Keep my villagers from dying?

In an effort to give everyone an optimized playing experience, we do have mob caps on many of the mobs in the game, including villagers. You can have up to 10 villagers in 1 chunk (do F3 G to see chunk lines).

To make sure they do not die:

- No more than 10 per chunk
- Nametag all of them, even if they have locked in jobs

Your villagers may also lose their AI (their movements) if they are in a space that is 2x2x2 or smaller. This is to help with optimizing lag on the server. They will still retain the ability to trade with them.

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