the town bank.

- deposit

  - {$} - Adds money from player to the town bank.
  - all - Deposits all of your money into the town bank.
  - {$} - Deposits money from player into the specified town's bank.

- baltop - Opens a book displaying the richest players in a town.

- bankhistory - Opens a book GUI with # number of transactions listed, showing the town bank history.

- buy

  - bonus - Buys available bonus townblocks.

- allylist - Displays a list of allies for the Town.

- enemylist - Displays a list of enemies for the Town.

- delete - Admin/Mayor command to delete a town from towny's data folder's files.

- merge - is the town which will be merged into the town owned by the mayor using the command.

- outlawlist - Displays a list of outlaws for a town.

- outlaw {add/remove} - Adds or removes an outlaw from a town's outlaw list

- outpost

  - {# (where # equals the corresponding outpost's number)} - Teleports to an outpost.
  - - lists your town's outposts.

- plotgrouplist - Lists a town's plotgroups with forsale and price indicated.

- purge - Kicks residents from the town who have been inactive for the given number of days, exempts npcs and mayors.

- ranklist - Displays residents and their ranks, optional townname to view another town's rank list.

- rank {add|remove} - Grants or removes a rank to a resident of the town.

- reclaim - allows a resident to reclaim their ruined town.

- reslist - See a FULL list of all residents in a town.

- say - Broadcast a message to online town members.

- set

  - board
    - - Sets message seen by residents upon logging in.
    - none - Sets an empty board which will not be seen on login or in the /town status screen.
  - mayor - Mayor command to give mayor status to another resident.
  - homeblock - Sets the homeblock and spawn of your town.
  - spawn - Sets the town spawn, must be done inside the homeblock.
  - spawncost - Set the cost of spawning to a public town. Doesn't affect town residents, nation members and nation-allies.
  - mapcolor - Sets a town's mapcolor seen in the dynmap.
  - name - Change your town's name.
  - outpost - Resets the outpost's spawn point to the player location. Must be used in an existing outpost plot.
  - perm
    - {on/off} - Edits the perm line on the town screen. See here for details. (https://github.com/TownyAdvanced/Towny/wiki/How-Towny-Works#towny-plot-perms)
    - {resident/ally/outsider} {on/off}
    - {build/destroy/switch/itemuse} {on/off}
    - {resident/ally/outsider} {build/destroy/switch/itemuse} {on/off}
    - reset - This takes the perm line seen in the /town screen and applies it to all plots owned by the town.
  - tag - Sets the town's tag, which is sometimes used on that chat line.
    - clear - Clears the tag set for the town.
  - taxes {$} - Sets taxes collected from each resident daily. Also sets percentage if taxpercent is toggled on.
  - taxpercentcap {$} - The maximum amount that can be taken when taxpercent is enabled.
  - plottax {$} - Set taxes collected from each resident daily, per plot that they own.
  - plotprice {$} - Sets default cost of plot for the town.
  - shopprice {$} - Sets default cost of a shopplot for the town.
  - shoptax {$} - Set taxes collected from each resident daily, per shopplot that they own.
  - embassyprice {$} - Sets default cost of a embassy plot for the town.
  - embassytax {$} - Set taxes collected from each resident daily, per embassy plot that they own.
  - title - Mayor command to add a Title to a member of the town.
  - title - Mayor command to remove a Title from a member of the town.
  - surname - Mayor command to add a Suffix to a member of the town.
  - surname - Mayor command to remove a Suffix from a member of the town.
  - primaryjail - Sets your town's primary jail.

- toggle

  - explosion - Turn on/off explosions in town.
  - fire - Turn on/off firespread in town.
  - mobs - Turn on/off hostile mobspawning in town.
  - public - Turn on/off public /town spawning and the co-ordinates of the town's homeblock in the /town screen.
  - pvp - Turn on/off pvp in town.
  - taxpercent - Turn on/off taxing by percent/flatrate.
  - nationzone - Turn on/off the town's NationZone.

- open - Turn on/off public joining to your town.

- takeoverclaim - Used by a mayor to take over land from an overclaimed town, when overclaiming is allowed in the config.

- join - Command to join a town that doesn't require invites.

- jail

  - list - Shows jail number, name, coord, cellcount and which jail is the primary jail.
  - - Jails the given player for 1 hour, must be a resident of your own town.
  - - Jails the given player for the given hours.
  - - Jails the given player for the given hours, in the given jail plot (which is a number.)
  - - Jails the given player for the given hours, in the given jail plot and jail cell (which are both numbers.)

- unjail - Unjails someone in your town's jail.

- trust

  - add - Adds a player as Trusted to the entire town.
  - remove - Removes a player from being Trusted by the entire town.
  - list - Displays a list of trusted players for the town.

- trusttown

  - add [townname] - Adds an entire town as trusted in your town.
  - remove [townname] - Removes an entire town as trusted in your town.
  - list - Displays a list of trusted towns in your town.

()/nation

- /nation
  -
    - Shows a player their nation's nation screen.
  - ? - Shows /nation commands.
  - list
    - by name - order alpabetically.
    - by resident - order by nation with most residents across all towns.
    - by balance - order by nation with the highest nation bank balance.
    - by towns - order by nation with the most towns.
    - by townblocks - order nations by how many townblocks their towns have collectively claimed.
    - by online - order by how many players are online at that moment.
    - by open - ordered by open first, number of residents second.
    - by public - order by public first, number of residents second.
    - by founded - order by founded date, oldest first.
  - online - Shows players in your nation which are online.
  - - Shows a player the /nation screen of another nation.
  - leave - Mayor command to leave the nation they are a part of.
  - withdraw
    - {$} - King command to remove money from the nation bank.
    - all - Withdraws all of the money from the nation bank.
  - deposit
    - {$} - Command to add money to the nation bank.
    - all - Deposits all of your money into the nation bank.
  - baltop - Opens a book displaying the richest players in a nation.
  - bankhistory - Opens a book GUI with # number of transactions listed, showing the nation bank history.
  - deposit {$} - King command to add money to the bank of a town who is in the nation.
  - new
    - - Mayor command to create a nation.
  - rank - Command to set assistant/custom ranks in the nation.
  - add .. - Invites/Adds a town to your nation.
  - kick .. - Removes a town from your nation.
  - delete - Deletes your nation.
  - invite - Show a list of invites sent.
    - help - Show a list of invites sent.
    - sent - Show a list of invites sent.
    - - Invites a town to a nation.
  - ally - Show a list of nation alliance invites sent.
    - add .. - Add a nation to your nation's ally list.

- remove .. - Removes a nation from your nation's ally list.
      - accept - Accepts an invitation to ally from another nation.
      - deny - Denies an invitation to ally from another nation.
      - sent - Show a list of nation alliance invites sent.
      - received - Show a list of nation alliance invites received.
  - enemy
      - add .. - Add a nation to your nation's enemy list.
      - remove .. - Removes a nation from your nation's enemy list.
  - rank {add|remove} - Grants or removes a rank to a resident of the nation.
  - say - Broadcast a message to online nation members.
  - set
      - king - King command to change the king of the nation.
      - capital - Sets the capitol and king of the nation.
      - board
          - - Sets message seen by residents upon logging in.
          - none - Sets an empty board which will not be seen on login or in the /nation status screen.
      - taxes {$} - Sets nationtax applied to the towns within the nation.
      - conqueredtax {$} - Sets a nation's conquered tax, which is paid by the conquered towns.
      - taxpercentcap - Sets the maximum amount that a town will pay in nationtax, when the nation has percent-based taxation.
      - name - Sets the nation's name.
      - spawn - Sets the nation spawn point.
      - spawncost - Sets the cost of public spawns to that nation's spawn point. No effect on members of the nation or nation-allies
      - title - King command to add a Title to a member of the nation.
      - title - King command to clear a Title from a member of the nation.
      - surname - King command to add a Suffix to a member of the nation.
      - surname - King command to clear a Suffix from a member of the nation.
      - tag - Sets the nation's tag, which is sometimes used on that chat line.
          - clear - Clears the tag set for the nation.
      - mapcolor - Sets the colour seen on the dynmap-towny webpage.
  - toggle
      - neutral - Sets whether your nation will pay daily to be neutral during towny war.
      - open - Sets the nation to be open, so that any town can join without an invite.
      - taxpercent - Turns on and off the percentage-based taxation of towns in the nation.
  - join
      - Used by a town mayor to join an open nation.
  - merge
      - Requests the given nation to merge into your nation.
      - Can only be used by the nation king, and requires the king of the other nation to be online to accept the merger.
      - The soon-to-be-ex-king will receive a confirmation message asking if they will accept the dissolution of their nation.
      - If accepted the towns of the nation transfer to the remaining nation. The nation's bank money is also transferred.
  - ranklist - Displays residents and their ranks, optional nationname to view another nation's rank list.
  - townlist (nation)
      - (nation) is optional, to show townlist of a nation you aren't a part of.
      - lists all towns in a nation.
  - allylist (nation)
      - (nation) is optional, to show allylist of a nation you aren't a part of.
      - lists all allies of a nation.
  - enemylist (nation)
      - (nation) is optional, to show enemylist of a nation you aren't a part of.
      - lists all enemies of a nation.

()/townyadmin

- /townyadmin

  - Shows Memory, Threads, War status, Health regen setting, Time, Whether daily-timer/taxes are on.

  - ? - Shows /ta commands.

  - tpplot - Teleports an admin to the Towny chunk coordinates seen in the /towny map command. Be careful with large numbers, you could be teleported farther than you think and end up generating chunks.

  - plot

      - claim - Admin command to claim a plot for another player. Area must be a part of a town.
      - meta - used to view a plot's metadata.
          - set [key] [value] - Sets a metadata.

- [add|remove] [key] - Adds or removes a metadata.
  - claimedat - Shows when the plot was claimed.

- resident

  - delete - Admin command to delete a resident.
  - rename - Admin command to manually rename a resident to a new name. Not need if TownyNameUpdater.jar is present.
  - friend [add|remove|clear|list] - Allows admins to manipulate a resident's friends list.
  - unjail - Admin command to unjail any resident.

- town new - Admin command to create a town for the mayor where the command sender is standing, does not charge money.

- town new npc - Creates a new town with an NPC mayor, allowing admins to make a new town without having to leave their own.

- nation new - Admin command to create a nation for the capital town, does not charge money.

- town

  - add .. - Admin command to forcibly add a player to a town.
  - invite - Admin command to send a town invite to a player.
  - remove .. - Admin command to remove a resident from a town.
  - kick - Admin command to remove a resident from a town.
  - rename - Admin command to rename a town.
  - spawn - Admin command to spawn at at town spawn.
  - outpost # - Admin command to spawn at any towns outposts.
  - delete - Admin command to delete a town.
  - buy .... - Admin command to use the buy command as though you were a part of the town.
  - rank {add/remove} - Admin command to give/remove a rank to a town member.
  - toggle [any /t toggle command]... - Use a town's toggles for them.
    - conquered - Set the town's conquered status off.
    - forcemobs - Set the town's forced-mobs setting true or false.
    - forcepvp - Set the town's AdminEnabledPVP setting to true or false.
    - forcedisablepvp - Sets the town's AdminDisabledPVP setting to true or false.
    - unlimitedclaims - Removes the townblock limit for the given town.
    - upkeep - Toggles a town's hasUpkeep flag, set to false to stop a town paying upkeep costs.
  - set [any /t set command]... - Use a town's set command for them.
  - settownlevel
    - # - Manually overrides a town's townlevel to a number, 1 through x, where x is the last townlevel.
    - unset - Removes the manual override and returns a town to using the normal townlevel based on resident count.
  - trust
    - add [playername]
    - remove [playername]
    - list
  - trusttown
    - add [townname]
    - remove [townname]
    - list
  - giveboughtblocks
    - # - Allows an admin to give purchased blocks (the ones gotten via `/t buy bonus`,) use negative numbers to take away purchased blocks.
    - unset - Removes all purchased townblocks from the town.
  - meta - used to view a town's metadata.
    - set [key] [value] - Sets a metadata.
    - [add|remove] [key] - Adds or removes a metadata.
  - outlaw [add|remove] [name] - Admin command to add/remove outlaws from a town.
  - leavenation - Admin command to make a town leave their nation.
  - deposit [amount] - Deposit money into a town's bank.
  - withdraw [amount] - Withdraw money from a town's bank.
  - bankhistory - Opens a book GUI with # number of transactions listed, showing the town bank history.
  - unruin - Un-ruins a ruined town.
  - merge - Send a merge request to the other town.
  - forcemerge [townname] - Forcefully merges the 2nd town into the first, without a confirmation.
  - checkoutposts - Checks the outpost spawns of a single town, removing any that aren't within the town.

- nation

  - add - Admin command to invite/add a town to a nation.
  - rename - Admin command to rename a nation.
  - delete - Admin command to delete a town.
  - toggle [any /n toggle command]... - Use a nation's toggles for them.

- set [any /n set command]... - Use a nation's set command for them.
- merge
  - Command to forcefully merge the oldnation into the newnation.
- kick [towns...] - Admin command to remove towns from a nation.
- deposit [amount] - Deposit money into a nation's bank.
- withdraw [amount] - Withdraw money from a nation's bank.
- bankhistory - Opens a book GUI with # number of transactions listed, showing the nation bank history.
- ally [add|remove] - Adds/Remove an ally for a nation.
- enemy [add|remove] - Adds/Remove an enemy for a nation.
- merge - Send a merge request to the other nation.
- forcemerge - Forcefully merges the 2nd nation into the first, without a confirmation.
- transfer [townname] - Places the given town into the given nation, removing any old nation if needed.

- reset - resets the towny config.yml to its current default.

- toggle

  - neutral - Turn on/off a nation's ability to declare neutrality.
  - npc - Toggles a player's resident file to isNPC=true, this exempts the player from taxes/upkeep.
  - debug - Turns on/off debug mode.
  - devmode - Turns on/off special devmode for when towny's devs join your server to find a bug.
  - withdraw - Turns on/off town/nation's ability to withdraw money from their town/nation banks.
  - wildernessuse (on|off) - Turns on/off the build/destroy/switch/itemuse properties of all worlds.
  - regenerations (on|off) - Toggles explosion regen and unclaimed revert in the wilderness of each world off or on.

- set

  - founder - Sets the founder of a town.
  - plot - Sets a plot to a town.
    - When in a town only a single plot can be transfered at one time. Does not require a town to have available townblocks to claim.
    - When in the wilderness two types of sub commands can be used to do area claims:
    - Does require a town to have available townblocks to claim.
    - Does obey proximity rules for claims between towns/homeblocks.
    - /ta set plot {rect|circle}
    - /ta set plot {rect|circle} auto
  - title - A command for admins to be able to set a player's title.
  - surname - A command for admins to be able to set a player's surname.
  - capital - A command for admins to be able to change a nations capital. Town to be set must already be a member of the nation.
  - mayor
    - - Admin command to set a resident as mayor of a town.
    - npc - Admin command to set a town to have an npc mayor.
  - nationzoneoverride [town] [size] - Sets a town's NationZone size.

- givebonus - Gives extra townblocks to a town.

- depositall - Deposits given amount to all town and nation banks.

- reload

  - all - Reloads everything.
  - database - Reloads the database.
  - perms - Reload the townyperms.yml.
  - config - Reloads the config.yml.
  - lang - Reloads the language file.

- backup - Creates a backup.

- checkperm - Quick test of whether a player has a permission node.

- checkoutposts - Checks all the towns on the server for invalid outposts spawns, removing any that aren't within the town.

- newday - Causes a new day to happen, this does not stop the next new day from happening when it was already scheduled.

- unclaim

  - rect - Admin command to unclaim an area.

- purge (townless) - Deletes old residents.

  - Optional townless flag will limit purge to only residents who are not part of a town.

- purge - Deletes old residents.

- Optional townname flag will limit purge to only residents who are a part of that town.

  - mysqldump

    - When your config has save & load set to mysql you can use this command to dump the mysql database to flatfile.

  - database

    - [save|load] - Saves or loads the database.
    - remove titles - Removes all titles and surnames from all residents.

  - townyperms

    - grouplist - Lists all the groups in the townyperms.yml
    - group [groupname] : lists the nodes held by a group.
    - group [groupname] addperm|removeperm [node] : adds or removes a node to/from a group.
    - townrank addrank|removerank [rank] : adds or removes a town rank.
    - nationrank addrank|removerank [rank] : adds or removes a nation rank.

()/townyworld

- /townyworld
  -
    - Shows world settings for the world in which you stand.
  - ? - Shows /tw commands.
  - list - Lists worlds.
  - - Show settings for world.
  - toggle
    - claimable - Turn on/off whether mayors can claim townblocks in the world.
    - usingtowny - Turn on/off whether towny is used in the world.
    - pvp - Turn on/off pvp in the world.
    - forcepvp - Turn on/off whether pvp is forced on in all towns in the world.
    - friendlyfire - Turn on/off whether town/nation/allied members can hurt each other.
    - explosion - Turn on/off whether explosions are on in the wilderness/towns in the world.
    - forceexplosion - Force explosions on in that world.
    - fire - Turn on/off whether firespread is on in the wilderness/towns in the world.
    - forcefire - Force firespread on in that world.
    - townmobs - Turn on/off hostile mobspawning in towns in the world.
    - worldmobs - Turn on/off the mobs listed in the world mobs in the world.
    - wildernessmobs - Turn on/off the mobs listed in the wilderness mobs in the wilderness.
    - revertunclaim - Turn on/off the revert on unclaim feature for that world.
    - revertentityexpl - Turn on/off the reverting of explosions by entities in the wilderness feature for that world.
    - revertblockexpl - Turn on/off the reverting of explosions by blocks in the wilderness feature for that world.
    - warallowed - Turn on/off whether war plugins should operate in this world.
    - plotcleardelete - Turn on/off whether the `/plot clear` command can be used.
    - unclaimblockdelete {on|off} - Turns on/off the delete-blocks-on-unclaim feature in the world.
    - unclaimentitydelete {on|off} - Toggles a world's unclaiming-deletes-entities feature off and on.
  - set
    - wildname - Sets name of the wilderness.
    - wildperm .. - Deprecated.
    - wildignore .. - Deprecated.
    - wildregen {Creeper,EnderCrystal,EnderDragon,Fireball,SmallFireball,LargeFireball,TNTPrimed,ExplosiveMinecart} - Sets what explosions are reverted in the wilderness.
    - usedefault - Deprecated.
  - regen - Regenerates the MC chunk in which back to the seed.
  - undo - Undoes /tw regen.

()/invite

- /invite
  -
    - Shows subcommands.
  - ?|help - Shows subcommands.
  - list - Shows a list of invites you have received from towns.
  - accept - Accepts an invite to join a town.
  - deny - Denies an invite to join a town.
  - deny all - Denies all of a player's received town invites.

()Chat Commands

- /townychat reload - Reloads chatconfig.yml and channels.yml
- /tc
    - Put in from of text to speak with members of your town only, or without text afterwards to enter the channel.
- /nc
    - Put in from of text to speak with members of your nation only, or without text afterwards to enter the channel.
- /ac
    - Put in from of text to speak with members of your nation and your nation's allies, or without text afterwards to enter the channel.
- /g
    - Put in from of text to speak in globalchat, or without text afterwards to enter the channel.
- /l, /lc
    - Put in from of text to speak in localchat, or without text afterwards to enter the channel.
- /res set mode reset
    - Reset chat mode to default chat.
- /a, /admin - admin chat.
- /m, /mod - moderator chat.

