Check Towny outpost costs before claiming a distant base

A distant outpost can have separate eligibility and costs from an ordinary adjacent claim. Confirm those requirements before charging a player or extending the town’s upkeep commitments.

Before you start

Towny combines town membership, plots, permissions and economy rules. Test with a mayor, resident and outsider where relevant; an administrator can bypass the restriction you intend to check. Record the town and world so similarly named places do not confuse results.

Work through the check

1. Record the intended outpost location, town balance and current claim usage, then confirm that the world permits the relevant Towny activity.
2. Read the installed release’s outpost requirements and configured costs, including any nation, distance or ownership limitations in your server policy.
3. Try the documented outpost flow on an isolated copy or a deliberately chosen empty test area, recording the exact refusal or quoted cost before confirming.
4. Inspect the resulting town claims, bank debit and upkeep estimate, and test who can travel to or use the outpost under the existing permissions.

Confirm the result

The outpost should be attached to the correct town with the expected cost and access rules. A rejected claim should leave the bank and surrounding ownership unchanged.

If the result differs

A failed adjacency check is not proof that outposts are disabled. Compare the specific requirements and available town capacity before changing global claim limits or bypass permissions.

Recover safely

If the trial is abandoned, undo only the temporary empty claim through supported Towny controls after confirming its boundaries. Preserve existing bases and do not remove real player structures to repeat a cost test.

Documentation and related help

Check the Towny maintainer documentation and Towny maintainer reference against your installed release before applying changes.

Related CloudExa help: Create a Towny starter town and test outsider permissions and Find Minecraft logs and send useful troubleshooting details.

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