

Biome

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For the definition of biomes in data packs, see [Biome definition](#).

A **biome** is a region in a world with distinct geographical features, plants, mobs, temperatures, humidity levels, colors, and more. Biomes separate every generated world into different environments, such as forests, deserts, and oceans.

The biome of a location is determined during world generation rather than by the current environment, even if all blocks in a large area are altered to imitate the terrain of other biomes. In [Java Edition](#), the /`fillbiome` command can be used to change the biome in a selected area. Existing biomes can be located with the /`locate biome` command.



Minecraft contains different biomes that can be traveled to. Some examples, from left to right, are forest, badlands, deep ocean, grove, cherry grove, and warped forest.

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List of biomes

Biome types

In [Java Edition](#), there are 65 different biome types: 54 for the Overworld, 5 for the Nether, and 5 for the End, plus one used only for a [superflat](#) preset. In [Bedrock Edition](#), there are 87 biome types: 54 for the Overworld, 5 for the Nether, 1 for the End, and 27 unused.

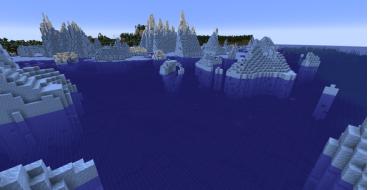
On this page, for convenience of description and reading, the biomes in Overworld are divided into 8 categories, which are not official.

Overworld

Offshore biomes

These biomes are used for the generation of [oceans](#) and mushroom fields. They are large, open biomes made entirely of water going up to Y=63, with underwater relief on the sea floor, such as small mountains and plains, usually including [gravel](#), [dirt](#), and [sand](#). [Squid](#) and [fish](#) spawn frequently in the water, and [dolphins](#) spawn in non-frozen oceans.

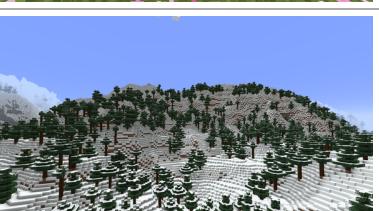
Biome name	Description	Screenshot	[hide]
Ocean	The basic ocean biome. Like its colder variants, its floor is largely made up of gravel, covered with kelp and seagrass. However, small patches of dirt, sand and clay can also appear. Cod and salmon ^[BE only] can spawn here alongside dolphins , squid and nautiluses . Drowned and rarely zombie nautiluses may also spawn here at night and during thunderstorms.		
Deep ocean	A variant of the ocean biome. In deep ocean biomes, the ocean can exceed 30 blocks in depth, making it twice as deep as the normal ocean. The ground is mainly covered with gravel. Ocean monuments generate in deep oceans, meaning guardians , elder guardians , prismarine and sponges can spawn here.		
Warm ocean	A variant of the ocean biome, with light teal water at the surface. Like the lukewarm ocean, it has a floor made of sand and like all oceans, it is populated with seagrass, but without kelp. Pufferfish and tropical fish spawn here alongside dolphins , squid and nautiluses . Drowned and rarely zombie nautiluses may also spawn here at night and during thunderstorms. Unlike other ocean biomes, warm oceans allow for the generation of coral reefs and sea pickles . It is the only ocean biome that does not have a deep equivalent, but the terrain in this biome can reach the same depth as deep oceans.		
Lukewarm ocean	A variant of the ocean biome, with light blue water at the surface. Its floor is made of sand with an occasional patch of dirt or clay. Kelp and seagrass generates here. Unlike the warm ocean biome, cod and salmon ^[BE only] can spawn here, together with pufferfish ^[JE only] and tropical fish . Dolphins , squid , and nautiluses may also spawn here and drowned and rarely zombie nautiluses can spawn at night or during thunderstorms. Coral reefs cannot generate here.		
Deep lukewarm ocean	Similar to the lukewarm ocean biome, but twice as deep. Because they are a deep ocean variant, they can generate ocean monuments , resulting in the spawning of guardians , elder guardians , prismarine and sponges .		
Cold ocean	A variant of the ocean biome, with dark blue water at the surface. Like regular oceans and frozen oceans, its floor is made up of gravel, though occasional patches of dirt can be found. Kelp and seagrass generates here. Salmon , cod and nautiluses can spawn in cold ocean biomes alongside squid and dolphins ^[BE only] . Drowned and rarely zombie nautiluses may also spawn here at night and during thunderstorms.		
Deep cold ocean	Similar to the cold ocean biome, but twice as deep. Like other deep oceans, ocean monuments can generate here, which contain guardians , elder guardians , prismarine and sponges .		
Frozen ocean	A variant of the ocean biome with dark indigo water at the surface. Like the cold ocean, it has a gravel seabed and squid swimming about. However, the water's surface is frequently broken up by patches of ice and large icebergs, consisting of packed ice and blue ice, and occasionally topped with snow blocks and snow ^[BE only] . Strays , drowned , rarely zombie nautiluses , living nautiluses , polar bears , and rabbits ^[BE only] can spawn here, but dolphins can't. Salmon and cod ^[BE only] may also spawn here.		

Deep frozen ocean	<p>Like the frozen ocean biome, the only fish that spawn here are salmon and cod^[BE only], squid and nautiluses may also spawn here, and the floor consists of gravel. The frozen deep ocean biome also contains ocean monuments and a deeper floor than normal oceans, like other deep oceans. Frequent floating icebergs with blue ice generate here. Polar bears, strays, drowned, rarely zombie nautiluses and rabbits^[BE only] can also spawn here, but dolphins can't.</p>	
Mushroom fields	<p>This rare biome consists of a mostly flat island and has mycelium instead of grass as its surface. Mushroom fields are always adjacent to a deep ocean and are always isolated from other biomes, and they are typically a few hundred blocks wide. It is one of the few biomes where huge mushrooms can generate naturally, and where mushrooms can grow in full sunlight.</p> <p>No mobs other than mooshrooms, bats^[JE only], and glow squid spawn naturally in this biome, including the usual night-time hostile mobs. This also applies to caves, mineshafts and other dark structures, meaning exploring underground is safe. However, monster spawners still spawn mobs, wandering traders along with their llamas can spawn, raids can still spawn illagers, but villages don't spawn here. the player can still breed animals and spawn mobs using spawn eggs and insomnia still attracts phantoms^[JE only].</p>	

Highland biomes

See also: [Mountains](#)

Highland biomes are biomes with a higher Y-level. Rugged terrain and snow-covered peaks appear above the snow line.

Biome name	Description	Screenshot	[hide]
Jagged peaks	One of the three biomes that generate in the peaks of a mountain. This biome is found in taller and more jagged and pointy peaks that often pass the clouds and can peak at Y=256. It is covered by a single layer of snow blocks with stone underneath often exposing ores such as coal, iron and emerald. Just like the snowy slopes, stone cliffs can generate in some sides of the mountain. Goats spawn in this biome. Polar bears and rabbits may also spawn here and strays appear at night or during thunderstorms ^[BE only] .		
Frozen peaks	The frozen peaks are covered by snow blocks and packed ice with occasional small blobs of ice. Goats can spawn in this biome. Polar bears and rabbits may also spawn here and strays appear at night or during thunderstorms ^[BE only] . This biome usually generates in smoother and less jagged mountains compared to the jagged peaks biome.		
Stony peaks	The stony peaks are a warmer variation of peak biomes that generates in warmer regions to avoid temperature clashes. It is mainly covered by stone with large strips of calcite and exposed ores. No passive mobs spawn here and there's no snow in this biome.		
Meadow	The meadow is an elevated grassy biome found in plateaus near mountain ranges. It is filled with patches of flowers and turquoise-green short grass and tall grass. All small flowers generate except blue orchids, tulips, lilies of the valley or wither roses. Rarely, a lone oak or birch tree can generate and always has a bee nest. Both pillager outposts and plains villages can generate in this biome. Sheep, donkeys and rabbits are the only passive mobs that spawn in this biome.		
Cherry grove	Cherry groves are grasslands with a lot of short grass, tall grass and, instead of the traditional dandelion and poppy flowers, the ground is covered with pink petals. The main environmental feature of the cherry grove are cherry trees identified by their striking pink color. The cherry trees may generate densely enough to create a cover of leaves. Sheep, pigs and rabbits are the only passive mobs that spawn in this biome.		
Grove	The grove creates a forest of spruce trees beneath the mountain peaks when near a forested biome. It is quite reminiscent of the snowy taiga, but the surface is covered with snow blocks and powder snow instead of grass blocks. Rabbits, wolves and foxes can spawn in this biome.		
Snowy slopes	The snowy slopes generate beneath the mountain peaks and are covered with multiple layers of snow blocks and powder snow, with some sides also having stone cliffs. Goats spawn in this biome alongside rabbits and polar bears ^[BE only] . Strays may also spawn here at night and during thunderstorms ^[BE only] . This is the only mountain biome where igloos can generate, making it one of the three biomes where igloos naturally generate.		
Windswept hills	A highland biome with some steep hilltops and an occasional oak or spruce tree ^[JE only] . The terrain is usually flat, but sometimes hilly and shattered. This is one of the few biomes where llamas can spawn naturally. Snowfall also occurs above certain heights, rarely creating snow layers on the top of the hills. Windswept hills are one of six biomes where emerald ore and infested stone can be found naturally. Cold animal variants may also spawn here.		