- /channel leave|join - Channel leaving and joining.
- /ch list - list what channels a player is currently listening to. Courtesy of Yaiyan.
- /leave - Leaves a channel.
- /join - Joins a channel.
- /chmute - Mutes a player in a channel.
- /mutelist - Displays mute list for a channel.
- /chunmute - Unmutes a player in a channel.

```
version:
  # This is the current version of Towny. Please do not edit.
  version: 0.99.5.0
  # This is for showing the changelog on updates. Please do not edit.
  last_run_version: 0.99.5.0

language:
  # The language file you wish to use for your default locale. Your default locale is what
  # will be shown in your console and for any player who doesn't use one of the locales below.
  # Available languages: bg-BG.yml, cz-CZ.yml, da-DK.yml, de-DE.yml, en-US.yml,
  # es-AR.yml, es-CL.yml, es-EC.yml, es-ES.yml, es-MX.yml, es-UY.yml, es-VE.yml,
  # fr-FR.yml, he-IL.yml, id-ID.yml, it-IT.yml, ja-JP.yml, ko-KR.yml, nl-NL.yml,
  # no-NO.yml, pl-PL.yml, pt-BR.yml, pt-PT.yml, ro-RO.yml, ru-RU.yml, sr-CS.yml,
  # sv-SE.yml, th-TH.yml, tl-PH.yml, tr-TR.yml, uk-UA.yml, vi-VN.yml, zh-CN.yml,
  # zh-TW.yml
  #
  # If you want to override any of the files above with your own translations you must:
  # - Copy the file from the towny\settings\lang\reference\ folder
  #   into the lang\override\ folder and do your edits to that file.
  # If you want to override ALL locales, to change colouring for instance, you must:
  # - Copy the language strings you want to override into
  #   the towny\settings\lang\global.yml file.
  #
  # Your players will select what locale that Towny shows them
  # by changing their Minecraft client's locale.
  language: en-US.yml

  # The languages you wish to have enabled. Set to '*' to use all available languages.
  # If you would like to only allow 4 languages use: en-US,ru-RU,es-ES,fr-FR
  # If a player's locale isn't enabled or isn't available it will use the language above instead.
  # For compatibility reasons, en-US will always be considered enabled.
  enabled_languages: '*'


############################################################
# +--------------------------------------------------+ #
# |          A Note on Permission Nodes and Towny          | #
# +--------------------------------------------------+ #
#                                                          #
# For a full list of permission nodes and instructions    #
# about TownyPerms visit: https://git.io/JUBLd            #
# Many admins neglect to read the opening paragraphs of   #
# this wiki page and end up asking questions the wiki     #
# already answers!                                         #
#                                                          #
############################################################
permissions: ''



############################################################
# +--------------------------------------------------+ #
# |                 Town and Nation levels                 | #
# +--------------------------------------------------+ #
############################################################

levels:

  # Guide On How to Configure: https://github.com/TownyAdvanced/Towny/wiki/How-Towny-Works#configuring-town_level-and-nation_level
  town_level:
  - townBlockTypeLimits: {}
    upkeepModifier: 1.0
    townOutpostLimit: 0
    numResidents: 0
    debtCapModifier: 1.0
```

```yaml
    namePostfix: ' Ruins'
    bankCapModifier: 1.0
    mayorPrefix: 'Spirit '
    townBlockBuyBonusLimit: 0
    namePrefix: ''
    mayorPostfix: ''
    peacefulCostMultiplier: 1.0
    townBlockLimit: 1
    resourceProductionModifier: 1.0
  - townBlockTypeLimits: {}
    upkeepModifier: 1.0
    townOutpostLimit: 0
    numResidents: 1
    debtCapModifier: 1.0
    namePostfix: ' (Settlement)'
    bankCapModifier: 1.0
    mayorPrefix: 'Hermit '
    townBlockBuyBonusLimit: 0
    namePrefix: ''
    mayorPostfix: ''
    peacefulCostMultiplier: 1.0
    townBlockLimit: 16
    resourceProductionModifier: 1.0
  - townBlockTypeLimits: {}
    upkeepModifier: 1.0
    townOutpostLimit: 1
    numResidents: 2
    debtCapModifier: 1.0
    namePostfix: ' (Hamlet)'
    bankCapModifier: 1.0
    mayorPrefix: 'Chief '
    townBlockBuyBonusLimit: 0
    namePrefix: ''
    mayorPostfix: ''
    peacefulCostMultiplier: 1.0
    townBlockLimit: 32
    resourceProductionModifier: 1.0
  - townBlockTypeLimits: {}
    upkeepModifier: 1.0
    townOutpostLimit: 1
    numResidents: 6
    debtCapModifier: 1.0
    namePostfix: ' (Village)'
    bankCapModifier: 1.0
    mayorPrefix: 'Baron Von '
    townBlockBuyBonusLimit: 0
    namePrefix: ''
    mayorPostfix: ''
    peacefulCostMultiplier: 1.0
    townBlockLimit: 96
    resourceProductionModifier: 1.0
  - townBlockTypeLimits: {}
    upkeepModifier: 1.0
    townOutpostLimit: 2
    numResidents: 10
    debtCapModifier: 1.0
    namePostfix: ' (Town)'
    bankCapModifier: 1.0
    mayorPrefix: 'Viscount '
    townBlockBuyBonusLimit: 0
    namePrefix: ''
    mayorPostfix: ''
    peacefulCostMultiplier: 1.0
    townBlockLimit: 160
    resourceProductionModifier: 1.0
  - townBlockTypeLimits: {}
```

```
    upkeepModifier: 1.0
    townOutpostLimit: 2
    numResidents: 14
    debtCapModifier: 1.0
    namePostfix: ' (Large Town)'
    bankCapModifier: 1.0
    mayorPrefix: 'Count Von '
    townBlockBuyBonusLimit: 0
    namePrefix: ''
    mayorPostfix: ''
    peacefulCostMultiplier: 1.0
    townBlockLimit: 224
    resourceProductionModifier: 1.0
  - townBlockTypeLimits: {}
    upkeepModifier: 1.0
    townOutpostLimit: 3
    numResidents: 20
    debtCapModifier: 1.0
    namePostfix: ' (City)'
    bankCapModifier: 1.0
    mayorPrefix: 'Earl '
    townBlockBuyBonusLimit: 0
    namePrefix: ''
    mayorPostfix: ''
    peacefulCostMultiplier: 1.0
    townBlockLimit: 320
    resourceProductionModifier: 1.0
  - townBlockTypeLimits: {}
    upkeepModifier: 1.0
    townOutpostLimit: 3
    numResidents: 24
    debtCapModifier: 1.0
    namePostfix: ' (Large City)'
    bankCapModifier: 1.0
    mayorPrefix: 'Duke '
    townBlockBuyBonusLimit: 0
    namePrefix: ''
    mayorPostfix: ''
    peacefulCostMultiplier: 1.0
    townBlockLimit: 384
    resourceProductionModifier: 1.0
  - townBlockTypeLimits: {}
    upkeepModifier: 1.0
    townOutpostLimit: 4
    numResidents: 28
    debtCapModifier: 1.0
    namePostfix: ' (Metropolis)'
    bankCapModifier: 1.0
    mayorPrefix: 'Lord '
    townBlockBuyBonusLimit: 0
    namePrefix: ''
    mayorPostfix: ''
    peacefulCostMultiplier: 1.0
    townBlockLimit: 448
    resourceProductionModifier: 1.0

# Guide On How to Configure: https://github.com/TownyAdvanced/Towny/wiki/How-Towny-Works#configuring-town_level-and-nation_level
nation_level:
- kingPostfix: ''
  capitalPostfix: ''
  upkeepModifier: 1.0
  kingPrefix: 'Leader '
  capitalPrefix: ''
  numResidents: 0
  nationBonusOutpostLimit: 0
  namePostfix: ' (Nation)'
```

```
      bankCapModifier: 1.0
      townBlockLimitBonus: 10
      namePrefix: 'Land of '
      peacefulCostMultiplier: 1.0
      nationZonesSize: 1
      nationTownUpkeepModifier: 1.0
    - kingPostfix: ''
      capitalPostfix: ''
      upkeepModifier: 1.0
      kingPrefix: 'Count '
      capitalPrefix: ''
      numResidents: 10
      nationBonusOutpostLimit: 1
      namePostfix: ' (Nation)'
      bankCapModifier: 1.0
      townBlockLimitBonus: 20
      namePrefix: 'Federation of '
      peacefulCostMultiplier: 1.0
      nationZonesSize: 1
      nationTownUpkeepModifier: 1.0
    - kingPostfix: ''
      capitalPostfix: ''
      upkeepModifier: 1.0
      kingPrefix: 'Duke '
      capitalPrefix: ''
      numResidents: 20
      nationBonusOutpostLimit: 2
      namePostfix: ' (Nation)'
      bankCapModifier: 1.0
      townBlockLimitBonus: 40
      namePrefix: 'Dominion of '
      peacefulCostMultiplier: 1.0
      nationZonesSize: 1
      nationTownUpkeepModifier: 1.0
    - kingPostfix: ''
      capitalPostfix: ''
      upkeepModifier: 1.0
      kingPrefix: 'King '
      capitalPrefix: ''
      numResidents: 30
      nationBonusOutpostLimit: 3
      namePostfix: ' (Nation)'
      bankCapModifier: 1.0
      townBlockLimitBonus: 60
      namePrefix: 'Kingdom of '
      peacefulCostMultiplier: 1.0
      nationZonesSize: 2
      nationTownUpkeepModifier: 1.0
    - kingPostfix: ''
      capitalPostfix: ''
      upkeepModifier: 1.0
      kingPrefix: 'Emperor '
      capitalPrefix: ''
      numResidents: 40
      nationBonusOutpostLimit: 4
      namePostfix: ' Empire'
      bankCapModifier: 1.0
      townBlockLimitBonus: 100
      namePrefix: 'The '
      peacefulCostMultiplier: 1.0
      nationZonesSize: 2
      nationTownUpkeepModifier: 1.0
    - kingPostfix: ''
      capitalPostfix: ''
      upkeepModifier: 1.0
      kingPrefix: 'God Emperor '
```

```
    capitalPrefix: ''
    numResidents: 60
    nationBonusOutpostLimit: 5
    namePostfix: ' Realm'
    bankCapModifier: 1.0
    townBlockLimitBonus: 140
    namePrefix: 'The '
    peacefulCostMultiplier: 1.0
    nationZonesSize: 3
    nationTownUpkeepModifier: 1.0



############################################################
# +-------------------------------------------------------+ #
# |                Town Claim/new defaults                | #
# +-------------------------------------------------------+ #
############################################################

town:

  # Default public status of the town (used for /town spawn)
  default_public: 'true'

  # Default Open status of the town (are new towns open and joinable by anyone at creation?)
  default_open: 'false'

  # Default neutral status of the town (are new towns neutral by default?)
  default_neutral: 'false'

  # Default status of new towns, (are they allowed to have a war/battle?)
  # This setting is not used internally by Towny. It is available for war/battle plugins to use.
  # Setting this false should mean your town cannot be involved in a war supplied by another plugin.
  default_allowed_to_war: 'true'

  # Default town board
  default_board: /town set board [msg]

  # Setting this to true will set a town's tag automatically using the first four characters of the town's name.
  set_tag_automatically: 'false'

  # Default tax settings for new towns.
  default_taxes:

    # Default amount of tax of a new town. This must be lower than the economy.daily_taxes.max_town_tax_amount setting.
    tax: '0.0'

    # Default amount of shop tax of a new town.
    shop_tax: '0.0'

    # Default amount of embassy tax of a new town.
    embassy_tax: '0.0'

    # Default amount for town's plottax costs.
    plot_tax: '0.0'

    # Does a player's plot get put up for sale if they are unable to pay the plot tax?
    # When false the plot becomes town land and must be set up for-sale by town mayor or staff.
    does_non-payment_place_plot_for_sale: 'false'

    # Default status of new town's taxpercentage. True means that the default_tax is treated as a percentage instead of a fixed amou
    taxpercentage: 'true'

    # A required minimum tax amount for the default_tax, will not change any towns which already have a tax set.
    # Do not forget to set the default_tax to more than 0 or new towns will still begin with a tax of zero.
    minimumtax: '0.0'
```

```
# Limits the maximum amount of bonus blocks a town can buy.
# This setting does nothing when town.max_purchased_blocks_uses_town_levels is set to true.
max_purchased_blocks: '0'

# When set to true, the town_level section of the config determines the maximum number of bonus blocks a town can purchase.
max_purchased_blocks_uses_town_levels: 'true'

# maximum number of plots any single resident can own
max_plots_per_resident: '100'

# maximum number used in /town claim/unclaim # commands.
# set to 0 to disable limiting of claim radius value check.
# keep in mind that the default value of 4 is a radius,
# and it will allow claiming 9x9 (80 plots) at once.
max_claim_radius_value: '4'


overclaiming:

  # A feature that allows towns which have too many townblocks claimed (overclaimed) ie: 120/100 TownBlocks,
  # to have their land stolen by other towns which are not overclaimed. Using this incentivises Towns to keep
  # their residents from leaving, and will mean that mayors will be more careful about which land they choose
  # to claim.
  # Overclaiming does not allow a town to be split into two separate parts, requiring the Town that is stealing
  # land to work from the outside inwards.
  # It is highly recommended to only use this on servers where outposts are disabled, and requiring
  # a number of adjacent claims over 1 is enabled.
  # Towns take land using /t takeoverclaim.
  being_overclaimed_allows_other_towns_to_steal_land: 'false'

  # While true, overclaiming is stopped by the min_distance_from_town_homeblock setting below.
  # This prevents a town from having townblocks stolen surrounding their homeblocks.
  overclaiming_prevented_by_homeblock_radius: 'true'

  # When in use, requires that a town be of a minimum age in order to overclaim another town. This prevents new towns being made j
  # Default is for 7 days.
  town_age_requirement: 7d

  # When in use, requires an amount of time to pass before the /t takeoverclaim command can be used again.
  command_cooldown: 0m

# Maximum number of towns allowed on the server.
town_limit: '3000'

# The maximum distance (in townblocks) that 2 town's homeblocks can be to be eligible for merging.
max_distance_for_merge: '10'

# If true, the below settings: min_plot_distance_from_town_plot and min_distance_from_town_homeblock
# will be ignored for towns that are in the same nation. Setting to false will keep all towns separated the same.
min_distances_ignored_for_towns_in_same_nation: 'true'

# If true, the below settings: min_plot_distance_from_town_plot and min_distance_from_town_homeblock
# will be ignored for towns that are mutually allied. Setting to false will keep all towns separated the same.
min_distances_ignored_for_towns_in_allied_nation: 'false'

# Minimum number of plots any towns plot must be from the next town's own plots.
# Put in other words: the buffer area around every claim that no other town can claim into.
# Does not affect towns which are in the same nation.
# This will prevent town encasement to a certain degree.
min_plot_distance_from_town_plot: '5'

# Minimum number of plots any towns home plot must be from the next town.
# Put in other words: the buffer area around every homeblock that no other town can claim into.
# Does not affect towns which are in the same nation.
# This will prevent someone founding a town right on your doorstep
min_distance_from_town_homeblock: '5'
```

```
  # Minimum number of plots an outpost must be from any other town's plots.
  # Useful when min_plot_distance_from_town_plot is set to near-zero to allow towns to have claims
  # near to each other, but want to keep outposts away from towns.
  min_distance_for_outpost_from_plot: '5'

  # Set to 0 to disable. When above 0 an outpost may only be claimed within the given number of townblocks from a townblock owned by
  # Setting this to any value above 0 will stop outposts being made off-world from the town's homeworld.
  # Do not set lower than min_distance_for_outpost_from_plot above.
  max_distance_for_outpost_from_town_plot: '0'

  # Minimum distance between homeblocks.
  min_distance_between_homeblocks: '0'

  # Maximum distance between homeblocks.
  # This will force players to build close together.
  max_distance_between_homeblocks: '0'

  # The minimum distance that a new town must be from nearby towns' plots.
  # When set to -1, this will use the value of the min_plot_distance_from_town_plot option.
  new_town_min_distance_from_town_plot: '-1'

  # The minimum distance that a new town must be from nearby towns' homeblocks.
  # When set to -1, this will use the value of the min_distance_from_town_homeblock setting.
  new_town_min_distance_from_town_homeblock: '-1'

  # The maximum townblocks available to a town is (numResidents * ratio).
  # Setting this value to 0 will instead use the level based jump values determined in the town level config.
  # Setting this to -1 will result in every town having unlimited claims.
  town_block_ratio: '8'

  # The maximimum amount of townblocks a town can have, if town_block_ratio is 0 the max size will be decided by the town_levels.
  # Set to 0 to have no size limit.
  town_block_limit: '0'

  # The size of the square grid cell. Changing this value is suggested only when you first install Towny.
  # Doing so after entering data will shift things unwantedly. Using smaller value will allow higher precision,
  # at the cost of more work setting up. Also, extremely small values will render the caching done useless.
  # Each cell is (town_block_size * town_block_size * height-of-the-world) in size, with height-of-the-world
  # being from the bottom to the top of the build-able world.
  town_block_size: '16'

  # The minimum adjacent town blocks required to expand.
  # This can prevent long lines and snake-like patterns.
  # Set to -1 to disable. Set to 3 to force wider expansions of towns.
  min_adjacent_blocks: '-1'


############################################################
# +------------------------------------------------------+ #
# |                New Nation Defaults                   | #
# +------------------------------------------------------+ #
############################################################

nation:

  # If set to true, any newly made nation will have their spawn set to public.
  default_public: 'false'

  # If set to true, any newly made nation will have open status and any town may join without an invite.
  default_open: 'false'

  # Default nation board
  default_board: /nation set board [msg]

  # Setting this to true will set a nation's tag automatically using the first four characters of the nation's name.
```

```yaml
    set_tag_automatically: 'false'

  # Default tax settings for new nations.
  default_taxes:

    # Default amount of tax of a new nation. This must be lower than the economy.daily_taxes.max_nation_tax_amount setting.
    tax: '0.0'

    # Default status of new nation's taxpercentage. True means that the default_tax is treated as a percentage instead of a fixed amount
    taxpercentage: 'false'

    # A required minimum tax amount for the default_tax, will not change any nations which already have a tax set.
    # Do not forget to set the default_tax to more than 0 or new nations will still begin with a tax of zero.
    minimumtax: '0.0'

    # The default amount of money that nations will charge their conquered towns.
    default_nation_conquered_tax: '0'

    # The maximum amount of money that can be charge by a nation on their conquered towns.
    max_nation_conquered_tax: '100'


############################################################
# +------------------------------------------------------+ #
# |               Default new world settings             | #
# +------------------------------------------------------+ #
#                                                          #
#   These flags are only used at the initial setup of a    #
#   new world! When you first start Towny these settings   #
#   were applied to any world that already existed.        #
#   Many of these settings can be turned on and off in     #
#   their respective worlds using the /tw toggle command.  #
#   Settings are saved in the towny\data\worlds\ folder.   #
#                                                          #
############################################################

new_world_settings:
  # Do new worlds have Towny enabled by default?
  # You can adjust this setting for an existing world using /townyworld toggle usingtowny
  using_towny: 'true'

  # Are new worlds claimable by default?
  # Setting this to false means that Towny will still be active but no land can be claimed by towns.
  # You can adjust this setting for an existing world using /townyworld toggle claimable
  are_new_world_claimable: 'true'

  pvp:
    # Do new worlds have pvp enabled by default?
    # You can adjust this setting for an existing world using /townyworld toggle pvp
    world_pvp: 'true'

    # Do new worlds have pvp forced on by default?
    # This setting overrides a towns' setting.
    # You can adjust this setting for an existing world using /townyworld toggle forcepvp
    force_pvp_on: 'false'

    # Do new world have friendly fire enabled by default?
    # Does not affect Arena Plots which have FF enabled all the time.
    # When true players on the same town or nation will harm each other.
    # You can adjust this setting for an existing world using /townyworld toggle friendlyfire
    friendly_fire_enabled: 'false'

    # Do new worlds have their war_allowed enabled by default?
    # You can adjust this setting for an existing world using /townyworld toggle warallowed
    war_allowed: 'true'
```

```
mobs:
  # Do new worlds have world_monsters_on enabled by default?
  # You can adjust this setting for an existing world using /townyworld toggle worldmobs
  world_monsters_on: 'true'

  # Do new worlds have wilderness_monsters_on enabled by default?
  # You can adjust this setting for an existing world using /townyworld toggle wildernessmobs
  wilderness_monsters_on: 'true'

  # Do new worlds have force_town_monsters_on enabled by default?
  # This setting overrides a towns' setting.
  # You can adjust this setting for an existing world using /townyworld toggle townmobs
  force_town_monsters_on: 'false'

explosions:
  # Do new worlds have explosions enabled by default?
  # You can adjust this setting for an existing world using /townyworld toggle explosion
  world_explosions_enabled: 'true'

  # Do new worlds have force_explosions_on enabled by default.
  # This setting overrides a towns' setting, preventing them from turning explosions off in their town.
  # You can adjust this setting for an existing world using /townyworld toggle forceexplosion
  force_explosions_on: 'false'

fire:
  # Do new worlds allow fire to be lit and spread by default?
  # You can adjust this setting for an existing world using /townyworld toggle fire
  world_firespread_enabled: 'true'

  # Do new worlds have force_fire_on enabled by default?
  # This setting overrides a towns' setting.
  # You can adjust this setting for an existing world using /townyworld toggle forcefire
  force_fire_on: 'false'

# Do new worlds prevent Endermen from picking up and placing blocks, by default?
enderman_protect: 'true'

# Do new worlds disable creatures trampling crops, by default?
disable_creature_crop_trampling: 'true'

# World management settings to deal with un/claiming plots
plot_management:

  # This section is applied to new worlds as default settings when new worlds are detected.
  block_delete:

    # You can adjust this setting for an existing world using /townyworld toggle unclaimblockdelete
    enabled: 'true'

    # These items will be deleted upon a plot being unclaimed
    unclaim_delete: BEDS,TORCHES,REDSTONE_WIRE,SIGNS,DOORS,PRESSURE_PLATES

  # This section is applied to new worlds as default settings when new worlds are detected.
  entity_delete:
    enabled: 'false'

    # These entities will be deleted upon a plot being unclaimed.
    # Valid EntityTypes can be found here: https://hub.spigotmc.org/javadocs/bukkit/org/bukkit/entity/EntityType.html
    unclaim_delete: end_crystal

  # This section is applied to new worlds as default settings when new worlds are detected.
  mayor_plotblock_delete:

    # You can adjust this setting for an existing world using /townyworld toggle plotcleardelete
    enabled: 'true'
```

```
    # These items will be deleted upon a mayor using /plot clear
    # To disable deleting replace the current entries with NONE.
    mayor_plot_delete: SIGNS


  # This section is applied to new worlds as default settings when new worlds are detected.
  revert_on_unclaim:
    # *** WARNING***
    # If this is enabled any town plots which become unclaimed will
    # slowly be reverted to a snapshot taken before the plot was claimed.
    #
    # Regeneration will only work if the plot was claimed
    # with this feature enabled.
    #
    # You can adjust this setting for an existing world using /townyworld toggle revertunclaim
    #
    # Unlike the rest of this config section, the speed setting is not
    # set per-world. What you set for speed will be used in all worlds.
    #
    # If you allow players to break/build in the wild the snapshot will
    # include any changes made before the plot was claimed.
    enabled: 'true'
    speed: 1s


    # These block types will NOT be regenerated by the revert-on-unclaim
    # or revert-explosion features.
    block_ignore: ORES,LAPIS_BLOCK,GOLD_BLOCK,IRON_BLOCK,DIAMOND_BLOCK,EMERALD_BLOCK,NETHERITE_BLOCK,MOSSY_COBBLESTONE,TORCHES,SPAW


    # The list of blocks that are allowed to regenerate, if this list is empty then all blocks will regenerate.
    # This list is useful for when you want only 'natural' blocks to regenerate like stone, grass, trees, etc.,
    # useful when you allow players to build/destroy in the wilderness.
    # Like other options in the new_world_settings section, this is only applied as a default setting for new worlds.
    # Configure the list found in the towny\data\worlds\WORLDNAME.txt files.
    block_whitelist: ''


  # This section is applied to new worlds as default settings when new worlds are detected.
  wild_revert_on_mob_explosion:

    # Enabling this will slowly regenerate holes created in the wilderness by monsters exploding.
    # You can adjust this setting for an existing world using /townyworld toggle revertentityexpl
    enabled: 'true'

    # The list of entities whose explosions should be reverted.
    entities: CREEPER,END_CRYSTAL,ENDER_DRAGON,FIREBALL,SMALL_FIREBALL,TNT,TNT_MINECART,WITHER,WITHER_SKULL

    # How long before an entity-caused explosion begins reverting.
    delay: 20s


  # This section is applied to new worlds as default settings when new worlds are detected.
  wild_revert_on_block_explosion:

    # Enabling this will slowly regenerate holes created in the wilderness by exploding blocks like beds.
    # You can adjust this setting for an existing world using /townyworld toggle revertblockexpl
    enabled: 'true'

    # The list of blocks whose explosions should be reverted.
    blocks: BEDS,RESPAWN_ANCHOR
  # The list of blocks to regenerate. (if empty all blocks will regenerate)
  wild_revert_on_explosion_block_whitelist: ''



###########################################################
# +-----------------------------------------------------+ #
# |                 Global town settings                | #
# +-----------------------------------------------------+ #
###########################################################
```

```
global_town_settings:

  # Players within their town or allied towns will regenerate half a heart after every health_regen_speed seconds.
  health_regen:
    speed: 3s
    enable: 'true'

  # Allow towns to claim outposts (a townblock not connected to town).
  allow_outposts: 'true'

  # When set to true outposts can be limited by the townOutpostLimit value of the Town Levels and
  # the nationBonusOutpostLimit value in the Nation Levels. In this way nations can be made to be
  # the only way of receiving outposts, or as an incentive to receive more outposts. Towns which are
  # larger can have more outposts.
  # When activated, this setting will not cause towns who already have higher than their limit
  # to lose outposts. They will not be able to start new outposts until they have unclaimed outposts
  # to become under their limit. Likewise, towns that join a nation and receive bonus outposts will
  # be over their limit if they leave the nation.
  limit_outposts_using_town_and_nation_levels: 'false'

  # When limit_outposts_using_town_and_nation_levels is also true, towns which are over their outpost
  # limit will not be able to use their /town outpost teleports for the outpost #'s higher than their limit,
  # until they have dropped below their limit.
  # eg: If their limit is 3 then they cannot use /t outpost 4
  over_outpost_limits_stops_teleports: 'false'

  # Allow the use of /town spawn
  # Valid values are: true, false, war, peace
  # When war or peace is set, it is only possible to teleport to the town,
  # when there is a war or peace.
  allow_town_spawn: 'true'

  # Allow regular residents to use /town spawn [town] (TP to other towns if they are public).
  # Valid values are: true, false, war, peace
  # When war or peace is set, it is only possible to teleport to the town,
  # when there is a war or peace.
  allow_town_spawn_travel: 'true'

  # Allow regular residents to use /town spawn [town] to other towns in your nation.
  # Valid values are: true, false, war, peace
  # When war or peace is set, it is only possible to teleport to the town,
  # when there is a war or peace.
  allow_town_spawn_travel_nation: 'true'

  # Allow regular residents to use /town spawn [town] to other towns in a nation allied with your nation.
  # Valid values are: true, false, war, peace
  # When war or peace is set, it is only possible to teleport to the town,
  # when there is a war or peace.
  allow_town_spawn_travel_ally: 'true'

  # When set to true both nation and ally spawn travel will also require the target town to have their status set to public.
  is_nation_ally_spawning_requiring_public_status: 'false'

  # When set to true, a player that is trusted by a town is allowed to spawn to the town as if they were a resident.
  # Allows allows the residents of entire an town when that town is trusted by the town.
  do_trusted_residents_count_as_residents: 'false'

  # When a resident joins a town, should they be prompted to use spawn to the town?
  # This requires them to not already be standing in the town, and also to be able to use /t spawn and whatever costs may be associa
  are_new_residents_prompted_to_town_spawn: 'false'

  # If non zero it delays any spawn request by x seconds.
  teleport_warmup_time: '0'

  # When set to true, if players are currently in a spawn warmup, moving will cancel their spawn.
  movement_cancels_spawn_warmup: 'false'
```

```yaml
  # When set to true, if players are damaged in any way while in a spawn warmup, their spawning will be cancelled.
  damage_cancels_spawn_warmup: 'false'

spawning_cooldowns:

  # Number of seconds that must pass before a player can use /t spawn or /res spawn.
  town_spawn_cooldown_time: '30'

  # Number of seconds that must pass before a player can use /t outpost.
  outpost_cooldown_time: '30'

  # Number of seconds that must pass before a player of the same nation can use /t spawn.
  nation_member_town_spawn_cooldown_time: '30'

  # Number of seconds that must pass before a player in an allied nation can use /t spawn.
  nation_ally_town_spawn_cooldown_time: '30'

  # Number of seconds that must pass before a player who is not a member or ally of town can use /t spawn.
  unaffiliated_town_spawn_cooldown_time: '30'

# Decides whether confirmations should appear if you spawn to an area with an associated cost.
spawn_warnings: 'true'

# Number of seconds that must pass before pvp can be toggled by a town.
# Applies to residents of the town using /res toggle pvp, as well as
# plots having their PVP toggled using /plot toggle pvp.
pvp_cooldown_time: '30'

# Number of seconds that must pass before peacfulness can be toggled by a town or nation.
peaceful_cooldown_time: '30'

# Number of seconds that must pass before a player that has deleted their town can create a new one.
town_delete_cooldown_time: '0'

# Number of seconds that must pass before a town that has unclaimed a townblock can claim it again.
town_unclaim_cooldown_time: '0'

# When true Towny will handle respawning, with town or resident spawns.
town_respawn: 'false'

respawn_protection:

  # When greater than 0s, the amount of time a player who has respawned is considered invulnerable.
  # Invulnerable players who attack other players will lose their invulnerability.
  # Invulnerable players who teleport after respawn will also lose their invulnerability.
  time: 10s

  # If disabled, players will not be able to pickup items while under respawn protection.
  allow_pickup: 'true'

# Town respawn only happens when the player dies in the same world as the town's spawn point.
town_respawn_same_world_only: 'false'

# Prevent players from using /town spawn while within unclaimed areas and/or enemy/neutral towns.
# Allowed options: unclaimed,enemy,neutral,outlaw
prevent_town_spawn_in: enemy,outlaw

# When true, players will be allowed to spawn to peaceful/neutral towns in which they are considered enemies.
# Setting this to true will make town spawn points unsafe for private towns which are part of nations with enemies.
allow_enemies_spawn_to_peaceful_towns: 'false'

# When this is true, players will respawn to respawn anchors on death rather than their own town. 1.16+ only.
respawn_anchor_higher_precedence: 'true'

# When set above 0, the amount of hours a town must wait after setting their homeblock, in order to move it again.
```

```
homeblock_movement_cooldown_hours: '0'

# When set above 0, the furthest number of townblocks a homeblock can be moved by.
# Example: setting it to 3 would mean the player can only move their homeblock over by 3 townblocks at a time.
# Useful when used with the above homeblock_movement_cooldown_hours setting.
homeblock_movement_distance_limit: '0'

# Enables the [~Home] message.
# If false it will make it harder for enemies to find the home block during a war
show_town_notifications: 'true'

# Can outlaws roam freely on the towns they are outlawed in?
# If false, outlaws will be teleported away if they spend too long in the towns they are outlawed in.
# The time is set below in the outlaw_teleport_warmup.
allow_outlaws_to_enter_town: 'true'

# Can outlaws freely teleport out of the towns they are outlawed in?
# If false, outlaws cannot use commands to teleport out of town.
# If you want outlaws to not be able to use teleporting items as well, use allow_outlaws_use_teleport_items.
allow_outlaws_to_teleport_out_of_town: 'true'

# If false, outlawed players in towns cannot use items that teleport the player, ie: Ender Pearls & Chorus Fruit.
# Setting this to false requires allow_outlaws_to_teleport_out_of_town to also be false.
allow_outlaws_use_teleport_items: 'true'

# Should towns be warned in case an outlaw roams the town?
# Warning: Outlaws can use this feature to spam residents with warnings!
# It is recommended to set this to true only if you're using outlaw teleporting with a warmup of 0 seconds.
warn_town_on_outlaw: 'false'

# How many seconds in between warning messages, to prevent spam.
warn_town_on_outlaw_message_cooldown_in_seconds: '30'

# If set to true, when a player is made into an outlaw using /t outlaw add NAME, and that new
# outlaw is within the town's borders, the new outlaw will be teleported away using the outlaw_teleport_warmup.
outlaw_teleport_away_on_becoming_outlawed: 'false'

# How many seconds are required for outlaws to be teleported away?
# You can set this to 0 to instantly teleport the outlaw from town.
# This will not have any effect if allow_outlaws_to_enter_town is enabled.
outlaw_teleport_warmup: '5'

# What world do you want the outlaw teleported to if they aren't part of a town
# and don't have a bedspawn outside of the town they are outlawed in.
# They will go to the listed world's spawn.
# If blank, they will go to the spawnpoint of the world the town is in.
outlaw_teleport_world: ''

# Commands an outlawed player cannot use while in the town they are outlawed in.
outlaw_blacklisted_commands: somecommandhere,othercommandhere

# Commands that cannot be run by players who have an active war.
war_blacklisted_commands: somecommandhere,othercommandhere

# When set above zero this is the largest number of residents a town can support before they join/create a nation.
# Do not set this value to an amount less than the required_number_residents_join_nation below.
# Do not set this value to an amount less than the required_number_residents_create_nation below.
maximum_number_residents_without_nation: '0'

# The required number of residents in a town to join a nation
# If the number is 0, towns will not require a certain amount of residents to join a nation
required_number_residents_join_nation: '0'

# The required number of residents in a town to create a nation
# If the number is 0, towns will not require a certain amount of residents to create a nation
required_number_residents_create_nation: '0'
```

```yaml
# If set to true, if a nation is disbanded due to a lack of residents, the capital will be refunded the cost of nation creation.
refund_disband_low_residents: 'true'

# The maximum number of townblocks a town can be away from a nation capital,
# Automatically precludes towns from one world joining a nation in another world.
# If the number is 0, towns will not a proximity to a nation.
nation_requires_proximity: '0.0'

# List of animals which can be killed on farm plots by town residents.
farm_animals: PIG,COW,CHICKEN,SHEEP,MOOSHROOM

# The maximum number of residents that can be joined to a town. Setting to 0 disables this feature.
max_residents_per_town: '0'

# The maximum number of residents that can be joined to a capital city.
# Requires max_residents_capital_override to be above 0.
# Uses the greater of max_residents_capital_override and max_residents_per_town.
max_residents_capital_override: '0'

# If Towny should show players the townboard when they login
display_board_onlogin: 'true'

# If set to true, Towny will prevent a townblock from being unclaimed while an outsider is within the townblock's boundaries.
# When active this feature can cause a bit of lag when the /t unclaim command is used, depending on how many players are online.
outsiders_prevent_unclaim_townblock: 'false'

# If set to true, Towny will prevent a town or plot from enabling PVP while an outsider is within the town's or plot's boundaries.
# When active this feature can cause a bit of lag when the /t toggle pvp command is used, depending on how many players are online
outsiders_prevent_pvp_toggle: 'false'

# If set to true, when a world has forcepvp set to true, homeblocks of towns will not be affected and have PVP set to off.
# Does not have any effect when Event War is active.
homeblocks_prevent_forcepvp: 'false'

# The amount of residents a town needs to claim an outpost,
# Setting this value to 0, means a town can claim outposts no matter how many residents
minimum_amount_of_residents_in_town_for_outpost: '0'

# If People should keep their inventories on death in a town.
# Is not guaranteed to work with other keep inventory plugins!
keep_inventory_on_death_in_town: 'false'

# If People should keep their inventories on death in their own town.
# Is not guaranteed to work with other keep inventory plugins!
keep_inventory_on_death_in_own_town: 'false'

# If People should keep their inventories on death in an allied town.
# Is not guaranteed to work with other keep inventory plugins!
keep_inventory_on_death_in_allied_town: 'false'

# If People should keep their inventories on death in an arena townblock.
# Is not guaranteed to work with other keep inventory plugins!
keep_inventory_on_death_in_arena: 'false'

# If People should keep their experience on death in a town.
# Is not guaranteed to work with other keep experience plugins!
keep_experience_on_death_in_town: 'false'

# If People should keep their experience on death in an arena townblock.
# Is not guaranteed to work with other keep experience plugins!
keep_experience_on_death_in_arena: 'false'

# Maximum amount that a town can set their plot, embassy, shop, etc plots' prices to.
# Setting this higher can be dangerous if you use Towny in a mysql database. Large numbers can become shortened to scientific nota
maximum_plot_price_cost: '1000000.0'
```

```yaml
    # If set to true, the /town screen will display the xyz coordinate for a town's spawn rather than the homeblock's Towny coords.
    display_xyz_instead_of_towny_coords: 'false'

    # If set to true the /town list command will list randomly, rather than by whichever comparator is used, hiding resident counts.
    display_town_list_randomly: 'false'

    # The ranks to be given preference when assigning a new mayor, listed in order of descending preference.
    # All ranks should be as defined in `townyperms.yml`.
    # For example, to give a `visemayor` preference over an `assistant`, change this parameter to `visemayor,assistant`.
    order_of_mayoral_succession: assistant

    # When enabled, blocks like lava or water will be unable to flow into other plots, if the owners aren't the same.
    prevent_fluid_griefing: 'true'

    # Allows blocking commands inside towns and limiting them to plots owned by the players only.
    # Useful for limiting sethome/home commands to plots owned by the players themselves and not someone else.
    # Admins and players with the towny.admin.town_commands.blacklist_bypass permission node will not be hindered.
    # Blocked commands lists can be for root commands: ie: /town, which will block all subcommands. A subcommand
    # can be specified without blocking the root command: ie: /town spawn which would not block /town.
    # When configuring the command lists below, do not include the / symbol.
    town_command_blacklisting:

      # Allows blocking commands inside towns through the town_blacklisted_commands setting.
      # This boolean allows you to disable this feature altogether if you don't need it
      enabled: 'false'

      # Comma separated list of commands which cannot be run inside of any town.
      town_blacklisted_commands: somecommandhere,othercommandhere

      # This allows the usage of blacklisted commands only in plots personally-owned by the player.
      # Players with the towny.claimed.townowned.* permission node will be able to run these commands
      # inside of town-owned land. This would include mayors, assistants and possibly a builder rank.
      # Players with the towny.claimed.owntown.* permission node (given to mayors/assistants usually,)
      # will also not be limited by this command blacklist.
      player_owned_plot_limited_commands: sethome,home

      # This allows the usage of blacklisted commands only in the player's town
      # and the wilderness (essentially blocking commands from being ran by tourists/visitors)
      # Players with the towny.globally_welcome permission node are not going to be limited by this list.
      # Commands have to be on town_command_blacklisting.town_blacklisted_commands, else this is not going to be checked.
      own_town_and_wilderness_limited_commands: sethome,home

      # When set to true, trusted residents (residents that are trusted by a town directly,
      # as well as residents that are members of a town that is trusted,) will be able to use
      # commands that only town residents could use.
      own_town_and_wilderness_limited_commands_allow_trusted_residents: 'true'

      # When set to true, residents which are allies of the town (which could be nation members as well as allied nations' members) wil
      # commands that only town residents could use.
      own_town_and_wilderness_limited_commands_allow_allies: 'false'

    # When enabled, town (and nation) names will automatically be capitalised upon creation.
    automatic_capitalisation: 'false'

    # When disabled, towns will not be able to be created with or renamed to a name that contains numbers.
    # Disabling this option does not affect already created towns.
    allow_numbers_in_town_name: 'true'

    # This setting determines the list of allowed town map colors.
    # The color codes are in hex format.
    allowed_map_colors: aqua:00ffff, azure:f0ffff, beige:f5f5dc, black:000000, blue:0000ff, brown:a52a2a, cyan:00ffff, darkblue:00008b,

    # List of ranks (separated by a comma) that will prevent a player from being kicked from a town.
    unkickable_ranks: assistant
```

```
##########################################################
# +-------------------------------------------------------+ #
# |                  Global nation settings               | #
# +-------------------------------------------------------+ #
##########################################################

global_nation_settings:

  # Nation Zones are a special type of wilderness surrounding Capitals of Nations or Nation Capitals and their Towns.
  # When it is enabled players who are members of the nation can use the wilderness surrounding the town like normal.
  # Players who are not part of that nation will find themselves unable to break/build/switch/itemuse in this part of the wilderness
  # The amount of townblocks used for the zone is determined by the size of the nation and configured in the nation levels.
  # Because these zones are still wilderness anyone can claim these townblocks.
  # It is recommended that whatever size you choose, these numbers should be less than the min_plot_distance_from_town_plot otherwise
  # someone might not be able to build/destroy in the wilderness outside their town.
  nationzone:

    # Nation zone feature is disabled by default. This is because it can cause a higher server load for servers with a large player
    enable: 'false'

    # When set to true, only the capital town of a nation will be surrounded by a nation zone type of wilderness.
    only_capitals: 'true'

    # Amount of buffer added to nation zone width surrounding capitals only. Creates a larger buffer around nation capitals.
    capital_bonus_size: '0'

    # When set to true, nation zones are disabled during the the Towny war types.
    war_disables: 'true'

    # When set to true, players will receive a notification when they enter into a nationzone.
    # Set to false by default because, like the nationzone feature, it will generate more load on servers.
    show_notifications: 'false'

  # If Towny should show players the nationboard when they login.
  display_board_onlogin: 'true'

  # If true the capital city of nation cannot be neutral/peaceful.
  capitals_cannot_be_neutral: 'false'

  # If enabled, only allow the nation spawn to be set in the capital city.
  capital_spawn: 'true'

  # Allow the use of /nation spawn
  # Valid values are: true, false, war, peace
  # When war or peace is set, it is only possible to teleport to the nation,
  # when there is a war or peace.
  allow_nation_spawn: 'true'

  # Allow regular residents to use /nation spawn [nation] (TP to other nations if they are public).
  # Valid values are: true, false, war, peace
  # When war or peace is set, it is only possible to teleport to the nation,
  # when there is a war or peace.
  allow_nation_spawn_travel: 'true'

  # Allow regular residents to use /nation spawn [nation] to other nations allied with your nation.
  # Valid values are: true, false, war, peace
  # When war or peace is set, it is only possible to teleport to the nations,
  # when there is a war or peace.
  allow_nation_spawn_travel_ally: 'true'

  spawning_cooldowns:

    # Number of seconds that must pass before a player of the same nation can use /n spawn.
    nation_member_nation_spawn_cooldown_time: '30'
```

```
    # Number of seconds that must pass before a player allied with the nation can use /n spawn.
    nation_ally_nation_spawn_cooldown_time: '30'


    # Number of seconds that must pass before a player who is not a member or ally can use /n spawn.
    unaffiliated_nation_spawn_cooldown_time: '30'


  # If higher than 0, it will limit how many towns can be joined into a nation.
  # Does not affect existing nations that are already over the limit.
  max_towns_per_nation: '0'


  # If higher than 0, it will limit how many residents can join a nation.
  # Does not affect existing nations that are already over the limit.
  max_residents_per_nation: '0'


  # This setting determines the list of allowed nation map colors.
  # The color codes are in hex format.
  allowed_map_colors: aqua:00ffff, azure:f0ffff, beige:f5f5dc, black:000000, blue:0000ff, brown:a52a2a, cyan:00ffff, darkblue:00008b,


  # The maximum amount of allies that a nation can have, set to -1 to have no limit.
  max_allies: '-1'


  # When disabled, nations will not be able to be created with or renamed to a name that contains numbers.
  # Disabling this option does not affect already created nations.
  allow_numbers_in_nation_name: 'true'



###########################################################
# +-------------------------------------------------------+ #
# |                  Plugin interfacing                   | #
# +-------------------------------------------------------+ #
###########################################################

plugin:
  # See database.yml file for flatfile/mysql settings.
  database:

    # Flatfile backup settings.
    daily_backups: 'true'
    backups_are_deleted_after: 90d

    # Valid entries are: tar, tar.gz, zip, or none for no backup.
    flatfile_backup_type: tar

  interfacing:

    tekkit:
      # Add any fake players for client/server mods (aka Tekkit) here
      fake_residents: '[IndustrialCraft],[BuildCraft],[Redpower],[Forestry],[Turtle]'

    # This enables/disables all the economy functions of Towny.
    # This will first attempt to use Vault or Reserve to bridge your economy plugin with Towny.
    # If Reserve/Vault is not present it will attempt to find a supported economy plugin.
    # If neither Vault/Reserve or supported economy are present it will not be possible to create towns or do any operations that re
    using_economy: 'true'

    luckperms:

      # If enabled, Towny contexts will be available in LuckPerms. https://luckperms.net/wiki/Context
      # Towny will supply for LuckPerms: townyperms' ranks contexts, as well as location-based contexts.
      contexts: 'false'

      # Configure what contexts to enable/disable here, contexts must be separated by a comma.
