Find why a player can teleport to one Multiverse world but not another

A world access denial can come from the target world, the teleport command or a portal permission. Compare those layers with one ordinary player account. Using an operator account hides the permission path that your players actually need.

Work through the change

1. Record the source world, target world and exact command or portal used. Check that the target is loaded and listed under the expected name rather than only an alias.
2. Read the installed Multiverse access enforcement setting and the documented target-world access permission. Inspect the player’s inherited and temporary grants without adding a wildcard.
3. Test a permitted world through the same command or portal. Then test the denied world and record both responses, including any protection or permission plugin messages.
4. Grant only the missing documented capability to a test role if your policy permits access. Reconnect that account and repeat the original route before changing permissions for the full player group.

Check the result

The approved player should reach the target through the intended route while a control account remains denied. If a direct teleport works but the portal fails, inspect the portal-specific permission instead of expanding world access again. Record the exact grant that changed the result.

Write down the exact world name used by the permission node and the command. A display alias can look identical to the intended destination while referring to another internal name. Test denial from a second source world if players normally arrive through more than one route.

Recover or stop safely

Remove the temporary grant if the route remains broken or grants extra access. Restore the previous role assignment and keep the denial messages for support. An unloaded or renamed destination needs a world-reference repair, not a broad administrator permission.

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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