Create and test a beginner quest with PikaMug Quests

PikaMug's Quests lets you define objectives and rewards for players. It is a specific plugin: other projects also use the name “Quests” and can have different configuration formats. Check the developer and release before downloading or following an example.

Start with a small independent objective

Choose a compatible build through the project's official links and read the requirements for any integration you plan to use. The current documentation targets Quests 5 and newer; legacy instructions should not be assumed to match a newer editor. An NPC integration is optional for a basic command-started test and should not be added merely to make a first quest possible.

Stop the server and keep a completed backup of the Quests configuration, player progress, worlds and any external storage. Use plugin installation, then inspect the startup log before editing. Preserve existing quest identifiers: replacing a quest with a differently identified copy can affect players' recorded completion state.

Create one quest in the editor

1. Join with your trusted administrator account. Run `/quests editor` and choose the create option offered by the installed editor.
2. Give the test a distinct name and a description stating exactly what the player must do.
3. Set one simple stage with a small, measurable objective in a test area. Avoid combining a long collection chain with several integrations on the first attempt.
4. Add one inexpensive reward. Inspect both item rewards and command actions; a command reward can have server-level authority.
5. Save through the editor and read Console for validation or loading errors.

Do not use player-progress reset commands as part of routine setup. Keep administrative and editor permissions separate from normal player access. A player who can view or accept a quest does not need permission to change its rewards.

Test from the player's side

Use a non-operator account and run `/quests list`. Where command acceptance is enabled, use `/quests take` with the exact quest name using the installed help's syntax. Check current objectives with `/quest`. Localised command names can differ, so use the help shown by your server if these names are translated.

Complete the objective once and verify the actual reward, completion state and progress after reconnecting. Check that an incomplete objective does not grant the reward. If the quest counts broken blocks, inspect the options controlling replaced blocks and Silk Touch rather than assuming every block action should count identically.

Review repeatability and integration behaviour

Decide whether the quest should be repeatable and inspect the installed version's cooldown and completion requirements. Test a second attempt rather than assuming a description enforces the rule. Add NPC, party or economy integrations one at a time, keeping each dependency compatible.

For a failure, preserve the quest's definition and the test player's progress before changing anything. Report the stage, action that should have advanced it, plugin versions, timestamp and relevant log. See Citizens NPC setup when adding an NPC start. Further reading: commands, configuration and per-quest options.

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

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