

VILLAGER FARMING

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Iron Farm 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**
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- **Archived Date**
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- **Size**
 - (Examples [Size](#))
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- **Experience Delivery**
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- **Notes**
 - (Examples [Notes](#))

Raid Farm Format

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By User1 (Discord: @user1)

(Examples [Creator](#))

Version 1.16.0 - Latest

(Examples [Version](#))

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Villager Breeder Format

Name of creation

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By User1 (Discord: @user1)

(Examples [Creator](#))

Version 1.16.0 - Latest

(Examples [Version](#))

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Trading Hall Format

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(Examples [Creator](#))

Version 1.16.0 - Latest

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Villager Crop Farm Format

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(Examples [Creator](#))

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Cat Farm Format

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By User1 (Discord: @user1)

(Examples [Creator](#))

Version 1.16.0 - Latest

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Baby/Adult Separator Format

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