<u>Windswept gravelly hills</u>	The windswept gravelly hills are mostly covered in <u>gravel</u> with occasional patches of grass and stone blocks. This is one of the few biomes where <u>llamas</u> can spawn naturally. Due to the low amount of grass, the population of <u>spruce</u> and <u>oak</u> trees in this biome is sparse. Cold <u>animal</u> variants may also spawn here.	
<u>Windswept forest</u>	This biome is found when windswept hills are located next to forested biomes. This is one of the few biomes where <u>llamas</u> can spawn naturally. It does not generate stone patches, so the floor is entirely covered by grass. There are more <u>spruce</u> and <u>oak</u> trees in this biome, forming small forests with a lower tree density than other forest biomes. Cold <u>animal</u> variants may also spawn here.	

Woodland biomes

Woodland biomes are rich in plants with a variety of trees, flowers and grasses.

Biome name	Description	Screenshot	[hide]
Forest	A common biome with many oak and birch trees and a fair amount of short grass , mushrooms and flowers . The ground beneath the trees is covered with leaf litter . Wolves can spawn in this biome.		
Flower forest	This forest variant has fewer trees but contains nearly every type of flower and tall plant in the game. Wolves do not spawn in the flower forest, although rabbits spawn occasionally. Bee nests have a higher chance to generate in this biome.		
Taiga	A biome covered by a forest of spruce trees. Ferns, large ferns and sweet berry bushes grow commonly on the forest floor. One can find packs of wolves here, along with small groups of foxes , rabbits or cold animal variants. Villages may generate in this biome; the houses in these villages are built with spruce wood. Pillager outposts may also generate in this biome. This is one of the few biomes where trail ruins can generate.		
Old growth pine taiga	A biome composed of spruce trees (despite it being called a pine taiga, since there is no pine in the game), much like the standard taiga biome. However, some trees are 2×2 thick and taller than normal, akin to large jungle trees. Mossy cobblestone boulders appear frequently, mushrooms are common, and podzol can be found on the forest floor. There are also patches of coarse dirt that do not grow grass, with some dead bushes . Wolves, foxes and cold animal variants can spawn here, as they do in normal taiga biomes. Rabbits may also spawn here [JE only].		
Old growth spruce taiga	At first glance, this biome may look almost exactly the same as its pine tree counterpart. However, the most striking feature of this biome is its giant spruce trees, which are essentially a scaled-up version of regular spruce trees. One can easily differentiate this from an old growth pine taiga by observing how the leaves almost completely cover the tree trunks, whereas in pine ones, leaves tend to cover only the top. Like the old growth pine taiga, wolves , foxes and cold animal variants spawn here, and trail ruins can also generate. Rabbits may also spawn here [JE only].		
Snowy taiga	Similar to the standard taiga, except much of the biome is covered in snow . Ferns and large ferns generate here commonly, however sweet berry bushes generate more rarely than in the regular taiga. Wolves, foxes, rabbits and cold animal variants can spawn here. One may also find an igloo nestled between the trees, making it one of the three biomes where igloos naturally generate. Villages and pillager outposts may also generate here [BE only]. Villages use the same architecture as taiga villages, but the villagers wear snowy biome outfits.		
Birch forest	A forest that is solely made of birch trees. The grass is aqua in color, and unlike the regular forest, no wolves spawn in this biome. Wildflowers are very common in birch forests.		

<u>Old growth birch forest</u>	<p>Birch trees grow much taller than usual in this uncommon variant of the birch forest biome. Whereas normal birch trees grow up to 7 blocks tall, these trees can grow up to 13 blocks in height. This makes deforestation a much more difficult task, although it provides the player with far more resources.</p> <p>This is one of the few biomes where <u>trail ruins</u> can generate.</p>	
<u>Dark forest</u>	<p>This biome is mainly composed of dark oak trees, which create a mostly closed roof of leaves. Oak trees, birch trees, and huge mushrooms can also be found occasionally, and the ground is covered with leaf litter. Trees in this forest are so densely packed that some areas are dark enough for hostile mobs to spawn, even during the day. On rare occasions, a <u>woodland mansion</u> may generate.</p>	
<u>Pale garden</u>	<p>The pale garden is a rarer variation of the dark forest biome. It is, in fact, the rarest biome. The dark oak trees are replaced with pale oak trees, with lots of pale hanging moss hanging from the trees. Patches of <u>pale moss blocks</u> and <u>pale moss carpets</u> cover much of the ground, and patches of <u>eyeblossoms</u> dot the landscape. The sky, foliage, and water in this biome are gray and desaturated, and no <u>music</u> plays inside the biome.</p> <p>Some of the pale oak trees may have a <u>creaking heart</u> hidden within them, which spawns a <u>creaking</u> at night. No passive mobs spawn in this biome. Trees in this forest are so densely packed that some areas are dark enough for hostile mobs to spawn, even during the day. On rare occasions, a <u>woodland mansion</u> may generate, making the pale garden one of only two biomes where it can be found.</p>	
<u>Jungle</u>	<p>A dense forested biome that includes many different plants and features. Jungle trees and mega jungle trees are common, with the mega trees having 2x2 thick trunks and possibly growing up to 31 blocks in height. Fancy <u>oak trees</u> are also common, and <u>jungle bushes</u> often cover much of the forest floor. <u>Ferns</u> and <u>large ferns</u> are found commonly, and <u>vines</u> are found growing on most types of blocks, especially on jungle trees. Additionally, <u>cocoa</u> can also grow on the sides of jungle trees. <u>Melons</u> can generate here in patches, similar to pumpkins, although they are much more common. Single shoots of <u>bamboo</u> can be found scattered throughout the biome.</p> <p>The foliage in the jungle is a bright, lush green color. <u>Jungle pyramids</u> and <u>trail ruins</u> can generate, and <u>ocelots</u>, <u>parrots</u>, <u>pandas</u> and warm <u>animal</u> variants can spawn in this biome.</p>	
<u>Sparse jungle</u>	<p>In contrast to the wild and overgrown vegetation of the jungle biome, the sparse jungle consists of <u>jungle trees</u>, <u>fancy oak trees</u>, and <u>jungle bushes</u> that are spaced out and isolated, creating a much more open environment. The terrain of this biome is often flat, but there may be some small rises in elevation.</p> <p><u>Parrots</u>, <u>ocelots</u>, and <u>pandas</u> can still spawn in the sparse jungle<small>[Bedrock Edition only]</small>. <u>Wolves</u> can also spawn in this biome along with warm <u>animal</u> variants.</p>	
<u>Bamboo jungle</u>	<p>In this biome, large areas of the landscape are covered with massive amounts of bamboo. Patches of podzol can be found underneath the densely packed bamboo. Additionally, <u>mega jungle trees</u>, <u>fancy oak trees</u>, and <u>jungle bushes</u> can also generate here.</p> <p>Pandas have a much higher chance to spawn here than the other jungle biomes, making this the best place to find them. <u>Ocelots</u><small>[BE only]</small>, <u>parrots</u> and warm <u>animal</u> variants are also able to spawn, and <u>jungle pyramids</u> can generate here<small>[JE only]</small>.</p>	

Wetland biomes

Wetland biomes are rivers, swamps and beaches. They have a large amount of water resources. Rivers separate other biomes; beaches generate as a transition between the ocean and land.

Biome name	Description	Screenshot	[hide]
River	A biome that consists of water blocks that form an elongated, curving shape similar to a real river. Rivers cut through terrain or separate the main biomes. They attempt to join up with ocean biomes, but sometimes loop around to the same area of ocean. Rarely, they can have no connection to an ocean, instead forming a loop, or ending in a swamp or far inland. The grass has a dull aqua tone, much like the ocean, and trace amounts of <u>oak trees</u> , <u>bushes</u> , and <u>firefly bushes</u> tend to generate there as well. Rivers are also a reliable source of <u>clay</u> . These biomes are good for <u>fishing</u> , but <u>drowned</u> can spawn at night and during thunderstorms. In <u>Bedrock Edition</u> , mobs other than <u>salmon</u> , <u>squid</u> and <u>drowned</u> cannot spawn in this biome, even underground, except from a <u>monster spawner</u> .		
Frozen river	A river with a layer of ice covering its surface. It generates when a river goes through snowy biomes. <u>Salmon</u> spawn underwater while <u>rabbits</u> ^[BE only] and <u>polar bears</u> ^[BE only] spawn on the surface. At night and during thunderstorms, <u>drowned</u> can spawn below the ice with <u>strays</u> ^[BE only] on the surface. In <u>Bedrock Edition</u> , no hostile mobs other than <u>strays</u> and <u>skeletons</u> can spawn here, even underground, except from a <u>monster spawner</u> .		
Swamp	A biome characterized by a mix of flat areas around sea level, and shallow pools of green water with floating <u>lily pads</u> . Clay, sand and dirt are commonly found at the bottom of these pools. Trees are covered with <u>vines</u> and can be found growing out from the water. <u>Mushrooms</u> , <u>firefly bushes</u> , <u>dead bushes</u> , and <u>sugar canes</u> are abundant, and <u>blue orchids</u> grow exclusively here. <u>Frogs</u> of the temperate variant can spawn here as well. <u>Slime huts</u> with a <u>black cat</u> and a <u>witch</u> generate exclusively in swamps. <u>Slimes</u> also spawn naturally at night and during thunderstorms, most commonly on full moons. Some zombies may end up underwater, which can transform them into <u>drowned</u> , and some skeletons are replaced by <u>bogged</u> , making this an especially dangerous biome at night or during thunderstorms. Temperature varies within the biome, causing foliage and grass colors to vary. In <u>Bedrock Edition</u> , <u>huge mushrooms</u> also spawn in this biome. Visibility is also lower than other biomes when the player is underwater.		
Mangrove swamp	A biome characterized by a dense foliage, featuring plenty of <u>mangrove trees</u> of varying heights. The floor is mainly composed of <u>mud</u> blocks with occasional grass patches. The grass has the same color as in the normal swamp but leaves and <u>vines</u> have a unique light green tint and the water is teal rather than gray. Warm frogs often spawn in this biome. <u>Slimes</u> also spawn naturally at night and during thunderstorms, most commonly on full <u>moons</u> . Some zombies may end up underwater, which can transform them into <u>drowned</u> , and some skeletons are replaced by <u>bogged</u> , making this an especially dangerous biome at night or thunderstorms. Visibility is also lower than other biomes when the player is underwater.		
Beach	Generated where oceans meet other biomes, beaches are primarily composed of sand. Beaches penetrate the landscape, removing the original blocks and placing in sand blocks. These are also useful for <u>fishing</u> . <u>Buried treasure</u> can be found under few blocks of sand, and an occasional <u>shipwreck</u> can also generate here. Passive mobs other than <u>turtles</u> do not spawn on beaches.		
Snowy beach	Like a regular beach, one can find plenty of <u>sand</u> in this biome and <u>buried treasure</u> can be found underground in this snowy beach. However, sand is covered in a layer of <u>snow</u> . Snowy beaches are found when a snowy biome borders a frozen ocean biome. No passive mobs other than <u>rabbits</u> ^[BE only] spawn in this biome.		
Stony shore	This stone-covered biome generates at shores with low erosion values, usually close to <u>mountains</u> . Depending on the height of the nearby land, stony shores may generate as medium slopes or huge cliffs, its tops tall enough to be covered by snow even when near warmer biomes. ^[1] No passive mobs spawn here. <u>Buried treasure</u> can generate here ^[BE only] . <u>Strips of gravel</u> can sometimes be found here.		

