Configure GriefDefender claims and LuckPerms safely

GriefDefender stores claim rules through a close integration with LuckPerms. A claim can exist while its effective permissions are wrong, so verify both the protection data and the permission inheritance before allowing players to rely on it.

Check dependencies and preserve both data sets

Choose the GriefDefender build for the server platform and Minecraft version. Obtain it through authorised maintainer links, including any required access entitlement. Use the documented compatible LuckPerms major version. A build intended for a mod loader is not interchangeable with a Paper plugin.

Before an upgrade or new protection rollout, stop and back up worlds, GriefDefender configuration and data, plus LuckPerms data. Export external databases while writes are stopped. Keep these as a matched set outside the game server: restoring only claim records can leave their permission state inconsistent. See backups and LuckPerms inheritance.

Preserve the required permission structure

Install using the plugin guide, start once and inspect startup output. GriefDefender generates supporting LuckPerms groups and relies on the normal default-group inheritance path. Do not delete generated groups or disable the default group to simplify the permissions list.

Read the project's permission guide before assigning access. Its documented user permission bundle is different from its administrative bundle. Review the user bundle and deny unwanted user operations according to that guide; do not give ordinary players administrative bypasses or a

global wildcard. Test the resulting inheritance rather than replacing it with guessed individual nodes.

Review the world and claim settings

1. Stop before editing the generated configuration. Use the format actually generated by your release; newer YAML and older HOCON examples are not interchangeable.
2. Record any existing spawn protection or other region plugin before changing overlap behaviour.
3. If adjusting vanilla spawn protection as required by your design, first ensure the spawn area will have an equivalent tested administrative claim. Do not leave a public spawn unprotected between changes.
4. Choose a small permitted test area and leave economy, taxation and automated expiration features unchanged until basic claims work.
5. Start and check that the plugin and LuckPerms load cleanly.

Create and test a basic claim

Use a normal player account with the intended claim allowance. The default claiming tool is a golden shovel; current documentation also provides a tool-free claim mode. Select the two corners and inspect the displayed boundary. Check whether you are using an area-based or volume-based mode before claiming around a multilevel build.

Use another ordinary account to test block placement, containers and doors. Test at the boundary as well as the centre. Review the appropriate trust roles rather than granting every possible permission to a collaborator. Keep a record of the expected behaviour for an owner, trusted player and visitor.

If an action is incorrectly allowed or denied, inspect the claim's effective flags and LuckPerms contexts. Do not delete all permission or claim data to clear the error. Send support coordinates, versions, relevant context and redacted output. Further reading: setup, claim management and required permission structure.

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

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