

# Claim Flags

The plugin provides players with a powerful set of tools to customize the behavior of claims. **Claim Flags** are specific toggles or settings applied to a claim that override standard Minecraft mechanics. To see the current flags in a claim use the [command:claimflags] command. To set a flag use the [command:claimflag flag param] command, or you can use the [command:setclaimflag flag] to set a flag and [command:unsetclaimflag flag] or [command:removeclaimflag flag] to remove it.

See [plugin](#)

## Flags

- NoFireSpread: This flag prevents fire from moving from one block to another.
- HealthRegen(x): Regenerates x amount every 5 seconds. (Minimum 1)
- KeepInventory: This flag ensures that if a player dies within the claim boundaries, they retain all their items.
- NoFallDamage: By enabling this flag, players will take zero damage from falling, regardless of the height
- NoFireDamage: This flag protects players and entities from taking damage caused by fire or standing in lava.
- NoMonsterSpawns: Prevents all bad mobs from spawning in this area. If they spawn outside of the area, they will be able to walk in.
- NoExplosionDamage: This flag neutralizes the destructive power of explosions.
- EnterMessage(message): This flag allows you to set a custom greeting that appears in a player's chat when they cross into the claim. (See [Enter Messages](#))
- NoCropTrampling: Tired of jumping on your wheat by accident? This flag prevents crops from being destroyed when players or mobs jump or walk on them.
- InfiniteArrows: When this flag is active, players firing bows within the claim will not consume arrows from their inventory.
- NoBlockFade: Prevents blocks from fading, melting, or disappearing based on world conditions.
- NoChorusFruit: Prevents players from teleporting when they eat chorus fruit in this area.
- NoElytra: This flag disables the use of Elytra wings within the claim boundaries.
- NoEnderPearl: Prevents players from teleporting when they throw an ender pearl in this area.
- NoFluidFlow: When enabled, this flag stops water and lava from flowing.
- NoGrowth: Stop blocks from growing naturally in this area. Examples: wheat, sugar cane, cactus, watermelon, pumpkin, turtle egg.
- NoHunger: While inside a claim with this flag, players' hunger bars will not deplete.

- NoIceForm: Stops ice from forming in this area.
  - NoItemDrop: Prevents players from dropping items in this area.
  - NoItemPickup: This flag prevents players from picking up items that are lying on the ground.
  - NoLeafDecay: This flag stops leaves from disappearing when the wood blocks of a tree are removed.
  - NoMonsters: Prevents all bad mobs from spawning in this area, and will also prevent them from entering the area. If they do, they will be removed.
  - NoPlayerDamage: Prevents players from taking any damage in this area.
  - RaidMemberOnly: Prevent non-members of claims from triggering raids.
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