Diagnose Multiverse animal and monster spawn rules in one world

A quiet world may reflect a configured spawn category, a gamerule, light conditions or a mob cap. Begin with the world’s entity spawn configuration and a controlled natural-spawn test rather than changing every server-wide mob setting.

Work through the change

1. Identify the world and record its difficulty, entity spawn categories and exceptions. Read the current Multiverse entity-spawn-config documentation because older animals and monsters examples may use different controls.
2. Choose one category and one safe observation area. Check time, light and player distance so the trial does not depend on conditions that already prevent normal natural spawning.
3. Change only the documented category property required for the trial. Leave exception lists intact until you have recorded which species they permit or exclude.
4. Observe natural spawns over a suitable interval and compare another world. Keep command-spawned and plugin-spawned mobs out of the result, since they may follow different event paths.

Check the result

The test should show the chosen natural-spawn policy without changing the control world or existing animals. A successful configuration message does not prove a species has room under the cap. Inspect competing plugins and actual spawn conditions if the result remains empty.

Test an actual new spawn attempt separately from already-present mobs. Existing entities can remain after future spawning is restricted. Keep the test in appropriate light and biome conditions so normal Minecraft spawn requirements do not disguise whether the world rule is functioning.

Recover or stop safely

Restore the original category value and exceptions if the trial creates unwanted activity. Move players away while you assess extra entities; do not use a blanket world purge that could remove pets, named mobs or plugin-managed creatures along with the test population.

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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