Give a LuckPerms permission an expiry without leaving permanent access

A temporary event permission should expire even if the player forgets to contact staff. Use a time-bound node and test the expiry with a short trial before issuing the real grant.

Follow the procedure

1. Record the player UUID, exact permission node and intended end time. Confirm that no inherited rank already supplies the same permission permanently.
2. Inspect the user with `/lp user PLAYER permission info`. Check both direct entries and the relevant group membership before adding another value.
3. On a test player, run `/lp user PLAYER permission settemp example.event true 5m`. Replace the example node with the feature’s documented permission.
4. Check the effective result with `/lp user PLAYER permission check example.event`. Exercise the actual feature as that player without operator rights.
5. Wait beyond the trial duration and repeat the permission check and feature action. Record whether another parent still grants access after the temporary entry disappears.
6. For the real player, use the approved duration and context. Avoid replacing several existing temporary grants until you understand the installed release’s duplicate-node modifier behaviour.

Check the result

The temporary entry should disappear at expiry and the ordinary player should lose only the selected feature. A failed feature test after expiry proves the intended outcome more clearly than an entry disappearing from an editor. Keep a record of the grant, duration and account so another administrator can review it.

If the result is wrong

If access continues, inspect inherited groups, another context and cached application behaviour before issuing a negative permission. Remove only the new temporary node with the documented unsettemp command when ending the trial early. Do not clear the user’s permission data or shorten an unrelated paid entitlement.

References and related help

- LuckPerms maintainer reference
- LuckPerms maintainer reference
- Create Minecraft ranks and inheritance with LuckPerms
- Trace a denied Minecraft command with LuckPerms verbose

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