      # Available contexts: towny:resident, towny:mayor, towny:king, towny:insidetown, towny:insideowntown, towny:insideownplot, tow
      # towny:nationrank, towny:town, towny:nation
      enabled_contexts: '*'
```

```yaml
  web_map:

    # If enabled, players will be prompted to open a url when clicking on coordinates in towny status screens.
    enabled: 'false'

    # The url that players will be prompted to open when clicking on a coordinate in a status screen.
    # Valid placeholders are {world}, {x}, and {y}, for the world name, x, and y coordinates respectively.
    url: https://example.com/map/?worldname={world}&mapname=flat&zoom=5&x={x}&y=64&z={z}

day_timer:

  # The time for each "towny day", used for tax and upkeep collection and other daily timers.
  # Default is 24 hours. Cannot be set for greater than 1 day, but can be set lower.
  day_interval: 1d

  # The time each "day", when taxes will be collected.
  # Only used when less than day_interval. Default is 12h (midday).
  # If day_interval is set to something like 20m, the new_day_time is not used, day_interval will be used instead.
  new_day_time: 12h

  # If enabled (disabled by default), a Java Timer will be used for scheduling new days, which is more accurate than Towny's Bukki
  uses_java_timer: 'false'

  # Whether towns with no claimed townblocks should be deleted when the new day is run.
  delete_0_plot_towns: 'false'
hour_timer:
  # The number of minutes in each "day".
  # Default is 60m.
  hour_interval: 60m
  # The time each "hour", when the hourly timer ticks.
  # MUST be less than hour_interval. Default is 30m.
  new_hour_time: 30m
  # The interval of each "short" timer tick
  # Default is 20s.
  short_interval: 20s

# Lots of messages to tell you what's going on in the server with time taken for events.
debug_mode: 'false'

# Info tool for server admins to use to query in game blocks and entities.
info_tool: BRICK

# Spams the player named in dev_name with all messages related to towny.
dev_mode:
  enable: 'false'
  dev_name: ElgarL

# If true this will cause the log to be wiped at every startup.
reset_log_on_boot: 'true'

# Sets the default size that /towny top commands display.
towny_top_size: '10'

# If enabled, particles will appear around town, nation, outpost & jail spawns.
visualized_spawn_points_enabled: 'true'

# A blacklist used for validating town/nation names.
# Names must be seperated by a comma: name1,name2
name_blacklist: ''

update_notifications:

  # If enabled, players with the towny.admin.updatealerts permission will receive an update notification upon logging in.
  alerts: 'true'

  # If enabled, only full releases will trigger notifications if you are running a full release.
```

```
    # This is ignored if the server is currently using a pre-release version.
    major_only: 'true'



############################################################
# +------------------------------------------------------+ #
# |                  Filters colour and chat             | #
# +------------------------------------------------------+ #
############################################################

filters_colour_chat:

  # This is the name given to any NPC assigned mayor.
  npc_prefix: NPC

  # Regex fields used in validating inputs.
  regex:
    name_filter_regex: '[\\\/]'
    name_check_regex: ^[\p{L}\*a-zA-Z0-9._\[\]-]*$
    string_check_regex: ^[a-zA-Z0-9 \s._\[\]\#\?\!\@\$\%\^\&\*\-\,\*\(\)\{\}]*$
    name_remove_regex: '[^\P{M}a-zA-Z0-9\&._\[\]-]'

  modify_chat:

    # Maximum length of Town and Nation names.
    max_name_length: '20'

    # Maximum length for Town and Nation tags.
    max_tag_length: '4'

    # Maximum length of titles and surnames.
    max_title_length: '10'

  # See the Placeholders wiki page for list of PAPI placeholders.
  # https://github.com/TownyAdvanced/Towny/wiki/Placeholders
  papi_chat_formatting:

    # When using PlaceholderAPI, and a tag would show both nation and town, this will determine how they are formatted.
    both: '&f[&6%n&f|&b%t&f] '

    # When using PlaceholderAPI, and a tag would showing a town, this will determine how it is formatted.
    town: '&f[&b%s&f] '

    # When using PlaceholderAPI, and a tag would show a nation, this will determine how it is formatted.
    nation: '&f[&6%s&f] '

    # Colour code applied to player names using the %townyadvanced_towny_colour% placeholder.
    ranks:
      nomad: '&f'
      resident: '&f'
      mayor: '&b'
      king: '&6'

  papi_leaderboard_formatting:

    # How the %townyadvanced_top_....% placeholders will appear, first %s being the town name, with the second being the balance, re:
    format: '%s - %s'

  # Colour codes used in the RELATIONAL placeholder %rel_townyadvanced_color% to display the relation between two players.
  papi_relational_formatting:
    # Used when two players have no special relationship.
    none: '&f'

    # Given to players who have no town.
    no_town: '&f'
```

```
    # Used when two players are in the same town.
    same_town: '&2'

    # Used when two players are in the same nation.
    same_nation: '&2'

    # Used when two players' nations are allied.
    ally: '&b'

    # Used when two players are enemies.
    enemy: '&c'


###########################################################
# +-----------------------------------------------------+ #
# |                block/item/mob protection            | #
# +-----------------------------------------------------+ #
###########################################################

protection:

  # Items that can be blocked within towns via town/plot flags.
  # These items will be the ones restricted by a town/resident/plot's item_use setting.
  # A list of items, that are held in the hand, which can be protected against.
  # Group names you can use in this list: BOATS, MINECARTS
  # A full list of proper names can be found here https://hub.spigotmc.org/javadocs/spigot/org/bukkit/Material.html
  item_use_ids: MINECARTS,BOATS,ENDER_PEARL,FIREBALL,CHORUS_FRUIT,LEAD,EGG


  # Blocks that are protected via town/plot flags.
  # These are blocks in the world that will be protected by a town/resident/plot's switch setting.
  # Switches are blocks, that are in the world, which get right-clicked.
  # Towny will tell you the proper name to use in this list if you hit the block while holding a clay brick item in your hand.
  # Group names you can use in this list: BOATS,MINECARTS,WOOD_DOORS,PRESSURE_PLATES,NON_WOODEN_PRESSURE_PLATES,FENCE_GATES,TRAPDOOR
  # Note: Vehicles like MINECARTS and BOATS can be added here. If you want to treat other rideable mobs like switches add SADDLE
  #       to protect HORSES, DONKEYS, MULES, PIGS, STRIDERS (This is not recommended, unless you want players to not be able to
  #       re-mount their animals in towns they cannot switch in.)
  # A full list of proper names can be found here https://hub.spigotmc.org/javadocs/spigot/org/bukkit/Material.html
  switch_ids: CHEST,SHULKER_BOXES,TRAPPED_CHEST,FURNACE,BLAST_FURNACE,DISPENSER,HOPPER,DROPPER,JUKEBOX,SMOKER,COMPOSTER,BELL,BARREL,

  # Materials which can be lit on fire even when firespread is disabled.
  # Still requires the use of the flint and steel.
  fire_spread_bypass_materials: NETHERRACK,SOUL_SAND,SOUL_SOIL


  # permitted entities https://hub.spigotmc.org/javadocs/bukkit/org/bukkit/entity/LivingEntity.html
  # Animals, Chicken, Cow, Creature, Creeper, Flying, Ghast, Giant, Monster, Pig,
  # PigZombie, Sheep, Skeleton, Slime, Spider, Squid, WaterMob, Wolf, Zombie, Shulker
  # Husk, Stray, SkeletonHorse, ZombieHorse, Vex, Vindicator, Evoker, Endermite, PolarBear, Axolotl, Goat, GlowSquid


  # Remove living entities within a town's boundaries, if the town has the mob removal flag set.
  town_mob_removal_entities: Monster,Flying,Slime,Shulker,SkeletonHorse,ZombieHorse


  # Whether the town mob removal should remove THE_KILLER_BUNNY type rabbits.
  town_mob_removal_killer_bunny: 'true'


  # Prevent the spawning of villager babies in towns.
  town_prevent_villager_breeding: 'false'


  # Disable creatures triggering stone pressure plates
  disable_creature_pressureplate_stone: 'true'


  # Remove living entities in the wilderness in all worlds that have wildernessmobs turned off.
  wilderness_mob_removal_entities: Monster,Flying,Slime,Shulker,SkeletonHorse,ZombieHorse


  # Globally remove living entities in all worlds that have worldmobs turned off
  world_mob_removal_entities: Monster,Flying,Slime,Shulker,SkeletonHorse,ZombieHorse
```

```yaml
  # Prevent the spawning of villager babies in the world.
  world_prevent_villager_breeding: 'false'


  # When set to true, mobs who've been named with a nametag will not be removed by the mob removal task.
  mob_removal_skips_named_mobs: 'false'


  # The maximum amount of time a mob could be inside a town's boundaries before being sent to the void.
  # Lower values will check all entities more often at the risk of heavier burden and resource use.
  # NEVER set below 1.
  mob_removal_speed: 5s


  # permitted entities https://hub.spigotmc.org/javadocs/bukkit/org/bukkit/entity/package-summary.html
  # Animals, Chicken, Cow, Creature, Creeper, Flying, Ghast, Giant, Monster, Pig,
  # PigZombie, Sheep, Skeleton, Slime, Spider, Squid, WaterMob, Wolf, Zombie

  # Protect living entities within a town's boundaries from being killed by players or mobs.
  mob_types: Animals,WaterMob,NPC,Snowman,ArmorStand,Villager,Hanging


  # When set to true, the above mob_types will be protected when they are in a town, from being able to enter empty boats.
  # This protects the mobs from being stolen using boats.
  mob_types_protected_from_boat_theft: 'false'


  # Setting this to false will allow non-player entities to harm the above protected mobs.
  # This would include withers damaging protected mobs, and can be quite harmful.
  are_mob_types_protected_against_mobs: 'true'


  # permitted Potion Types https://hub.spigotmc.org/javadocs/bukkit/org/bukkit/potion/PotionType.html
  # ABSORPTION, BLINDNESS, CONFUSION, DAMAGE_RESISTANCE, FAST_DIGGING, FIRE_RESISTANCE, HARM, HEAL, HEALTH_BOOST, HUNGER,
  # INCREASE_DAMAGE, INVISIBILITY, JUMP, NIGHT_VISION, POISON, REGENERATION, SATURATION, SLOW , SLOW_DIGGING,
  # SPEED, WATER_BREATHING, WEAKNESS, WITHER.


  # When preventing PVP prevent the use of these potions.
  potion_types: BLINDNESS,CONFUSION,HARM,HUNGER,POISON,SLOW,SLOW_DIGGING,WEAKNESS,WITHER


  # When set to true, players with the Frost Walker enchant will need to be able to build where they are attempting to freeze.
  prevent_frost_walker_freezing: 'false'


  # When set to true, players will never trample crops. When false, players will still
  # have to be able to break the crop by hand in order to be able to trample crops.
  prevent_player_crop_trample: 'true'



###########################################################
# +-----------------------------------------------------+ #
# |                  Wilderness settings                | #
# +-----------------------------------------------------+ #
# #                                                       #
# These are default settings only, applied to newly made  #
# worlds. They are copied to each world's data file upon   #
# first detection.                                        #
# If you are running Towny for the first time these have  #
# been applied to all your already existing worlds.       #
# #                                                       #
# To make changes for each world edit the settings in the #
# relevant worlds data file 'plugins/Towny/data/worlds/'  #
# #                                                       #
# Furthermore: These settings are only used after Towny   #
# has exhausted testing the player for the towny.wild.*    #
# permission nodes.                                       #
# #                                                       #
###########################################################

unclaimed:

  # Can players build with any block in the wilderness?
  unclaimed_zone_build: 'false'
```

```yaml
  # Can player destroy any block in the wilderness?
  unclaimed_zone_destroy: 'false'

  # Can players use items listed in the above protection.item_use_ids in the wilderness without restriction?
  unclaimed_zone_item_use: 'false'

  # Can players interact with switch blocks listed in the above protection.switch_ids in the wilderness without restriction?
  unclaimed_zone_switch: 'false'

  # A list of blocks that will bypass the above settings and do not require the towny.wild.* permission node.
  # These blocks are also used in determining which blocks can be interacted with in Towny Wilds plots in towns.
  unclaimed_zone_ignore: TORCH,LADDER,ORES,PLANTS,TREES,SAPLINGS


############################################################
# +------------------------------------------------------+ #
# |                  Town Notifications                  | #
# +------------------------------------------------------+ #
############################################################

  # This is the format for the notifications sent as players move between plots.
  # Empty a particular format for it to be ignored.

  # Example:
  # [notification.format]
  # ~ [notification.area_[wilderness/town]][notification.splitter][notification.[no_]owner][notification.splitter][notification.plot
  # ... [notification.plot.format]
  # ... [notification.plot.homeblock][notification.plot.splitter][notification.plot.forsale][notification.plot.splitter][notificatio
  # ~ Wak Town - Lord Jebus - [Home] [For Sale: 50 Beli] [Shop]

notification:
  format: '&6 ~ %s'
  splitter: '&7 - '
  area_wilderness: '&2%s'
  area_wilderness_pvp: '%s'
  area_town: '&6%s'
  area_town_pvp: '%s'
  owner: '&a%s'
  no_owner: '&a%s'
  plot:
    splitter: ' '
    format: '%s'
    homeblock: '&b[Home]'
    outpostblock: '&b[Outpost]'
    forsale: '&e[For Sale: %s]'
    notforsale: '&e[Not For Sale]'
    type: '&6[%s]'
  group: '&f[%s]'

  # When set to true, town's names are the long form (townprefix)(name)(townpostfix) configured in the town_level section.
  # When false, it is only the town name.
  town_names_are_verbose: 'true'

  # If set to true MC's Title and Subtitle feature will be used when crossing into a town.
  # Could be seen as intrusive/distracting, so false by default.
  using_titles: 'false'

  # Requires the above using_titles to be set to true.
  # Title and Subtitle shown when entering a town or the wilderness. By default 1st line is blank, the 2nd line shows {townname} or
  # You may use colour codes &f, &c and so on.
  # For town_title and town_subtitle you may use:
  # {townname} - Name of the town.
  # {town_motd} - Shows the townboard message.
  # {town_residents} - Shows the number of residents in the town.
  # {town_residents_online} - Shows the number of residents online currently.
```

```
  # {nationname} - Name of the nation, formatted below,
  # {nationcapital} - Name of the nation capital and nation, formatted below,
  # {nation_motd} - Shows the nationboard message.
  # {nation_residents} - Shows the number of residents in the nation.
  # {nation_residents_online} - Shows the number of residents online currently.
  # The notification.town_names_are_verbose setting will affect the {townname} placeholder.
  titles:

    # Entering Town Upper Title Line
    town_title: ''

    # Entering Town Lower Subtitle line.
    town_subtitle: '&b{townname}'

    # Entering Wilderness Upper Title Line
    wilderness_title: ''

    # Entering Wilderness Lower Subtitle line.
    wilderness_subtitle: '&2{wilderness}'

    # The format used to format the {nationame} option. The name of the nation will replace %s.
    nationname_format: '&6Nation of %s'

    # The format used to format the {nationcapital} option. The name of the capital city and nation will replace the %s and %s.
    # Alternatively, you can use %t for townname and %n for nationname and show either one or both.
    nationcapital_format: '&6Entering %s, Capital City of %s'

    # The duration (in ticks) that the Title and Subtitle messages will appear for.
    # The default duration for minecraft is 70 ticks, which equates to 3.5 seconds.
    duration: '70'

  # When true, a plot notification that has a plot owner's name will use the verbose name, ie: town/nation titles or prefixes set vi
  # When false, only their name will appear.
  owner_shows_verbose_name: 'true'

  # This setting controls where chunk notifications are displayed for players.
  # By default, notifications appear in the player's action bar.
  # Available options: action_bar, chat, bossbar, or none.
  notifications_appear_as: action_bar

  # This settings sets the duration the actionbar (The text above the inventory bar) or the bossbar lasts in seconds
  notification_actionbar_duration: '15'

  bossbars:

    # The color to use for bossbar notifications.
    # Valid colors are blue, green, pink, purple, red, white, or yellow.
    color: white

    # The overlay to use for bossbar notifications.
    # Valid options are progress, notched_6, notched_10, notched_12, notched_20
    overlay: progress

    # The progress to use for the bossbar, between 0 and 1.
    progress: '0'


##########################################################
# +------------------------------------------------------+ #
# |              Default Town/Plot flags                 | #
# +------------------------------------------------------+ #
##########################################################

default_perm_flags:

  # Default permission flags for residents plots within a town
```

```yaml
#
# Can allies/friends/outsiders perform certain actions in the town
#
# build - place blocks and other items
# destroy - break blocks and other items
# itemuse - use items such as furnaces (as defined in item_use_ids)
# switch - trigger or activate switches (as defined in switch_ids)
resident:
  friend:
    build: 'true'
    destroy: 'true'
    item_use: 'true'
    switch: 'true'
  town:
    build: 'false'
    destroy: 'false'
    item_use: 'false'
    switch: 'false'
  ally:
    build: 'false'
    destroy: 'false'
    item_use: 'false'
    switch: 'false'
  outsider:
    build: 'false'
    destroy: 'false'
    item_use: 'false'
    switch: 'false'

# Default permission flags for towns
# These are copied into the town data file at creation
#
# Can allies/outsiders/residents perform certain actions in the town
#
# build - place blocks and other items
# destroy - break blocks and other items
# itemuse - use items such as flint and steel or buckets (as defined in item_use_ids)
# switch - trigger or activate switches (as defined in switch_ids)
town:
  default:
    pvp: 'true'
    fire: 'false'
    explosion: 'false'
    mobs: 'false'
  resident:
    build: 'true'
    destroy: 'true'
    item_use: 'true'
    switch: 'true'
  nation:
    build: 'false'
    destroy: 'false'
    item_use: 'false'
    switch: 'false'
  ally:
    build: 'false'
    destroy: 'false'
    item_use: 'false'
    switch: 'false'
  outsider:
    build: 'false'
    destroy: 'false'
    item_use: 'false'
    switch: 'false'



    build: 'true'
```

```
############################################################
# +--------------------------------------------------------+ #
# |                    Towny Invite System                 | #
# +--------------------------------------------------------+ #
############################################################

invite_system:

  # Command used to accept towny invites)
  #e.g Player join town invite.
  accept_command: accept

  # Command used to deny towny invites
  #e.g Player join town invite.
  deny_command: deny

  # Command used to confirm some towny actions/tasks)
  #e.g Purging database or removing a large amount of townblocks
  confirm_command: confirm

  # Command used to cancel some towny actions/tasks
  #e.g Purging database or removing a large amount of townblocks
  cancel_command: cancel

  # How many seconds before a confirmation times out for the receiver.
  # This is used for cost-confirmations and confirming important decisions.
  confirmation_timeout: '20'

  # When set for more than 0m, the amount of time (in minutes) which must have passed between
  # a player's first log in and when they can be invited to a town.
  cooldowntime: 0m

  # When set for more than 0m, the amount of time until an invite is considered
  # expired and is removed. Invites are checked for expiration once every hour.
  # Valid values would include: 30s, 30m, 24h, 2d, etc.
  expirationtime: 0m

  # Max invites for Town & Nations, which they can send. Invites are capped to decrease load on large servers.
  # You can increase these limits but it is not recommended. Invites/requests are not saved between server reloads/stops.
  maximum_invites_sent:

    # How many invites a town can send out to players, to join the town.
    town_toplayer: '35'

    # How many invites a nation can send out to towns, to join the nation.
    nation_totown: '35'

    # How many requests a nation can send out to other nations, to ally with the nation.
    # Only used when war.disallow_one_way_alliance is set to true.
    nation_tonation: '35'

  # Max invites for Players, Towns & nations, which they can receive. Invites are capped to decrease load on large servers.
  # You can increase these limits but it is not recommended. Invites/requests are not saved between server reloads/stops.
  maximum_invites_received:

    # How many invites can one player have from towns.
    player: '10'

    # How many invites can one town have from nations.
    town: '10'

    # How many requests can one nation have from other nations for an alliance.
    nation: '10'

  # When set above 0, the maximum distance a player can be from a town's spawn in order to receive an invite.
  # Use this setting to require players to be near or inside a town before they can be invited.
```

```
  maximum_distance_from_town_spawn: '0'


############################################################
# +-------------------------------------------------------+ #
# |                  Resident settings                    | #
# +-------------------------------------------------------+ #
############################################################

resident_settings:

  # if enabled old residents will be deleted, losing their town, townblocks, friends
  # after Two months (default) of not logging in. If the player is a mayor their town
  # will be inherited according to the order_of_mayoral_succession list in this config.
  delete_old_residents:
    enable: 'false'
    deleted_after_time: 60d
    delete_economy_account: 'true'

    # When true only residents who have no town will be deleted.
    delete_only_townless: 'false'

    # When true players will be removed from their town and become a nomad instead of being fully deleted.
    only_remove_town: 'false'

  # The name of the town a resident will automatically join when he first registers.
  default_town_name: ''

  # If true, players can only use beds in plots they personally own.
  deny_bed_use: 'false'

  # If true, players who join the server for the first time will be informed about their locale, and about Towny translatable system
  is_showing_locale_message: 'true'


############################################################
# +-------------------------------------------------------+ #
# |                  Economy settings                     | #
# +-------------------------------------------------------+ #
############################################################

economy:

  # By default it is set to true.
  # Rarely set to false. Set to false if you get concurrent modification errors on timers for daily tax collections.
  use_async: 'true'

  # The time that the town and nation bank accounts' balances are cached for, in seconds.
  # Default of 600s is equal to ten minutes. Requires the server to be stopped and started if you want to change this.
  # Cached balances are used for PlaceholderAPI placeholders, town and nation lists.
  bank_account_cache_timeout: 600s

  # Prefix to apply to all town economy accounts.
  town_prefix: town-

  # Prefix to apply to all nation economy accounts.
  nation_prefix: nation-

  # The cost of renaming a town.
  town_rename_cost: '0'

  # The cost of renaming a nation.
  nation_rename_cost: '0'

  # The cost of setting a town's mapcolour.
  town_set_mapcolour_cost: '0'
```

```
# The cost of setting a nation's mapcolour.
nation_set_mapcolour_cost: '0'

spawn_travel:

  # Cost to use /town spawn.
  price_town_spawn_travel: '0.0'

  # Cost to use '/town spawn [town]' to another town in your nation.
  price_town_nation_spawn_travel: '5.0'

  # Cost to use '/town spawn [town]' to another town in a nation that is allied with your nation.
  price_town_ally_spawn_travel: '10.0'

  # Maximum cost to use /town spawn [town] that mayors can set using /t set spawncost.
  # This is paid to the town you goto.
  price_town_public_spawn_travel: '10.0'

  # When false, the price_town_public_spawn_travel will be used for public spawn costs, despite what mayors have their town spawnc
  # When true, the lower of either the town's spawncost or the config's price_town_public_spawn_travel setting will be used.
  is_public_spawn_cost_affected_by_town_spawncost: 'true'

  # When set to true, any cost paid by a player to use any variant of '/town spawn' will be paid to the town bank.
  # When false the amount will be paid to the server account whose name is set in the closed economy setting below..
  town_spawn_cost_paid_to_town: 'true'

# The daily upkeep to remain neutral, paid by the Nation bank. If unable to pay, neutral/peaceful status is lost.
# This cost is multiplied by the nation_level peacefulCostMultiplier.
# Neutrality will exclude you from a war event, as well as deterring enemies.
price_nation_neutrality: '100.0'

# When it is true, the peaceful cost is multiplied by the nation's number of towns.
# Note that the base peacful cost is calculated by the price_nation_neutrality X nation_level peacefulCostMultiplier.
price_nation_neutrality_charges_per_town: 'false'

# The daily upkeep to remain neutral, paid by the Town bank. If unable to pay, neutral/peaceful status is lost.
# This cost is multiplied by the town_level peacefulCostMultiplier.
price_town_neutrality: '25.0'

# When it is true, the peaceful cost is multiplied by the town's number of claimed townblocks.
# Note that the base peacful cost is calculated by the price_town_neutrality X town_level peacefulCostMultiplier.
price_town_neutrality_charges_per_plot: 'false'

new_expand:

  # How much it costs to start a nation.
  price_new_nation: '1000.0'

  # How much it costs to start a town.
  price_new_town: '250.0'

  # The base cost a town has to pay to merge with another town. The town that initiates the merge pays the cost.
  price_town_merge: '0'

  # The percentage that a town has to pay per plot to merge with another town. The town that initiates the merge pays the cost.
  # This is based on the price_claim_townblock.
  price_town_merge_per_plot_percentage: '50'

  # How much it costs to reclaim a ruined town.
  # This is only applicable if the town-ruins & town-reclaim features are enabled.
  price_reclaim_ruined_town: '500.0'

  # How much it costs to make an outpost. An outpost isn't limited to being on the edge of town.
  price_outpost: '500.0'
```

```yaml
  # The price for a town to expand one townblock.
  price_claim_townblock: '25.0'

  # How much every additionally claimed townblock increases in cost. Set to 1 to deactivate this. 1.3 means +30% to every bonus cl
  price_claim_townblock_increase: '1.0'

  # The maximum price for an additional townblock. No matter how many blocks a town has the price will not be above this. Set to -
  max_price_claim_townblock: '-1.0'

  # The amount refunded to a town when they unclaim a townblock.
  # Warning: do not set this higher than the cost to claim a townblock.
  # It is advised that you do not set this to the same price as claiming either, otherwise towns will get around using outposts to
  # Optionally, set this to a negative amount if you want towns to pay money to unclaim their land.
  price_claim_townblock_refund: '0.0'

  # How much it costs a player to buy extra blocks.
  price_purchased_bonus_townblock: '25.0'

  # How much every extra bonus block costs more. Set to 1 to deactivate this. 1.2 means +20% to every bonus claim block cost.
  price_purchased_bonus_townblock_increase: '1.0'

  # The maximum price that bonus townblocks can cost to purchase. Set to -1.0 to deactivate this maxium.
  price_purchased_bonus_townblock_max_price: '-1.0'


takeoverclaim:

  # The price to use /t takeoverclaim, when it has been enabled in the config at town.being_overclaimed_allows_other_towns_to_stea
  price: '100.0'

death:

  # Either fixed or percentage.
  # For percentage 1.0 would be 100%. 0.01 would be 1%.
  price_death_type: fixed

  # A maximum amount paid out by a resident from their personal holdings for percentage deaths.
  # Set to 0 to have no cap.
  percentage_cap: '0.0'

  # If True, only charge death prices for pvp kills. Not monsters/environmental deaths.
  price_death_pvp_only: 'false'

  # The price that a player pays when they die. If this is a PVP death, the amount is paid to the killer.
  # Either a flat rate or a percentage according to the price_death_type setting.
  price_death: '1.0'

  # The price that a player's town pays when they die. If this is a PVP death, the amount is paid to the killer.
  # Either a flat rate or a percentage according to the price_death_type setting.
  price_death_town: '0.0'

  # The price that a player's nation pays when they die. If this is a PVP death, the amount is paid to the killer.
  # Either a flat rate or a percentage according to the price_death_type setting.
  price_death_nation: '0.0'

banks:

  # Maximum amount of money allowed in town bank
  # Use 0 for no limit
  town_bank_cap: '0.0'

  # Set to true to allow withdrawals from town banks
  town_allow_withdrawals: 'true'

  # Minimum amount of money players are allowed to deposit in town bank at a time.
  town_min_deposit: '0'
```

```yaml
    # Minimum amount of money players are allowed to withdraw from town bank at a time.
    town_min_withdraw: '0'

    # Maximum amount of money allowed in nation bank
    # Use 0 for no limit
    nation_bank_cap: '0.0'

    # Set to true to allow withdrawals from nation banks
    nation_allow_withdrawals: 'true'

    # Minimum amount of money players are allowed to deposit in nation bank at a time.
    nation_min_deposit: '0'

    # Minimum amount of money players are allowed to withdraw from nation bank at a time.
    nation_min_withdraw: '0'

    # When set to true, players can only use their town withdraw/deposit commands while inside of their own town.
    # Likewise, nation banks can only be withdrawn/deposited to while in the capital city.
    disallow_bank_actions_outside_town: 'false'

closed_economy:

    # The name of the account that all money that normally disappears goes into.
    server_account: towny-server

    # Turn on/off whether all transactions that normally don't have a second party are to be done with a certain account.
    # Eg: The money taken during Daily Taxes is just removed. With this on, the amount taken would be funneled into an account.
    #      This also applies when a player collects money, like when the player is refunded money when a delayed teleport fails.
    enabled: 'false'

daily_taxes:

    # Enables taxes to be collected daily by town/nation
    # If a town can't pay it's tax then it is kicked from the nation.
    # if a resident can't pay his plot tax he loses his plot.
    # if a resident can't pay his town tax then he is kicked from the town.
    # if a town or nation fails to pay it's upkeep it is deleted.
    enabled: 'true'

    # Maximum tax amount allowed for townblocks sold to players.
    max_plot_tax_amount: '1000.0'

    # Maximum tax amount allowed for towns when using flat taxes.
    max_town_tax_amount: '1000.0'

    # Maximum tax amount allowed for nations when using flat taxes.
    max_nation_tax_amount: '1000.0'

    # Maximum tax percentage allowed when taxing by percentages for towns.
    max_town_tax_percent: '25'

    # The maximum amount of money that can be taken from a balance when using a percent tax, this is the default for all new towns.
    max_town_tax_percent_amount: '10000'

    # Maximum tax percentage allowed when taxing by percentages for nations.
    max_nation_tax_percent: '25'

    # The maximum amount of money that can be taken from a balance when using a percent tax, this is the default for all new nations
    max_nation_tax_percent_amount: '10000'

    # When true, a nation's capital will pay the nation tax from the capital's town bank.
    # This feature is a bit redundant because the king can withdraw from both banks anyways,
    # but it might keep nation's from being deleted for not paying their upkeep.
    do_nation_capitals_pay_nation_tax: 'false'
```

```
    # The server's daily charge on each nation. If a nation fails to pay this upkeep
    # all of it's member town are kicked and the Nation is removed.
    price_nation_upkeep: '100.0'

    # Uses the total number of plots which a nation has across all of its towns to determine upkeep
    # instead of nation_pertown_upkeep and instead of nation level (number of residents.)
    # Calculated by (price_nation_upkeep X number of plots owned by the nation's towns.)
    nation_perplot_upkeep: 'false'

    # Uses total number of towns in the nation to determine upkeep instead of nation level (Number of Residents)
    # calculated by (number of towns in nation X price_nation_upkeep).
    nation_pertown_upkeep: 'false'

    # If set to true, the per-town-upkeep system will be modified by the Nation Levels' upkeep modifiers.
    nation_pertown_upkeep_affected_by_nation_level_modifier: 'false'

    # The server's daily charge on each town. If a town fails to pay this upkeep
    # all of it's residents are kicked and the town is removed.
    price_town_upkeep: '10.0'

    # Uses total amount of owned plots to determine upkeep instead of the town level (Number of residents)
    # calculated by (number of claimed plots X price_town_upkeep).
    town_plotbased_upkeep: 'false'

    # If set to true, the plot-based-upkeep system will be modified by the Town Levels' upkeep modifiers.
    town_plotbased_upkeep_affected_by_town_level_modifier: 'false'

    # If set to any amount over zero, if a town's plot-based upkeep totals less than this value, the town will pay the minimum inste
    town_plotbased_upkeep_minimum_amount: '0.0'

    # If set to any amount over zero, if a town's plot-based upkeep totals more than this value, the town will pay the maximum inste
    town_plotbased_upkeep_maximum_amount: '0.0'

    # The server's daily charge on a town which has claimed more townblocks than it is allowed.
    price_town_overclaimed_upkeep_penalty: '0.0'

    # Uses total number of plots that the town is overclaimed by, to determine the price_town_overclaimed_upkeep_penalty cost.
    # If set to true the penalty is calculated (# of plots overclaimed X price_town_overclaimed_upkeep_penalty).
    price_town_overclaimed_upkeep_penalty_plotbased: 'false'

    # If enabled and you set a negative upkeep for the town
    # any funds the town gains via upkeep at a new day
    # will be shared out between the plot owners.
    use_plot_payments: 'false'

    # If enabled, if a plot tax is set to a negative amount
    # it will result in the resident that owns it being paid
    # by the town bank (if the town can afford it.)
    allow_negative_plot_tax: 'false'

# The Bankruptcy system in Towny will make it so that when a town cannot pay their upkeep costs,
# rather than being deleted the towns will go into debt. Debt is capped based on the Town's costs
# or overriden with the below settings.
bankruptcy:

  # If this setting is true, then if a town runs out of money (due to upkeep, nation tax etc.),
  # it does not get deleted, but instead goes into a 'bankrupt state'.
  # While bankrupt, the town bank account is in debt, and the town cannot expand (e.g claim, recruit, or build).
  # The debt has a ceiling equal to the estimated value of the town (from new town and claims costs)
  # The debt can be repaid using /t deposit x.
  # Once all debt is repaid, the town immediately returns to a normal state.
  enabled: 'false'

  # When using bankruptcy is enabled a Town a debtcap.
  # The debt cap is calculated by adding the following:
  # The cost of the town,
```

```
    # The cost of the town's purchased townblocks,
    # The cost of the town's purchased outposts.
    debt_cap:

      # When set to greater than 0.0, this will be used to determine every town''s maximum debt,
      # overriding the above calculation if the calculation would be larger than the set maximum.
      maximum: '0.0'

      # When set to greater than 0.0, this setting will override all other debt calculations and maximums,
      # making all towns have the same debt cap.
      override: '0.0'

      # When true the debt_cap.override price will be multiplied by the debtCapModifier in the town_level
      # section of the config. (Ex: debtCapModifier of 3.0 and debt_cap.override of 1000.0 would set
      # a debtcap of 3.0 x 1000 = 3000.
      debt_cap_uses_town_levels: 'false'

      # When true a town will only be allowed to be bankrupt for a specific number of days, before they will be deleted,
      # requires delete_towns_that_reach_debt_cap to be true.
      debt_cap_uses_fixed_days: 'false'

      # When debt_cap_uses_fixed_days is set to true, how many days will a town be allowed to be bankrupt?
      allowed_days: '7'

    upkeep:

      # If a town has reached their debt cap and is unable to pay the upkeep with debt,
      # will Towny delete them?
      delete_towns_that_reach_debt_cap: 'false'

    neutrality:

      # If a town is bankrupt can they still pay for neutrality?
      can_bankrupt_towns_pay_for_neutrality: 'true'

    nation_tax:

      # Will bankrupt towns pay their nation tax?
      # If false towns that are bankrupt will not pay any nation tax and will leave their nation.
      # If true the town will go into debt up until their debt cap is reached.
      # True is recommended if using a war system where towns are forced to join a conqueror's nation,
      # otherwise conquered towns would be able to leave the nation by choosing to go bankrupt.
      # False is recommended otherwise so that nations are not using abandoned towns to gather taxes.
      do_bankrupt_towns_pay_nation_tax: 'false'

      # If a town can no longer pay their nation tax with debt because they have
      # reach their debtcap, are they kicked from the nation?
      kick_towns_that_reach_debt_cap: 'false'

      # Does a conquered town which cannot pay the nation tax get deleted?
      does_nation_tax_delete_conquered_towns_that_cannot_pay: 'false'


############################################################
# +------------------------------------------------------+ #
# |                 Bank History settings                | #
# +------------------------------------------------------+ #
############################################################

bank_history:

  # This allows you to modify the style displayed via bankhistory commands.
  book: |-
    {time}
    {type} of {amount} {to-from} {name}
    Reason: {reason}
```

```
    Balance: {balance}


############################################################
# +------------------------------------------------------+ #
# |                     Town Block Types                 | #
# |                                                      | #
# | You may add your own custom townblocks to this       | #
# | section of the config. Removing the townblocks       | #
# | supplied by Towny from this configuration is not     | #
# | recommended.                                         | #
# |                                                      | #
# | name: The name used for this townblock, in-game and  | #
# |    in the database.                                  | #
# | cost: Cost a player pays to set a townblock to the   | #
# |    type.                                             | #
# | tax: The amount a player has to pay city each day to | #
# |    continue owning the plot. If tax is set to 0, the | #
# |    towns' plot tax will be used instead.             | #
# | mapKey: The character that shows on the /towny map   | #
# |    commands. When using Unicode use the \u#### 	     | #
# |    format, and use the HTML-code version of the      | #
# |    unicode character.                                | #
# | itemUseIds: If empty, will use values defined in     | #
# |    protection.item_use_ids. If not empty this defines| #
# |    what items are considered item_use.               | #
# | switchIds: If empty, will use values defined in      | #
# |    protection.switch_ids. If not empty this defines  | #
# |    what blocks are considered switches in the type.  | #
# | allowedBlocks: Will make it so players with build or | #
# |    destroy permissions are only able to affect those | #
# |    blocks, see the farm type for an example.         | #
# |                                                      | #
# +------------------------------------------------------+ #
############################################################

townblocktypes:
  types:
  - name: default
    cost: 0.0
    tax: 0.0
    mapKey: +
    itemUseIds: ''
    switchIds: ''
    allowedBlocks: ''
  - name: shop
    cost: 0.0
    tax: 0.0
    mapKey: C
    itemUseIds: ''
    switchIds: ''
    allowedBlocks: ''
  - name: arena
    cost: 0.0
    tax: 0.0
    mapKey: A
    itemUseIds: ''
    switchIds: ''
    allowedBlocks: ''
  - name: embassy
    cost: 0.0
    tax: 0.0
    mapKey: E
    itemUseIds: ''
    switchIds: ''
    allowedBlocks: ''
```

```
  - name: wilds
    cost: 0.0
    tax: 0.0
    mapKey: W
    itemUseIds: ''
    switchIds: ''
    allowedBlocks: GOLD_ORE,IRON_ORE,COAL_ORE,COPPER_ORE,REDSTONE_ORE,EMERALD_ORE,LAPIS_ORE,DIAMOND_ORE,DEEPSLATE_COAL_ORE,DEEPSLATE
  - name: inn
    cost: 0.0
    tax: 0.0
    mapKey: I
    itemUseIds: ''
    switchIds: ''
    allowedBlocks: ''
  - name: jail
    cost: 0.0
    tax: 0.0
    mapKey: J
    itemUseIds: ''
    switchIds: ''
    allowedBlocks: ''
  - name: farm
    cost: 0.0
    tax: 0.0
    mapKey: F
    itemUseIds: ''
    switchIds: ''
    allowedBlocks: BAMBOO,BAMBOO_SAPLING,JUNGLE_LOG,JUNGLE_SAPLING,JUNGLE_LEAVES,OAK_LOG,OAK_SAPLING,OAK_LEAVES,BIRCH_LOG,BIRCH_SAPL
  - name: bank
    cost: 0.0
    tax: 0.0
    mapKey: B
    itemUseIds: ''
    switchIds: ''
    allowedBlocks: ''



###########################################################
# +------------------------------------------------------+ #
# |                  Jail Plot settings                  | #
# +------------------------------------------------------+ #
###########################################################

jail:

  # If true attacking players who die on enemy-town land will be placed into the defending town's jail if it exists.
  is_jailing_attacking_enemies: 'false'

  # If true attacking players who are considered an outlaw, that are killed inside town land will be placed into the defending town':
  is_jailing_attacking_outlaws: 'false'

  # How many hours an attacking outlaw will be jailed for.
  outlaw_jail_hours: '5'

  # How many hours an attacking enemy will be jailed for.
  pow_jail_hours: '5'

  # The maximum hours that a mayor can set when jailing someone, full number expected.
  maximum_jail_hours: '5'

  # Amount that it costs per player jailed for a town, this is withdrawn from the Town bank. Set to -1 to disable.
  fee_initial_amount: '-1'

  # Amount that it costs per player jailed per hour for a town, this is withdrawn from the Town bank. Set to -1 to disable.
  fee_hourly_amount: '-1'
```

```yaml
    # If true jailed players can use items that teleport, ie: Ender Pearls & Chorus Fruit, but are still barred from using other method
    jail_allows_teleport_items: 'false'

    # If false jailed players can use /town leave, and escape a jail.
    jail_denies_town_leave: 'false'

  bail:

      # If true players can pay a bail amount to be unjailed.
      is_allowing_bail: 'false'

      # Amount that bail costs for outlaw or POW arrests.
      bail_amount: '10'

      # Max bail cost that a mayor can set.
      bailmax_amount: '100'

      # Amount that bail costs for Town mayors if captured.
      bail_amount_mayor: '10'

      # Amount that bail costs for Nation kings if captured.
      bail_amount_king: '10'

    # Amount of potential jailed players per town, set to -1 to disable.
    max_jailed_count: '-1'

    # Behaviour for new jail attempts if max jailed count is reached
    # 0 = Unable to jail new players until a current prisoner is released.
    # 1 = A prisoner slot will be made by automatically releasing a prisoner based on lowest remaining time.
    # 2 = A prisoner slot will be made by automatically releasing a prisoner based on lowest custom bail.
    max_jailed_newjail_behavior: '0'

    # If false players will not be provided with a book upon being jailed.
    # The jail book is a book given to people when they are jailed, which explains to them
    # how they can potentially escape from jail and other jail behaviours based on the
    # settings you have configured for your server.
    is_jailbook_enabled: 'true'

    # Commands which a jailed player cannot use.
    blacklisted_commands: home,spawn,teleport,tp,tpa,tphere,tpahere,back,dback,ptp,jump,kill,warp,suicide

    # When true, jail plots will prevent any PVP from occuring. Applies to jailed residents only.
    do_jail_plots_deny_pvp: 'false'

    # When true, Towny will prevent a person who has been jailed by their mayor/town from logging out,
    # if they do log out they will be killed first, ensuring they respawn in the jail.
    prevent_newly_jailed_players_logging_out: 'false'

    # How long do new players have to be on the server before they can be jailed?
    new_player_immunity: 1h

    # Most types of unjailing result in a player being teleported when they are freed.
    # Setting this to false will prevent that teleporting, resulting in the player not being teleported when they are freed.
    unjailed_players_get_teleported: 'true'



##########################################################
# +------------------------------------------------------+ #
# |                Bank Plot settings                    | #
# +------------------------------------------------------+ #
##########################################################
# Bank plots may be used by other economy plugins using the Towny API.

bank:

    # If true players will only be able to use /t deposit, /t withdraw, /n deposit & /n withdraw while inside bank plots belonging to
```

```
    # Home plots will also allow deposit and withdraw commands.
    is_banking_limited_to_bank_plots: 'false'



############################################################
# +-------------------------------------------------------+ #
# |                 Town Ruining Settings                 | #
# +-------------------------------------------------------+ #
############################################################

town_ruining:
  town_ruins:

    # If this is true, then if a town falls, it remains in a 'ruined' state for a time.
    # In this state, the town cannot be claimed, but can be looted.
    # The feature prevents mayors from escaping attack/occupation,
    # by deleting then quickly recreating their town.
    enabled: 'false'

    # This value determines the maximum duration in which a town can lie in ruins
    # After this time is reached, the town will be completely deleted.
    # Does not accept values greater than 8760, which is equal to one year.
    max_duration_hours: '72'

    # This value determines the minimum duration in which a town must lie in ruins,
    # before it can be reclaimed by a resident.
    min_duration_hours: '4'

    # If this is true, then after a town has been ruined for the minimum configured time,
    # it can then be reclaimed by any resident who runs /t reclaim, and pays the required price. (price is configured in the eco sect
    reclaim_enabled: 'true'

    # If this is true, when a town becomes a ruin they also receive public status,
    # meaning anyone can use /t spawn NAME to teleport to that town.
    ruins_become_public: 'false'

    # If this is true, when a town becomes a ruin they also become open to join,
    # meaning any townless player could join the town and reclaim it.
    # You should expect this to be abused by players who will reclaim a town to prevent someone else reclaiming it.
    ruins_become_open: 'false'

    # If this is true, when a town becomes a ruin, and they are a member of a nation, any money in the town bank will be deposited t
    town_bank_is_sent_to_nation: 'false'



############################################################
# +-------------------------------------------------------+ #
# |                   ASCII MAP SYMBOLS                    | #
# |                                                       | #
# | Used in the ascii maps for symbols not determined by  | #
# | townblocktype. See Town Block Types section for more  | #
# | options. When using Unicode use the \u#### format,    | #
# | and use the HTML-code version of the unicode          | #
# | character.                                            | #
# +-------------------------------------------------------+ #
############################################################

ascii_map_symbols:

  # The character used for the home symbol.
  home: H


  # The character used for the outpost symbol.
  outpost: O


  # The character used for plots which are forsale.
```

```
forsale: $


# The character used for plots which are unclaimed.
wilderness: '-'
```

