Change difficulty for one Multiverse world and confirm it persists

A difficulty change for an event or resource world should not silently alter the main survival world. Record the target world and the player impact first, especially when a peaceful setting could remove hostile entities that are important to an existing encounter.

Work through the change

1. List the world through Multiverse and record its current difficulty. Identify any saved or plugin-managed mobs that require a staged copy before trying a different difficulty.
2. Choose the named world-property control from your installed documentation. Apply one intended difficulty value and read back the value from world information.
3. Test with a normal account in that world and inspect the relevant gameplay effect. Check the main world separately rather than assuming a command context selected the right target.
4. After the next planned restart, compare the persisted difficulty with your notes. If it changes back, inspect scheduled commands and world management plugins before rewriting the property repeatedly.

Check the result

The target world should retain the chosen difficulty and the control world should retain its earlier one. Existing entities and combat plugins may not produce an immediate obvious demonstration, so use the reported property alongside a controlled gameplay test. Record the restart result for later staff changes.

Check the saved value after a normal restart rather than treating immediate feedback as persistence proof. If the difficulty returns to its former value, identify the configuration or plugin that reapplies it. Avoid repeatedly increasing difficulty while the underlying source of the overwrite remains unknown.

Recover or stop safely

Restore the original difficulty if the trial disrupts play. Restoring a difficulty value does not resurrect entities removed during a peaceful trial, so use the staging checkpoint when recovering those encounters. Avoid a live peaceful test on a world with irreplaceable hostile mobs.

Related guidance and maintainer reference

For the broader setup, read Add and import Minecraft worlds with Multiverse-Core. Check the installed plugin version before applying syntax from the official Multiverse-Core documentation.

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