Choose when a Quests stage action should run

A stage action can fire on entry, completion or another event. Choose its lifecycle deliberately so a cosmetic message or reward does not run at the wrong moment.

Check the installed content

PikaMug Quests has its own quest editor and player progress storage. Confirm that you use this plugin rather than another project named Quests. Current maintainer documentation targets version 5 and newer; use the legacy reference when your installed release needs it.

Work through the change

1. In game, create or inspect the action through `/quests actions` using the installed-version action editor. Start with a harmless message rather than inventory removal, weather or valuable item issuance.
2. Open the staging quest stage and identify the documented action hook required by the design. A stage also needs its actual objective; an action is not automatically an objective.
3. Test entry, partial progress and completion with an ordinary account. Record the message timestamps and compare them with the selected start or end hook.
4. Test any relevant failure, death or disconnect hook separately. Keep a command or chat-triggered action distinct from the stage completion path so repeated player input cannot issue an unintended reward.

Verify the result

The action should run only at the intended lifecycle point, while the objective controls progression. Ordinary partial activity should not be mistaken for completion or repeat a one-time reward.

If the result differs

If the action never runs, inspect its saved reference and selected hook. If it runs repeatedly, check chat or command hooks and other stage actions before adding conditions to an unrelated objective.

Keep a recovery path

Restore the harmless action or previous hook if timing is unclear. Do not test destructive actions against real inventories, and keep the quest and action definitions backed up together so their references remain recoverable.

References and related help

Check the maintainer reference: PikaMug Quests documentation, PikaMug Quests 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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