Check MythicMobs conditions before a reward skill runs

A reward condition should distinguish the qualifying player from everyone nearby. Build a small pass-and-fail test before connecting it to valuable currency or items.

Check the installed content

MythicMobs separates mob definitions, skills, targeters and triggers. Keep the internal IDs stable while testing a behaviour change; changing a display name does not require replacing the mob ID. Use documentation for your installed MythicMobs release.

Work through the change

1. Describe the rule in plain language, including which player must satisfy it and whether it should apply once or on each event. Record the expected failing case.
2. Copy the reward skill and replace the valuable reward with a harmless observable action. Preserve the same trigger and target selection during the test.
3. Inspect the installed-release condition syntax and whether the condition evaluates the caster, target or trigger. Do not assume those participants are interchangeable.
4. Run the copied skill with one qualifying player and one non-qualifying player, then reverse their positions. Test the event again after the qualifying state changes.

Verify the result

Only the correct participant should pass the condition. The failed case should produce neither the reward nor its side effects, and spatial position alone should not grant eligibility.

If the result differs

If both players pass, inspect a condition group or inversion before adjusting the reward amount. If neither passes, test the condition with the simplest supported state and inspect the first parser error.

Keep a recovery path

Restore the copied skill to its harmless form if any case fails. Keep a record of the test accounts and their state; repeatedly granting real rewards while debugging can distort the server economy.

References and related help

Check the maintainer reference: MythicMobs documentation, MythicMobs 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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