Check a custom enchantment level limit before selling higher books

A higher-numbered book needs a corresponding supported level and sensible effect settings. Check the level definition before adding it to a paid shop or reward table.

Check the installed content

AdvancedEnchantments separates enchantment definitions, groups, book presentation and permissions. Keep test equipment away from player inventories until both application and activation work. Use the reference for your installed plugin version instead of assuming a configuration from another server will match.

Work through the change

1. Record the current highest level and the new level requested. Back up the enchantment definition and every shop or reward file that would distribute the new book.
2. Check the installed-release level settings and define the new level on staging. Keep its effect deliberately modest while checking whether the level is recognised and applied.
3. Obtain an expendable book at the requested level using documented administration syntax. Apply it to eligible test equipment and compare with the previous maximum level.
4. Test the effect, displayed level and any combining or upgrading workflow your server offers. Include an attempt above the allowed maximum to confirm the failure behaviour.

Verify the result

The new level should be recognised, display correctly and produce its intended bounded effect. An unsupported higher level should not become available accidentally through a shop or combination route.

If the result differs

If the book label changes but the effect does not, inspect the level-specific definition and trigger conditions. If the wrong level is issued, trace the distribution command before editing the underlying effect.

Keep a recovery path

Restore both the definition and distribution files if the new level is not ready. Record any test books issued so they cannot be mistaken for a production product or left in a public reward pool.

References and related help

Check the maintainer reference: AdvancedEnchantments documentation, AdvancedEnchantments documentation.

Before changing live data, read how to keep a completed recovery copy. For startup errors, use the log collection guide.

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