Flatland biomes

These biomes have a wide view on usually flat terrain, but can also generate on large hills or cliffs. Trees spawn less here and water sources are plentiful. They also have a higher number of passive mob spawns.

Biome name	Description	Screenshot	[hide]
<u>Plains</u>	A flat and grassy biome with rolling hills and few <u>oak trees</u> . <u>Villages</u> are common. Cave openings, lava lakes and waterfalls are easily identifiable due to the flat unobstructed terrain. Passive mobs are easily found in plains biomes; this biome is also one of the few biomes where <u>horses</u> and <u>donkeys</u> spawn naturally, while hostile <u>zombie horses</u> will spawn during the nighttime. Pillager outposts may also be generated.		
<u>Sunflower plains</u>	A fairly uncommon variation of the plains, this biome is the only place where <u>sunflowers</u> naturally generate. In <u>Bedrock Edition</u> , <u>villages</u> and <u>pillager outposts</u> may also generate here.		
<u>Snowy plains</u>	An expansive biome with a huge amount of <u>snow</u> . Sugar cane can generate in this biome, but can become uprooted when chunks load as the water sources freeze to ice. There are few <u>spruce trees</u> in this biome. No animal mobs other than <u>rabbits</u> and <u>polar bears</u> can spawn; however, it is one of the few biomes where <u>strays</u> and <u>zombie horses</u> appear. In <u>Bedrock Edition</u> , this biome does not spawn monsters other than <u>strays</u> and <u>skeletons</u> , but <u>monster spawners</u> can still spawn monsters. This is one of the three biomes where <u>igloos</u> naturally generate. Villages and pillager outposts may also generate here.		
<u>Ice spikes</u>	A rare variation of the snowy plains biome that features large spikes and glaciers of packed ice. Usually, the spikes are 10 to 20 blocks tall, but some long, thin spikes can reach over 50 blocks in height. The floor in this biome is entirely covered in <u>snow blocks</u> instead of grass, and <u>ice patches</u> made of packed ice can generate on it. Like the regular snowy plains, no animal mobs other than <u>rabbits</u> and <u>polar bears</u> can spawn and <u>strays</u> appear at night or during thunderstorms.		

Arid-land biomes

In these biomes, it neither rains nor snows. The surface is covered with sparse vegetation.

Biome name	Description	Screenshot	[hide]
Desert	A barren biome consisting mostly of <u>sand</u> dunes, dead bushes, <u>dry grass</u> , and <u>cacti</u> . Sandstone and sometimes fossils are found underneath the sand. The only passive mobs that spawn naturally in deserts are gold/creamy rabbits and camels. At night and during thunderstorms, <u>husks</u> , <u>parched</u> , and <u>camel husks</u> usually spawn in the place of normal zombies and skeletons. <u>Sugar cane</u> can be found if the desert is next to a river biome. <u>Desert villages</u> , <u>desert wells</u> and <u>desert pyramids</u> are found exclusively in this biome. <u>Pillager outposts</u> can also generate here.		
Savanna	A relatively flat and dry biome with a dull-brown grass color and <u>acacia</u> trees scattered around the biome, though <u>oak</u> trees may generate occasionally. Tall grass covers the landscape. <u>Villages</u> can generate in this biome, constructed of acacia wood, with some stained terracotta. Pillager outposts can also generate here. Horses, armadillos and warm animal variants can naturally spawn here, while hostile <u>zombie horses</u> will spawn during the nighttime. <u>Llamas</u> may also spawn here <small>[BE only]</small> .		
Savanna plateau	This biome generates when a normal savanna biome spawns at high altitudes and near mountains. It is mostly indistinguishable from the standard savanna, with the main differences being the fact that <u>llamas</u> and <u>wolves</u> can spawn, and villages and pillager outposts cannot generate.		
Windswept Savanna	In contrast to the mostly flat and calm terrain of the savanna biome, this uncommon variant generates chaotic terrain, with gigantic mountains covered in <u>coarse dirt</u> and some patches of stone. The mountains in the windswept savanna are extremely steep, sometimes jutting out at 90-degree angles, making it almost impossible to climb. On top of that, they can reach heights comparable to the mountain peak biomes, sometimes rising above the clouds. Massive waterfalls and lavafalls are quite common, and ocean-like lakes can also generate. Unlike the regular savanna, villages and pillager outposts do not generate in this biome. Horses, armadillos and warm animal variants can still spawn in the windswept savanna, as well as hostile <u>zombie horses</u> during the nighttime. <u>Llamas</u> may also spawn here <small>[BE only]</small> .		
Badlands	An uncommon biome where large mounds of <u>terracotta</u> and stained terracotta generate. <u>Red sand</u> also generates here instead of regular sand, with occasional <u>cacti</u> , dead bushes, and <u>dry grass</u> . This biome is usually found alongside desert biomes and it can generate in mountainous terrain. Armadillos are the only mobs that can be found here. Mineshafts generate at a higher altitude than normal - occasionally a player may come across a mineshaft jutting out of the badlands. Gold <u>ore</u> also occurs more frequently, because additional veins can generate within badlands up to Y=256. The composition of this biome is useful when other sources of terracotta and gold are scarce.		
Wooded badlands	The wooded badlands has layers of coarse dirt and grass blocks, and forests of <u>oak</u> trees with <u>leaf litter</u> that generate at higher altitudes in humid areas. The lower parts don't generate the oak forests, exposing terracotta and <u>red sand</u> to the sky. The color of the grass and leaves is a dull green-brown hue, giving it a dried and dead appearance. These trees are a rare source of wood when living in the otherwise barren badlands. Armadillos can spawn here during the day, and <u>wolves</u> and warm animal variants can spawn on the wooded plateaus.		
Eroded badlands	This rare variant generates unique terrain features that are similar to the structures in Utah's Bryce Canyon. Tall and narrow spires of colorful terracotta rise out of the floor of the canyon, which like all other badlands variants, is covered in red sand. Armadillos are the only passive mobs that can be found here.		

Cave biomes

These biomes generate inside caves in the Overworld. They're mostly found underground but can sometimes leak out of cave entrances.

Biome name	Description	Screenshot	[hide]
Deep dark	A dimly lit cave biome that generates deep underground mostly within the deepslate layer. It is largely sculk blocks 1 block thick upon all surfaces, with frequent sculk sensors and occasional sculk shriekers, the latter of which can directly summon a warden. Large structures known as ancient cities can generate here, containing chests with unique loot. No mobs aside from wardens spawn here, except from a monster spawner.		
Dripstone caves	These are caves filled with dripstone blocks and pointed dripstone both hanging as stalactites and growing from the ground as stalagmites and small water wells of 1x1 in the ground. Large dripstone clusters structures generate occasionally inside these caves. Copper ore blobs found in this biome are much bigger compared to other biomes. Drowned and rarely zombie nautiluses can spawn in aquifers.		
Lush caves	Lush caves are often found underground below azalea trees. These caves are covered by moss blocks, moss carpets, short grass and azalea bushes on the floors. On the ceiling, vines and cave vines with glow berries grow down and light up the caves, and spore blossoms grow from the ceiling and spore particles. There are also shallow lakes with clay where dripleaf plants grow out of them and axolotls spawn, making this the only biome where they can spawn. Tropical fish can also spawn inside the aquifers in a lush cave.		

The Void

Biome name	Description	Screenshot	[hide]
The Void <small>[Java Edition only]</small>	Can be accessed only through Single Biome world selection or The Void superflat preset. In a single biome world, the landscape consists of stone, as well as water and bedrock depending on the generator type. In The Void superflat preset, the world is completely empty except for a single structure: a 33x33 stone platform with a single block of cobblestone in the center. No mobs (passive or hostile) aside from phantoms and pillager patrols can spawn without spawn eggs, monster spawners or commands. It does not rain in this biome.		

