

Froglight Farm (Non-Spawner) 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](#))

Revision #2

Created 2025-02-27 18:21:54 UTC by ItsRichHeart

Updated 2025-02-27 18:30:47 UTC by ItsRichHeart