Use this page to learn how Towny works, how various settings affect the game play, what you can do to customize Towny to your liking.

()The Hierarchy

()Nomads

Nomads are simply players who are not part of any town. They are landless and their permission nodes are configurable via TownyPerms (https://github.com/TownyAdvanced/Towny/wiki/Default-Townyperms.yml).yml. Nomads can purchase Embassy plots if they have been given `towny.command.plot.claim` in the Townyperms.yml. Nomads automatically receive the `towny.townless` permission node.

()Residents

Every person who joins your server can become a resident of a town, (by default they are given the towny.town.resident permission node in townyperms.yml's nomad section.) Residents have their own command (https://github.com/TownyAdvanced/Towny/wiki/Towny-Commands) `/resident` which used by itself outputs a Resident Status Screen, displaying Money, Town, Plots owned and Friends. Residents can join towns or choose to start a town of their own.

Residents can also be put into one town automatically when they join the server for the first time by setting `default_town_name: ''` in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml).

Residents who join towns can claim plots that the Mayor of the town has set for sale. When a resident owns 1 or more plots, they will see a new line on their Resident Screen, showing plots owned and a default perm line showing the plot perms (https://github.com/TownyAdvanced/Towny/wiki/How-Towny-Works#towny-plot-perms) given on all plots that resident owns, (which haven't had a custom plot line set.)

Residents who have joined a town have their permission nodes configurable via TownyPerms (https://github.com/TownyAdvanced/Towny/wiki/Default-Townyperms.yml).yml in the towns.default section.

()Towns

(https://www.youtube.com/watch?v=A8DD8050SUI) A town is a collection of residents (or just one resident) with one resident as the mayor. A town also has a bank which the mayor can withdraw from. A mayor can also have assistants who have the same or similar powers as him/herself. Towns can have taxes that will be taken at the end of each day interval.

Towns usually grow outwards from their home block, the townblock the mayor stood in during town creation. Townblocks need to be claimed beside other townblocks, unless the mayor claims an outpost in the wilderness using `/t claim outpost`. Towns can be limited to a number of residents using the config option `global_town_settings.max_residents_per_town`, by default this is not limited. All of the towns on a server can be seen in a list using `/town list`.

As of Towny 0.95.1.0 it is possible to store MetaData on a town, see here (https://github.com/TownyAdvanced/Towny/wiki/Configuring-Metadata-in-Towns-and-Townblocks) for details.

()Mayors

Mayors run towns and with the help of their assistants, manage a town and its residents. Mayors have their permission nodes configurable via TownyPerms (https://github.com/TownyAdvanced/Towny/wiki/Default-Townyperms.yml).yml.

Mayors can decide which ranks their residents fall into, in their town. This can be a Town Assistant or any other custom ranks created by the server admin in the townyperms.yml file. Mayors can see the available ranks using `/town ranklist` command. Players are ranked using `/town rank {add|remove} {playername} {rankname}`. A player can have more than one rank assigned, allowing admins to create diverse town-roles such as bankers, builders, inviters for the mayor to choose for their trusted residents.

Mayors also determine what sort of tax and tax rates the town will charge the residents.

It is not possible to run two towns unless you are also an admin. An admin can do the following to manage two or more towns:

Example: Admin Bob / How to create NPC Towns.

Admin Bob wants to have a server-town, and his own town. Bob would start by creating his Server Town and setting up taxes, plotprices, permissions. This sort of town should not give residents, allies or outsiders permissions in the Server Town.

Bob can give his town unlimited claims using `/ta town {townname} toggle unlimitedclaims` *command.*

When Bob is finished making his town the way he wants he uses `/townyadmin set mayor {townname} npc` *to place a fake 'npc' resident as mayor of the Server Town. This is usually enough to protect the Spawn areas of most servers.*

Then Bob leaves Server Town using `/t leave` *and creates his own new town using* `/t new {townname}`. *Using the* `/townyadmin set mayor {townname} npc`, `/t leave`, *and* `/ta town {townname} add {playername}` *commands Bob can flip back and forth between towns.*

Bob doesn't have to leave his town to add players to the Server Town though! He can use `/townyadmin town {townname} add {playername}` *to add players to the Server Town or set default_town_name: 'Server_Town' in the* config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml). *Many town settings can be configured using the* `/ta town {townname}` *commands.*

Bob can also add the NPC town into a nation using /ta nation add .

As an admin, Bob can also make NPC towns without having to leave his own town using the `/ta town new {townname} npc` *command.*

As of Towny 0.95.1.0 mayors have the ability to set titles (prefixes) and surnames (postfixes) to the residents of their town. This is done with:

- `/town set title {name} titlegoeshere`
- `/town set surname {name} surnamegoeshere`

.()Outlaws

As of Towny 0.92.0.0, towns (typically mayors by default, but possibly other town ranks,) can set a list of Outlaws. Outlaws are set using `/town outlaw [add/remove] [name]` and the command requires the `towny.command.town.outlaw` permission node. Outlaws can be any player and do not have to be in a town or nation.

If the newly-minted outlaw is a member of your town they will be kicked. Towns that have themselves set to Open-status (anyone can join using the `/town join` command,) can use the outlaw list to prevent these players from joining their town freely. Players cannot spawn to public towns which consider them outlaws.

Players that enter into a town where they are considered to be an outlaw will see a warning-title-message informing them. If a player is online and they are made into an Outlaw they will see a message in chat.

Outlaws can be jailed if they die in the town where they are considered to be an outlaw. This requires the `jail.is_jailing_attacking_outlaws` option in the Towny config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) to be set to true. It also requires the person who's done the killing to have the `towny.outlaw.jailer` permission node. It also requires the town to own at least one jail plot. By default only Mayors, Assistants and Sheriff ranks have the `towny.outlaw.jailer` permission node.

A town member can view their town's outlaw list using `/town outlawlist`. Anyone can view any town's outlawlist using `/town outlawlist {townname}`

As of Towny 0.96.4.0 you can optionally have outlaws teleport away from the towns they're not allowed in. When `allow_outlaws_to_enter_town` is set to false in the Towny config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) outlaws will be teleported away. The `outlaw_teleport_warmup` setting will determine how quickly this will happen, when set to 0 it will be instant or it can be any number of seconds.

.()Nations

(https://www.youtube.com/watch?v=A8DD8050SUI) A nation is a collection of towns (or just one town) with one town as the capital. The mayor of that capital is the nation leader. A nation can join the war event, as well as ally other nations. A nation also has it's own bank. It can also tax the towns that belong to it.

Nations can also have a spawn reached using `/nation spawn` which if the nation is considered 'Public' can be reached by nearly any non-enemy players. The nation spawn can be restricted to the capital in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `global_nation_settings.capital_spawn` otherwise the spawn point can be anywhere in the nation.

Two nations can decide to join in an alliance, which allows them to be protected from friendly fire, help on each others plots (if the plot's perm line allows allies,) and to help each other in war. As of 0.91.0.0, you may restrict nation alliances to be 2-way only. So that Nation A cannot consider Nation B an ally unless the Nation B also considers Nation A an ally. You may turn this setting on in the config: `war.disallow_one_way_alliance`, which defaults to false.

Also, as of 0.91.0.0, you may restrict who can create, join and maintain a nation by requiring a minimum number of residents. See the Global Town Settings section of the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml).

As of 0.92.0.0, you may set a maximum distance between the nation capital and towns which are allowed to join the nation. See the Global Town Settings section of the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml).

As of 0.93.0.0, nations can grant a NationZone which surrounds the towns which are members. This is enabled at `global_nation_settings.nationzone.enable` in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml). NationZones are just like normal wilderness except the only players which can modify the area are members of the nation. This can be useful to prevent greifing near to towns who have a nation. NationZones can be increased in size by increasing the population of the nation using the NationLevels in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml), you can optionally make the capital town have a larger NationZone. NationZones can be disabled during war time in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `global_nation_settings.nationzone.war_disables`. As of 0.97.3.0 NationZones can be toggled off by a mayor using `/t toggle nationzone`, and admins can set a specific size of NationZone for a Town using `/ta town set nationzoneoverride #`.

As of 0.96.2.0 you can configure a maximum number of residents per-town if they do not have a nation, at `global_town_settings.maximum_number_residents_without_nation`. When set above 0 towns will have to form nations to add more residents.

Nations can grant many perks to their towns which can increase as the nation population increases, these include:

- Bonus townblocks to be claimed.
- Cheaper town upkeep costs.
- Larger surrounding NationZones.
- An increased outpost limit.

()Nation Leaders

Nation Leaders lead Nations and are the mayor of the capital city. Leaders have their permission nodes configurable via TownyPerms (https://github.com/TownyAdvanced/Towny/wiki/Default-Townyperms.yml).yml. Leaders can decide which ranks their residents fall into, in their nation. This can be a Nation Assistant or any other custom ranks created by the server admin in the townyperms.yml file. Leaders can see the available ranks using `/nation ranklist` command. Players are ranked using `/nation rank {add|remove} {playername} {rankname}`. A player can have more than one rank assigned, allowing admins to create diverse nation-roles such as bankers, inviters for the leader to choose for their trusted residents.

Leaders have the ability to set titles (prefixes) and surnames (postfixes) to the residents of the towns they have in their nation. This is done with:

- `/nation set title {name} titlegoeshere`
- `/nation set surname {name} surnamegoeshere`

Typing the commands with nothing after the player's name resets the title or surname to blank.

