Create Shopkeepers player shops and test trades safely

Shopkeepers creates villager-style trading shops. A player shop uses chest stock, while an admin shop can have unlimited supplies. Decide which model you want before creating the shop: an unlimited shop with an accidental price can affect an entire server economy.

Prepare the market area

Use the official Shopkeepers download matching your Minecraft release and read its requirements. Stop the server, take a completed backup of worlds and plugin data, then follow plugin installation. If a previous Shopkeepers installation exists, preserve its saved shops rather than replacing its data directory with a downloaded example.

Choose a protected test area and a chest containing a small amount of ordinary test stock. Check that the owner can access the chest while visitors cannot take its contents directly. Shop trading permissions and region or chest protection are separate checks; test both before opening a public market.

Create a player shop

1. Start the server and resolve any startup error before proceeding.
2. Obtain the configured shop-creation item through the documented administrator method. Its identity is configurable; a normal villager spawn egg is not automatically the right item.
3. Follow the installed version's creation prompts to select the player shop type, its stock chest and its placement. Select a selling shop for a first stock-for-payment test.
4. Use the shop's edit interaction to set one simple trade. Choose ordinary items with clear quantities before using custom items.
5. Put a small amount of the offered item into the backing chest, then test buying as an ordinary second player.

Check that stock decreases by the promised amount and payment appears in the expected place. Shopkeepers' item-trade model is not the same as automatically charging a Vault currency balance. If you want money-based trading, verify the relevant supported integration rather than

assuming every economy plugin works with every shop type.

Separate administrative shops

For a deliberately unlimited admin shop, the documented `/shopkeeper` command creates an admin shop while you look at a suitable block. Keep that creation ability restricted to trusted staff. Never grant `shopkeeper.*` merely because a player cannot create a chest-backed shop.

Review the specific shop-type permission, creation-item availability and configured limits instead. A player who can trade does not need permission to edit another player's shop. When testing custom item trades, compare the actual item metadata, not just its display name; two similarly named items may not be equivalent.

Check failure cases before opening

Test with an empty stock chest, a full receiving inventory and insufficient payment. Confirm an unsuccessful trade does not consume payment or produce items. Verify the shop still exists after a normal stop and start, and that it remains associated with its original chest.

If trading fails, record the shop ID, type, owner, coordinates and relevant error. Check whether chest protection, a moved container or mismatched item data explains it. Avoid deleting the shop as a first fix because this can discard its configuration. Keep the test shop closed until balances and stock reconcile. See region protection. Further reading: creating shops, player shop setup and permissions.

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

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