

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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Revision #13

Created 11 January 2025 16:42:08 by ItsRichHeart

Updated 28 February 2025 10:47:40 by ItsRichHeart