

Homes, Spawn & Travel

ALWAYS LEAVE A WAY BACK

A home command is cheaper than mounting an expedition to recover your own remains.

Homes

New members begin with **one home**. Stand somewhere safe and use `/sethome`. Return with `/home`, and remove an obsolete home with `/delhome`.

Higher ranks may have multiple homes. When naming is available, use memorable names such as `base`, `mine`, or `shop` rather than a collection of increasingly mysterious numbers.

Homes are not invulnerability. A badly lit room, exposed lava, or hostile player encounter can still make the destination unsafe.

Spawn and random travel

- `/spawn` returns you to the central server spawn.
- `/rtp` or `/wild` searches for a safe random destination.
- Random teleport has a cooldown and may have a short safety delay.
- `/back` returns to a previous location only when your rank or permissions allow it.

Player teleport requests

Use `/tpa <player>` to request travel to somebody, or `/tpahere <player>` to invite them to you. The other player accepts with `/tpaccept` or declines with `/tpdeny`.

Never accept a request from somebody you do not trust while standing beside valuables, lava, a private build, or an unsecured route. Teleport trapping and non-consensual PvP violate the rules.

Before teleporting: secure your inventory, confirm the player name, and ask whether the destination is safe. “Probably” is not a safety rating.

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