Check regional keep-inventory without changing the whole world rule

A region-specific death policy can conflict with world gamerules or other death plugins. Verify the ExtraFlags keep-inventory result using disposable items before promising players their possessions are protected.

Follow the procedure

1. Confirm the installed ExtraFlags build registers `keep-inventory` and read its Boolean flag type. Record the existing world keep-inventory gamerule and any grave, death-chest or inventory recovery plugin.
2. Choose a small isolated test region and save its current flags. Prepare a disposable non-operator account carrying only a counted set of ordinary items.
3. Apply the intended regional Boolean value through the supported WorldGuard flag command. Do not use an allow/deny value merely because some other flags are state flags.
4. Perform a controlled test death inside the region and record retained inventory, ground drops and any grave created. Check experience separately; `keep-exp` is a distinct flag.
5. Repeat outside the region with another disposable set if your world policy permits. Ensure the test demonstrates a regional difference rather than the world gamerule preserving everything.
6. Restore the test account’s ordinary state and document the exact death-plugin combination. Keep the region’s inventory and experience policies explicit for players.

Check the result

The inventory outcome should match the reviewed regional policy without producing duplicate dropped or grave items. Experience may follow a separate rule. Count retained and external items together so an apparently successful respawn does not conceal duplication.

If the result is wrong

If the result conflicts with a grave or death plugin, restore the previous regional value and consult that integration’s supported ordering. Do not test with valuable player inventories or change the whole world gamerule just to force a regional demonstration to pass.

References and related help

- WorldGuard ExtraFlags maintainer reference
- WorldGuard ExtraFlags maintainer reference
- WorldGuard ExtraFlags maintainer reference
- Add and test WorldGuard ExtraFlags in one region
- Protect a Minecraft spawn with WorldGuard regions

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