()Configuring Mayor and Nation Leader Titles, Town and Nation Names

Towny gives you the ability to customize the naming scheme applied to Mayors, Nation Leaders, Towns, Capital Cities and Nations. This is done with two sections in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml)

()Configuring town_level and nation_level

town_level:

- The basic layout of the townLevel lines are as follows:

```
    - numResidents: 1
      namePrefix: ''
      namePostfix: ' (Settlement)'
      mayorPrefix: 'Hermit '
      mayorPostfix: ''
      townBlockBuyBonusLimit: 0
      townBlockLimit: 16
      upkeepModifier: 1.0
      townOutpostLimit: 0
      debtCapModifier: 1.0
      peacefulCostMultiplier: 1.0
      bankCapModifier: 1.0
      resourceProductionModifier: 1.0
      townBlockTypeLimits:
      - shop: 2
      - arena: 2

    - numResidents: 2
      namePrefix: ''
      namePostfix: ' (Hamlet)'
      mayorPrefix: 'Chief '
      mayorPostfix: ''
      townBlockBuyBonusLimit: 0
      townBlockLimit: 32
      upkeepModifier: 1.0
      townOutpostLimit: 1
      debtCapModifier: 1.0
      peacefulCostMultiplier: 1.0
      bankCapModifier: 1.0
      resourceProductionModifier: 1.0
      townBlockTypeLimits:
      - shop: 5
      - arena: 4
```

These are read as follows: | variable | description | |:----:|:---- | |numresidents: 1 | This is how many residents a town needs to reach the town_level.| |namePrefix: ''| This is added to the front of the town name. | |namePostfix: ' (Settlement)' | This is added to the end of the town name.| |mayorPrefix: 'Hermit ' | This is added to the front of the mayor's name. | |mayorPostfix: ''| This is added to the end of the mayor's name. | |townBlockBuyBonusLimit: 0 | This is the maximum number of plots which the town can buy using /town buy bonus.

Requires town.max_purchased_blocks_uses_town_levels set to true in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml). |

|townBlockLimit: 16| This overrides the town_block_ratio config setting and decides how many townblocks a town gets.

Requires town_block_ratio: '0' set in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml). | |upkeepModifier: 1.0| Use a higher multiplier to increase the upkeep as towns get more residents.

Does not affect servers with town_plotbased_upkeep:true in which case it is based off of plot-count rather than resident-count, *unless* you've also got town_plotbased_upkeep_affected_by_town_level_modifier:true)| |townOutpostLimit: 1| This is how many outposts a Town can claim.

Requires limit_outposts_using_town_and_nation_levels set to true in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml). |

|debtCapModifier: 1.0| When debt_cap_uses_town_levels is set to true in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml), the debt_cap override price will be multiplied by the debtCapModifier in the town_level. (Ex: debtCapModifier of 3.0 and debt_cap.override of 1000.0 would set a debtcap of 3.0 x 1000 = 3000.)| |peacefulCostMultiplier: 1.0| Affects the cost a town will pay to remain neutral, based on the town population, multiplying population times the economy.price_town_neutrality in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml).| |resourceProductionModifier: 1.0| Alters the resources gained daily for a town from the TownyResources (https://github.com/TownyAdvanced/TownyResources) plugin.| |bankCapModifier: 1.0| Affects the maximum amount a town is allowed to store in their town bank, based on the town population, multiplying population times the economy.banks.town_bank_cap in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml).| |townBlockTypeLimits| townBlockTypeLimits is a list which may or may not be present. If a server wants to limit the amount of each Plot Type a town can have, this is where it is done. A list can be empty [] or it can have as many or as few of the plot types present. |

- The two levels above are for towns of 1 and 2 residents. When a town is created the mayor's new town has (Settlement) added to the end of his townname and he is given the prefix of Hermit. When the mayor gets a second resident his town becomes Townname (Hamlet) and he receives the prefix of Chief.

nation_level:

- The basic layout of the nationLevel lines are as follows:

```
    -  numResidents: 10
       capitalPrefix: ''
       capitalPostfix: ''
       namePrefix: 'Federation of '
       namePostfix: ' (Nation)'
       kingPrefix: 'Count '
       kingPostfix: ''
       townBlockLimitBonus: 10
       upkeepModifier: 1.0
       nationTownUpkeepModifier: 1.0
       nationZonesSize: 1
       nationBonusOutpostLimit: 2
       peacefulCostMultiplier: 1.0
       bankCapModifier: 1.0

    -  numResidents: 20
       capitalPrefix: ''
       capitalPostfix: ''
       namePrefix: 'Dominion of '
       namePostfix: ' (Nation)'
       kingPrefix: 'Duke '
       kingPostfix: ''
       townBlockLimitBonus: 20
       upkeepModifier: 1.0
       nationTownUpkeepModifier: 1.0
       nationZonesSize: 2
       nationBonusOutpostLimit: 3
       peacefulCostMultiplier: 1.0
       bankCapModifier: 1.0
```

These are read as follows: | variable | description | |:----:|:---- | |`numResidents: 10`| This is how many residents a nation must have to reach the nation level.| |`capitalPrefix: ''`| This is added to the front of the capital city of the nation.| |`capitolPostfix: ''`| This is added to the end of the capital city of the nation.| |`namePrefix: 'Federation of '`| This is added to the front of the nation name.| |`namePostfix: ' (Nation)'`| This is added to the end of the nation name.| |`kingPrefix: 'Count '`| This is added to the front of the nation-leader.| |`kingPostfix: ''`| This is added to the end of the nation-leader's name.| |`townBlockLimitBonus: 10`| This is the number of bonus townblocks given to a town when they join a nation.| |`upkeepModifier: 1.0`| Use a higher multiplier to increase the upkeep as nations get more residents (unless you use `town_plotbased_upkeep:true` in which case it is based off of plot-count rather than resident-count.)| |`nationTownUpkeepModifier: 1.0`| Joining a nation will lower/raise how much town upkeep your town pays. This multiplier is calculated after all other multipliers have their effect on the town upkeep cost. When set at 1.0, there is no change to upkeep.| |`nationZonesSize: 2`| How many plots wide the NationZone is surrounding a town.| |`nationBonusOutpostLimit: 2`| How many outposts more that the town can claim on top of it's usual limit.| |`peacefulCostMultiplier: 1.0`| Affects the cost a nation will pay to remain neutral, based on the nation population, multiplying population times the `economy.price_nation_neutrality` in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml).| |`bankCapModifier: 1.0`| Affects the maximum amount a town is allowed to store in their town bank, based on the town population, multiplying population times the `economy.banks.town_bank_cap` in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml).|

()How Towns Grow

()Starting a Town

Mayors start towns using the command `/town new {townname}`. This will often require an amount of money set in the config at `price_new_town`.

The townblock they are standing in will be the home block for the town, the exact spot/position will be the spawn point for the town. A mayor can move the spawn point within the homeblock using `/t set spawn`. The homeblock can be moved to another claimed townblock using `/t set homeblock`.

More townblocks can be claimed using `/town claim`. These townblocks need to be directly adjacent to already claimed townblocks, unless it is an outpost.

()Joining Towns

There are two ways to join towns, the first is by being invited by a Mayor or a Town assistant. The second is by joining an open town.

Mayors and assistants can add players to their town with the command `/town add {playername}`. The player will receive a prompt to either `/accept` or `/deny` the invitation.

Mayors can set their towns to open using `/town toggle open`. A player who isn't in a town already can use the command `/town join {townname}` to join open towns. Open towns can be viewed using the `/town list by open`.

When residents join towns they increase the number of townblocks accessible to the mayor for claiming.

()Plot System of Land Ownership

()Town Blocks

Towny provides a server admin a hands-off approach to block-protection. Block protection is broken down into plots of land, called townblocks, which by default are 16x16xN (where N is the full height of the world.) Think of them as cells on a uniform grid, all aligned and with no space in between each other, every one the same size. Townblocks are claimed by town mayors who can then sell/give individual plots to their town's residents.

As of Towny 0.95.1.0 it is possible to store MetaData on a townblock, see here (https://github.com/TownyAdvanced/Towny/wiki/Configuring-Metadata-in-Towns-and-Townblocks) for details.

()Town Block Size

You change the townblock size in config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `town_block_size: 16`. **Changing this value is suggested only when you first install Towny.** Doing so after entering data will shift things unwantedly. Using smaller value will allow higher precision, at the cost of more work setting up. Also, extremely small values will render the caching system used by Towny useless (it is not recommended to go below 4.) Each cell is (`town_block_size` x `town_block_size` x N) in size, with N being the full height of the world.

()Claiming Townblocks

Towns' residents can claim townblocks for the town as long as they have the right permission nodes. By default this is restricted to Mayors and people with the Assistant rank. The player uses `/town claim` or `/town claim #` or `/town claim rect|circle #|auto` or `/town claim auto` to claim townblocks for their town.

command	result
`/town claim`	Claims one plot, where the player is standing.
`/town claim #`	Claims a square with a radius equal to the given #, sometimes down-sizing the radius to make a perfect square, surrounding the command user.
`/town claim rect #`	Claims a square with a radius equal to the given #, sometimes down-sizing the radius to make a perfect square, surrounding the command user.
`/town claim rect auto`	Claims all possible townblocks in a square shape, centered around the command user.
`/town claim circle #`	Claims a circle with a radius equal to the given #, sometimes down-sizing the radius to make a perfect circle, surrounding the command user.
`/town claim circle auto`	Claims all possible townblocks in a circle shape, centered around the command user.
`/town claim auto`	Claims all possible townblocks in a square shape centered around the command user.

Using the `/town` command will list how many townblocks are available to be claimed.

As of 0.95.0.0 you may set a refund amount for unclaiming townblocks at `economy.new_expand.price_claim_townblock_refund`, it is not recommended that this be set at or higher than the cost to claim a townblock. As of 0.98.0.0 you may set the refund amount to a negative number, allowing you to charge players to unclaim their land.

As of 0.95.0.0 you may make the cost of claiming townblocks increase at `economy.new_expand.price_claim_townblock_increase`. When set to 1 this is deactivated. 1.3 means +30% to every bonus claim block cost. Cost increase can be seen in `/towny prices` output.

As of 0.96.3.0 you can set the maximum price that the `economy.new_expand.price_claim_townblock_increase` can reach. This is set at `economy.new_expand.max_price_claim_townblock` in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml).

As of 0.99.0.0 you can force Towns to claim their land in different shapes. The `town.min_adjacent_blocks` found in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) sets a rule on how many adjacent townblocks must be next to a plot in order to be claimed by a town. By default this is set to -1 and is inactive but when set to 2 or 3 it can be used to prevent claiming in straight lines.

()Setting How Many Town Blocks A Town Receives

You can change how many town blocks a town gets to claim. This is done in two places. Towny checks first in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `town_block_ratio: 8` and by default gives a town 8 townblocks per resident. You can override this by setting `town_block_ratio: 0` and using the town_level section of the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) More information on the town_level line and how to configure it is here. The config setting `town.town_block_limit` determines the absolute maximum number of TownBlocks a Town can accrue, when the setting is larger than 0.

As of Towny 0.98.0.0 it is possible for a town to receieve an unlimited amount of townblocks. This is done via the config, by setting the `town_block_ratio` to -1 (affecting all towns,) or via the `/ta town TOWNNAME toggle unlimitedclaims` command (affecting just one town.)

()Buying Townblocks

Normally Towny limits a town's townblocks to a number based on resident count or town_level. Towny allows towns to purchase additional townblocks that the town can then claim, using `/town buy bonus {amount}`. There are two methods you can limit how many townblocks can be purchased by a town:

1. If `town.max_purchased_blocks_uses_town_levels` is set to false: the max is set in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `max_purchased_blocks: '0'`.
2. If `town.max_purchased_blocks_uses_town_levels` is set to true: the max is dictated via the town_level's `townBlockBuyBonusLimit` setting, allowing towns with more residents to purchase more townblocks.

The price of a bought townblock is also set in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `price_purchased_bonus_townblock: '25.0'`. The price can be configured to increase with each purchase using the `price_purchased_bonus_townblock_increase: '1.0'` config setting. Using this feature, mayors can grow their town without needing new residents. Increasing costs can be seen in `/town buy bonus` output.

As of Towny 0.96.3.0 you can set a maximum price that the `price_purchased_bonus_townblock_increase` will be able to go to. This is set at `economy.new_expand.price_purchased_bonus_townblock_max_price` in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml).

Admins are able to give/take these purchased townblocks from towns using the `/ta town TOWNNAME giveboughtblocks [#|unset]` command. Use a negative number to remove townblocks, or unset to remove all purchased townblocks.

()Overclaiming Townblocks

As of Towny 0.99.1.0, a feature called Overclaiming has been added to Towny. It is disabled by default and has to be enabled at `town.overclaiming.being_overclaimed_allows_other_towns_to_steal_land` in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml).

When the feature is enabled towns which have become "overclaimed". Towns are considered "overclaimed" when their townblock limit is less than what they have claimed, ie: 120/100 TownBlocks.

Land is stolen one plot at a time using the the `/t takeoverclaim` command. It has some requirements:

- This command must be used at the edge of a town, which is adjacent to your town.
- Your own town cannot be overclaimed.
- You must be able to pay the special cost set in the config at `economy.takeoverclaim.price`
- Towns can only have land stolen from them until they are no longer overclaimed!
- (Optionally) the town that is overclaiming land from another might have to be of a certain age, preventing new towns from being made to overclaim land.
- (Optionally) there might be a cooldown on using the `/t takeoverclaim' command.

TownBlocks that can be stolen will have a [TakeoverClaim Available] added to their ChunkNotification.

Mayors of overclaimed towns, and potentially-soon-overclaimed towns will see various messages warning them:

- on login while being overclaimed,
- when they approach their claim limit while claiming land,
- and when they lose a resident that would put them at risk of being overclaimed.

Overclaiming does not allow a town to be split into two separate parts, requiring the Town that is stealing land to work from the outside inwards.

Important:

- It is highly recommended to only use this on servers where outposts are disabled, and requiring a number of adjacent claims over 1 is enabled.
- There is an option to prevent stealing land too close to a Town's HomeBlock in the config at `town.overclaiming.overclaiming_prevented_by_homeblock_radius`!

()Plot Groups

Plots can be grouped together into *plot groups*. This allows plots to be sold/bought and manipulated as if it were one Plot. To create a group a player must have the proper permissions to operate on it. The player then stands in the plot and executes: `/plot group add {group_name}`, Towny will add the plot you're standing in, into a group if it exists, or create a new one if a group with that name doesn't exist. Simply repeat the command `/plot group add {same_group_as_above}` while standing in other plots to add those plots to the group.

Most of the other commands used to manipulate plots are the same with one exception, instead of starting with the prefix `/plot`, plot group operations start with the `/plot group` prefix. For example to set a property for sale you do `/plot fs 10000`, but for a plot group named highlands you would do `/plot group fs 10000`. Perms, types and others follow this convention. See `/plot group ?` for full command list.

()Plot Types

(https://www.youtube.com/watch?v=7nB8kUDkV-A) Players can use `/town plots {townname}` to view the counts of various plot types in a town. Towny post-0.75 has added plot types besides the default. This is to give mayors more control over their towns.
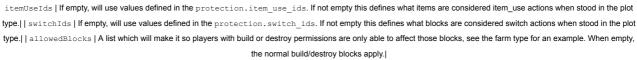
A plot's cost to create (using the `/plot set {plottype}` command,) and the plot tax paid by the player to keep ownership of the plot are set in the `townblocktypes.types` section of the config.

As of Towny 0.98.4.0 you can limit how many of each plot type a town can have using the town_level's townBlockTypeLimits list.

As of Towny 0.98.0.0 you can create any number of TownBlock Types! Your config contains a townblocktypes section. In it you will find the below plot types, but you can add your own as well. It is not recommended that you remove any types added by default though.

() Custom Plot Types

A custom plot type consists of 7 elements: | key | explanation | |:----:|:---- | | `name` | the name used for this townblock, in-game and in the database.| | `cost` | Cost a player pays to set a townblock to the type. | | `tax` | The amount a player has to pay city each day to continue owning the plot. If tax is set to 0, the towns' plot tax will be used instead. | | `mapKey` | The character that shows on the `/towny map` commands.| | `itemUseIds` | If empty, will use values defined in the `protection.item_use_ids`. If not empty this defines what items are considered item_use actions when stood in the plot type.| | `switchIds` | If empty, will use values defined in the `protection.switch_ids`. If not empty this defines what blocks are considered switch actions when stood in the plot type.| | `allowedBlocks` | A list which will make it so players with build or destroy permissions are only able to affect those blocks, see the farm type for an example. When empty, the normal build/destroy blocks apply.|

The plot types that Towny provides are as follows:

()Default Plots

These plots do not need any specific command to be designated. They are put up for sale with `/plot forsale {$$}`. A plot which is not of default type can be reset to a default plot with `/plot set reset`.

()Shop Plots

Shop plots are designated with `/plot set shop`. A mayor can use `/town set shopprice {$$}` to set how much shop plots are sold at by default. This can be overridden when a mayor puts the actual plot up for sale with `/plot forsale {$$}`. A mayor can also charge an additional shoptax with `/town set shoptax {$$}`. This tax is charged in addition to the normal plottax.

()Arena Plots

Arena plots are designated with `/plot set arena`. PVP is on all the time in arena plots as well as friendly-fire damage. Town health regen is also disabled in arena plots.

()Embassy Plots

Embassy plots are designated with `/plot set embassy`. A mayor can use `/town set embassyprice {$$}` to set how much embassy plots are sold at by default. This can be overriden when a mayor puts the actual plot up for sale with `/plot forsale {$$}`. A mayor can also charge an additional embassytax with `/town set embassytax {$$}`. This tax is charged in addition to the normal plottax. An embassy plot can be bought by any player, whether they are in a town or not, as long as they have the `towny.command.plot.claim` permission node. The townblock remains owned by the host-town and a mayor from the host-town can take the plot from the owner at any time. Embassy plots can also be changed into shop plots, allowing for larger shop towns, where many different towns' players can set up shops. When a player leaves a town they do not lose ownership of their plots if those plots are set to be Embassy plots.

()Wilds Plots

Wilds plots are designated with `/plot set wilds`. A wilds plot allows residents to destroy the blocks found on the wild ignore ID list. This includes ores, trees, flowers, mushrooms and other harvestable blocks by default. It does not include stone, dirt, grass and other terrain blocks. It is useful for creating tree farms, and protecting the terrain around a town, while still allowing residents to cut trees and explore caves.

A player can use `/towny wildsblocks` to see a server's allowed wilds plots blocks.

Setting up wilds plots can be slightly complex, here are instructions.

---

1. Navigate to your towny\data\worlds\WORLDNAME.txt file

2. Set:

- *unclaimedZoneBuild=false*
- *unclaimedZoneDestroy=false*

3. Configure the unclaimedZoneIgnoreIds line to include the blocks you would like players to break/build.

4. Go to the Wilds plots you can set using `/plot set wilds`

By default residents will have build/destroy enabled for them, you can also set allies or outsiders perms if you want non-town-members to use the Wilds plots.

()Inn Plots

Inn plots are designated with `/plot set inn`. Inns are most useful when the `deny_bed_use` setting is true in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml). This setting makes it so that players cannot use beds in plots they do not personally own, *except* when that plot is an Inn plot.

Inn plot allows anyone to use a bed to set their `/res spawn` and spawn on death locations. However, Inn plots cannot be used by enemies of your nation.

()Jail Plots

Jail plots are designated with `/plot set jail`.

Players can become jailed if:

- The player's mayor/sheriffs send them to jail using one of the following commands:
  - `/town jail [name]` - Jails the given player for 1 hour, must be a resident of your own town.
  - `/town jail [name] {hours}` - Jails the given player for the given hours.
  - `/town jail [name] {hours} {jail}` - Jails the given player for the given hours, in the given jail plot (which is a number.)
  - `/town jail [name] {hours} {jail} {cell}` - Jails the given player for the given hours, in the given jail plot and jail cell (which are both numbers.)
- An attacker who attacks a town which considers him an Enemy (Nation-relationship) dies in that Town. He is sent to the defending town's primaryjail.
- An attacker who attacks a town which considers him an Outlaw dies in that Town by a player with the `towny.outlaw.jailer` permission node. He is sent to the defending town's primaryjail. In the config `jail.is_jailing_attacking_outlaws` must be true.

Jailed players become unjailed if:

- they leave their town and become a nomad,
- the mayor/sheriff unjails them,
- the player pays a bail amount to the town which jailed them, (using: `/resident jail paybail`)
- they manage to escape the jail plot and the town and get into Wilderness.

In addition:

- Jailed players cannot teleport.
- Jailed players cannot use Ender Pearls or Chorus Fruit unless enabled in the config.
- Jailed players who die are sent back to their prescribed jail plot.
- Jailed players do not give monetary payouts when they are killed.
- Jailed players show their jailed status in the `/res [playername]` screen, along with the town they are jailed in.
- It is suggested you make a new town rank in the townyperms.yml called Sheriff, and give that rank the `towny.command.town.toggle.jail` node. Newly generated townyperms.yml files will contain this rank by default.
- There is a list in the config at `jail.blacklisted_commands` where you can set a list of commands which jailed players cannot use.

Also:

- Optionally in the config: newly-jailed players who log out before they can be teleported to their cell will be killed.
  - The player is warned to prevent surprises.
  - Works similar to many combat-logging plugins.
- Optional new-player jail immunity
  - Set in the config, how long a new player to the server is protected from being jailed.

Jail plots can have multiple jail cells in them. Jail cells are made using `/plot jailcell add` and removed using `/plot jailcell remove`. Jail cells' spawn locations are marked ingame using a ring of particles.

A town can see a list of their jails using `/town jail list`. A town sets their primaryjail using `/town set primaryjail` while standing in a jail plot. Their first jail will automatically become the primaryjail.

Players which are jailed will receive a nice book explaining to them how they can get out of jail, with information pulled from the the server's config file.

()Farm Plots

(https://www.youtube.com/watch?v=gJihLaYeWR4)

Farm plots are designated with `/plot set farm`. A Farm plot players to only build/destroy blocks designated in the Towny config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `global_town_settings.farm_plot_allow_blocks`. By default this list includes:


```
BAMBOO,BAMBOO_SAPLING,JUNGLE_LOG,JUNGLE_SAPLING,JUNGLE_LEAVES,OAK_LOG,OAK_SAPLING,OAK_LEAVES,BIRCH_LOG,BIRCH_SAPLING,BIRCH_LEAVES,ACAC
```

Players can use `/towny allowedblocks` to see a list of a server's farmblocks.

Who can build/destroy these blocks is still determined by the plot's perm line seen in the `/plot perm` screen. This means that if B=rnao, anyone can plant/place the allowed blocks in the plot. If the B=r--- then only town residents can plant/place the allowed blocks.

If admins want, they can add FARMLAND to the allowed blocks list, which will allow anyone allowed via the perm line to also make farmland with a hoe. By default FARMLAND is not included and only admins/mayors/assistants will be able to create farmland with a hoe. Towny already protects farmland from being stomped into grass, so farmland will only return to dirt if it is not irrigated.

Farm plots also allow player to kill animals in the plot. In order to kill the configured animals list the player must be able to break wheat blocks on the plot. The list of animals is set in the config at `global_town_settings.farm_animals`. By default this list includes `PIG`,`COW`,`CHICKEN`,`SHEEP`,`MOOSHROOM`.

()Bank Plots

Bank plots are designated with `/plot set bank`. Bank plots can be used to limit town and nation bank depositing/withdrawing. By default this setting is off but can be turned on at `bank.is_banking_limited_to_bank_plots` in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) Bank plots are more useful for other plugins which would want to limit their banking features to within Towny bank plots.

()Outposts

Normally townblocks are claimed around the home block, always connected to the town's other townblocks. To claim a townblock out in the wilderness or in another world, a mayor or assistant must claim an outpost. In order for players to claim outposts, the config must be set to `allow_outposts: true` and players require `towny.town.claim.outpost` in their permission node group. The outpost list can be viewed by using `/town outpost list` command. The spawn point inside of an outpost townblock can be moved using the `/t set outpost` command.

The residents of the Town can teleport to outposts to using `/town outpost x|name|name:x`

- with x being a number 1 - however many outposts the town has
- where name is the plot name of the outpost (seen in `/t outpost list` and set using `/plot set name {name}`.)
- where name:1asdasda - useful for when a plot name begins with a number.

An admin can configure how many outposts a player can claim, this is set in your permissions plugin's info/option/meta node section using the towny_maxoutposts: info node. See here. (https://github.com/TownyAdvanced/Towny/wiki/Towny-Permission-Nodes)

Alternatively, as of 0.93.0.0, you can use the config.yml's town_level and nation_level maxoutpost values to give larger towns more outposts to claim, and bonus outposts to towns in nations. This requires enabling the feature in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `global_town_settings.limit_outposts_using_town_and_nation_levels`.

An admin can also set a number of residents required by a town before they can claim outposts, using the `minimum_amount_of_residents_in_town_for_outpost` setting. By default there is no resident requirement.

Outposts cannot be claimed too close to other home blocks, just like when a mayor starts a town they cannot be too close. The exact number is set in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `min_distance_from_town_homeblock: 5`. In the default setting an outpost cannot be claimed within 5 townblocks of any other homeblock.

You can also configure how close an outpost can get to any other town's plots using `town.min_distance_for_outpost_from_plot`.

You can also set the cost of claiming an outpost in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `price_outpost: 500.0`.

()Buying and Selling Land

(https://www.youtube.com/watch?v=kiOb2dxu0Zw) Land is sold by Mayors to Residents that are a part of their town. `using_economy: true` must be set in [config.yml](https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) in order for costs to be applied. Mayors have a command used in game to set the cost of all the plots that are set for sale hence-forth.

- `/town set plotprice {$}`
  - This sets the cost of newly-set-for-sale plots, already set-for-sale plots keep their costs.
  - If it is not set, the plots will cost $0 by default.

To put a plot up for sale a mayor, while standing in the plot, type `/plot forsale {optional cost}`. The resident would then type `/plot claim` (while standing in the plot,) to buy it.

()Preventing areas from being claimed

There are three ways to prevent people from claiming land.

1. The first is to make an entire world unable to be claimed: while in the world use `/tw toggle claimable`. This will prevent anyone from making a town and claiming land (including outposts.)

2. The second method is to make your own town at the location, no one can claim something that has already been claimed:

> *If you already have a town use `/ta set mayor TOWNNAME npc`. Then use `/t leave`. Then start your town at the location you don't want to have claimed. If you*
> *need more townblocks, as an admin you can use `/ta town TOWNNAME toggle unlimitedclaims` to give your town more townblocks to claim with. When you're*
> *finished claiming simply use `/ta set mayor TOWNNAME npc` and then `/t leave`. Your newly-made NPC town will not have to pay any upkeep and will be a*
> *permanent town on your server. To rejoin your previous town use `/ta town TOWNNAME add YOURNAME` and then `/ta set mayor YOURTOWN YOURNAME`.*

3. The third method is to use WorldGuard-Towny (https://github.com/TownyAdvanced/WorldGuard-Towny). When this plugin is installed on your server, any WorldGuard region which has had the town-creation flag added to it (https://github.com/TownyAdvanced/WorldGuard-Towny/wiki/Preventing-Town-creation-in-a-region-via-Region-Flag) will not allow for any Towny claim to be made.

()Using the Maps

The map in towny displays the grid system of plots. The map can be viewed once using `/towny map` one time or you can set the map to show every time you move from one block to another:

> - *Use `/resident toggle map` to turn it on or off.*

A larger version of the map can be seen using `/towny map big`.

A hud version of the map can be seen using `/towny map hud`.

()Plot Regeneration & Unclaimed Plots

There are 4 options for affecting townblocks/plots.

()Reverting unclaimed townblocks to their original state on unclaim

When a town plot is unclaimed (by a player using `/t unclaim` or through upkeep) it will slowly begin to revert to a pre-town state. Blocks will slowly change back to a snapshot taken of the plot when it was first claimed. A townblock must revert completely before the snapshot of the townblock is removed. If townblock is reclaimed mid-revert, a new snapshot is not taken and if the townblock is unclaimed again it will revert to the original snapshot.

> - *Disabling this feature is done in the towny\data\worlds\worldname.txt @ `usingPlotManagementRevert=false`,*
> - *or by using `/tw toggle revertunclaim` while standing in the world you want to toggle it in.*
> - *Disabling this feature for new worlds is done in the config at `new_world_settings.plot_management.revert_on_unclaim.enabled`.*

You can configure certain block types you don't want restored to prevent players exploiting regen for diamond ores.

> - *Block types to not restore are configured in `plotManagementIgnoreIds` in the world's txt file towny\data\worlds\worldname.txt.*
> - *Defaults for new worlds are set in the config at `new_world_settings.plot_management.revert_on_unclaim.block_ignore`*

Alternatively, you can use a whitelist to only restore blocks on the list:

> - *The whitelist is set in the world's revertOnUnclaimWhitelistMaterials="" line.*
> - *When this is empty the whitelist does not function and the plotManagementIgnoreIds list is used instead.*
> - *Defaults for new worlds are set in the config at `new_world_settings.plot_management.revert_on_unclaim.block_whitelist`.*
> - *This list is useful for when you want only 'natural' blocks to regenerate like stone, grass, trees, etc., useful when you allow players to build/destroy in the wilderness.*

()Deleting pre-defined blocks on unclaim

When a town plot is unclaimed (by a player using `/t unclaim` or through upkeep) block materials matching a list will be deleted within that townblock. This can be useful for deleting all signs within a townblock, ensuring any chests locked with Lockette or Deadbolt signs are unlocked.

