**Games World:**

configure mob arena

configure magic spells

world guard:

explosions- no blk dmg, but dmg.

spleef regions

pvp region

Talk about website

Magic Spells

add (fix) /afk

/he tool -> should not give players free log

ChunkSpawnerLimiter

Player Vaults?!?

**Before War:**

Nations- Setup

/spawn needs warm-up

cooldowns: /shock /slap

**Toggle:**

Main World pvp (off except war)

war

dynmap hide