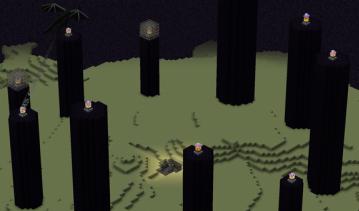
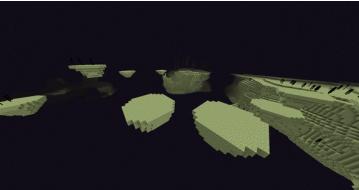
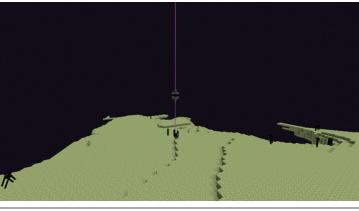
The Nether

The Nether is considered a different dimension. All biomes in this dimension are hot and dry, and it is not possible to place water; ice can still be placed, though it does not turn into water upon melting. Lava oceans are generated as a feature and are therefore not considered a separate biome.

Biome name	Description	Screenshot	[hide]
Nether wastes	The Nether wastes is the most common biome in the Nether. The terrain mainly consists of netherrack, with glowstone clusters growing and lava leaking from the ceiling and gravel and soul sand lining its shores. Most of the Nether's mobs can spawn here, including ghasts , zombified piglins , magma cubes , striders , piglins , and the occasional enderman .		
Soul sand valley	The soul sand valley mainly consists of soul sand, basalt and soul soil. Notable features of the biome are exposed Nether fossils in various shapes and sizes, large amounts of lava, blue fog, large spires made of basalt, soul fire, and the occasional Nether fortress or bastion remnant. Ghasts and skeletons are common in this biome while endermen are rare. Striders can spawn here as well. This is the only place to find dried ghasts naturally.		
Crimson forest	The crimson forest consists of many huge crimson fungi, which act as the "trees" of this biome. The huge fungi often generate with weeping vines hanging from them, and shroomlights which light up the landscape. The floor is mostly covered with crimson nylium, with occasional patches of bare netherrack or Nether wart blocks . Crimson roots, crimson fungus, and occasionally warped fungus grow on the ground. Small patches of Nether wart blocks and weeping vines can also be found growing on the ceiling. Hoglins , piglins , zombified piglins , and striders can spawn in this biome.		
Warped forest	The warped forest consists of many huge warped fungi, which act as the "trees" of this biome. The huge fungi often generate with shroomlights, which light up the landscape. Twisting vines grow throughout the biome in patches. The floor is mostly covered with warped nylium, with occasional patches of bare netherrack or warped wart blocks . Warped roots, warped fungus, Nether sprouts , and occasionally crimson fungus grow on the ground. Endermen and striders are the only mobs that spawn in this biome. The biome emits out a magenta-purple fog upon entry.		
Basalt deltas	A gray biome, the basalt deltas are said to be the remnant of ancient volcanic eruptions. The ground consists of basalt and blackstone blocks, with small patches of netherrack and pools of lava. The shape of the terrain is chaotic and uneven, making it somewhat difficult to traverse and build on. Unlike the other biomes in the Nether, bastion remnants do not generate in basalt deltas. When this biome borders a lava ocean, clusters of basalt form near the coast. Fog is colored light-gray and particles of dust can be seen falling from the ceiling upon entry. Magma cubes have a high spawn rate in this biome, making the basalt deltas the best place to farm magma cream. This biome also contains a much higher abundance of blackstone compared to other Nether biomes. Ghasts and striders can spawn in this biome as well.		

The End

The End is considered a different dimension. The terrain consists of end stone islands of varying sizes, floating in the void. They use five different biomes in [Java Edition](#), or all use the End in [Bedrock Edition](#), with no terrain differences.

Biome name	Description	Screenshot	[hide]
The End	<p>This biome is used to generate the circle of radius 1000 centered at the 0,0 coordinates in the End. The End central island is generated at the center of this circle, and it's surrounded by a complete vacuum all the way to the edge of the biome. Most of the End features are exclusive to that island, including the ender dragon, the obsidian pillars, the End crystals, the 5x5 spawn platform, the exit portal and the 20 central End gateways. Large amounts of endermen spawn in this biome. It does not rain or snow in this biome unlike the other low-temperature biomes. The outer islands in the End can be accessed using End gateways after the ender dragon has been defeated. In Bedrock Edition, this biome is instead the biggest, as it is used to generate the whole dimension.</p> <p>If the biome is used for a superflat world, the sky appears nearly black and an ender dragon spawns at the 0,0 coordinates in the Overworld. Only endermen spawn at night.</p>		
Small End islands <small>[JE only]</small>	Generates as part of the outer islands of the End. This biome represents the empty expanse between the larger islands, populated by the smaller, circular islands. Large amounts of endermen spawn in this biome.		
End midlands <small>[JE only]</small>	Generates as part of the outer islands of the End. This biome represents the gradual slope from the hilltops of each island down to the cliffs around the edge. End cities generate here, but chorus trees do not. Large amounts of endermen spawn in this biome.		
End highlands <small>[JE only]</small>	Generates as part of the outer islands of the End. This biome represents the hilltops of each island, and is the only biome in the End where both chorus trees and End cities generate. Large amounts of endermen spawn in this biome.		
End barrens <small>[JE only]</small>	Generates as part of the outer islands of the End. This biome represents the outer rims of each island, with steep cliffs below the edge. Neither End cities nor chorus trees generate in this biome. Large amounts of endermen spawn in this biome.		

Unused biomes

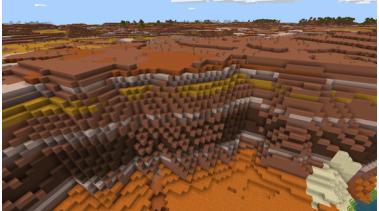
 **This section describes content that has been removed from the game.**
This feature was present in earlier versions of [Java Edition](#), but has since been removed.

 **This section describes content that has been officially made unobtainable in [Bedrock Edition](#).**
It can still be obtained using [third-party software](#). However, this can cause unexpected behavior such as bugs and crashes.

*Main article: [Biome/Before 1.18](#)
See also: [Bedrock Edition unused features](#)*

These biomes have been completely removed from the game in [Java Edition](#). In [Bedrock Edition](#), they still exist in the code, but do not generate and can only be found in old worlds. Most biomes were removed from the generator because the terrain was the only difference with their regular biome variant.

Biome name	Description	Screenshot	[hide]
Legacy frozen ocean	<p>Similar to the frozen ocean biome, but without icebergs, it was completely flat. Because they were a frozen ocean variant, they could spawn polar bears and strays, but not dolphins. Unlike the regular frozen ocean, polar bears, drowned, squid, salmon, cod, rabbits, skeletons and strays were the only mobs that spawn here. Kelp also generated here.</p> <p>This biome doesn't generate naturally from Pocket Edition Alpha 0.9.0 onward. When Bedrock Edition 1.4.0 introduced the new frozen ocean, this biome was not removed or replaced by the new frozen ocean, although the id name changed from <code>frozen_ocean</code> to <code>legacy_frozen_ocean</code>.</p>		
Desert lakes	In this biome, patches of water were more common, and the terrain was slightly more rough. Although desert wells could be found, desert pyramids, villages and outposts did not generate in this biome.		
Mountain edge	<p>Similar to the sparse jungle biome, the mountain edge used to generate exclusively at the edge of windswept hills biomes in order to smooth the transition between biomes. This biome had lots of trees, similar to windswept forests. While the terrain was lower and gentler in nature, some areas might reach high enough to be covered by snow.</p> <p>This biome doesn't generate naturally from Pocket Edition v0.9.0 alpha and Java Edition 1.7.2 onward.</p>		
Deep warm ocean	<p>Similar to the warm ocean biome, but without coral reefs or sea pickles, and twice as deep. Because they were a deep ocean variant, they could generate ocean monuments.</p> <p>The deep warm ocean did not naturally generate in any non-snapshot or non-beta version.</p>		
Hills	<p>Hills biomes were generated as small spots scattered throughout certain biomes. This included:</p> <ul style="list-style-type: none"> ▪ Wooded Hills ▪ Taiga Hills ▪ Snowy Taiga Hills ▪ Jungle Hills ▪ Desert Hills ▪ Birch Forest Hills ▪ Giant Tree Taiga Hills ▪ Snowy Mountains ▪ Bamboo Jungle Hills <p>Most hills were gentle rolling slopes on which the usual biome terrain generated, with some sharper cliffs here and there. Snowy mountains had a lower chance of spawning passive mobs during world generation than other biomes (7% versus 10%).</p> <p>Swamp hills and dark forest hills generated as 'modified' biomes instead of hills biomes, making them slightly rarer but also bigger in size.</p> <p>Tall birch hills generated as 'modified hills' biomes, which made them even rarer than modified biomes. Tall birch hills had much more mountainous terrain than most hills biomes.</p>		

