

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)
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