

Mob Limiter

The Mob Limiter automatically detects mobs within a particular radius, and removes them depending on the rules set below. This is in place to prevent lag and make it fair for everyone to play on an equal field. ▶Try the following to avoid having your mobs despawning: → Nametagging your mobs → Spacing out your mobs, so they are not in the same radius.

“ **NOTE:** The radius is X blocks for each mob. This means to properly space out your mob counts, it needs to be double the radius for the mob.

- **Example:** If you want more than 40 villagers, you need the next group of villagers to be **100** blocks away from the other group, allowing for a 50 block radius around both groups individually.

:report: Mob Limiter Rules :report:

→ All Entities

“ Max 15 in a radius of 4 blocks

→ Villagers

“ Max 40 in a radius of 50 blocks

→ Pigs, Cows, Chickens, Sheep

“ Max 10 in a radius of 20 blocks

→ Sheep

“ Max 7 in a radius of 50 blocks

→ Zombies, Skeletons, Spiders, Cave Spiders, Blazes

“ Max 10 in a radius of 6 blocks

→ Drowned

“ Max 5 in a radius of 25 blocks

→ Creeper

“ Max 3 in a radius of 50 blocks

→ Zombified Piglins

“ Max 3 in a radius of 50 blocks

→ Phantoms

“ Max 2 in a radius of 25 blocks

→ Turtles

“ Max 10 in a radius of 5 blocks

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