

# Breeding

## Requirements

Most Villager tech requires many villagers to properly function, and Villagers do not naturally re-spawn in the world. Therefore, Breeding Villagers is an important field to understand in order to create many Villagers to use for your various contraptions.

Villagers have 3 requirements to breed baby Villagers:

## Outfits

Villagers can have different outfits depending on what Biome they were born in. When a baby Villager is born the outfit it dawns will be determined by the biome, and there is no association with the outfits the parents currently wear. As an example, if a Savanna Villager and a Desert Villager breed in a Tundra, a Tundra baby Villager will be born.

Knowing what biome(s) is linked to each outfit allows you to know where to find or create Villagers of a specific type. This is useful because outfits can determine certain trades offers. See [Buying and Selling Resources](#) for more info.

There are 7 types of outfits a Villager can have:

| Possible Outfits | Associated Biomes   |
|------------------|---|
| Desert           | <ul style="list-style-type: none"><li>• <i>BiomeSprite badlands.png</i>: Sprite image for badlands in Badlands</li><li>• <b>BiomeSprite desert.png: Sprite image for desert</b></li><li>• <i>BiomeSprite eroded-badlands.png</i>: Sprite image for eroded Badlands</li><li>• <i>BiomeSprite wooded-badlands.png</i>: Sprite image for wooded Badlands</li></ul> |
| Savanna          | <ul style="list-style-type: none"><li>• <b>BiomeSprite savanna.png: Sprite image for savanna</b></li><li>• <i>BiomeSprite savanna-plateau.png</i>: Sprite image for savanna Plateau</li><li>• <i>BiomeSprite windswept-savanna.png</i>: Sprite image for windswept Savanna</li></ul>  |

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| <p>Taiga</p>  | <ul style="list-style-type: none"> <li>• <i>BiomeSprite old-growth-pine-taiga.png</i>: Sprite image for Old Growth Pine Taiga</li> <li>• <i>BiomeSprite old-growth-spruce-taiga.png</i>: Sprite image for Old Growth Spruce Taiga</li> <li>• <b>BiomeSprite taiga.png: Sprite image for taiga in Minecraft</b></li> <li>• <i>BiomeSprite windswept-hills.png</i>: Sprite image for windswept Hills</li> <li>• <i>BiomeSprite windswept-forest.png</i>: Sprite image for windswept Forest</li> <li>• <i>BiomeSprite windswept-gravelly-hills.png</i>: Sprite image for windswept Gravelly Hills</li> </ul>  |
| <p>Snow</p>   | <ul style="list-style-type: none"> <li>• <i>BiomeSprite deep-frozen-ocean.png</i>: Sprite image for deep frozen Ocean</li> <li>• <i>BiomeSprite frozen-ocean.png</i>: Sprite image for frozen Ocean</li> <li>• <i>BiomeSprite frozen-peaks.png</i>: Sprite image for frozen, jagged Peaks</li> <li>• <i>BiomeSprite frozen-river.png</i>: Sprite image for frozen river Frozen River</li> <li>• <i>BiomeSprite grove.png</i>: Sprite image for grove in Minecraft Grove</li> <li>• <i>BiomeSprite ice-spikes.png</i>: Sprite image for ice-spikes Ice Spikes</li> <li>• <i>BiomeSprite jagged-peaks.png</i>: Sprite image for jagged Peaks</li> <li>• <i>BiomeSprite snowy-beach.png</i>: Sprite image for snowy beach Snowy Beach</li> <li>• <b>BiomeSprite snowy-plains.png: Sprite image for snowy plains</b></li> <li>• <i>BiomeSprite snowy-slopes.png</i>: Sprite image for snowy slopes Snowy Slopes</li> <li>• <b>BiomeSprite snowy-taiga.png: Sprite image for snowy taiga</b></li> </ul> |
| <p>Jungle</p> | <ul style="list-style-type: none"> <li>• <i>BiomeSprite bamboo-jungle.png</i>: Sprite image for bamboo Bamboo Jungle</li> <li>• <i>BiomeSprite jungle.png</i>: Sprite image for jungle in Minecraft Jungle</li> <li>• <i>BiomeSprite sparse-jungle.png</i>: Sprite image for sparse Sparse Jungle</li> </ul>   |
| <p>Swamp</p>  | <ul style="list-style-type: none"> <li>• <i>BiomeSprite mangrove-swamp.png</i>: Sprite image for mangrove Mangrove Swamp</li> <li>• <i>BiomeSprite swamp.png</i>: Sprite image for swamp in Minecraft Swamp</li> </ul>   |

|        |   |
|--------|---|
| Plains | <ul style="list-style-type: none"><li>• BiomeSprite meadow.png: Sprite image for meadow</li><li>• BiomeSprite plains.png: Sprite image for plains in</li><li>• <b>BiomeSprite sunflower-plains.png: Sprite image for</b></li><li>• <b>Sunflower Plains</b></li><li>• All Other Biomes</li></ul> |
|--------|---|

Note: Biomes in **Bold** denote that a Village naturally generates there