		
Giant spruce taiga hills	<p>Giant spruce taiga hills were a special case. In <i>Java Edition</i>, the game code sets the values <code>setBaseHeight</code> and <code>setHeightVariation</code> to define a "hilly" biome, but used the same values as for its non-hill variant (giant spruce taiga), meaning there was absolutely no terrain difference between the two biomes.</p> <p>In <i>Bedrock Edition</i>, this biome did generate as a much hillier version of the giant spruce taiga, even more mountainous than regular hills biomes. However, the giant spruce taiga hills used the same trees as the giant tree taiga hills (with leaves only at the top), making this biome very similar to the giant tree taiga hills.</p>	
Badlands plateau	<p>Badlands plateaus generated as actual biomes in badlands biomes, and were flattened at the top, much like real-life plateaus. They came to rest at an elevation of about 20 to 30 blocks above sea level. One may discover the entrance to a mineshaft within the tall slopes of a badlands plateau.</p> <p>With the new terrain generation in <i>Caves & Cliffs: Part II</i>, the regular badlands biome also featured these plateaus and this biome became redundant.</p>	
Shattered savanna plateau	<p>The terrain of the shattered savanna plateau biome was much less tame than its normal counterpart. It featured incredibly large and steep mountains that jut out of the terrain, similar to the shattered savanna biome, albeit slightly smaller and gentler in comparison.</p> <p>In <i>Bedrock Edition</i>, the grass and foliage color was lush green (the same color as in mushroom fields), making it easily distinguishable from the regular shattered savanna.</p>	
Modified wooded badlands plateau	<p>This biome featured grass and oak trees on top of plateaus, much like its counterpart. However, the plateaus that generated here were generally smaller, allowing far less foliage to be generated. The terrain was more erratic, and could be compared to that of the similar modified badlands plateau biome, having an old and eroded appearance. Eroded badlands generated instead of desert alongside this biome.</p>	
Modified badlands plateau	<p>Compared to the average badlands plateau, the modified badlands plateau featured more variable terrain and smaller plateaus, as if a larger plateau was weathered down over time. It was the second-rarest biome in the game, after the modified jungle edge.</p>	
Mushroom field shore	<p>Mushroom field shores represented the transition between mushroom fields and the ocean, forming long strips between the biomes as a "beach", hence the name. However, it did not generate if the ocean biome was a deep ocean. This biome also generated when a river met a mushroom fields biome, similar to what frozen rivers did in snowy plains. The terrain of this biome was much more flat and shallow than the main mushroom fields biome, though it contained many of the same features, such as a mycelium surface layer, huge mushrooms and lack of hostile mobs, but shipwrecks and buried treasures could generate here [<i>Bedrock Edition</i> only].</p> <p>Because the terrain was the only difference with the regular mushroom fields biome, this biome became redundant after <i>Caves & Cliffs: Part II</i>.</p>	
Gravelly mountains+	<p>The gravelly mountains+ had exactly the same terrain and features as the regular gravelly mountains.</p> <p>In <i>Bedrock Edition</i>, the regular gravelly mountains did not have any trees, but this biome did, making it slightly different. Because almost no grass blocks were generated between the gravel, trees did rarely generate.</p>	

Modified jungle	The modified jungle featured very mountainous terrain, with many cliffs and overhangs.	
Modified jungle edge	The very rare modified jungle edge only generated when a rare swamp hills biome bordered a jungle. Like the regular modified jungle, this biome had much more mountainous terrain, but it was very small in size.	
Taiga mountains	Like the snowy taiga mountains, this biome featured very mountainous terrain, sometimes passing snowfall height. The taiga mountains were very similar to the windswept forest, but with a higher density of trees and slightly lower elevation.	
Snowy taiga mountains	The very rare snowy taiga mountains featured even more mountainous terrain than the snowy taiga hills, although not as much as the windswept hills.	

Removed biomes

Main article: [Biome/Before Beta 1.8](#)

These biomes no longer exist in current versions of the game.

Biome name	Features	Description	Screenshot	[hide]
Tundra	Snow, grass blocks, ice	Snowy, barren terrain with few trees. The occasional trees do exist, although rarely. Ice can be found over water. Snow is common weather in tundras. It generates when the temperature is below 50% and the downfall is less than 20%.		
Rainforest	Grass block, short grass, ferns, oak trees, birch trees	Rainforests are wet biomes with many trees, which have a 1 in 3 chance of being big, instead of 1 in 10 like all other biomes. They generate only oak trees and have a large amount of short grass and ferns. A biome is classified as a rainforest if the temperature is greater than 97% and the downfall is more than 90%. This could be the biome with some of the most cliffs and hills, because the world generator reduces height variation at lower downfalls.		
Seasonal forest	Grass block, short grass, oak trees	Seasonal forests spawn with a temperature of 97% or greater, and a downfall value between 45% and 90%. They are commonly found between forest and rainforests, and near plains biomes. They are identical to forests, except they have fewer trees and can spawn only oak trees. They have a little bit of short grass.		
Ice desert	Sand, snow, ice	An unused biome before Beta 1.8 that was in the code but never implemented into the temperature/downfall table and thus did not actually generate. It was a biome of sand with snow on top of it and had snowfall and ice (the player can create something similar using the buffet world option and choosing the snowy beach biome).		
Shrubland	Grass block, oak trees, birch trees	A biome with few trees and no short grass. It is identical to the savanna biome. It is one of the smallest biomes in the game. It can generate if the temperature is between 50% and 97%, and the downfall value is below 35%. It is too small to generate a forest.		

Joke biomes

These biomes can appear only in April Fools snapshots of the game.

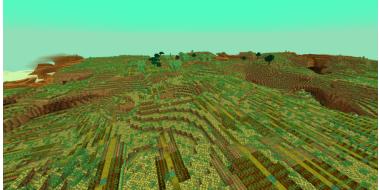
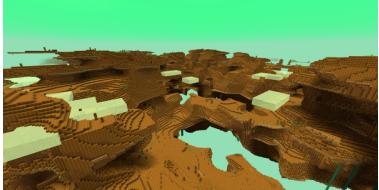
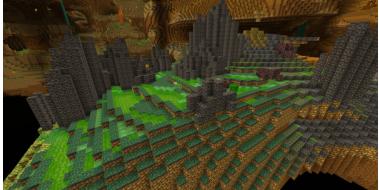
[Java Edition 20w14~ \(2020\)](#)

Biome name	Description	Screenshot	[hide]
<code>_generated:id</code>	<p><code>_generated:id</code> is the resource location of the generated biome. Its namespace is <code>_generated</code> and its name is the biome's numeric ID.</p> <p>This "biome" includes all the other non-custom dimensions biomes. All mobs, blocks, particles and structures in 20w13b (vanilla) can generate in this biome. A dimension can have multiple of these randomly generated biomes.</p>		
<code>Between</code>	<p>Grid of End ships. Generates in the f1eet dimension as well as some other random ones. There is no elytra as loot, but dragon heads still generate. Chests generate, but contain only a book titled "orders" written by a mess of changing letters. The contents have at least one word, usually an order (eg: build), a mess of constantly changing letters with varying lengths and another word(s) (eg: Lost Floppy).</p>		
<code>Biome For Player With No Time For Nonsense</code>	<p>Generates as a normal snowy taiga, but all ores are mineral blocks or redstone components.</p>		
<code>Shapes</code>	<p>Generates spheres, cubes, octahedra etc. of various colors of terracotta, glazed terracotta, concrete, concrete powder, wool, carpets, stained glass and stained glass panes.</p>		

Java Edition 23w13a_or_b (2023)

Biome name	Description	Screenshot	[hide]
<code>The Moon</code>	<p>Generates flat terrain with craters made of blocks of cheese, which can be "eaten" to change their shape. The only mob that spawns here is the moon cow. There is also the Lunar Base that can be expanded by stepping on the pressure plate, the only feature in the moon.</p>		

Java Edition 24w14potato (2024)

Biome name	Description	Screenshot	[hide]
Arboretum	A forested biome, with every type of tree that exists in 24w12a, along with huge mushrooms and potato trees. Non-uniform foliage color distinguishes this biome from other forest-type biomes.		
Corruption	A forested biome, covered in potato trees of various sizes, as well as potato buds, that grow upward like stalagmites. Phantoms here spawn naturally during the day and they don't burn.		
Fields	A flat and open biome. Much of the surface is covered with poison farmland, and potatoes grow on top of it.		
Hash	A dry biome, with almost no vegetation. Only biome where gravtater and vicious potatoes occur naturally. Hash wells and fossils generate here.		
Wasteland	A desolate and dangerous biome. Water and rain applies the Poison effect to players and mobs. Toxinin slabs spawn in large numbers, causing more Poison and Wither. Ancient debris is common in this biome.		

Java Edition 25w14craftmine (2025)

Biome name	Description	Screenshot	[hide]
Hub	A biome consisting of a "+"-shaped room with a mine crafter in the center, with shimmering doors on opposite sides, which lead to additional rooms once unlocked. On the third side lies the entrance to the memory lane, a long corridor lined with mine revisitors. All the rooms are surrounded in sky blocks.		

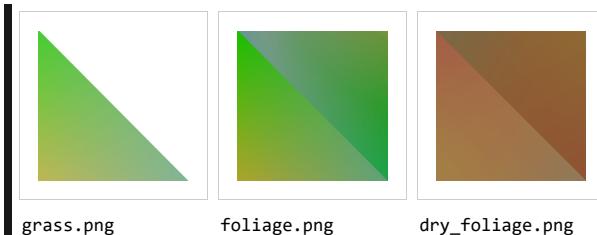
Tint

All biomes use a set of colors for various environmental aspects such as the sky, water, fog, and some blocks. In *Bedrock Edition*, biomes specify their colors in the `client_biome` JSON files in the [vanilla resource packs](#). Some biomes specify their colors directly, while others use colormaps or separate JSON files which can also control other environmental effects.

In *Bedrock Edition*, all biome colors for blocks are also visible on [maps](#).^[2]

Plants

Biome grass and foliage colors are selected from three 256×256 colormap images: `grass.png`, `foliage.png`, and `dry_foliage` under `assets/minecraft/textures/colormap`^[JE only] or `textures/colormap`^[BE only] in the [vanilla resource pack](#). The `grass.png` colormap sets the colors for grass block, short grass, tall grass, ferns, large ferns, ferns in flower pots, sugar canes, bushes and stems of pink petals and wildflowers. Meanwhile, the `foliage.png` colormap sets the colors for vines and tree leaves of oak, jungle, acacia, dark oak and mangrove. The `dry_foliage.png` colormap sets the colors for leaf litter. Only the colors in the lower-left halves of the images are used, even though the upper-right side of `foliage.png` and `dry_foliage.png` is colored.



