

# MOB FARMING

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# Overworld/Nether/End Mob Farms Format

## Overworld/Nether/End Mob farms

All mob farms that use environmental spawning.

See [Article: Mob spawning] for more information!

## Name of creation

(Examples [Name of creation](#))

**By** User1 (Discord: @user1)

(Examples [Creator](#))

**Version** 1.16.0 - Latest

(Examples [Version](#))

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples [Credits](#))

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples [Description](#))

### Important Information

- Simulation distance
  - (Examples [Simulation Distance](#))
- Rates
  - (Examples [Rates](#))

## Additional Information

- World download: See below or use this [link](#)
  - (Examples [World download](#))
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
  - (Examples [Overview image](#))
- Showcase/Tutorial: <https://youtu.be/cHgN23>
  - (Examples [Showcase/Tutorial](#))
- Structura: See below
  - (Examples [Structura](#))
- Block list: See below
  - (Examples [Block list](#))
- Website: <>
  - (Examples [Website](#))
- (For all Additional Information, see [Additional Information](#))

## Extra Information

- Creation Date
  - (Examples [Creation Date](#))
- Archived Date
  - (Examples [Archived Date](#))
- Size
  - (Examples [Size](#))
- Gamerule
  - (Examples [Gamerule](#))
- Dimensions
  - (Examples [Dimension](#))
- Biome
  - (Examples [Biome](#))
- Kill Method
  - (Examples [Kill Method](#))
- Loot Delivery
  - (Examples [Loot Delivery](#))
- Experience Delivery
  - (Examples [Experience Delivery](#))
- Notes
  - (Examples [Notes](#))

# Dragon Killers Format

## Name of creation

(Examples [Name of creation](#))

**By** User1 (Discord: @user1)

(Examples [Creator](#))

**Version** 1.16.0 - Latest

(Examples [Version](#))

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples [Credits](#))

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples [Description](#))

### Important Information

- Simulation distance
  - (Examples [Simulation Distance](#))
- Rates
  - (Examples [Rates](#))

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below
- Website: <>

- (Examples [Additional Information](#))

## Extra Information

- **Creation Date**
  - (Examples [Creation Date](#))
- **Archived Date**
  - (Examples [Archived Date](#))
- **Size**
  - (Examples [Size](#))
- **Gamerule**
  - (Examples [Gamerule](#))
- **Dimensions**
  - (Examples [Dimension](#))
- **Biome**
  - (Examples [Biome](#))
- **Kill Method**
  - (Examples [Kill Method](#))
- **Loot Delivery**
  - (Examples [Loot Delivery](#))
- **Experience Delivery**
  - (Examples [Experience Delivery](#))
- **Notes**
  - (Examples [Notes](#))

# Trident killer (not specific) Format

## Name of creation

(Examples [Name of creation](#))

**By** User1 (Discord: @user1)

(Examples [Creator](#))

**Version** 1.16.0 - Latest

(Examples [Version](#))

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples [Credits](#))

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples [Description](#))

### Important Information

- Simulation distance
  - (Examples [Simulation Distance](#))
- Rates
  - (Examples [Rates](#))

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>

- Structura: See below
- Block list: See below
- Website: <>
- (Examples [Additional Information](#))

## Extra Information

- **Creation Date**
  - (Examples [Creation Date](#))
- **Archived Date**
  - (Examples [Archived Date](#))
- **Size**
  - (Examples [Size](#))
- **Gamerule**
  - (Examples [Gamerule](#))
- **Dimensions**
  - (Examples [Dimension](#))
- **Biome**
  - (Examples [Biome](#))
- **Kill Method**
  - (Examples [Kill Method](#))
- **Loot Delivery**
  - (Examples [Loot Delivery](#))
- **Experience Delivery**
  - (Examples [Experience Delivery](#))
- **Notes**
  - (Examples [Notes](#))

# Trident killer (mob-specific) Format

## Name of creation

(Examples [Name of creation](#))

**By** User1 (Discord: @user1)

(Examples [Creator](#))

