

Getting Started

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What Are Plots?

A plot is a protected area of land.

Inside a plot, the owner controls who can build, break blocks, use doors, open containers, interact with entities, and manage other access rules.

This prevents things such as griefing and stealing.

Wilderness

Land outside plots is considered wilderness.

You can claim any plot of land not currently owned by another player.

Where to Get Plots?

You can get plot claims from the following sources:

1. */shop (for real money)*
2. */questshop (for tokens earned from /questboard)*
3. */ah (from other players selling them)*
4. winning horse races
5. */warp docks (for points earned from winning races and chatgames; click on the shady guy at the end of the dock)*

Plot Commands

Most plot features can be reached through the plot panel:

```
/plot panel
```

Main Commands

Command	What it does
<code>/plot help</code>	Shows plot help in-game
<code>/plot panel</code>	Opens the plot panel
<code>/plot info</code>	Shows information about the plot you are standing in
<code>/plot list</code>	Lists plots you own or are a member of
<code>/plot tp <plotId></code>	Teleports you to one of your plots or member plots
<code>/plot visual</code>	Toggles the boundary visual for the plot you are standing in
<code>/plot name <plotId> <name></code>	Renames one of your plots
<code>/plot name <plotId> clear</code>	Clears a plot name

Member Commands

Command	What it does
<code>/plot members</code>	Shows members of the plot you are standing in
<code>/plot add <player></code>	Adds a player to your current plot
<code>/plot kick <player></code>	Removes a member from your current plot
<code>/plot leave [plotId]</code>	Removes you from a plot after confirmation

When you add a member, the permission editor opens so you can choose what that player can do.

Deleting a Plot

```
/plot delete [plotId]
```

Deleting is permanent and removes ModN Realty protection from the plot.

You must be standing on the plot you want to delete.

Leaving a Plot

```
/plot leave [plotId]
```

Use leave when you want to remove yourself from a plot. Use delete only when you want to permanently remove the plot.

If you are a member, leaving removes your member access.

If you are the owner, leaving abandons the plot and ends the lease, but it does not refund a claim item.

Confirmations

Leave and delete commands ask you to type an exact confirmation phrase in chat.

Read the message carefully before confirming.

Claiming a Plot

Obtain a plot claim item.

Plot Sizes

Common plot sizes are:

Size	Area
Small	70 x 70 blocks
Medium	120 x 120 blocks
Large	250 x 250 blocks
XLarge	400 x 400 blocks
XXLarge	600 x 600 blocks

Preview Colours

The preview helps you check the plot before confirming.

Preview	Meaning
Green	The plot can be placed here
Red	The plot overlaps or collides with another plot

If the preview is red, cancel and try a different location.

Claiming a Plot- JAVA

To start claiming:

1. Hold the plot claim
2. Right-click a block

3. A preview appears. You can also use `/map` to open the map link and check the precise placement of your plot.

The block you click becomes the fixed starting corner for the claim preview.

The plot extends away from where you are facing. Sneaking while starting the claim changes the sideways orientation.

After the preview appears:

1. Left-click to begin confirmation
2. Wait for the countdown
3. Left-click again when prompted to confirm

If the claim is cancelled or fails, your claim item is returned. Scrolling off the item, putting the item in your offhand, and waiting too long will all cancel a claim.

Claiming a Plot- BEDROCK

To start claiming:

1. Hold the plot claim
2. Click the ground
3. A preview appears. You can also use `/map` to open the map link and check the precise placement of your plot.
 1. (It's suggested to open the map before claiming on bedrock)

The block you click becomes the fixed starting corner for the claim preview.

The plot extends away from where you are facing. Sneaking while starting the claim changes the sideways orientation.

After the preview appears:

1. Click the air to begin confirmation
2. Wait for the countdown
3. Click the air again when prompted to confirm

If the claim is cancelled or fails, your claim item is returned. Scrolling off the item, putting the item in your offhand, and waiting too long will all cancel a claim.

Refunding the Plot Claim

If you place a new plot and then decide you want it somewhere else, use `/plot delete` within 24 hours to remove it and receive a refund of the plot claim item.

You can then place the plot again in a different location.

This will not work on "available" plots or extending a plot lease.

Existing Plots

Using a matching-sized plot claim on an existing expired or "available" plot will start a confirmation to renew, extend, or claim the land.

Follow the messages shown in chat. Left-click confirms after the countdown **(Or clicking the air for bedrock)**.

If an Old Claim Item Does Not Work

Contact a mod or make a ticket using `/ticket create` (comment) or by going to discord and opening a `#support-ticket`!

Using the Plot Panel

The plot panel is the main menu for managing your plots.

Open it with:

```
/plot panel
```

Plot List

The plot panel shows plots you own and plots where you are a member.

If you have several plots, use the sort button to change the order.

Sort options include:

- Plot ID
- Owned plots first
- Member plots first
- Expired plots first
- Soonest expiry first



Click a plot to open its detail screen.

Plot Detail Screen

The plot detail screen can include:

- plot information
- members
- public permissions
- boundary visual
- teleport to plot
- owner-only plot settings
 - *(fire spread, hostile mob spawning, explosions, and hostile mob damage)*
- back button

Editing Member's Permissions

By navigating to the members icon in a plot's setting menu, you can click on the green members' button. A row of all the members added to the plot will be shown via their skin heads. Clicking on one will allow you to do the following:

1. View management perms
 1. *adding members and removing members*
 2. *editing member permissions*
 3. *editing public permissions*
2. View general plot perms
 1. *breaking and placing blocks*
 2. *using items on a block (ex: shears, flint and steal)*
 3. *using switches and doors*
 4. *opening containers (ex: barrels, chests, hoppers)*
 5. *taking displayed items (ex: item frames, lecterns, shelves)*
 6. *using armor stands*
 7. *interacting with enemies (ex: shearing sheep, trading with villagers)*
 8. *fighting hostile mobs and passive mobs*
 9. *setting a /home or /pwarmp*





Teleporting to a Plot

Use the teleport button in the plot detail screen, or use:

```
/plot tp <plotId>
```

You can teleport to plots you own and plots where you are a member.

Boundary Visual

Use the boundary visual button to show the plot outline.

You can also use:

```
/plot visual
```

The visual clears after a short time, or you can toggle it off.

Saving Changes

Permission and setting changes save as you click them, so review toggles before clicking.