

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	• <i>BiomeSprite badlands.png</i>: Sprite image for badlands in Badlands • BiomeSprite desert.png: Sprite image for desert Desert • <i>BiomeSprite eroded-badlands.png</i>: Sprite image for eroded Badlands • <i>BiomeSprite wooded-badlands.png</i>: Sprite image for wooded Badlands
Savanna	• BiomeSprite savanna.png: Sprite image for savanna Savanna • <i>BiomeSprite savanna-plateau.png</i>: Sprite image for savanna Plateau • <i>BiomeSprite windswept-savanna.png</i>: Sprite image for windswept Savanna

Taiga	• <i>BiomeSprite old-growth-pine-taiga.png</i>: Sprite image for Old Growth Pine Taiga • <i>BiomeSprite old-growth-spruce-taiga.png</i>: Sprite image for Old Growth Spruce Taiga • BiomeSprite taiga.png: Sprite image for taiga in Minecraft • <i>BiomeSprite windswept-hills.png</i>: Sprite image for windswept Hills • <i>BiomeSprite windswept-forest.png</i>: Sprite image for windswept Forest • <i>BiomeSprite windswept-gravelly-hills.png</i>: Sprite image for windswept Gravelly Hills
Snow	• <i>BiomeSprite deep-frozen-ocean.png</i>: Sprite image for deep frozen Ocean • <i>BiomeSprite frozen-ocean.png</i>: Sprite image for frozen Ocean • <i>BiomeSprite frozen-peaks.png</i>: Sprite image for frozen, jagged Peaks • <i>BiomeSprite frozen-river.png</i>: Sprite image for frozen river Frozen River • <i>BiomeSprite grove.png</i>: Sprite image for grove in Minecraft Grove • <i>BiomeSprite ice-spikes.png</i>: Sprite image for ice-spikes Ice Spikes • <i>BiomeSprite jagged-peaks.png</i>: Sprite image for jagged Peaks • <i>BiomeSprite snowy-beach.png</i>: Sprite image for snowy beach Snowy Beach • BiomeSprite snowy-plains.png: Sprite image for snowy plains • <i>BiomeSprite snowy-slopes.png</i>: Sprite image for snowy slopes Snowy Slopes • BiomeSprite snowy-taiga.png: Sprite image for snowy taiga
Jungle	• <i>BiomeSprite bamboo-jungle.png</i>: Sprite image for bamboo Bamboo Jungle • <i>BiomeSprite jungle.png</i>: Sprite image for jungle in Minecraft Jungle • <i>BiomeSprite sparse-jungle.png</i>: Sprite image for sparse Sparse Jungle
Swamp	• <i>BiomeSprite mangrove-swamp.png</i>: Sprite image for mangrove Mangrove Swamp • <i>BiomeSprite swamp.png</i>: Sprite image for swamp in Minecraft Swamp

Plains	• BiomeSprite meadow.png: Sprite image for meadow • BiomeSprite plains.png: Sprite image for plains in • BiomeSprite sunflower-plains.png: Sprite image for • Sunflower Plains • All Other Biomes
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*Note: Biomes in **Bold** denote that a Village naturally generates there*