- *Disabling this feature is done in the towny\data\worlds\worldname.txt @* `usingPlotManagementdelete=false`
- *Disabling this feature for new worlds is done in the config at* `new_world_settings.plot_management.block_delete.enabled`

You can configure the list of Material names to be removed on a per-world basis.

- *The materials listed in the towny\data\worlds\worldname.txt @* `plotManagementDeleteIds=` *will be removed from the townblock.*
- *Defaults for new worlds are set in the config at* `new_world_settings.plot_management.block_delete.unclaim_delete`

()Plot-Owners' and Mayors' `/plot clear` command

A feature available only to Town Mayors on public town land: `/plot clear`. This command is meant to be used after a plot was personally owned by a resident, who either moved to another plot or left town. By default this list includes only signs, useful for mayors to remove sign-protection on doors, chests, furnaces, dispensers and trapdoors given via Lockette or Deadbolt.

A player can use `/towny plotclearblocks` to see which blocks will be removed when /plot clear is used.

- *Disabling this feature is done in the in the towny\data\worlds\worldname.txt @* `usingPlotManagementMayorDelete=false` *or via the* `/tw toggle plotcleardelete` *command, in the applicable world.*
- *Disabling this feature for new worlds is done in the config at* `new_world_settings.plot_management.mayor_plotblock_delete.enabled`

You configure the list of Material names to be removed when this command is used.

- *The list of blockIDs is listed in the towny\data\worlds\worldname.txt @* `plotManagementMayorDelete=`
- *Defaults for new worlds are set in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at* `new_world_settings.plot_management.mayor_plotblock_delete.mayor_plot_delete`

As of Towny 0.79.1.0, players can use this command within plots they personally own.

()Wilderness Regeneration

The wilderness explosion regeneration has two settings:

Entity Explosions

This feature regenerates explosions made by entities, such as TNT, Creepers, WitherSkulls, EnderDragons and others (it is a configurable list.) These settings are copied to the individual world files, so you must make changes per world.

- *Disabling this feature for entity explosions is done in the in the towny\data\worlds\worldname.txt @* `usingPlotManagementWildRegen=true`
- *or by using '/tw toggle revertentityexpl' while standing in the world you want to toggle it in.*
- *Disabling this feature for new worlds is done in the config at* `new_world_settings.plot_management.wild_revert_on_mob_explosion.enabled`
- *The list of entities whose explosions will revert is set in the towny\data\worlds\worldname.txt @* `PlotManagementWildRegenEntities`
- *The default list applied to new worlds is set in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) @* `new_world_settings.plot_management.wild_revert_on_mob_explosion.entities`

Block Explosions

As of Towny 0.96.3.0 you can now specify a list of blocks whose explosions will be reverted (think: beds in the nether,) again per-world with the default for new worlds set in the config.

- *Disabling this feature for block explosions is done in the in the towny\data\worlds\worldname.txt @* `usingPlotManagementWildRegenBlocks=true`
- *or by using '/tw toggle revertblockexpl' while standing in the world you want to toggle it in.*
- *Disabling this feature for new worlds is done in the config at* `new_world_settings.plot_management.wild_revert_on_mob_explosion.enabled`
- *The list of blocks whose explosions will revert is set in the towny\data\worlds\worldname.txt @* `PlotManagementWildRegenBlocks`
- *The default list applied to new worlds is set in the* <u>config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml)</u> @
  `new_world_settings.plot_management.wild_revert_on_block_explosion.blocks`

Alternatively, you can use a whitelist to only restore blocks on the list:

- *The whitelist is set in the world's PlotManagementWildRegenBlockWhitelist="" line.*
- *When this is empty the whitelist does not function and the PlotManagementWildRegenBlocks list is used instead.*
- *Defaults for new worlds are set in the config at* `new_world_settings.plot_management.wild_revert_on_explosion_block_whitelist.`

Explosion revert delay

You can configure how quickly the blocks will regenerate, specifically how much time in between each block being reverted.

- *The timer is changed in the towny\data\worlds\worldname.txt @* `usingPlotManagementWildRegenDelay=5`
- *The default for new worlds is set in the* <u>config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml)</u> *at*
  `new_world_settings.plot_management.wild_revert_on_mob_explosion.delay`

()How Towny Lets Players Protect Their Blocks

Towny's genius is the way it lets players protect themselves. An admin doesn't need to go around protecting land for players, and players can't run rampant claiming massive amounts of land without working for it and building their towns.

Available in Towny 0.77.0.0 and onward are per-plot permissions. When a plot is claimed by a mayor for their town using `/town claim` *the plot will receive the perm line seen in the* `/town` *status screen. When a plot is claimed by a resident from a town using* `/plot claim` *the plot will receive the perm line see in the* `/res` *status screen. The owner of the plots can set different perms to different plots. To view a plots perm type* `/plot perm` *and to set a plots' perms use* `/plot set perm.`

The first concept you need to digest are the 4 perm-types and 4 groups.

()Towny Plot Perms

There are 4 permission-type values, which can be set for personal plots and for town plots as well (town permissions can be set by the mayor and affect plots who are not owned by any player.) The basic command for this is either `/resident set perm` or `/town set perm` followed by the proper flags for each permission.

Players can see the server's switch blocks by using the `towny switches` command.

Players can see the server's item_use items by using the `towny itemuse` command.

An admin player can test permissions, or otherwise act as a normal player by using `/res toggle adminbypass`. The same command is run to remove the adminbypass mode. While in adminbypass mode the player will not be able to act as an admin in plots (as well as other places in Towny.)

()Perm-Types

The 4 permission-types available are Build, Destroy, Switch and Itemuse.

- Build allows players to add blocks in your town/plot.

- Destroy allows players to remove blocks in your town/plot, or in some cases alter the states of existing blocks (think changing redstone repeater settings.)

- Switch covers the use of:

- CHEST,
- SHULKER_BOXES,
- TRAPPED_CHEST,
- FURNACE,
- BLAST_FURNACE,
- DISPENSER,
- HOPPER,
- DROPPER,
- JUKEBOX,
- STONECUTTER,
- SMITHING_TABLE,
- FLETCHING_TABLE,
- SMOKER,
- LOOM,
- GRINDSTONE,
- COMPOSTER,
- CARTOGRAPHY_TABLE,
- BELL,
- BARREL,
- BREWING_STAND,
- LEVER,
- PRESSURE_PLATES,
- BUTTONS,
- WOOD_DOORS,
- FENCE_GATES,
- TRAPDOORS,
- MINECARTS,
- LODESTONE,
- RESPAWN_ANCHOR,
- TARGET
- .... or any other type of block which is clicked on.

- Itemuse covers the use of:

  - MINECARTS,
  - BOATS,
  - ENDER_PEARL,
  - FIREBALL,
  - CHORUS_FRUIT,
  - LEAD
  - .... or any other type of item which is used in some manner.

- ItemUse and Switch lists have the follow pre-configured catch-all groups you can add to them:
  BOATS,MINECARTS,WOOD_DOORS,PRESSURE_PLATES,FENCE_GATES,TRAPDOORS,SHULKER_BOXES,BUTTONS.

- Note: Vehicles like MINECARTS and BOATS can be added to the switch_ids. If you want to treat other rideable mobs like switches add SADDLE to protect HORSES, DONKEYS, MULES, PIGS, STRIDERS (This is not recommended, unless you want players to not be able to re-mount their animals in towns they cannot switch in.)

()Perm-Groups

(https://www.youtube.com/watch?v=xeam2H-wEz8)

Each permission-type has 4 perm-groups to which the pemissions can be set for.

The four perm-groups are:

- **F**riend/**R**esident
- **T**own/**N**ation
- **A**lly
- **O**utsider

These are displayed on your `/resident` perm line as **FTAO** and stand for **F**riend, **T**own, **A**lly, **O**utsider. For residents the Friend group consists of a player's friend list and Town consists of townmembers.

For towns, the perm line reads **RNAO**, with R representing **R**esidents (players in that town) and **N**ation representing residents of towns in your nation.

Mayors need to use `/t set perm resident blah on/off` instead of `/t set perm friend blah on/off`.

The other groups are:

- **Al**ly
  - On personally-owned plots allies consist of players in your nation and players in your nation's allies.
  - On town-owed plots it is players in your nation's allies.
- **O**utsiders
  - Players who are not part of your town or nation or nation's allies.

All commands are found on the Wiki's Commands page. (https://github.com/TownyAdvanced/Towny/wiki/Towny-Commands)

()Setting perms in-game with commands

(https://www.youtube.com/watch?v=wvshFTv3l6A) Setting perms for your town's public land or your personal plots is easy! There are two distinct levels of protection provided by towns. First are the town blocks, protected because they are part of a town and not owned by anyone. When you enter one of these plots from the wilderness or an owned plot the notification will show "~ Unowned". Mayors are able to set the permission for unowned plots using the the `/town set perm` command. A full list of commands is on the [commands] (https://github.com/TownyAdvanced/Towny/wiki/Towny-Commands) page, here are some examples:

- `/town set perm {on/off}` - This turns on or off all permissions for all perm-types and all perm-groups.
- `/town set perm ally {on/off}` - This turns on or off all perm-types and for the town's allies (Nations to which their nation is allied with.)
- `/town set perm resident build {on/off}` - This turns on or off all permissions for building done by residents of the town.

Second are the town blocks owned personally by a resident of a town. A resident is able to set the permission for unowned plots using the the `/resident set perm` command. A full list of commands is on the commands (https://github.com/TownyAdvanced/Towny/wiki/Towny-Commands) page, here are some examples:

- `/resident set perm {on/off}` - This turns on or off all permissions for all perm-types and all perm-groups.
- `/resident set perm friend {on/off}` - This turns on or off all permissions for the resident's friend list.
- `/resident set perm ally {on/off}` - This turns on or off all permissions for all perm-types to the resident's ally list. This consists of the nation's fellow towns and their nation's allied nations.
- `/resident set perm outsider switch {on/off}` - This turns on or off permissions for switch use by outsiders.

Lastly, don't forget those are just the defaults for plots, any owned plot can be set with it's own individual perms:

- `/plot set perm {on/of}` - This turns on or off all permissions for all perm-types and all perm-groups on the plot which is being stood in.
- `/plot set perm friend {on/off}` - This turns on or off all permissions for the resident's friend list on the plot which is being stood in.
- `/plot set perm ally {on/off}` - This turns on or off all permissions for all perm-types to the resident's ally list. This consists of the nation's fellow towns and their nation's allied nations. This affects the plot which is being stood in.
- `/plot set perm outsider switch {on/off}` - This turns on or off permissions for switch use by outsiders on the plot which is being stood in.

Mayors can changed the protection of their town with the following commands:

- `/town toggle explosion`
- `/town toggle fire`
- `/town toggle pvp`
- `/town toggle mobs`

Mayors and Residents can change each of their plots individually using these commands:

- `/plot toggle explosion`
- `/plot toggle fire`
- `/plot toggle pvp`
- `/plot toggle mobs`

Explosion and fire toggles are overridden by a mayor's town toggles. The preceding commands by themselves will change the perm line seen from `/town` or `/res`. They will also change any plots that were using the previously-set default perm line (town-owned or player-owned plots.) They will not change plots which were not set to the default perm line see in `/town` or `/res`. In order to change all plots a mayor or resident must use the following command, which will propagate the current perm line seen in `/town` or `/res` to ALL plots owned by the town or resident.

- `/res set perm reset` - Propagates the perm line in `/res` to ALL plots owned by that resident.
- `/town set perm reset` - Propagates the perm line in `/town` to ALL town-owned plots owned by that town.
- These commands also affect the `/town toggle` and `/plot toggle` settings.

()Setting trusted lists and plot perm overrides

As of Towny 0.97.1.0 there are Trusted lists for plots and towns, and plot's can have very fine-grained overrides set up. These features allow players to let other players work in towns and plots while not having to be restricted by the Friend/Resident/Town/Nation/Ally/Outsider plotgroups.

Towns may add a player as a trusted person in their town using `/town trust add {name}`, and remove them from the trusted list using `/town trust remove {name}`. Trusted players are treated similar to the mayor in all of the town's plots, able to do any build/destroy/switch/itemuse action.

A player may add or remove another player as trusted in their plots using `/plot trust add|remove {name}`. While a player is trusted in a plot, they have the same plot permissions as the plot owner, able to do any build/destroy/switch/itemuse action.

Plot perm overrides lets a player make very specific changes to how specific players are able to use plots. To begin a player is added or removed from a plot's perm overrides using `/plot perm add|remove {name}`. After a player is on this list, the plot owner can use `/plot perm gui` to open a GUI showing an inventory of player heads (the players who've been added to the plot perm override with `/plot perm add {name}`.) When a head is clicked on, a new inventory will display the options for Build/Destroy/Switch/ItemUse and a clickable book which explains how the rest of the system works. Players on the perm overrides list will have specific build/destroy/switch/itemuse permissions in the plot, overriding any other plot perm settings.

As of Towny 0.98.5.0 there is the ability to use /t trusttown add , which would make an entire Town's residentslist "trusted" by your town. This means that anyone in the 2nd town can do any build/destroy/switch/itemuse as if they were a mayor in the first town. Obviously this should only be given out under very limited circumstances, anyone added to the 2nd town after trust is given will also have full plot perm rights in the first town. There is a confirmation warning the player that uses the /t trusttown add command.

()Protection Additions Found in Towny Advanced

New in Towny Advanced (0.72+) are three new protection types, anti-explosion and anti-firespread and piston-protection. On the town level, a mayor can set these flags using:

- `/town toggle explosion`
- `/town toggle fire`

Explosion protection stops all explosions. This stops TNT, TNT cannons and creeper explosions. Firespread protection stops all fires from spreading, including lava, lightning and lighters. Piston-protection allows pistons to operate between similarly owned townblocks or wild areas.

As of 0.95.0.0 Animal Luring (drawing animals' attention using their preferred food,) is controlled in the following fashion: In town-owned plots and in the wilderness, luring is not stopped. In personally-owned resident plots, the player must be able to break dirt in the plot to lure an animal.

As of 0.95.1.0 Villagers are protected from evil-doers.

As of 0.96.2.0 Lighting Nether Portals will now require a player to place Portal Blocks. This means that servers who want players to be able to make nether portals to a world where they do not grant towny.wild permissions will be able to build a portal. The node required to build a portal that would connect into the wilderness would be `towny.wild.build.NETHER_PORTAL`. This means servers that do not grant wild permissions do not have to give `towny.wild.build.OBSIDIAN`, which would mean players could place obsidian anywhere in the wild.

As of 0.97.3.0 Towny can provide a period of invulnerability from PVP combat when a player respawns. This is set in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `global_town_settings.respawn_protection`.

()How Towny Controls PVP Combat

Towny affects PVP combat, deciding who can be damaged where and by whom.

Plots, Towns and Worlds all have PVP settings, here is how they work.

()World PVP Settings

World settings for PVP are controlled using in-game commands

- `/townyworld toggle pvp`
  - *This command disables and enables PVP world-wide. If you type* `/tw` *you will see will see a red next to the name of the world at the top of the output. If PVP is off in the world, no pvp combat can occur, even in Arena plots.*
- `/townyworld toggle forcepvp`
  - *This command forces pvp on world-wide, disregarding any plot or town pvp settings. Friendly-fire is still obeyed.*
  - *As of Towny 0.93.0.0 there is a new config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) option at* `global_town_settings.homeblocks_prevent_forcepvp` *which can be enabled to stop forcepvp from affecting town homeblocks.*
  - *There is a way to override forcing pvp on in towns. Using* `/ta town {townname} toggle forcepvp` *you can override the forcepvp setting. This is useful for forcing pvp on worldwide but leaving it off in a spawn-town.*
- `/townyworld toggle friendlyfire`
  - *This command toggles friendly fire on and off per-world. By default Towny disables friendly-fire between townmembers, nationmembers and residents whose nation considers the attacker's nations an ally.*

()Town PVP Settings

Towns pvp settings are controlled using this in-game command

- *`/town toggle pvp` - This toggles pvp on and off town-wide.*

Additionally, admins have `/ta town {townname} toggle forcepvp` which will set a town's secret AdminEnabledPVP setting to true or false.

()Plot PVP Settings

Plots can have their pvp status controlled individually with this in-game command

- *`/plot toggle pvp` - This toggles a single plot's pvp status.*

()Money

If you do not want Towny to have anything to do with money you can set `using_economy: false` in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) and no taxes/upkeep will occur, and no claiming or town/nation creation will cost money.

()Taxes and Upkeep

Taxes and Upkeep are two separate functions with to different results. `using_economy: true` must be set in config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) in order for Taxes and Upkeep to be applied. Taxes and Upkeep are charged at the same time, each 'Towny Day' or each time an admin uses the `/townyadmin newday` command. The time of a 'Towny Day' can be set in config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `day_interval: 1d` and by default is 24 real-life hours. Any one can check how long until the next day starts by using `/towny time`.

The config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) has an entry to turn taxation and upkeep on or off at `daily_taxes: true`.

()Taxes

Taxes are collected on the town level from residents and on the nation level from towns. Any player can check the taxes which apply to them with the in-game command `/res tax`. Town mayors can use two commands to set their tax-rates.

- *`/town set taxes {$}`*
  - *This can be either a flat rate (ex: 10) or a percentage.*
    - *Toggling taxes from flatrate to percentage is done using `/town toggle taxpercent`.*
    - *Flatrate:*
      - *This charges each resident of a town the same amount. Setting it to 10 would charge each resident each 'Towny Day'.*
      - *If a resident can't pay his town tax when using flatrate taxation then he is kicked from the town.*
      - *This has a maximum amount which can be set in the config at `economy.daily_taxes.max_town_tax_amount`.*
    - *Percentage:*
      - *This charges a player a percentage of their money. If a player has no money left, he pays no taxes and is not kicked from the town.*
      - *A maximum amount taken by the taxpercent can be configured per-town using `/town set taxpercentcap {$}`.*
      - *This has a maximum amount which can be set in the config at `economy.daily_taxes.max_town_tax_percent`.*
- *`/town set plottax {$}`*
  - *This charges each resident of a town for each plot they own. Setting it to 10 would charge Miner Steve 40 dollars if he owned 4 plots.*
  - *If a resident can't pay his plot tax he loses his plot.*
  - *This has a maximum amount which can be set in the config at `economy.daily_taxes.max_plot_tax_amount`.*

Nation leaders can use 2 command to set taxes on their towns.

- *`/nation set taxes {$}`*

    - *This can be either a flat rate (ex: 10) or a percentage.*
        - *Toggling taxes from flatrate to percentage is done using `/nation toggle taxpercent`.*
        - *Flatrate: - This charges each town that is a member of the nation. Setting it to 100 would charge each town's townbank 100 each 'Towny Day'.*
            - *If a town can't pay it's tax then it is kicked from the nation.*
            - *This has maximum amounts which can be set in the config at `economy.daily_taxes.max_town_tax_percent` and `economy.daily_taxes.max_nation_tax_amount`.*
        - *Percentage:*
            - *This charges a town within the nation a percentage of their money. If a town has no money left, they pay no taxes and are not kicked from the nation.*
            - *A maximum amount taken by the taxpercent can be configured per-nation using `/nation set taxpercentcap {$}`.*
            - *This has maximum amounts which can be set in the config at `economy.daily_taxes.max_nation_tax_percent` and `economy.daily_taxes.max_nation_tax_percent_amount`.*

- *`/nation set conqueredtax {$}`*

    - *This tax is charged daily on the nation's towns which have the Conquered status, something gained from losing in a war.*
    - *Failure to pay can place a town into bankruptcy (if bankruptcy is enabled.)*
    - *A nation's default conquered tax, and maximum conquered tax can be configured in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at the `nation.default_taxes.default_nation_conquered_tax` and `nation.default_taxes.max_nation_conquered_tax` settings.*

Admins can set options in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) for controlling maximum/minimum tax amounts on towns. The above `max_town|nation|plot_tax_amount` options default to 1000 and `max_town_tax_percent` & `max_nation_tax_percent` which default to 25%. Which one is used depends on how the town is taxing, a flat rate or by percentage. `town.default_taxes.minimumtax` sets the minimum tax required when mayors use the '/t set taxes' command. `nation.default_taxes.minimumtax` sets the minimum tax required when nation leaders use the '/n set taxes' command. There are also settings for default taxes in new nations and new towns which can set default plottax, embassy taxes, shop taxes.

()How to pay landowners

A new option added to post-0.78.0.0 versions of Towny allows you to pay players money each day, based on the number of plots they own. To use this do the following:

- Set a negative town upkeep and enable `use_plot_payments: true` in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml)
- At a new day the negative upkeep will be used to calculate the towns upkeep, but instead of taking it from the town, it will be divided between the plot owners.
- These funds are paid by the server, not the town.

()Upkeep

Upkeep collection can be set on towns and on nations separately. Upkeep money is taken from townbanks and nationbanks and removed from the game. You can set the upkeep amounts to negative numbers to pay towns and nations instead of charging them. Upkeep is used by a server admin to remove inactive towns and nations from the server, it will also help reduce inflation in a server economy. Setting the upkeep to a negative number gives the town or nation-banks that amount each new day. Upkeep is set in config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) with two flags:

- `price_nation_upkeep: 100.0`
    - The server's daily charge on each nation. If a nation fails to pay this upkeep, all of it's member towns are kicked and the Nation is removed.
- `price_town_upkeep: 10.0`
    - The server's daily charge on each town. If a town fails to pay this upkeep, all of it's residents are kicked and the town is removed.

Upkeep can be modified in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) to affect different-sized towns differently. There are two ways to calculate the upkeep using the upkeep modifier found in the town_level and nation_level lines. By default the town_level and nation_level lines use the resident-count to determine upkeep via the upkeep modifier. The other option is to base it off plot-count rather than resident count. If you would like to set it based on plot-count set `town_plotbased_upkeep:true` in your config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml). When plotbased_upkeep is used you can set minimum and maximum amounts that will be charged. More information on the townLevel line and how to configure it is here.

As of 0.95.0.0 you may now charge nations upkeep per-town at `economy.daily_taxes.nation_pertown_upkeep`. Uses total number of towns in the nation to determine upkeep instead of nation level (Number of Residents), calculated by (`number of towns in nation` X `price_nation_upkeep`). If `economy.daily_taxes.nation_pertown_upkeep_affected_by_nation_level_modifier` is true, the nation levels upkeep modifier will have an affect.

As of 0.95.0.0 you may now penalize towns which have claimed more townblocks than they are allowed. By setting `price_town_overclaimed_upkeep_penalty_plotbased` to true and putting an amount at `economy.daily_taxes.price_town_overclaimed_upkeep_penalty` towns will be charged this amount per townblock they are overclaimed by, in addition to their normal upkeep.

As of 0.97.3.0 a nation can be charged upkeep per-plot, using the `economy.daily_taxes.nation_perplot_upkeep` setting. This uses the total number of plots which a nation has across all of its towns to determine upkeep instead of nation_pertown_upkeep and instead of nation level (number of residents.) Calculated by (price_nation_upkeep X number of plots owned by the nation's towns.)

Admins can exempt a town from paying upkeep two ways:

- Towns with NPC mayors (`/ta set mayor TOWNNAME npc`) do not pay upkeep.
- Admins can use `/ta town TOWNNAME toggle upkeep` to exempt a non-NPC mayor town from upkeep.

()Town and Nation Banks

Towns and Nations both have banks, to which any resident can deposit money but only town mayors and nation leaders (and assistants) can withdraw from. Any money collected via taxes is deposited to the nation/town bank. When a town needs money, to claim a townblock or an outpost, it is taken from the townbank. Since mayors and nation leaders can deposit money to their respective banks, some servers will find that mayors and nation leaders shield their wealth from plugins that take a players money for dying from pvp combat. To prevent townbanks from being exploited an admin can use two options:

- Admins can set a cap on a town/nation banks at `town_bank_cap` and `nation_bank_cap` in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml).
- Admins can use '/ta toggle withdraw' to prevent mayors and nation leaders from removing money from their bank.

As of Towny 0.82.0.0 and on-wards the cap on banks is a hard cap and does not allow any money to be added to the town/nation banks if it would put the bank over the limit. This does not remove money from town/nation banks which are already over the limit.

As of Towny 0.96.6.0 there are bank history commands which open book GUIs showing transactions made to and from the town and nation banks:

```
- /town bankhistory {pages}
- /nation bankhistory {pages}
- /ta town {townname} bankhistory {pages}
- /ta nation {nationname} bankhistory {pages}
```

As of Towny 0.98.5.0 the ability to use `/t deposit {$} {townname}` to deposit into other towns has been added. This requires the server admin to give the permission node `towny.command.town.deposit.othertown` in the townyperms.yml file, this permission node is not given by default.

Admins can deposit/withdraw from town banks using `/ta town {townname} deposit|withdraw {$}` and from nation banks using `/ta nation {nationname} deposit|withdraw {$}`.

()Town Bankruptcy

As of Towny 0.96.3.0, Towny has an optional bankruptcy feature which can be enabled in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) by setting `economy.bankruptcy.enabled: true`. When enabled a town can have their bank go into a negative balance via paying upkeep and/or paying their nation's tax.

Towns that are bankrupt can use `/t deposit {amount}` to deposit money into the bank to pay back and remove the bankrupt status.

While bankrupt:

- Towns cannot invite members.
- Towns cannot set their town to open status.
- Towns cannot claim more land.
- Towns cannot have anything built in their land.

Debt Caps

How far a town can go into debt is up to the admin's discretion, but by default Towny will use the following formula to determine how much a town's debt-cap will be:

```
(Town Cost) + ((TownBlocks - 1)* Townblock Claim Cost) + (Outposts * (Outpost Cost - Townblock Claim Cost))
```

This roughly amounts to what the Town has had to spend to get to their current claims. The debt cap can be seen in the `/town` status screen.

This can be overriden in multiple ways:

1. `economy.bankruptcy.debt_cap.maximum` : When set to greater than 0.0, this will be used to determine every town''s maximum debt, overriding the above calculation if the calculation would be larger than the set maximum.

2. `economy.bankruptcy.debt_cap.override` : When set to greater than 0.0, this setting will override all other debt calculations and maximums, making all towns have the same debt cap.

3. `economy.bankruptcy.debt_cap.debt_cap_uses_town_levels: true` : When true the debt_cap.override price will be multiplied by the debtCapModifier in the town_level section of the config. (Ex: debtCapModifier of 3.0 and debt_cap.override of 1000.0 would set a debtcap of 3.0 x 1000 = 3000.)

Alternatively there is a second way that debt caps can be calculated, as of Towny 0.99.3.0:

- In the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) is a `debt_cap_uses_fixed_days` setting, that when set to true will cause a town to have a debt cap of exactly their daily upkeep cost multiplied by the `economy.bankruptcy.debt_cap.allowed_days` value, (default 7 days.)

- When paired with the `delete_towns_that_reach_debt_cap` option in the config, towns will be fully deleted in a pre-determined time frame.
- This alternate system is good for servers that want to see bankrupt towns disappear in a predictable time frame. With the original system very large towns that have turned into ghost towns can sometimes take a long time to hit their debt cap and become deleted.

Other bankruptcy rules

When `economy.bankruptcy.upkeep.delete_towns_that_reach_debt_cap` is set to true a Town that hits their debt cap will be deleted. If it is false they will not be deleted, but not go further into debt.

When `economy.bankruptcy.nation_tax.do_bankrupt_towns_pay_nation_tax` is set to true a Town will pay their nation tax out of their debt up to the point they hit their debt cap. If false towns that are bankrupt will not pay any nation tax and will leave their nation. True is recommended when using a Siege War style war/conquering system, otherwise conquered towns will be able to leave the nation simply by not paying the nation tax. False is recommended otherwise so that nations are not using abandoned towns to gather taxes.

When `economy.bankruptcy.nation_tax.kick_towns_that_reach_debt_cap` is true a Town that has hit their debt cap will be kicked from the nation for not being able to pay their tax.

()Town Ruins

Added in Towny 0.96.6.0, the Town Ruins feature enables deleted Towns to enter into a pseudo-deleted state. It is enabled in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) in the Town Ruining section. Simply put: when a town would be deleted, be it from not paying the upkeep, or someone using the delete command, the town becomes Ruined. After the configured amount of time set at `town_ruining.town_ruins.max_duration_hours` the town will become fully deleted.

While ruined a town is subject to the following:

- The townblocks cannot be claimed by other towns (they are still claimed by the town,)
- The town will be placed under the control of an NPC mayor,
- The town can be griefed,
- The town's residents will not be able to execute most /town commands and no /plot commands,
  - /town, /town reclaim|list|leave are allowed.

Town ruining is a useful method of preventing conquered towns from escaping their Nation by deleting their town and immediately and reclaiming their land under a new town. Town ruining was originally developed by Goosius for SiegeWar (https://github.com/TownyAdvanced/SiegeWar).

As of Towny 0.99.1.0 you can cause the town's remaining bank balance to be sent to the nation bank. This is disabled by default but can be enabled in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `town_ruining.town_ruins.town_bank_is_sent_to_nation`.

Town Reclaiming

Town reclaiming is enabled in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `town_ruining.town_ruins.reclaim_enabled`. When enabled any town member will be able to use the `/town reclaim` command in order to become the town's new mayor. This command will cost money, which is configured at `economy.new_expand.price_reclaim_ruined_town` and can be seen in the `/towny prices` screen.

Town reclamation can be limited to only be allowed after an amount of time has passed, configured at `town_ruining.town_ruins.min_duration_hours` which by default is set to 4 hours.

