Essentials

Sources

http://wiki.mc-ess.net/doc/ **Original commands with explanations**

https://essinfo.xeya.me/commands.php **Updated commands with explanations**

https://essinfo.xeya.me/permissions.php **Permissions list**

Recommended Player Permissions

Essentials.balance   Essentials.tpa
Essentials.sethome   essentials.tpaccept
Essentials.delhome   essentials.tpdeny
Essentials.helpop   essentials.warp
Essentials.home.bed   essentials.balance
Essentials.ignore   essentials.sell
Essentials.list
Essentials.mail
Essentials.msg
Essentials.r
essentials.rules

EssentialsX Spawn

Source

Recommended Player Permissions

Essentials.spawn

Note: /setworldspawn is a Minecraft command

World Guard and World Edit

Recommended Player Permissions - NONE

Useful Commands

```
/stopfire     Stops the spread of fire
/allowfire    Lifts fire suppression

//wand                    gives the wand

/region define <name of region>  <username>  defines a regions
                Example: /region Town BackyardHackers
/region remove <name of region>    gets rid of a region
/region info <name of region>     retrieves info about the region
/region list            gives a list of regions
/region redefine <name of region>  allows you to redefine the size of a region
/region <name of region> flag <name of flag> allow/deny
/region flag <region name> abc  ← shows all possible flags
         Example: /region flag Town abc
```

Useful Build Commands

```
//undo
//redo
//expand vert
//set <block>
//replace <from block> <to block>
//copy
//paste
//rotate <angle in degrees>
/up 1 ← puts a glass block underneath you
```

Duels

Recommended Player Permissions

Duels.duel
Duels.stats
Duels.stats.other
Duels.spectate

Helpful Commands

/duels create <arena name>
/duels set <arena name> 1|2
/duels delete <arena name>

Mythic Mobs

Recommended Player Permissions -- none

Helpful Commands

The real power of this plugin is handled through the yml files. Create the mobs and items you want there, then call them into the game using the commands.

/mm spawners create <spawnerName> <mob>   (capitalization counts)
/mm s set (check the settings you can apply to each spawner)
/mm s set <spawner name> <setting> <value>
/mm s delete <spawner name>