Create and manage a Citizens NPC without granting command access

Citizens adds persistent non-player characters to a compatible Minecraft server. Start with one decorative NPC before connecting shops, quests or commands. An NPC's appearance does not determine its permissions, and clicking an NPC should not accidentally give visitors administrative actions.

Match Citizens to the server

Check the Citizens release against your exact Minecraft and server build. NPC plugins use version-sensitive server features, so a JAR working on a different release is not a compatibility test. Use the project's official download links; where your chosen distribution requires a purchase, obtain it legitimately rather than using an altered download.

Stop the server and keep a completed backup including worlds and the existing Citizens directory. Preserve NPC IDs and any linked quest or shop data together. Recreating an NPC with the same name does not guarantee that integrations will recognise it as the same NPC. Follow the plugin installation guide and keep one Citizens JAR.

Create one NPC in a test location

1. Start and inspect Console for Citizens startup errors. Resolve a version or missing-dependency error before creating anything.
2. Join with your trusted administrator account and stand on safe ground in a test area.
3. Run `/npc help create` to check the installed command syntax, then `/npc create WelcomeGuide`.
4. Record the selected NPC's ID shown by the plugin. Use the documented selection command when returning to an older NPC instead of assuming your last selection is still active.

5. Inspect its placement, visibility and interaction with an ordinary player account. Keep initial behaviour decorative.

These examples run in Minecraft chat. Creation uses your location; do not paste the same example into Console and assume a location will be inferred. Consult the location arguments documented for your release when using Console.

Add behaviour deliberately

Review each trait or integration separately. Citizens command traits can run actions with different execution identities; player execution and privileged execution have different risks. Read the installed command help before adding an action, restrict editing to trusted staff, and test a harmless message before configuring rewards or purchases.

Do not attach an operator grant, unrestricted console command or arbitrary player-supplied command to a public NPC. A permission on the command editor is different from a permission checked when a visitor clicks. Test denied access as well as successful access. Quest and shop integrations may store the NPC's numerical ID, so note that reference before moving or replacing it.

Diagnose missing or broken NPCs

Check whether the NPC's world is loaded and whether the problem affects every player or one client. Read the first Citizens error after startup; repeated later messages may be consequences. Check other plugins that hide entities, alter packets or manage worlds on an isolated copy rather than removing them from a live server without a plan.

Stop normally and restart once to confirm the NPC survives a clean save cycle. Keep the original backup until links and permissions are verified. Send support the NPC ID, world, Citizens and Minecraft versions, timestamp and redacted startup error. See rank and permission management.

Further reading: Citizens commands, installation and permissions.

Looking for another plugin? Browse the Minecraft plugin guide directory.

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