()Towny War

There are a number of war systems available as add-ons to Towny, check them out at the War Hub. (https://townyadvanced.github.io/wars.html)

()Chat

()PlaceHolderAPI Support

PlaceholderAPI placeholders that Towny provides are link on this wiki page (https://github.com/TownyAdvanced/Towny/wiki/Placeholders).

()Townychat.jar

If you want Townyï¿½s variables in chat, or the town/nation channels, you must download and install TownyChat.jar.

()Using TownyChat with Other Chat Plugins

To use Towny and another Chat plugin follow these instructions:

- Go into the Towny [ChatConfig (https://github.com/TownyAdvanced/Towny/wiki/Default-ChatConfig.yml)](https://github.com/TownyAdvanced/Towny/wiki/Default-ChatConfig.yml).yml and locate: `modify_chat.enable:` and be sure to set it to false like this: `modify_chat.enable: 'false'`
- This will make it so that any GLOBAL type channel in the channels.yml is not modified by Towny, leaving it up to another chat plugin to modify its appearance.

()Using TownyChat Without Another Chat Plugin

To use Towny as your sole chat plugin follow these instructions:

- Go into the Towny [ChatConfig (https://github.com/TownyAdvanced/Towny/wiki/Default-ChatConfig.yml)](https://github.com/TownyAdvanced/Towny/wiki/Default-ChatConfig.yml).yml and locate: `modify_chat.enable:` and be sure to set it to true like this: `modify_chat.enable: 'true'`
- Configure the chat lines using the information found in the section below.

()Chatconfig.yml

The first config file for Towny's chat is the [ChatConfig (https://github.com/TownyAdvanced/Towny/wiki/Default-ChatConfig.yml)](https://github.com/TownyAdvanced/Towny/wiki/Default-ChatConfig.yml).yml found in the \plugins\towny\settings\ folder.

()Towny chat formats

These are the pieces which can be used to make the Channel_format lines.

```
{worldname} - Displays the world the player is currently in.

{town} - Displays town name if a member of a town.
{townformatted} - Displays town name (if a member of a town) using tag_format.town.
{towntag} - Displays the formated town tag (if a member of a town) using modify_chat.tag_format.town.
{towntagoverride} - Displays the formated town tag (if a member of a town and present) or falls back to the full name (using modify

{nation} - Displays nation name if a member of a nation.
{nationformatted} - Displays nation name (if a member of a nation) using tag_format.town.
{nationtag} - Displays the formated nation tag (if a member of a nation) using modify_chat.tag_format.nation.
{nationtagoverride} - Displays the formated nation tag (if a member of a nation and present) or falls back to the full name (using

{townytag} - Displays the formated town/nation tag as specified in modify_chat.tag_format.both.
{townyformatted} - Displays the formated full town/nation names as specified in modify_chat.tag_format.both.
{townytagoverride} - Displays the formated town/nation tag (if present) or falls back to the full names (using modify_chat.tag_for

{title} - Towny resident Title
{surname} - Towny resident surname
{townynameprefix} - Towny name prefix taken from the townLevel/nationLevels
{townynamepostfix} - Towny name postfix taken from the townLevel/nationLevels.
{townyprefix} - Towny resident title, or townynameprefix if no title exists
{townypostfix} - Towny resident surname, or townynamepostfix if no surname exists

{townycolor} - Towny name colour for nation leader/mayor/resident
{group} - Players group name pulled from your permissions plugin
{permprefix} - Permission group prefix
{permsuffix} - Permission group suffix.
{permuserprefix} - Permission group prefix
{permusersuffix} - Permission group suffix.

{playername} - Default player name.
{modplayername} - Modified player name (use if Towny is over writing some other plugins changes).
{msg} - The message sent.

{channelTag} - Defined in the channels entry in Channels.yml
{msgcolour} - Defined in the channels entry in Channels.yml
```

Message spam control is set at spam_time: 0.5 The channel_formats section determines what each chat channel will look like. The tag_formats section determines what the tags will appear as. The colour section determines colours applied with for mayors, nation leaders and residents. The modify_chat section is where you can disable all chat additions from Towny. You can also set per_world to true if you'd like to use the worlds: section to change chat lines' channels on a per-world basis.

()Chat Channels

Chat Channels are set in Channels.yml found at \plugins\towny\settings\Channels.yml There are six chat channels by default in Towny, although an admin can create as many chat channels as they'd like in Channels.yml. Channels.yml allows you to set commands for joining and using each channel:

- /g
  - Put in from of text to speak in general/global chat, or without text afterwards to enter the channel.
- /l or /lc
  - Put in from of text to speak in local chat, or without text afterwards to enter the channel.
- /tc
  - Put in from of text to speak with members of your town only, or without text afterwards to enter the channel.
- /nc
  - Put in from of text to speak with members of your nation only, or without text afterwards to enter the channel.
- /ac
  - Put in from of text to speak with all members of your nation as well as any member of a nation you are allied with, or without text afterwards to enter the channel.
- /a or /admin
  - Put in from of text to speak in adminchat, or without text afterwards to enter the channel.
- /m or /mod
  - Put in from of text to speak in modchat, or without text afterwards to enter the channel.

The tags for each channel can be set, these are used in the ChatConfig (https://github.com/TownyAdvanced/Towny/wiki/Default-ChatConfig.yml).yml for . Permission nodes for each channel can be set. Ranges for each channel can be set:

- -1 = no limits
- 0 = same world only
- any positive value = limited range in the same world.

()Putting players into channels on join

Using the info|option|meta nodes provided by GroupManger, PEX and bPermissions it is possible to put users into chat channels upon joining the server. In the same section as prefix: and suffix: add a node towny_default_modes: '' Possible channels are general, town, nation, admin, mod and local. Example in group manager:

```
groups:
  Default:
    default: true
    permissions:
    - general.spawn
    inheritance: []
    info:
      prefix: ''
      build: true
      suffix: ''
      towny_maxplots: 1
      towny_default_modes: 'local'
  Admins:
    default: false
    permissions:
    - '*'
    inheritance:
    info:
      prefix: ''
      build: true
      suffix: ''
      towny_maxplots: -1
      towny_default_modes: 'admin'
```

()Nation Leaders' minions' prefixes and suffixes

Leaders of nations can use two commands to change the displayed chat names of their minions:

- /nation set title {resident} {text of prefix}
  - Adds a prefix to the player.
- /nation set surname {resident} {text of suffix}
  - Adds a suffix to the player.
- A title/surname given to a mayor will override the MayorPrefix/MayorPostfix set in the townLevels of the config. He will still retain the colouring set on mayor names (default is light blue.)

()Spying on chat channels

Admins can spy on all chat channels by using the command `/towny spy` or `/res set mode spy`. Any player can be given the ability to spy by being given the permission node towny.chat.spy

()Multiworld

Towny has mutliworld support. Each world has a datafile located at \plugins\towny\data\worlds\worldname.txt and each world is listed in \towny\data\worlds.txt.

()World Toggles

Towny can be turned off in a world in-game. While standing in a world type `/townyworld toggle usingtowny`. Other toggles:

- usingtowny - Turns towny off in a world.

- claimable - Whether townblocks can be claimed by mayors in this world.

- pvp - Whether PVP is on in the world.

- forcepvp - Used to force pvp on in towns.

- friendlyfire - Used to turn friendlyfire on or off.

- explosion - Used to toggle explosions off/on in the wilderness.

- forceexplsion - Used to force explosions on in towns.

- fire - Used to toggle fire off/on in the wilderness.

- forcefire - Used to force firespread on in towns.

- townmobs - Used to turn off mobremoval in all towns. Restricted mobs are listed in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `town_mob_removal_entities`.

- worldmobs - Toggles mobremoval over the entire world. Restricted mobs are listed in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `world_mob_removal_entities`.

- wildernessmobs - Toggles mobremoval in the wilderness. Restricted mobs are listed in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) at `wilderness_mob_removal_entities`.

- revertunclaim - toggles the revert-on-unclaim setting for that world.

- revertentityexpl - toggles the revert-on-explosion (caused by entity explosions) in the wilderness setting for that world.

- revertblockexpl - toggles the revert-on-explosion (caused by block explosions) in the wilderness setting for that world.

- plotcleardelete - toggles the ability of players to use `/plot clear` in plots they own.

- unclaimblockdelete {on|off} - Turns on/off the delete-blocks-on-unclaim feature in the world.

- warallowed - toggles whether event war is allowed in the world.

- wildernessuse - toggles whether players can build/destroy/switch/itemuse in the wilderness.

()Permission Nodes

Towny has a permission plugin built-in, called TownyPerms. This system is configured in the `towny\settings\townyperms.yml` file. Permission nodes are given out based on a player's role.

Towny will give out these permission nodes to all players based on their roles and ranks, **as long as they are in a world with Towny turned on.**

If you're going to have a resource world with no claims, instead of turning Towny off in the world (using `/tw toggle usingtowny`,) make the world unclaimable (using `/tw toggle claimable`.) This will ensure that player will still receive permissions from TownyPerms while being unable to claim land in your resource world(s).

If you're curious about what permission nodes are part of TownyPerms you can check out the Permission Nodes (https://github.com/TownyAdvanced/Towny/wiki/Towny-Permission-Nodes) wiki page.

()Configuring Townyperms.yml and the Roles of the Ranks Within

This system pushes permissions directly to Bukkit and works along side all other perms plugins. It allows you to define sets of permissions based upon a players status (nomad/resident/mayor/king). You can also assign additional permissions based upon any assigned town/nation ranks (assistant/vip etc). This system is not limited to Towny permission nodes. You can assign any permissions for any plugins in its groups. This file allows admins to decide what each player-rank can do. Some ranks are assigned automatically:

- Players without towns are Nomads.
- Players in towns are Residents.
- Owners of towns are Mayors.
- Owners of nations are Kings.

Some ranks are assigned by Mayors or Kings, and supplement the ranks the players already have:

- Mayors can make a resident a Town Assistant.
- Kings can make a resident a Nation Assistant.
- Mayors and kings can grant admin-created ranks, allowing for diverse customization.
    - A player can attain many Supplemental ranks from their mayor or king, allowing for diverse nation/town-roles.
    - Examples of this would be town-builders, town-bankers, nation-bankers, town-inviters, etc.

A resident of a town can see the ranks within their town using `/town ranklist`. A mayor can use `/town rank {add|remove} {playername} {rankname}` to give a player a new rank within their town. A king can use `/nation rank {add|remove} {playername} {rankname}` to give a player a new rank within their nation.

As of Towny 0.97.1.0 admins are able to edit the townyperms.yml ingame using the `/ta townyperms` command. See `/ta townyperms ?` for commands and information.

As of Towny 0.99.1.0 admins are able to assign priorities to Town and Nation ranks, allowing a prefix to be set for ranked players. The Town and Nation ranks in the townyperms.yml can now be assigned two permission nodes:

- towny.rankpriority.#
- towny.rankprefix.

Ex: Assistant rank can be given:

- towny.rankpriority.100
- towny.rankprefix.&a&r The Sheriff rank can be given:
- towny.rankpriority.500
- towny.rankprefix.&b&r A player that has both the sheriff and assistant rank will show the assistant prefix using the below PAPI placeholder.

()Multi Language

Towny has support multi-language support. Languages available can be found on the Crowdin page for TownyAdvanced. (https://crowdin.com/project/townyadvanced) If you don't see your language available ask for it on the discord or in an issue ticket.

Towny uses the Minecraft game client's locale to determine which language Towny's messages will appear in, as long as it is one of the languages on our Crowdin page. This means that player's determine which Language they see Towny's messages in. The player sets their Minecraft Language, in their Minecraft Settings, and Towny reads what locale the client wants to see Towny using.

The server admin can select the default language in the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml)'s `language:` setting. This is the language that most console messages will appear in, as well as the language for players whose language is not natively supported.

Server admins can override the default language files in a number of ways:

1. The `towny\settings\lang\override\` folder contains one file by default, the `global.yml`. This file can have any of the Towny language strings added to it, and it will override every language. This is very useful for changing the Towny prefix, or the colours of the status screens.

2. By moving files from the `towny\settings\lang\reference\` folder into the `towny\settings\lang\override\` folder an admin can override a single language at a time.

Important: Making any changes to the files in the `towny\settings\lang\reference\` folder will have no effect in-game.

()Towny Regex Settings

Towny controls which characters are allowed to be used in town and nation names via the config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml) regex_settings.

The default settings are:

```
regex:
  name_filter_regex: '[\\\/]'
  name_check_regex: ^[\p{L}a-zA-Z0-9._\[\]-]*$
  string_check_regex: ^[a-zA-Z0-9 \s._\[\]\#\?\!\@\$\%\^\&\*\-\,\*\(\)\{\}]*$
  name_remove_regex: '[^\P{M}a-zA-Z0-9\&._\[\]-]'
```

and allows for unicode (https://en.wikipedia.org/wiki/List_of_Unicode_characters) (non-English) characters to be used.

There are some servers whose economy plugins cannot use unicode characters, or some times the server host's operating system will not let you save to the flatfile database with unicode characters. Or the server admin just doesn't want to have unicode characters in their town and nation names. These servers should use these regex settings instead:

```
regex:
  name_filter_regex: '[\\\/]'
  name_check_regex: ^[a-zA-Z0-9._\[\]-]*$
  string_check_regex: ^[a-zA-Z0-9 \s._\[\]\#\?\!\@\$\%\^\&\*\-\,\*\(\)\{\}]*$
  name_remove_regex: '[^a-zA-Z0-9\&._\[\]-]'
```

As of Towny 0.97.2.0, Towny will automatically rename towns and nations which have characters which are not allowed by the regex. This solves the issue of your operating system not supporting characters when the town and nation files are saved. The renamed towns and nations are given very generic names.

()Towny's Database

As of Towny 0.80.0.0 admins can choose to use an SQL database instead of flatfile.

()Configuring MySQL

- Open the \towny\settings\database.yml.
- Navigate to the sql: section.
- Configure towny with your mysql database hostname/port/username and password.
- Set the desired mysql flags in the flags section.
- Save the config and read below for conversion instructions.

()Converting Flatfile to SQL

1. Stop your server.

2. Open the \towny\settings\database.yml.

3. Find the `database_load`, make sure it's set to flatfile.

4. Find the `database_save`, set it to mysql.

5. Save the config and start your server.

6. While your server is running:

   - Set the `database_load` to mysql.
   - Type `/ta reload all` ingame.

7. Open the Towny\Data\ folder and remove all but the plot-block-data folder. This folder contains the plot-snapshots used in the revert-on-unclaim feature. If you do not use that feature you may delete the entire Towny\data\ folder.

8. It is important to note that Towny does not back up the sql database. It is up to you to do this.

()Converting SQL to Flatfile

1. Stop your server.
2. Open the \towny\settings\database.yml.
3. Find the `database_load`, make sure it's set to mysql.
4. Find the `database_save`, set it to flatfile
5. Save the config and start your server.
6. While your server is running:

- Set the `database_load` to flatfile
- Type `/ta reload all` ingame.

Towny has many permission nodes with which you can customize your server and it's separate worlds. By default Towny has already given out the correct permission nodes for a standard install in the townyperms.yml. Towny will read nodes from the townyperms.yml always, but it will also read permission nodes given by your (optional) permission plugin ie, GroupManager, LuckPerms. **Some admins make the mistake of placing Towny permission nodes into their permission plugin.** The only permission nodes you must give in your permission plugin is `towny.admin` to your admin group(s).

The only other permission node that isn't already given out is `towny.wild.*`. Giving this node will grant full build/destroy/switch/itemuse rights to players in the wilderness. You must decide if you want to give this out, and how:

- One option is to put it in the nomad section of the townyperms.yml file, which will enable all players server-wide to use the wilderness.
- The other option is to give it in your permission plugin, to whichever rank you want to use the wilderness.

Again because so many people seem to have trouble reading the above 2 paragraphs, in order to allow the use of the wilderness, you add exactly this node:

towny.wild.*

Admin/Moderator Nodes

- towny.admin: User is able to use /townyadmin, as well as the ability to build/destroy anywhere.

  - towny.admin.nation_zone : Made so that mods who dont have towny.admin can bypass the nation zone protection. Child node of towny.admin.
  - towny.admin.outlaw.teleport_bypass: User is unaffected by the outlaw-teleport feature, able to enter towns in which they are outlawed.
  - towny.admin.town_commands.blacklist_bypass: Allows admins to not be restricted by either command-blocking lists.
  - towny.admin.updatealerts: Determins if an admin sees update notifications.
  - towny.admin.spawn: User is able to bypass the costs, warmups and cooldowns for spawning.
    - towny.admin.spawn.nocharge: User will not be charged to spawn to towns.
    - towny.admin.spawn.nocooldown: User will not have to wait to use the spawn commands after spawning.
    - towny.admin.spawn.nowarmup: User will not have to wait to spawn after using the spawn commands.

- towny.command.townyadmin.*

  - towny.command.townyadmin
  - towny.command.townyadmin.set.*
    - towny.command.townyadmin.set.founder
    - towny.command.townyadmin.set.mayor
    - towny.command.townyadmin.set.plot - For mods who don't have the full towny.admin permission node but are able to change plots to other towns.
    - towny.command.townyadmin.set.capital
    - towny.command.townyadmin.set.title
    - towny.command.townyadmin.set.surname
    - towny.command.townyadmin.set.nationzoneoverride
  - towny.command.townyadmin.plot.*
    - towny.command.townyadmin.plot.claim
  - towny.command.townyadmin.resident.*
    - towny.command.townyadmin.resident.friend
  - towny.command.townyadmin.town.* - Allows a player to use '/ta town add/kick'
    - towny.command.townyadmin.town.new
    - towny.command.townyadmin.town.add
    - towny.command.townyadmin.town.kick
    - towny.command.townyadmin.town.delete
    - towny.command.townyadmin.town.deposit
    - towny.command.townyadmin.town.rename

- towny.command.townyadmin.town.bankhistory
- towny.command.townyadmin.town.checkoutposts
- towny.command.townyadmin.town.invite
- towny.command.townyadmin.town.settownlevel
- towny.command.townyadmin.town.giveboughtblocks
- towny.command.townyadmin.town.outlaw
- towny.command.townyadmin.town.outpost
- towny.command.townyadmin.town.rank
- towny.command.townyadmin.town.trust
- towny.command.townyadmin.town.trusttown
- towny.command.townyadmin.town.unruin
- towny.command.townyadmin.town.withdraw
- towny.admin.spawn
  - towny.command.townyadmin.town.spawn.freecharge
  - towny.command.townyadmin.town.spawn

- towny.command.townyadmin.nation.* - Allows a player to use '/ta nation add/kick'
  - towny.command.townyadmin.nation.new
  - towny.command.townyadmin.nation.add
  - towny.command.townyadmin.nation.delete
  - towny.command.townyadmin.nation.rename
  - towny.command.townyadmin.nation.bankhistory
  - towny.command.townyadmin.nation.enemy
  - towny.command.townyadmin.nation.add
  - towny.command.townyadmin.nation.deposit
  - towny.command.townyadmin.nation.forcemerge
  - towny.command.townyadmin.nation.kick
  - towny.command.townyadmin.nation.rank
  - towny.command.townyadmin.nation.recheck
  - towny.command.townyadmin.nation.transfer
  - towny.command.townyadmin.nation.withdraw

- towny.command.townyadmin.toggle.* - Allows use of '/ta toggle ...'
  - towny.command.townyadmin.toggle.neutral
  - towny.command.townyadmin.toggle.npc
  - towny.command.townyadmin.toggle.devmode
  - towny.command.townyadmin.toggle.debug
  - towny.command.townyadmin.toggle.townwithdraw
  - towny.command.townyadmin.toggle.nationwithdraw
  - towny.command.townyadmin.toggle.npc
  - towny.command.townyadmin.toggle.regenerations
  - towny.command.townyadmin.toggle.wildernessuse

- towny.command.townyadmin.givebonus - Allows use of '/ta givebonus...'
- towny.command.townyadmin.reload - Allows use of '/ta reload'
- towny.command.townyadmin.reset - Generate a fresh config.yml and perform a full reload of Towny.
- towny.command.townyadmin.resetbanks - Permission to reset town/nation banks en masse.
- towny.command.townyadmin.townyperms - Allows for ingame editing of the townyperms.yml.
- towny.command.townyadmin.tpplot - Permission to use /ta tpplot.
- towny.command.townyadmin.install - Permission to use /ta install.
- towny.command.townyadmin.backup - Perform a backup
- towny.command.townyadmin.newday - Run a new day event for taxes.
- towny.command.townyadmin.newhour - Makes Towny fire a new hour event.
- towny.command.townyadmin.purge - Remove old resident files 'ta purge 30'
- towny.command.townyadmin.unclaim - Unclaims the plot you are standing in.
- towny.command.townyadmin.resident.delete - Deletes a specific resident '/ta res delete '.
- towny.command.townyadmin.checkoutposts - Allows the use of `/ta checkoutposts`.

- towny.claimed.* : User can build/destroy/switch/item_use in all towns. **This node should be given to moderator ranks only in most cases.**

> *This node should only be given to server staff/moderators/admins. It should not be put into the townyperms.yml*

- towny.claimed.alltown.*
  - towny.claimed.alltown.build.* : User can build in all towns.
  - towny.claimed.alltown.destroy.* : User can destroy in all towns.
  - towny.claimed.alltown.switch.* : User can switch in all towns.
  - towny.claimed.alltown.item_use.* : User can use use items in all towns.

> *This node can be given to the Assistant-type rank in townyperms.yml and they will be able to build/destroy over the entire town.*

- towny.claimed.owntown.*
  - towny.claimed.owntown.build.* : User can build in their town.
  - towny.claimed.owntown.destroy.* : User can destroy in their town.
  - towny.claimed.owntown.switch.* : User can switch in their town.
  - towny.claimed.owntown.item_use.* : User can use items in their town.

> *This node can be given to the Assistant-type rank in townyperms.yml and they will be able to build/destroy over town-owned plots and not player owned plots.*

- towny.claimed.townowned.* : User is able to edit specified/all block types in their town's owned plots (Town only, not resident owned).
  - towny.claimed.townowned.build.* : User can build in all town-owned plots.
  - towny.claimed.townowned.destroy.* : User can destroy in all town-owned plots.
  - towny.claimed.townowned.switch.* : User can switch in all town-owned plots.
  - towny.claimed.townowned.item_use.* : User can use items in all town-owned plots.

/Plot Nodes

- towny.command.plot.*
  - towny.command.plot.asmayor - For town plot management, grant this to any ranks you want to have the ability to:
    - reclaim plots from players for the town.
    - Toggle perms and plot settings on any plot in the town.
    - Put plots up for sale and take them down again.
    - Mayors and Assistants can still set plots for sale without the node.
  - towny.command.plot.asmayorinunowned - Meanth for an assistant-like rank, allowing them permission to complete mayor-like tasks, but only in town-owned plots with no resident owning said plots.
    - These tasks include:
      - managing plot groups,
    - putting plots for sale, not for sale,
    - altering jail cells,
    - using /plot perm add|remove, - using /plot trust add|remove
  - towny.command.plot.claim
  - towny.command.plot.unclaim
  - towny.command.plot.notforsale
  - towny.command.plot.forsale
  - towny.command.plot.evict
  - towny.command.plot.jailcell
  - towny.command.plot.perm
    - towny.command.plot.perm.*
    - towny.command.plot.perm.gui
    - towny.command.plot.perm.add
    - towny.command.plot.perm.remove
    - towny.command.plot.perm.hud
  - towny.command.plot.toggle.*
    - towny.command.plot.toggle.pvp
    - towny.command.plot.toggle.explosion
    - towny.command.plot.toggle.fire
    - towny.command.plot.toggle.mobs
  - towny.command.plot.trust
  - towny.command.plot.set.*
    - towny.command.plot.set.perm
    - towny.command.plot.set.reset
    - towny.command.plot.set.shop
    - towny.command.plot.set.embassy
    - towny.command.plot.set.arena
    - towny.command.plot.set.wilds
    - towny.command.plot.set.inn
    - towny.command.plot.set.jail
    - towny.command.plot.set.spleef
  - towny.command.plot.clear
  - towny.command.plot.group.*
    - towny.command.plot.group.add
    - towny.command.plot.group.remove

- towny.command.plot.group.delete
- towny.command.plot.group.rename
- towny.command.plot.group.set
- towny.command.plot.group.toggle
- towny.command.plot.group.forsale
- towny.command.plot.group.notforsale
- towny.command.plot.group.trust
- towny.command.plot.group.perm

/Resident Nodes

- towny.command.resident.*
  - towny.command.resident.list
  - towny.command.resident.tax
  - towny.command.resident.jail
  - towny.command.resident.otherresident
  - towny.command.resident.set.*
    - towny.command.resident.set.perm
    - towny.command.resident.set.mode
  - towny.command.resident.spawn
  - towny.command.resident.toggle.*
    - towny.command.resident.toggle.pvp
    - towny.command.resident.toggle.explosion
    - towny.command.resident.toggle.fire
    - towny.command.resident.toggle.mobs
    - towny.command.resident.toggle.townclaim
    - towny.command.resident.toggle.plotborder
    - towny.command.resident.toggle.constantplotborder
    - towny.command.resident.toggle.ignoreplots
    - towny.command.resident.toggle.map
  - towny.command.resident.friend

/Town Nodes

- towny.town.* : User has access to all .town permission nodes.

  - towny.town.resident : User is able to join a town.
  - towny.town.spawn.* : Grants all Spawn travel nodes
    - towny.town.spawn.town : Ability to spawn to your own town.
    - towny.town.spawn.nation : Ability to spawn to other towns in your nation.
    - towny.town.spawn.ally : Ability to spawn to towns in nations allied with yours.
    - towny.town.spawn.public : Ability to spawn to unaffilated public towns.
    - towny.town.spawn.outpost : Ability to spawn to your own town's outposts. This is a child node of towny.town.spawn.town and must be negated if you do not want players to teleport to their outposts (ex in Groupmanager: - -towny.town.spawn.outpost)
  - towny.town.spawn.nation.bypass_public:
    - description: User is permitted to use /town spawn when:
      - they are a member of the same nation and,
      - the town isn't public and,
      - is_nation_ally_spawning_requiring_public_status is true.
    - default: false, and not a child node of towny.town.spawn.*
  - towny.town.spawn.ally.bypass_public:
    - description: User is permitted to use /town spawn when:
      - they are a member of an allied nation and,
      - the town isn't public and,
      - is_nation_ally_spawning_requiring_public_status is true.
    - default: false, and not a child node of towny.town.spawn.*
  - Give either of the above two nodes to allow a king or otherwise special nation member to still travel to an allied town when other nation members/allies are stopped, because the town is not public, and the config requires public status.

- towny.command.town.*

  - towny.command.town.here
  - towny.command.town.list.*
    - towny.command.town.list.residents
    - towny.command.town.list.open
    - towny.command.town.list.balance

- towny.command.town.list.upkeep
- towny.command.town.list.name
- towny.command.town.list.townblocks
- towny.command.town.list.online
- towny.command.town.list.public
- towny.command.town.list.ruined
- towny.command.town.list.bankrupt
- towny.command.town.list.founded
- towny.command.town.new : Required to create a town.
- towny.command.town.leave
- towny.command.town.withdraw
- towny.command.town.deposit
- towny.command.town.deposit.othertown - Not a child node of towny.command.town.deposit, must be given if you want to allow depositing to other towns.
- towny.command.town.bankhistory
- towny.command.town.rank.*
- towny.command.town.reslist
- towny.command.town.jail
- towny.command.town.jail.list
- towny.command.town.unjail
- towny.command.town.merge
- towny.command.town.outlaw : Allows outlawing players in your town.
- towny.command.town.outpost.list : Child node of towny.town.spawn.town
- towny.command.town.plotgrouplist
- towny.command.town.purge
- towny.command.town.reclaim
- towny.command.town.set.*
  - towny.command.town.set.board
  - towny.command.town.set.mayor
  - towny.command.town.set.homeblock
  - towny.command.town.set.spawn
  - towny.command.town.set.spawncost
  - towny.command.town.set.outpost
  - towny.command.town.set.perm
  - towny.command.town.set.taxes
  - towny.command.town.set.plottax
  - towny.command.town.set.shoptax
  - towny.command.town.set.embassytax
  - towny.command.town.set.plotprice
  - towny.command.town.set.shopprice
  - towny.command.town.set.embassyprice
  - towny.command.town.set.mapcolor
  - towny.command.town.set.name : player can rename their town
  - towny.command.town.set.primaryjail
  - towny.command.town.set.tag
  - towny.command.town.set.taxpercentcap
  - towny.command.town.set.title
  - towny.command.town.set.surname
- towny.command.town.buy
- towny.command.town.othertown
- towny.command.town.plots : Use of the /town plots
- towny.command.town.say
- towny.command.town.merge : Use of the /town merge
- towny.command.town.toggle.* : User has access to all town toggle commands (if a mayor or assistant, residents can toggle on their personal land.)
  - towny.command.town.toggle.pvp
  - towny.command.town.toggle.public
  - towny.command.town.toggle.explosion
  - towny.command.town.toggle.fire
  - towny.command.town.toggle.neutral
  - towny.command.town.toggle.mobs
  - towny.command.town.toggle.taxpercent
  - towny.command.town.toggle.open
  - towny.command.town.toggle.nationzone
- towny.command.town.trust
- towny.command.town.trusttown
- towny.command.town.mayor
- towny.command.town.delete : player can delete their town

- towny.command.town.join : a player can join an open town
- towny.command.town.add : player can add a player to their town.
- towny.command.town.kick : player can kick a player from their town.
- towny.command.town.takeoverclaim : player can use the /t takeoverclaim command to steal land from overclaimed towns.
- towny.command.town.claim.*
  - towny.command.town.claim.town : User is able to expand his town with /town claim (used when world is set as unclaimable in /townyworld)
  - towny.command.town.claim.outpost : to allow/block claiming of outposts via permissions. (Will still require outposts to be enabled in the config.)
  - towny.command.town.claim.town.multiple : to allow/block claiming of multiple plots using /town claim auto, /town claim rect, etc. Not given by default, you will have to add this to the mayor group in the townyperms.yml if you'd like to allow your mayors to do this.
- towny.command.town.unclaim : player is able to unclaim town land.
  - towny.command.town.unclaim.all
- towny.command.town.online
- towny.command.town.invite.*
  - towny.command.town.invite.manage.* : User can manage invites.
    - towny.command.town.add : User can add residents to towns.
      - towny.command.town.invite.add
      - towny.command.town.invite.add.multiple : When set to false, mayors/assistants will not be able to send out more than one town invite at a time, preventing spamming townless players.
    - towny.command.town.invite.accept
    - towny.command.town.invite.deny
  - towny.command.town.invite.sent : User can see sent invites from their town.
  - towny.command.town.invite.received : User can see received invites for their town.
  - towny.command.town.invite : User can see invite help page.