The adjusted temperature and adjusted downfall values (recognized as AdjTemp and AdjDownfall in the following, respectively) are used when determining the biome color to select from the colormap. They are computed as follows:

```
AdjTemp = clamp( Temperature, 0.0, 1.0 )
```

```
AdjDownfall = clamp( Downfall, 0.0, 1.0 ) * AdjTemp.
```

"clamp" limits the range of the temperature and downfall to 0.0—1.0. The clamped downfall value is then multiplied by the adjusted temperature value, bringing its value to be inside the lower left triangle. Treating the bottom-right corner of the colormap as AdjTemp = 0.0 and AdjDownfall = 0.0, the adjusted temperature increases to 1.0 along the X-axis, and the adjusted downfall increases to 1.0 along the Y-axis.

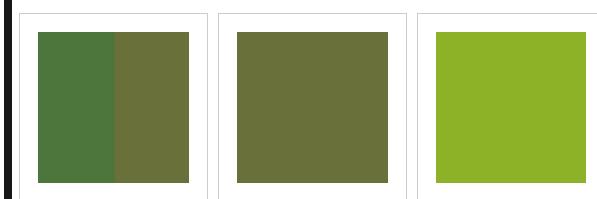
Special plant tints

In the following cases, the plants are not tinted exactly according to the colormap. In *Java Edition*, several of them are specified in biome Jsons in vanilla data pack.

Swamps

In swamps and mangrove swamps, the grass color is based on a noise on XZ plane. When the value of this noise is less than -0.1, it uses the color . Otherwise using . The foliage color is in swamps and in mangrove swamps, which are not affected by the colormap. The dry foliage color in swamps and mangrove swamps is , which also ignores the colormap.

In *Bedrock Edition*, all swamp biomes use colormaps to determine these colors, similar to regular colormaps described above.



Dark forest

In dark forests, the grass color is the result of the bitwise AND between the color in the colormap and , and then averaging with . In vanilla, that is .

Badlands

In badlands, wooded badlands and eroded badlands, the grass color is and the foliage color and dry foliage color is . They are not affected by the colormap.

Cherry grove

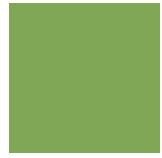
The color for grass and foliage in cherry groves is always , which is not affected by the colormap.

Pale garden

In the pale garden, the grass color is , the foliage color is , and the dry foliage color is . They are not affected by the colormap.

Other leaves

The color for spruce leaves is and the color for birch leaves is . Both are not affected by the biome, but determined by colormaps in *Bedrock Edition*.



birch.png



evergreen.png

Environment

The color of the daytime sky in Overworld changes according to the basic temperature value of the biome. The basic temperature is first modified as $T = \text{clamp}(\text{Temperature} / 3, -1.0, 1.0)$. Then the triple $(0.62222224 - 0.05T, 0.5 + 0.1T, 1)$ is the sky color. The color of the sky in the pale garden biome is $\#b9b9b9$, which is unaffected by the above formula. See § List of biome climates below for all sky colors.

The colors and surface opacity of water are defined in the vanilla data pack [JE only] or client biome JSON files in vanilla resource packs. [BE only] Some biomes in Java Edition, or most biomes in Bedrock Edition have unique water colors. Swamps and warm oceans in Bedrock Edition have unique water surface opacities, 65% and 55% respectively.

The color and density of water and sky fog is different for most biomes, defined by separate JSON files for each biome in Bedrock Edition. The underwater fog color is $\#050533$ with a few exceptions in Java Edition, or the same as the water surface color with some exceptions in Bedrock Edition. The sky fog color is $\#c0d8ff$ [JE only] or $\#abd2ff$ [BE only] in all Overworld biomes, except pale gardens which use $\#817770$. Nether biomes and the End have unique fog colors.

Vibrant Visuals

Vibrant Visuals ignores default colors for the sky, water, and fog, and adds new effects for each biome or a set of biome. Which environmental settings are used is determined by the biome JSON file, and all environmental settings are stored in separate directories in resource packs. In vanilla, the following effects are affected by the biome:

- **Atmospherics**, which includes the sky colors. The sky color of a biome is defined at zenith and at the horizon, with specified heights where the colors are blended. Cloud colors change with the sky colors. The color, strength, and scattering effects of directional light sources (sun and moon) are also dependent on the biome. Furthermore, all these settings are constantly changing with the daylight cycle, which also differs per biome. There are 17 different atmospherics and 15 different lighting settings defined for all biomes.
- **Ambient lighting**, which is always applied to any surface, has different strengths depending on the dimension. This is 0.02 in the Overworld, 0.5 in the Nether, and 0.125 in the End.
- **Volumetric fog** is an additional layer of fog with large differences between biomes. There are 9 different fog effects, mainly depending on the biome's humidity, but some biomes like swamps and pale gardens have unique dense fog effects with different colors.
- **Color grading** is applied to the final image rendering. This rebalances saturation levels for RGB colors at different illumination levels, and changes the image's color temperature. There are 14 color grading settings defined for all biomes.

Water colors are not visible with Vibrant Visuals, but all regular fog colors still apply aside from the volumetric fog.

Transition

When plants or water are at the borders between or among biomes, the color is affected by the biome of the surrounding blocks at the same Y-level. The range of the block involved in the calculation is determined by the biome blend radius in options. Takes the plant color or water color of the biomes within a square centered on this block and with the side length being the biome blend radius, and calculates their average value to get the final color for this block.

The sky color [JE only] and the fog color use the color processed by Gaussian blur from colors of the biomes at each block in the range of $5 \times 5 \times 5$ centered on the block the camera is in.

Climate

For climates in unused biomes, see Biome/Before 1.18 § Climate.

A biome has three climate attributes: temperature, downfall and precipitation.

Temperature

Each biome has a **base temperature** value (see § List of biome climates), but the actual temperature value at each location in the biome is also affected by the height of the location. Locations with $Y \leq 80$ use the base temperature as actual temperature. At $Y=81$, the actual temperature value randomly fluctuates up and down by -0.00875 — $+0.01125$ from the base temperature based on a noise on the XZ plane, and at $Y \geq 81$ the actual temperature decreases by 0.00125 ($\frac{1}{800}$) every block up.

In frozen oceans and deep frozen oceans, it is also affected by a noise value on the XZ plane. In some regions according to the noise, the base temperature value is always regarded as 0.2. The actual temperature values for these regions are also calculated on this basis. This is detectable in frozen oceans, as its base temperature is low enough to freeze or snow, so that only these regions do not freeze or snow at sea level.

The temperature affects at which height snowfall can occur, the sky and block colors, and whether sponges dry in the air. [BE only]

Downfall

The downfall value is a number between 0.0 and 1.0 (see § List of biome climates). When the downfall value is greater than 0.85, the biome is marked as

humid, which is related only to the random extinction of fire and block colors. This value doesn't affect the weather.

Precipitation

The precipitation value can be "true" or "false". If the precipitation of the biome is false, no rain or snow occurs. Otherwise, a location is rainable when its temperature value is equal or greater than 0.15, and snowable otherwise.

So, if the base temperature is less than 0.15, it's snowable at any Y level. Even if equal or greater than 0.15, it will still snow above a certain Y level, which are listed below:

Biomes	Minimum height for snowfall [hide]
Frozen River	
Snowy Plains	
Ice Spikes	
Grove	
Frozen Peaks	
Jagged Peaks	
Snowy Slopes	
Snowy Taiga	
Snowy Beach	
Some regions of Frozen Ocean	Any
Windswept Hills Windswept Gravelly Hills Windswept Forest Stony Shore ^[1] Some regions of Frozen Ocean and Deep Frozen Ocean	120±8
Old Growth Spruce Taiga Taiga	160±8
Old Growth Pine Taiga Meadow ^[BE only] Cherry Grove ^[BE only]	200±8
Others	356±8 (out of world)

The exact minimum height for snowfall is randomized per block, with a margin of 8 blocks. In *Bedrock Edition*, this is a transition layer where both snow and rain particles are visible at the same time. This transition also appears when moving horizontally between snowy and rainy biomes, and the particle density decreases when moving to a dry biome.

Snow accumulation

In *Bedrock Edition*, the amount of snow layers generated on the surface is based on the snow accumulation value of the biome. The snow height is randomly selected per block between a minimum and maximum value, with 0.0 being no snow and 1.0 being the full height of one block.

During snowfall, snow can stack infinitely on top of generated snow, unlike in *Java Edition* where this is controlled by a snow accumulation game rule.

List of biome climates

For a full list of block renders with biome colors, see [Block colors § Biome colors](#).

