Lands Overview

□□ Lighthouse Lands System Overview

The **Lands** plugin lets every player or group form their own **Land**, grow it into a **Town**, unite into **Nations**, and even engage in friendly **Wars**.
It replaces our old claim system with a deeper, community-driven system of politics, protection, and progression.

⚒ Claiming Land

- Players can claim land in the **Overworld, Nether, and End**.
- Use `/lands create <name>` to start your first land.
  - Cost: **£32** (includes 1 chunk).
  - Each extra chunk costs **£1**, increasing slightly each time you claim.
- Claims should be adjacently connected to your existing land.
- You can use **claim blocks or a selection tool** to claim chunks easily.
- You'll get basic tools when you first join to help with claiming.

□□ Economy & Upkeep

- Each land has its own **bank** (`/lands deposit` / `/lands balance`).
- Upkeep and taxes run **once a week (Sundays at 11 PM ET)**.
- **Taxes:** Up to £12 per area. Members who can't pay are automatically untrusted.
- **Inactive owners** (offline too long) may lose ownership after several weeks.

□□ Land Features

- You can:
  - **Set a spawn** for teleporting home.

- **Trust players** to build and manage land with `/lands trust`.
- **Create sub-areas** to rent or sell to others.
- **Keep inventory** on death inside your land.
- Use `/lands chat` for private group chat.

- Land storage, teleport, and flight are all enabled.
- Visual borders show ownership using colored particles.

□□ Land Growth (Levels)

Lands grow stronger the more active and populated they become:

Level	Title	Requirements	Benefits
1	**Settlement**	New land	10 claim chunks
2	**Village**	3 members, 30 chunks, £480 bank	+1 claim
3	**Town**	6 members, 50 chunks, £1920 bank	+2 claims
4	**Province**	12 members, 100 chunks, £9600 bank	+4 claims
5	**Land**	24 members, 200 chunks, £23040 bank	+8 claims

□□ Nations

- Nations unite multiple lands under one banner.
- Create one with `/nations create <name>` for **£3200** (requires a level 3+ (i.e. Town or higher) capital).
- Nations pay **£0.1 per chunk upkeep** and can tax their member lands.
- Levels:
  - **Federation → Nation → Empire**
- Higher levels unlock potion-like **nation effects** (Speed, Jump Boost, etc.) and more total claims.

⚔ Wars

- Wars are enabled! (Opt-in)
- Lands and nations can **declare war** on others.

- Both sides must **accept** the war before it starts.
- The war starts 24 hours after it's accepted, to give the challenged time to prepare
- Each team earns points by:
  - Player kills (+1)
  - Capturing enemy flags (+5)
- First to reach the point goal wins (minimum 35 pts).
- **Capture flags** can unclaim enemy chunks if held for 10 minutes.
  - Capture flags can only be placed while the defending player is online
- **War shields** protect new or recently attacked lands for several days.

□□ Player Perks

- Players earn small progression bonuses the longer they play (e.g., extra claims over time).
- `/lands wild` teleports you to a random location (£32, 10 min cooldown).
- `/lands unstuck` teleports you out of glitched spots (1 h cooldown).
- You keep your inventory if you die inside your own land.

□□ Extras

- Lands play sounds for actions like claiming, teleporting, or leveling up.
- The `/toplands` leaderboard ranks the richest lands.
- Particle colors show who owns or trusts a claim:
  - □□ Green – Your land
  - □□ Yellow – Trusted in land
  - □□ Red – Untrusted area
  - □□ Green Tint – Wilderness

□□ Getting Started

1. `/lands create <name>` — start your land.
2. `/lands claim` — claim your first area.
3. `/lands trust <player>` — invite friends.
4. `/lands deposit <amount>` — fund your land bank.
5. Grow your land into a town, then join or found a nation!

Lands documentation: https://wiki.incredibleplugins.com/lands/players/basics/start

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