/Nation Nodes

- towny.nation.spawn.* : Grants all Spawn travel nodes

  - towny.nation.spawn.nation: Ability to spawn to your own nation.
  - towny.nation.spawn.ally : Ability to spawn to nations allied with yours.
  - towny.nation.spawn.public : Ability to spawn to unaffilated public nations.

- towny.command.nation.* - towny.command.nation.default - A collection of nodes for nation sub commands which are given to everyone by default. - Each node doesn't do anything as there are further subcommands with more permission tests.

  - towny.command.nation.list
    - towny.command.nation.list.residents
    - towny.command.nation.list.towns
    - towny.command.nation.list.open
    - towny.command.nation.list.balance
    - towny.command.nation.list.upkeep
    - towny.command.nation.list.name
    - towny.command.nation.list.townblocks
    - towny.command.nation.list.online
    - towny.command.nation.list.public
    - towny.command.nation.list.founded
  - towny.command.nation.new
  - towny.command.nation.leave
  - towny.command.nation.withdraw
  - towny.command.nation.deposit
  - towny.command.nation.deposit.other
  - towny.command.nation.bankhistory
  - towny.command.nation.baltop
  - towny.command.nation.rank.*
  - towny.command.nation.king
  - towny.command.nation.othernation
  - towny.command.nation.say
  - towny.command.nation.join
  - towny.command.nation.set.* - towny.command.nation.set.board
    - towny.command.nation.set.spawncost
    - towny.command.nation.set.spawn
    - towny.command.nation.set.king
    - towny.command.nation.set.capital
    - towny.command.nation.set.taxes
    - towny.command.nation.set.taxpercentcap
      - towny.command.nation.set.conqueredtax

- towny.command.nation.set.name
- towny.command.nation.set.title
- towny.command.nation.set.surname
- towny.command.nation.set.tag
- towny.command.nation.set.mapcolor
  - towny.command.nation.toggle.*
    - towny.command.nation.toggle.neutral
    - towny.command.nation.toggle.open
    - towny.command.nation.toggle.public
    - towny.command.nation.toggle.taxpercent
  - towny.command.nation.invite.*
    - towny.command.nation.invite.manage.* : Ability to manage nation town invites.
      - towny.command.nation.add : User can add towns to nations.
        - towny.command.nation.invite.add
      - towny.command.nation.invite.accept
      - towny.command.nation.invite.deny
    - towny.command.nation.invite.sent : User can see sent invites from their nation.
    - towny.command.nation.invite.received : User can see received invites for their nation.
    - towny.command.nation.invite : User can see invite help page.
  - towny.command.nation.ally.*
    - towny.command.nation.ally.manage.* : Ability to manage nation ally invites.
      - towny.command.nation.ally.add
      - towny.command.nation.ally.remove
      - towny.command.nation.ally.accept
      - towny.command.nation.ally.deny
    - towny.command.nation.ally.sent : User can see the sent ally invites for their nation.
    - towny.command.nation.ally.received : User can see the received ally invites for their nation.
    - towny.command.nation.ally : User can see the ally help page.
  - towny.command.nation.enemy
  - towny.command.nation.delete
  - towny.command.nation.online
  - towny.command.nation.add
  - towny.command.nation.kick
  - towny.command.nation.spawn
  - towny.command.nation.townlist
    - towny.command.nation.allylist
    - towny.command.nation.enemylist
    - towny.command.nation.merge

/Towny Nodes

- towny.command.towny.*
  - towny.command.towny.map
  - towny.command.towny.prices
  - towny.command.towny.top
    - towny.command.towny.top.*
      - towny.command.towny.top.residents
      - towny.command.towny.top.land
      - towny.command.towny.top.balance
  - towny.command.towny.tree
  - towny.command.towny.time
  - towny.command.towny.universe
  - towny.command.towny.version
  - towny.command.towny.spy

/Townyworld Nodes

- towny.command.townyworld.*
  - towny.command.townyworld.list
  - towny.command.townyworld.set
  - towny.command.townyworld.toggle.*
    - towny.command.townyworld.toggle.claimable
    - towny.command.townyworld.toggle.usingtowny
    - towny.command.townyworld.toggle.pvp
    - towny.command.townyworld.toggle.forcepvp

- towny.command.townyworld.toggle.explosion
- towny.command.townyworld.toggle.forceexplosion
- towny.command.townyworld.toggle.fire
- towny.command.townyworld.toggle.forcefire
- towny.command.townyworld.toggle.friendlyfire
- towny.command.townyworld.toggle.townmobs
- towny.command.townyworld.toggle.worldmobs
- towny.command.townyworld.toggle.wildernessmobs
- towny.command.townyworld.toggle.warallowed
- towny.command.townyworld.toggle.revertunclaim
- towny.command.townyworld.toggle.revertentityexpl
- towny.command.townyworld.toggle.revertblockexpl
- towny.command.townyworld.toggle.plotcleardelete
- towny.command.townyworld.toggle.unclaimblockdelete
- towny.command.townyworld.toggle.unclaimentitydelete
- towny.command.townyworld.toggle.wildernessuse
  - towny.command.townyworld.regen
  - towny.command.townyworld.undo

Chat Nodes

- towny.chat.general : Allows a player to use the globalchat channel

- towny.chat.town : Allows a player to use townchat

- towny.chat.nation : Allows a player to use nationchat

- towny.chat.mod : Allows a player to use moderatorchat

- towny.chat.admin : Allows a player to use adminchat

- towny.chat.local : Allows a player to use localchat channel

- towny.chat.spy : Allows a player to see all chat in all channels

- towny.chat.join. : Allows a player to /join

- towny.chat.leave. : Allows a player to /leave

- townychat.mod.mute : Allows a moderator to /chmute , muting another player in a channel.

- townychat.mod.unmute: Allows a moderator to /chunmute , un-muting another player in a channel.

- townychat.chat.color: Allows players to use colors to format chat messages.

- townychat.chat.format.*: Allows the use of all chat format modifiers like bold, italics. Defaults to Ops.

  - Child nodes:
  - townychat.chat.format.bold
  - townychat.chat.format.italic
  - townychat.chat.format.magic
  - townychat.chat.format.underlined
  - townychat.chat.format.strike

- townychat.chat.format.reset: Allows the use of &r to reset chat formatting. Defaults to everyone.

Wilderness Nodes

- towny.wild.*
  - towny.wild.build.*
  - towny.wild.destroy.*
  - towny.wild.switch.*
  - towny.wild.item_use.*
    - towny.wild.build.
    - towny.wild.destroy.
    - towny.wild.switch.
    - towny.wild.item_use.

Miscellaneous Nodes

- towny.outlaw.jailer : Required to cause outlaws killed in your town to be sent to your jail. Given to mayors, assistants and sheriffs by default.

- towny.tax_exempt - Grant this permision to any rank you do not want to pay taxes. ** ONLY works in TownyPerms **. Will not work in external permission plugins.

- towny.bypass_death_costs - Stops a player from paying the death costs.

- towny.town.:

  Players who are in towns now receive a permission node, towny.town..

  - This can be useful for server operators who want to test if a player has a permission node to make sure they are part of a town.
  - Examples could include an NPC that required a specific permission node to interact with.

- towny.nation.:

  Players who are in a nation now receive a permission node, towny.nation..

  - This can be useful for server operators who want to test if a player has a permission node to make sure they are part of a specific nation.
  - Examples could include an NPC that required a specific permission node to interact with.

- towny.townless - Players with no Town will have this permission node given to them.

- towny.nationless - Players with no Nation will have this permission node given to them.

- TownyPerms feature: town/nation placeholder nodes

  - You can now add placeholder permission nodes into Townyperms.
  - Will not work for nomads with no town.
  - For example: adding stargate.network. to the default Town section in the townyperms.yml will assign the permission node stargate.network.england, to all the online members of the town England.
  - use for towns, and in your nation section.

- For servers who's Permission Plugin doesn't support info/option nodes:

  - prefix.prefixhere
  - suffix.suffixhere
    - Used for the towny chat configuration's and when using a permission plugin without prefix: and suffix: sections.
  - towny_maxplots.x
  - towny_extraplots.x
  - towny_maxoutposts.x

Info/Option/Meta Nodes

This is similar to a permission node as it is added to your permission nodes file(s). Added to the info: section of Groupmanagers' groups or the options: section of PEX's groups. They are called meta nodes in LuckPerms.

- Setting default chat channels/modes on join to the server.

  - towny_default_modes: 'map,townclaim,plotborder,global,local,town,nation,mod,admin'
    - sets the default modes on residents, found in the /res set mode command stub.
    - puts players into a townychat chatchannel when they join the server.

- towny_maxoutposts:

This info node is used to limit the number of outposts a player can claim based on what permission group they are in.

- towny_maxplots:

This info node is used to limit the number of plots a player can own based on what permissions group they are in. If a group doesn't have this node or the node is set to -1 Towny will default back to the max_plots_per_resident in config. Setting max_plots_per_resident to -1 with no permission node, or a node set to -1 will allow infinite plots.

```
    groups:
      Default:
        default: true
        permissions:
        - general.spawn
        inheritance: []
        info:
          prefix: ''
          build: true
          suffix: ''
          towny_maxplots: 1
          towny_default_modes: 'local'
          towny_maxoutposts: 2

      Admins:
        default: false
        permissions:
        - '*'
        inheritance:
        info:
          prefix: ''
          build: true
          suffix: ''
          towny_maxplots: -1
```

town_extraplots:

- Used like the towny_maxplots node, ie: in GM's info node section where prefix and suffix's are set.
- ex: towny_extraplots: 1
- Used to give players who have the town_maplots permission node, but who are also a mayor or assistant.
- Giving these extra plots, allows them to claim their maxplot amount plus the extra plot amount

Since Towny Version 0.94.0.18, Towny has provided some PlaceholderAPI support without needing an extension from the PAPI eCloud. Use of these placeholders requires PlaceholderAPI to be installed to be functional. Towny can not be configured to use placeholders at this time, though TownyChat can.

If you are unable to run at minimum Towny 0.94.0.18, you can download the old PAPI Towny Expansion (https://api.extendedclip.com/expansions/towny/) instead.

You are able to format some of the Placeholder's appearances via the Towny config.yml (https://github.com/TownyAdvanced/Towny/wiki/Default-Config.yml)'s papi_chat_formatting section. (Ex: removing the []'s, or changing colours.)

▶ Available Tags in order of oldest to newest

▼ Available Tags in Order of Type

Town & Nation Prefixes/Tags

- `%townyadvanced_town%` - Displays town name (if they have one.)

- `%townyadvanced_town_formatted%` - Displays long-form town name (if they have one.)

- `%townyadvanced_town_unformatted%` - Shows the player's townname, if they have one.

- `%townyadvanced_town_tag%` - Displays town tag (if they have one.)

- `%townyadvanced_town_tag_override%` - Displays town tag (if they have one,) or the full town name.

- `%townyadvanced_nation_or_town_name%` - Displays a player's nation name or, if no nation, their town name or, blank if they have no town.

- `%townyadvanced_nation%` - Displays nation name (if they have one.)

- `%townyadvanced_nation_formatted%` - Displays long-form nation name (if they have one.)

- `%townyadvanced_nation_unformatted%` - Shows the player's nationname, if they have one.

- `%townyadvanced_nation_tag%` - Displays nation tag (if they have one.)

- `%townyadvanced_nation_tag_override%` - Displays nation tag (if they have one,) or the full nation name.

- `%townyadvanced_nation_tag_town_formatted%` - Shows the nation tag and the full town name. If nation tag is not set, only the town name is shown.

- `%townyadvanced_nation_tag_town_name%` - Displays nation tag (if set, otherwise blank,) followed by the Town name (if the player is part of a town.)

- `%townyadvanced_towny_tag%` - Displays town and nation tags.

- `%townyadvanced_towny_tag_override%` - Displays town and nation tags if they exist, falling back to names if they don't.

- `%townyadvanced_towny_tag_formatted%` - Displays town and nation tags if they exist, falling back to long-form names if they don't.

Resident:

- `%townyadvanced_title%` - Displays king-granted title.

- `%townyadvanced_surname%` - Displays king-granted surname.

- `%townyadvanced_towny_name_prefix%` - Displays mayor and king prefix.

- `%townyadvanced_towny_name_postfix%` - Displays mayor and king postfix.

- `%townyadvanced_towny_prefix%` - Displays title if it exists, falls back to mayor and king prefixes.

- `%townyadvanced_towny_postfix%` - Displays surname if it exists, falls back to mayor and king postfixes.

- `%townyadvanced_town_ranks%` - Displays either Mayor, or the various town ranks a player has or nothing if they have none.

- `%townyadvanced_nation_ranks%` - Displays either King, or the various nation ranks a player has or nothing if they have none.

- `%townyadvanced_resident_primary_rank%` - Displays a prefix associated with a player's highest-priority nation or town rank.

- `%townyadvanced_resident_primary_rank_spaced%` - Displays a resident's primary rank with a space afterwards.

- `%townyadvanced_player_status%` - Displays Nomad, Resident, Mayor or King, depending on what position the player is in.

- `%townyadvanced_towny_colour%` - Used to show colours before nomads, residents, mayors and kings. (Set in the config.yml.)

- `%townyadvanced_resident_friends_amount%` - Number of friends a resident has.

- `%townyadvanced_has_town%` - Returns true or false whether the resident has a town.

- `%townyadvanced_has_nation%` - Returns true or false whether the resident has a nation.

- `%townyadvanced_player_jailed%` - Display true is the player is jailed, otherwise false.

Town:

- `%townyadvanced_town_residents_amount%` - Number of residents in a town.
- `%townyadvanced_town_residents_online%` - Number of residents in a town that are currently online.
- `%townyadvanced_town_townblocks_used%` - Number of townblocks claimed by a resident's town.
- `%townyadvanced_town_townblocks_bought%` - Number of townblocks bought by a resident's town.
- `%townyadvanced_town_townblocks_bonus%` - Number of bonus blocks given to a resident's town.
- `%townyadvanced_town_townblocks_maximum%` - Number of townblocks a town has available to claim.
- `%townyadvanced_town_townblocks_natural_maximum%` - Number of townblocks a town has available to claim, not counting bonus/bought townblocks.
- `%townyadvanced_town_mayor%` - A resident's town's mayor's name.
- `%townyadvanced_town_prefix%` - Display the config-defined prefix of the player's town (ex: ruins, settlement, ...)
- `%townyadvanced_town_postfix%` - Display the config-defined postfix of the player's nation (ex: ruins, settlement, ...)
- `%townyadvanced_is_town_peaceful%` - If the player has a town which is peaceful the language string "status_town_title_peaceful" will be shown: "&b(Peaceful)".
- `%townyadvanced_is_town_public%` - Shows (Public) lang string when the player's town is public.
- `%townyadvanced_is_town_open%` - Shows (Open) lang string when the player's town is open.
- `%townyadvanced_town_map_color_hex%` - Returns the colour set by the town.
- `%townyadvanced_town_map_color_minimessage_hex%` - Shows the town colour formatted for MiniMessage, (TownyChat-friendly.)
- `%townyadvanced_town_board%` - Displays a player's town's board message.
- `%townyadvanced_town_reclaim_max_duration_hours%` - Shows the maximum number of hours a town can be ruined before it is deleted.
- `%townyadvanced_town_reclaim_min_duration_hours%` - Shows the minimum number of hours a town can be ruined before it can be reclaimed.

Nation:

- `%townyadvanced_nation_residents_amount%` - Number of residents in a resident's nation.
- `%townyadvanced_nation_residents_online%` - Number of residents in a resident's nation that are currently online.
- `%townyadvanced_nation_king%` - A resident's nation's king's name.
- `%townyadvanced_nation_capital%` - Name of a resident's nation's capital.
- `%townyadvanced_nation_prefix%` - Display the config-defined prefix of the player's town (ex: lands, realms, ...)
- `%townyadvanced_nation_postfix%` - Display the config-defined postfix of the player's nation (ex: lands, realms, ...)
- `%townyadvanced_nation_map_color_hex%` - Returns the hex colour code of the nation's mapcolor set with /t set mapcolor (seen in dynmap-towny.)
- `%townyadvanced_nation_map_color_minimessage_hex%` - Shows the nation colour formatted for MiniMessage, (TownyChat-friendly.)
- `%townyadvanced_is_nation_peaceful%` - If the player has a nation which is peaceful the language string "status_town_title_peaceful" will be shown: "&b(Peaceful)".
- `%townyadvanced_nation_board%` - Displays a player's nation's board message.

New Day-related:

- `%townyadvanced_time_until_new_day_hours_raw%` - Display the raw number of hours until new day.
- `%townyadvanced_time_until_new_day_minutes_raw%` - Display the raw number of minutesuntil new day.
- `%townyadvanced_time_until_new_day_seconds_raw%` - Display the raw number of seconds until new day.
- `%townyadvanced_time_until_new_day_formatted%` - Display the amount of time until a new day, formatted and translated.
- `%townyadvanced_time_until_new_day_hours_formatted%` - Display the amount of hours until a new day, formatted and translated.
- `%townyadvanced_time_until_new_day_minutes_formatted%` - Display the amount of minutes until a new day, formatted and translated.
- `%townyadvanced_time_until_new_day_seconds_formatted%` - Display the amount of seconds until a new day, formatted and translated.

Money:

- `%townyadvanced_town_balance%` - Displays town bank value.
- `%townyadvanced_nation_balance%` - Displays nation bank value.
- `%townyadvanced_town_balance_unformatted%` - Shows the town's raw cached bank balance.
- `%townyadvanced_nation_balance_unformatted%` - Shows the nation's raw cached bank balance.
- `%townyadvanced_daily_town_upkeep%` - Shows town's upkeep cost.
- `%townyadvanced_daily_nation_upkeep%` - Shows nation's upkeep cost.
- `%townyadvanced_daily_town_tax%` - Displays the daily tax charged by the town on the residents.
- `%townyadvanced_daily_nation_tax%` - Displays the daily tax charged by the nation on the towns.
- `%townyadvanced_daily_town_per_plot_upkeep%` - Shows the amount of upkeep paid per-plot by a Town.
- `%townyadvanced_daily_town_overclaimed_per_plot_upkeep_penalty%` - Shows the penalty paid per-plot by a Town.
- `%townyadvanced_daily_town_upkeep_reduction_from_town_level%` - Shows the percentage that a Town's upkeep is reduced by the TownLevel's upkeepModifier, or if the player has no Town what a 1 player town would receive.
- `%townyadvanced_daily_town_upkeep_reduction_from_nation_level%` - Shows the percentage that a Town's upkeep is reduced by the NationLevel's nationTownUpkeepModifier, or if the player has no Nation what a 1 player town would receive if they had a nation.
- `%townyadvanced_daily_nation_per_town_upkeep%` - Shows the amount of upkeep paid per-town by a Nation.
- `%townyadvanced_daily_nation_upkeep_reduction_from_nation_level%` - Shows the percentage that a Nation's upkeep is reduced by the NationLevel's upkeepModifier, or if the player has no Nation what a 1 player town would receive if they had a nation.
- `%townyadvanced_town_creation_cost%` - Shows the cost of a town.
- `%townyadvanced_nation_creation_cost%` - Shows the cost of a nation.
- `%townyadvanced_townblock_buy_bonus_price%` - Shows the base price of buying a TownBlock using /t buy bonus.
- `%townyadvanced_townblock_claim_price%` - Shows the base price of claiming a TownBlocking using /t claim.
- `%townyadvanced_townblock_unclaim_price%` - Shows the base price of claiming a TownBlocking using /t unclaim.
- `%townyadvanced_outpost_claim_price%` - Shows the price of claiming an outpost using /t claim outpost.
- `%townyadvanced_townblock_next_claim_price%` - Displays the cost of the player's town's next claim, taking into account any townblock price increase rules.
- `%townyadvanced_town_merge_cost%` - Shows the base cost to merge a town.
- `%townyadvanced_town_merge_per_plot_percentage%` - Shows the percentage of the TownBlock claim price that the merging Town will have to pay in order to do a merge.
- `%townyadvanced_town_reclaim_cost%` - Shows the cost to reclaim a town.

Leaderboard:

- `%townyadvanced_top_town_balance_n%` - (Replace n with a number) Displays the nth Town by money in the town bank.
- `%townyadvanced_top_town_residents_n%` - (Replace n with a number) Displays the nth Town by number of residents.
- `%townyadvanced_top_town_land_n%` - (Replace n with a number) Displays the nth Town by number of townblocks claimed.

Location:

- `%townyadvanced_player_plot_type%` - Display the townblock's type at the resident's location (ex: shop), or "" if none.
- `%townyadvanced_player_plot_owner%` - Display true if the resident is owning the townblock at his location.
- `%townyadvanced_player_location_town_or_wildname%` - Displays either the townname at the location or the wilderness name.
- `%townyadvanced_player_location_formattedtown_or_wildname%` - Displays either the formatted townname at the location or the wilderness name.

- `%townyadvanced_player_location_town_prefix%` - Displays the town's prefix or blank.
- `%townyadvanced_player_location_town_postfix%` - Displays the town's postfix or blank.
- `%townyadvanced_player_location_pvp%` - Displays (PVP) or (No PVP), depending on pvp status of the location.
- `%townyadvanced_player_location_plot_name%` - Displays a plot's name if it has one.
- `%townyadvanced_player_location_plot_owner_name%` - Displays the name of the resident who owns the plot, or blank if no one personally owns it.
- `%townyadvanced_player_location_town_resident_count%` - If there is a town present where the player stands, it will return the number representing the number of residents that town has.
- `%townyadvanced_player_location_town_mayor_name%` - If there is a town present where the player stands, it will return the name of that town's mayor.
- `%townyadvanced_player_location_town_nation_name%` - If there is a town present where the player stands, it will return the name of the nation, if the town has one.
- `%townyadvanced_player_location_town_board%` - Displays the board message of the town where the player is stood.
- `%townyadvanced_player_location_nation_board%` - Displays the board message of the nation where the player is stood.
- `%townyadvanced_player_location_plotgroup_name%`- Shows the PlotGroup name if the player location has a PlotGroup.
- `%townyadvanced_player_location_plot_forsale%` - Shows For Sale lang string when a plot is for sale.
- `%townyadvanced_player_town_is_trusted%` - returns True or False based on whether the player is in a town, and is trusted in the town.
- `%townyadvanced_player_plot_is_trusted%` - returns True or False based on whether the player is in a town, and is trusted in the plot.
- `%townyadvanced_number_of_towns_in_server%` - Shows the number of Towns on the server.
- `%townyadvanced_number_of_neutral_towns_in_server%` - Shows the number of neutral Towns on the server.
- `%townyadvanced_number_of_towns_in_world%` - Shows the number of Towns with homeblocks in the same world as the player.
- `%townyadvanced_number_of_neutral_towns_in_world%` - Shows the number of neutral Towns with homeblocks in the same world as the player.

Relational:

- `%rel_townyadvanced_color%` - Applies the colour codes set in the config.yml's new papi_relational_formatting section, used in TAB and other plugins which can do Relational placeholders.

```
################################################################################
# This file contains custom permission sets which will be assigned to your players     #
# depending on their current status. This file uses YAML formatting. Do not include tabs  #
# and be very careful to align the spacing preceding the - symbols. Improperly editing this #
# file will prevent Towny from loading correctly.                                        #
#                                                                                        #
# This is all managed by towny and pushed directly to CraftBukkit's SuperPerms.          #
# These will be give in addition to any you manually assign in your specific permission   #
# plugin. Note: You do not need to assign any Towny permission nodes to your players in   #
# your server's permission plugin, ie: LuckPerms.                                         #
#                                                                                        #
# You may assign any Permission nodes here, including those from other plugins.           #
#                                                                                        #
# You may also create any custom ranks you require. Creating ranks can be done using the  #
# /ta townyperms townrank addrank [name] or by carefully editing this file.               #
# You can add permission to a rank/group using the                                        #
# /ta townyperms group [name] addperm [node] command.                                     #
#                                                                                        #
# You may change the names of any of the ranks except: nomad, default, mayor, king, ranks, #
# peaceful.                                                                               #
#                                                                                        #
# If you want to, you can negate permissions nodes from nodes by doing the following:      #
# Ex:                                                                                     #
#     - towny.command.plot.*                                                              #
#     - -towny.command.plot.set.jail                                                      #
# In this example the user is given full rights to all of the /plot command nodes,        #
# but has had their ability to set a plot to a Jail plot type disabled.                   #
#                                                                                        #
# The towns.ranks and nations.ranks sections support adding prefix and priorities, this   #
# is done using two nodes: towny.rankpriority.# and towny.rankprefix.<prefix_here>.        #
# Residents will have their ranks parsed until one rank is determined to be the highest    #
# priority, this rank will then be searched for a prefix node. This prefix can be shown    #
# using the %townyadvanced_resident_primary_rank% placeholder for PlaceholderAPI. A prefix #
# from a Nation rank will take precendence over a prefix from a Town rank.                 #
# Ex:                                                                                     #
#     - towny.rankpriority.100                                                            #
#     - towny.rankprefix.&a<&2Sheriff&a>                                                  #
#                                                                                        #
################################################################################


# The 'nomad' permissions are given to all players in all Towny worlds, townless and players who are part of a town.
nomad:
- towny.command.towny.map
- towny.command.towny.prices
- towny.command.towny.tree
- towny.command.towny.time
- towny.command.towny.universe
- towny.command.towny.version
- towny.command.towny.war
- towny.command.town.online
- towny.command.town.here
- towny.command.town.new
- towny.command.town.join
- towny.command.town.list.*
- towny.command.town.ranklist
- towny.command.town.reslist
- towny.command.resident.friend
- towny.command.plot.group.*
- towny.command.plot.perm
- towny.command.plot.perm.hud
- towny.command.plot.trust
- towny.command.nation.list.*
- towny.command.nation.townlist
- towny.command.nation.allylist
```

```yaml
  - towny.command.nation.enemylist
  - towny.command.nation.ranklist
  - towny.town.resident
  - towny.town.spawn.public
  - towny.chat.general
  - towny.command.towny.war.hud


# This section of permissions covers players who are members of a town.
towns:

  # 'default' is the permission set which is auto assigned to any normal town member.
  default:
  - towny.command.resident.*
  - towny.command.plot.claim
  - towny.command.plot.unclaim
  - towny.command.plot.forsale
  - towny.command.plot.notforsale
  - towny.command.plot.toggle.*
  - towny.command.plot.set.perm
  - towny.command.plot.set.reset
  - towny.command.town.online
  - towny.command.town.leave
  - towny.command.town.deposit
  - towny.command.town.reclaim
  - towny.town.spawn.town
  - towny.chat.town


  # Mayors get these permissions in addition to the default set.
  mayor:
  - towny.tax_exempt
  - towny.command.towny.top
  - towny.command.town.*
  - towny.command.plot.*
  - towny.claimed.owntown.*
  - towny.command.nation.new
  - towny.outlaw.jailer
  - towny.command.nation.join
  - towny.command.nation.leave


  # Ranks contain additional permissions residents will be
  # granted if they are assigned that specific rank.
  ranks:

    # assistants are able to grant VIP and helper rank.
    assistant:
    - towny.tax_exempt
    - towny.command.town.claim.*
    - towny.command.town.invite.add
    - towny.command.plot.*
    - towny.command.town.toggle.public
    - towny.claimed.owntown.switch.*
    - towny.command.town.rank.vip
    - towny.command.town.rank.helper
    - towny.outlaw.jailer
    helper:
    - towny.claimed.townowned.switch.*


    # Currently only an example rank holder with no extra permissions.
    donator:
    - foo.bar


    # Currently only an example rank holder with no extra permissions.
    vip:
    - foo.bar


    # Sheriff rank is able to jail other town members.
```

```
      sheriff:
      - towny.command.town.jail
      - towny.command.town.unjail
      - towny.command.town.jail.list
      - towny.outlaw.jailer


# This section of permissions covers players who are members of any town in a nation.
nations:

  # All nation members get these permissions.
  default:
  - towny.command.nation.online
  - towny.command.nation.deposit
  - towny.command.nation.spawn
  - towny.nation.spawn.nation
  - towny.nation.spawn.ally
  - towny.town.spawn.nation
  - towny.town.spawn.ally
  - towny.chat.nation
  - towny.chat.alliance

  # Kings get these permissions in addition to the default set.
  king:
  - towny.command.nation.*
  - towny.command.nation.deposit.other
  ranks:
    assistant:
    - towny.command.nation.rank.helper
    - towny.command.nation.invite.add
    - towny.command.nation.ally.*
    - towny.command.nation.enemy
    - towny.command.nation.deposit.other
    helper:
    - towny.command.nation.add
```