Overworld

Climate and environment colors [Collapse]											
Biomes	Base temperature	Downfall	Precipitation	Snow accumulation [BE only]	Grass color	Foliage color	Dry foliage color	Sky color			
Badlands	2.0	0.0	FALSE		<input type="color"/> #90814d	<input type="color"/> #9e814d	<input type="color"/> #9e814d	<input type="color"/> #6eb1ff			
Wooded Badlands											
Eroded Badlands											
Desert											
Windswept Savanna	2.0 [JE only] 1.2 [BE only]				<input type="color"/> #fbf755	<input type="color"/> #aea42a	<input type="color"/> #a38046	<input type="color"/> #6eb1ff [JE only] #75aaff [BE only]			
Savanna											
Savanna Plateau											
Stony Peaks	1.0	0.3	TRUE	0.0-0.125	<input type="color"/> #9abe4b	<input type="color"/> #82ac1e	<input type="color"/> #927957	<input type="color"/> #76a8ff			
Jungle	0.95	0.9			<input type="color"/> #59c93c	<input type="color"/> #30bb0b	<input type="color"/> #a36346	<input type="color"/> #77a8ff			
Bamboo Jungle		0.8			<input type="color"/> #64c73f	<input type="color"/> #3eb80f					
Sparse Jungle	0.9	1.0			<input type="color"/> #55c93f	<input type="color"/> #2bbb0f	<input type="color"/> #a36246				
Mushroom Fields	0.8 [JE only] 0.9 [BE only]	0.9			<input type="color"/> #6a7039	<input type="color"/> #6a7039	<input type="color"/> #7b5334	<input type="color"/> #78a7ff			
Mangrove Swamp		0.8			<input type="color"/> #4c763c	<input type="color"/> #8db127					
Swamp		0.9									
Plains	0.8	0.4			<input type="color"/> #91bd59	<input type="color"/> #77ab2f	<input type="color"/> #a37546	<input type="color"/> #78a7ff			
Beach											
Sunflower Plains											
Deep Dark											
Dripstone Caves	0.8 [JE only] 0.2 [BE only]	0.4 [JE only] 0.0 [BE only]	TRUE	0.0-0.125	<input type="color"/> #91bd59 [JE only]	<input type="color"/> #77ab2f [JE only]	<input type="color"/> #a37546 [JE only]	<input type="color"/> #78a7ff [JE only]	<input type="color"/> #7da2ff [BE only]		
Forest	0.7	0.8			<input type="color"/> #79c05a	<input type="color"/> #59ae30	<input type="color"/> #a36d46	<input type="color"/> #79a6ff			
Flower Forest					<input type="color"/> #507a32		<input type="color"/> #7b5334				
Dark Forest					<input type="color"/> #778272	<input type="color"/> #878d76	<input type="color"/> #a0a69c	<input type="color"/> #b9b9b9			
Pale Garden					<input type="color"/> #88bb67	<input type="color"/> #6ba941	<input type="color"/> #a37246	<input type="color"/> #7aa5ff			
Birch Forest	0.6	0.6			<input type="color"/> #8eb971 [JE only]	<input type="color"/> #71a74d [JE only]	<input type="color"/> #a17448 [JE only]	<input type="color"/> #7ba4ff [JE only]	<input type="color"/> #77a8ff [BE only]		
Old Growth Birch Forest					<input type="color"/> #b9b75b [BE only]	<input type="color"/> #a6a432 [BE only]					
Lush Caves	0.5 [JE only] 0.9 [BE only]	0.5 [JE only] 0.0 [BE only]									
The Void [JE only]	0.5	0.5	FALSE	N/A							
River											
Warm Ocean											
Lukewarm Ocean											
Deep Lukewarm Ocean											
Ocean	0.5 [JE only] 0.3 [BE only]	0.8	TRUE	0.0-0.125	<input type="color"/> #8eb971	<input type="color"/> #71a74d	<input type="color"/> #a17448	<input type="color"/> #7ba4ff			
Deep Ocean											
Cold Ocean											
Deep Cold Ocean											
Deep Frozen Ocean											
Cherry Grove	0.5 [JE only] 0.3 [BE only]				<input type="color"/> #b6db61	<input type="color"/> #b6db61	<input type="color"/> #a17148 [JE only]	<input type="color"/> #7ba4ff [JE only]	<input type="color"/> #7ca3ff [BE only]		
Meadow					<input type="color"/> #83bb6d [JE only]	<input type="color"/> #63a948 [JE only]					
Taiga					<input type="color"/> #86b87f [BE only]	<input type="color"/> #68a55f [BE only]					
Old Growth Pine Taiga	0.3	0.25			<input type="color"/> #86b87f	<input type="color"/> #68a55f	<input type="color"/> #9c754d	<input type="color"/> #7ca3ff			
Old Growth Spruce Taiga	0.25				<input type="color"/> #86b783	<input type="color"/> #68a464	<input type="color"/> #9a764f	<input type="color"/> #7da3ff			
Taiga											

Biomes	Base temperature	Downfall	Precipitation	Snow accumulation ^[BE only]	Grass color	Foliage color	Dry foliage color	Sky color
Wind-swept Gravelly Hills	0.2	0.3		0.0-0.25	<input type="checkbox"/> #8ab689	<input type="checkbox"/> #6da36b	<input type="checkbox"/> #977752	<input type="checkbox"/> #7da2ff
Wind-swept Forest								
Wind-swept Hills				0.125-0.25	<input type="checkbox"/> #83b593	<input type="checkbox"/> #64a278	<input type="checkbox"/> #917958	<input type="checkbox"/> #7fa1ff
Stony Shore								
Snowy Beach	0.05	0.5		0.25-1.0	<input type="checkbox"/> #80b497	<input type="checkbox"/> #60a17b	<input type="checkbox"/> #8f7a5a	<input type="checkbox"/> #7fa1ff
Frozen River								
Frozen Ocean	0.0		0.5-1.5	<input type="checkbox"/> #81a0ff	<input type="checkbox"/> #829fff	<input type="checkbox"/> #839eff	<input type="checkbox"/> #859dff	
Snowy Plains								
Ice Spikes	-0.2	0.8		0.125-0.25	<input type="checkbox"/> #81a0ff	<input type="checkbox"/> #829fff	<input type="checkbox"/> #839eff	<input type="checkbox"/> #859dff
Grove								
Snowy Slopes	-0.3	0.9		0.125-0.5	<input type="checkbox"/> #81a0ff	<input type="checkbox"/> #829fff	<input type="checkbox"/> #839eff	<input type="checkbox"/> #859dff
Snowy Taiga	-0.5	0.4						
Frozen Peaks	-0.7	0.9		0.125-0.25	<input type="checkbox"/> #81a0ff	<input type="checkbox"/> #829fff	<input type="checkbox"/> #839eff	<input type="checkbox"/> #859dff
Jagged Peaks								

Water colors [Collapse]				
Biome	Water color in <i>Bedrock Edition</i>	Water fog color in <i>Bedrock Edition</i>	Water color in <i>Java Edition</i>	Water fog color in <i>Java Edition</i>
Mangrove Swamp	<input type="color" value="#3a7a6a"/>	<input type="color" value="#4d7a60"/> 30 blocks distance	<input type="color" value="#3a7a6a"/>	<input type="color" value="#4d7a60"/>
Swamp	<input type="color" value="#4c6559"/> 65% opacity	<input type="color" value="#4c6559"/> 30 blocks distance	<input type="color" value="#617b64"/>	<input type="color" value="#232317"/>
Pale Garden	<input type="color" value="#76889D"/>	<input type="color" value="#556980"/>	<input type="color" value="#76889D"/>	<input type="color" value="#556980"/>
Badlands		<input type="color" value="#4e7f81"/>		
Wooded Badlands		<input type="color" value="#55809e"/>		
Eroded Badlands		<input type="color" value="#497f99"/>		
Desert		<input type="color" value="#32a598"/>		
WindswEEPt Savanna		<input type="color" value="#2590a8"/>		
Savanna Plateau				
Savanna		<input type="color" value="#2c8b9c"/>		
Bamboo Jungle		<input type="color" value="#14a2c5"/>		
Jungle				
Sparse Jungle		<input type="color" value="#0d8ae3"/>		<input type="color" value="#3f76e4"/> <input type="color" value="#050533"/>
Mushroom Fields		<input type="color" value="#8a8997"/>		
Beach		<input type="color" value="#157cab"/>		
Forest		<input type="color" value="#1e97f2"/>		
Flower Forest		<input type="color" value="#20a3cc"/>		
Dark Forest		<input type="color" value="#3b6cd1"/>		
Birch Forest		<input type="color" value="#0677ce"/>		
River		<input type="color" value="#0084ff"/>		
Warm Ocean	<input type="color" value="#02b0e5"/> 55% opacity	<input type="color" value="#0289d5"/>	<input type="color" value="#43d5ee"/>	<input type="color" value="#041f33"/>
Lukewarm Ocean	<input type="color" value="#0d96db"/>	<input type="color" value="#0a74c4"/>	<input type="color" value="#45adf2"/>	<input type="color" value="#041633"/>
Deep Lukewarm Ocean		<input type="color" value="#0e72b9"/>		
Ocean	<input type="color" value="#1787d4"/>	<input type="color" value="#1165b0"/>	<input type="color" value="#3f76e4"/>	<input type="color" value="#050533"/>
Deep Ocean		<input type="color" value="#1463a5"/>		
Cold Ocean	<input type="color" value="#2080c9"/>	<input type="color" value="#14559b"/>	<input type="color" value="#3d57d6"/>	
Deep Cold Ocean		<input type="color" value="#185390"/>		
Frozen Ocean	<input type="color" value="#2570b5"/>	<input type="color" value="#174985"/>		
Deep Frozen Ocean		<input type="color" value="#1a4879"/>	<input type="color" value="#3938c9"/>	
Frozen River		<input type="color" value="#185390"/>		
Meadow		<input type="color" value="#44aff5"/>	<input type="color" value="#0e4ecf"/>	
Cherry Grove		<input type="color" value="#5db7ef"/>	<input type="color" value="#5db7ef"/>	
Old Growth Pine Taiga		<input type="color" value="#2d6d77"/>		
Taiga		<input type="color" value="#287082"/>		
WindswEEPt Forest		<input type="color" value="#0e63ab"/>		
WindswEEPt Gravelly Hills			<input type="color" value="#3f76e4"/>	
WindswEEPt Hills		<input type="color" value="#007bf7"/>		
Stony Shore		<input type="color" value="#0d67bb"/>		
Snowy Plains		<input type="color" value="#14559b"/>		
Ice Spikes				
Snowy Beach		<input type="color" value="#1463a5"/>	<input type="color" value="#3d57d6"/>	
Snowy Taiga		<input type="color" value="#205e83"/>		
Dripstone Caves			<input type="color" value="#3f76e4"/>	
Deep Dark				
Lush Caves				
Frozen Peaks				
Jagged Peaks				
Stony Peaks				
Plains				
Sunflower Plains		<input type="color" value="#44aff5"/>		
Old Growth Birch Forest				
Old Growth Spruce Taiga				
Grove				
Snowy Slopes				

