Create a Lands claim and control member roles

Lands combines claimed areas with membership, roles and optional economy features. A player trusted in one area may not have the same permissions in every subarea. Begin with a small claim and verify the role rules before inviting a large group.

Install the supported release and keep recovery data

Obtain a legitimate Lands release through its maintainer's links and check the exact server-version requirements. Follow its current dependency instructions. Add economy or map integrations only after the basic plugin starts successfully; optional integrations should not be assumed from an old guide or someone else's plugin list.

Stop and back up the worlds plus Lands configuration and data before installation changes or an upgrade. Include an external storage database if configured, and keep the copy outside the server. For an existing economy, preserve its matching balances too. Read game backup guidance and plugin installation.

Review costs before claiming

Inspect the server's configured claim allowance, economy integration and any taxes or upkeep. Do not promise players free permanent land before checking those settings. A successful claim today does not prove that later maintenance charges are disabled.

Keep the first test area small and outside existing protected locations. Record the relevant account's starting balance so you can distinguish a claim charge from an unrelated economy change. Use a test copy if altering established tax or expiration rules.

Create and select the intended land

1. Join as a normal player with the intended permissions. Use the installed command help if the syntax differs from the current documentation.
2. Current documentation supports `/lands create TestLand` to choose a name before claiming. Use a unique name suitable for your community.
3. Stand in the authorised test location and use `/lands claim`. Inspect the boundary and any charge or allowance message.
4. When trusted in several lands, use `/lands edit TestLand` to select the intended edit land before management commands.
5. Open `/lands` or `/lands menu` to inspect the area's members, roles and settings.

These are in-game examples. Commands can change between major releases, so use the documentation matching the installed build rather than forcing a newer command into an older server.

Invite members with a deliberate role

Current Lands documentation provides `/lands member trust PlayerName` for the selected land's default area. Review area-specific behaviour before using options that trust someone across every area. Prefer the namespaced Lands command when another claim plugin also registers a short `/trust` alias.

Use the roles menu to decide whether a member may build, use containers or manage other members. Keep land-management access separate from ordinary building access. An invitation should not automatically make a helper responsible for every land setting.

Test owner, member and visitor behaviour with non-operator accounts, including a subarea if you use one. Verify that a removed member loses the intended access and that ordinary public routes remain usable. Review the result after a normal restart.

If claims or roles behave unexpectedly, preserve the data and send support the land name, area, involved role and exact action. Do not delete a populated land to fix a membership issue. Further reading: getting started, economy and claim tools.

Looking for another plugin? Browse the Minecraft plugin guide directory.

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