**Version** 1.16.0 - Latest

(Examples [Version](#))

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples [Credits](#))

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples [Description](#))

### Important Information

- Simulation distance
  - (Examples [Simulation Distance](#))
- Rates
  - (Examples [Rates](#))

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>



- Structura: See below
- Block list: See below
- Website: <>
- (Examples [Additional Information](#))

## Extra Information

- **Creation Date**
  - (Examples [Creation Date](#))
- **Archived Date**
  - (Examples [Archived Date](#))
- **Size**
  - (Examples [Size](#))
- **Gamerule**
  - (Examples [Gamerule](#))
- **Dimensions**
  - (Examples [Dimension](#))
- **Biome**
  - (Examples [Biome](#))
- **Kill Method**
  - (Examples [Kill Method](#))
- **Loot Delivery**
  - (Examples [Loot Delivery](#))
- **Experience Delivery**
  - (Examples [Experience Delivery](#))
- **Notes**
  - (Examples [Notes](#))

# Wither Rose Farms Format

## Name of creation

(Examples [Name of creation](#))

**By** User1 (Discord: @user1)

(Examples [Creator](#))

**Version** 1.16.0 - Latest

(Examples [Version](#))

## Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples [Credits](#))

## Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples [Description](#))

## Important Information

- Simulation distance
  - (Examples [Simulation Distance](#))
- Rates
  - (Examples [Rates](#))

## Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below
- Website: <>

- (Examples [Additional Information](#))

## Extra Information

- **Creation Date**
  - (Examples [Creation Date](#))
- **Archived Date**
  - (Examples [Archived Date](#))
- **Size**
  - (Examples [Size](#))
- **Gamerule**
  - (Examples [Gamerule](#))
- **Dimensions**
  - (Examples [Dimension](#))
- **Biome**
  - (Examples [Biome](#))
- **Kill Method**
  - (Examples [Kill Method](#))
- **Loot Delivery**
  - (Examples [Loot Delivery](#))
- **Experience Delivery**
  - (Examples [Experience Delivery](#))
- **Notes**
  - (Examples [Notes](#))

# Wither Cage Format

## Name of creation

(Examples [Name of creation](#))

**By** User1 (Discord: @user1)

(Examples [Creator](#))

**Version** 1.16.0 - Latest

(Examples [Version](#))

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples [Credits](#))

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples [Description](#))

### Important Information

- Simulation distance
  - (Examples [Simulation Distance](#))
- Rates
  - (Examples [Rates](#))

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
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- Website: <>

- (Examples [Additional Information](#))

## Extra Information

- **Creation Date**
  - (Examples [Creation Date](#))
- **Archived Date**
  - (Examples [Archived Date](#))
- **Size**
  - (Examples [Size](#))
- **Gamerule**
  - (Examples [Gamerule](#))
- **Dimensions**
  - (Examples [Dimension](#))
- **Biome**
  - (Examples [Biome](#))
- **Kill Method**
  - (Examples [Kill Method](#))
- **Loot Delivery**
  - (Examples [Loot Delivery](#))
- **Experience Delivery**
  - (Examples [Experience Delivery](#))
- **Notes**
  - (Examples [Notes](#))

# Wither Killer Format

## Name of creation

(Examples [Name of creation](#))

**By** User1 (Discord: @user1)

(Examples [Creator](#))

**Version** 1.16.0 - Latest

(Examples [Version](#))

### Credits

- User2 (Discord: @user1) for the idea
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(Examples [Description](#))

### Important Information

- Simulation distance
  - (Examples [Simulation Distance](#))
- Rates
  - (Examples [Rates](#))

### Additional Information

- World download: See below or use this [link](#)
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- (Examples [Additional Information](#))

## Extra Information

- **Creation Date**
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  - (Examples [Dimension](#))
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  - (Examples [Biome](#))
- **Kill Method**
  - (Examples [Kill Method](#))
- **Loot Delivery**
  - (Examples [Loot Delivery](#))
- **Experience Delivery**
  - (Examples [Experience Delivery](#))
- **Notes**
  - (Examples [Notes](#))