Biome	Water color in Bedrock Edition	Water fog color in Bedrock Edition	Water color in Java Edition	Water fog color in Java Edition
 The Void <small>[JE only]</small>		N/A		

The Nether

Biome	Base temperature	Downfall	Precipitation	Grass color	Foliage color	Dry foliage color	Sky color	Water color	Water fog color	[Collapse] Fog color
 Nether Wastes	2.0	0.0	FALSE	<input type="color" value="#bfb755"/>	<input type="color" value="#aea42a"/>	<input type="color" value="#a38046"/>	<input type="color" value="#6eb1ff"/>		<input type="color" value="#3f76e4"/> <small>[JE only]</small>	<input type="color" value="#330808"/>
 Warped Forest									<input type="color" value="#050533"/> <small>[JE only]</small>	<input type="color" value="#1a051a"/>
 Crimson Forest									<input type="color" value="#905957"/> <small>[BE only]</small>	<input type="color" value="#330303"/>
 Soul Sand Valley									15 blocks distance <small>[BE only]</small>	<input type="color" value="#1b4745"/>
 Basalt Deltas									<input type="color" value="#3f76e4"/> <small>[JE only]</small>	<input type="color" value="#685f70"/>
									<input type="color" value="#423e42"/> <small>[BE only]</small>	

The End

Biome	Base temperature	Downfall	Precipitation	Grass color	Foliage color	Dry foliage color	Sky color	Water color	Water fog color	[Collapse] Fog color
 The End	0.5	0.5	FALSE	<input type="color" value="#8eb971"/>	<input type="color" value="#71a74d"/>	<input type="color" value="#a17448"/>	<input type="color" value="#000000"/>		<input type="color" value="#3f76e4"/> <small>[JE only]</small>	<input type="color" value="#050533"/> <small>[JE only]</small>
 End Highlands <small>[JE only]</small>									<input type="color" value="#62529e"/> <small>[BE only]</small>	<input type="color" value="#a080a0"/> <small>[JE only]</small>
 End Midlands <small>[JE only]</small>									15 blocks distance <small>[BE only]</small>	<input type="color" value="#0b080c"/> <small>[BE only]</small>
 Small End Islands <small>[JE only]</small>										
 End Barrens <small>[JE only]</small>										

Generation

Main article: [World generation § Biomes](#)

Biome distribution in Java Edition 1.21.4

Overworld

Overworld surface biomes

Biome	Surface area cover
Forest	12.354%
Plains	10.627%
Ocean	7.158%
River	6.208%
Lukewarm Ocean	4.506%
Cold Ocean	4.359%
Savanna	3.899%
Deep Ocean	3.813%
Taiga	3.344%
Snowy Plains	2.897%
Desert	2.473%
Beach	2.422%
Deep Lukewarm Ocean	2.413%
Birch Forest	2.327%
Deep Cold Ocean	2.301%
Snowy Taiga	2.280%
Old Growth Birch Forest	2.179%
Dark Forest	2.043%
Frozen Ocean	2.041%
Warm Ocean	2.032%
Jungle	2.026%
Sparse Jungle	1.404%
Meadow	1.189%
Stony Shore	1.187%
Deep Frozen Ocean	1.123%
Swamp	1.071%
Badlands	0.876%
Frozen River	0.822%
Grove	0.782%
Sunflower Plains	0.690%
Wooded Badlands	0.685%
Old Growth Pine Taiga	0.668%
Bamboo Jungle	0.648%
Flower Forest	0.642%
Old Growth Spruce Taiga	0.619%
Mangrove Swamp	0.517%
Savanna Plateau	0.398%
Snowy Slopes	0.359%
Snowy Beach	0.332%
Windswept Hills	0.298%
Eroded Badlands	0.290%
Cherry Grove	0.285%
Ice Spikes	0.249%
Windswept Savanna	0.218%
Windswept Forest	0.186%
Jagged Peaks	0.173%
Frozen Peaks	0.157%
Mushroom Fields	0.145%
Stony Peaks	0.103%
Windswept Gravelly Hills	0.103%
Pale Garden	0.078%

Overworld cave biomes

Biome	Area cover by altitude					Volume cover	
	Y = -55	Y = -32	Y = 0	Y = 32	Y = 64	Y < 64	Y < 320
Surface biomes	88.16%	86.42%	76.38%	87.95%	96.29%	85.74%	95.00%
Dripstone Caves	0.914%	4.41%	12.66%	8.75%	3.03%	6.78%	2.48%
Lush Caves	0.886%	5.23%	10.18%	3.20%	0.668%	4.74%	1.62%
Deep Dark	10.04%	3.94%	0.776%	0.108%	0.013%	2.74%	0.915%

World generation preview

Seed

To view other worldgen visualizations, visit [Chunkbase](#).

[Cav](#) [Edition](#) [Bedrock Edition](#)

The Nether

Biome	Volume cover
Nether Wastes	36.30%
Crimson Forest	22.22%
Soul Sand Valley	17.08%
Basalt Deltas	15.86%
Warped Forest	8.54%

World generation preview

Seed

To view other worldgen visualizations, visit [Chunkbase](#).

[Java Edition](#) [Bedrock Edition](#)

The End

Biome	Area cover
Small End Islands	45.81%
End Midlands	25.70%
End Highlands	17.66%
End Barrens	10.82% <small>[note 1]</small>
The End	9.14×10^{-10}

1. This ignores the regions of End terrain that fail to generate due to [MC-159283](#), which entirely consist of End barrens.

World generation preview

Seed

To view other worldgen visualizations, visit [Chunkbase](#).

[Java Edition](#) [Bedrock Edition](#)

Biome IDs

See also: [Biome/IDs before 1.13](#)

Java Edition

Each type of biome has its own **Resource Location**, shown in the following tables.

Before 1.13 biomes used to have a numerical ID. These can be seen in this page: [Biome/IDs before 1.13](#)

In versions after 1.13 biomes use a numerical ID which is determined by the alphabetical ordering of their resource locations. [verify] This information is however only used by the game internals and is not included below.

Name	Resource location [hide]
 The Void	the_void
 Plains	plains
 Sunflower Plains	sunflower_plains
 Snowy Plains	snowy_plains
 Ice Spikes	ice_spikes
 Desert	desert
 Swamp	swamp
 Mangrove Swamp	mangrove_swamp
 Forest	forest
 Flower Forest	flower_forest
 Birch Forest	birch_forest
 Dark Forest	dark_forest
 Pale Garden	pale_garden
 Old Growth Birch Forest	old_growth_birch_forest
 Old Growth Pine Taiga	old_growth_pine_taiga
 Old Growth Spruce Taiga	old_growth_spruce_taiga
 Taiga	taiga
 Snowy Taiga	snowy_taiga
 Savanna	savanna
 Savanna Plateau	savanna_plateau
 Windswept Hills	windswept_hills
 Windswept Gravelly Hills	windswept_gravelly_hills
 Windswept Forest	windswept_forest
 Windswept Savanna	windswept_savanna
 Jungle	jungle
 Sparse Jungle	sparse_jungle
 Bamboo Jungle	bamboo_jungle
 Badlands	badlands
 Eroded Badlands	eroded_badlands
 Wooded Badlands	wooded_badlands
 Meadow	meadow
 Cherry Grove	cherry_grove
 Grove	grove
 Snowy Slopes	snowy_slopes
 Frozen Peaks	frozen_peaks
 Jagged Peaks	jagged_peaks
 Stony Peaks	stony_peaks
 River	river
 Frozen River	frozen_river
 Beach	beach
 Snowy Beach	snowy_beach
 Stony Shore	stony_shore
 Warm Ocean	warm_ocean
 Lukewarm Ocean	lukewarm_ocean
 Deep Lukewarm Ocean	deep_lukewarm_ocean
 Ocean	ocean
 Deep Ocean	deep_ocean
Cold Ocean	cold_ocean
Deep Cold Ocean	deep_cold_ocean
Frozen Ocean	frozen_ocean
Deep Frozen Ocean	deep_frozen_ocean
Mushroom Fields	mushroom_fields
Dripstone Caves	dripstone_caves
Lush Caves	lush_caves

Name	Resource location
 Deep Dark	deep_dark
 Nether Wastes	nether_wastes
 Warped Forest	warped_forest
 Crimson Forest	crimson_forest
 Soul Sand Valley	soul_sand_valley
 Basalt Deltas	basalt_deltas
 The End	the_end
 End Highlands	end_highlands
 End Midlands	end_midlands
 Small End Islands	small_end_islands
 End Barrens	end_barrens

Bedrock Edition

Each type of biome has its own **Resource Location / IDs**, shown in the following tables.

Name	Resource location	Numeric ID	[hide]
Ocean	ocean	0	
Legacy Frozen Ocean	legacy_frozen_ocean	10	
Deep Ocean	deep_ocean	24	
Frozen Ocean	frozen_ocean	46	
Deep Frozen Ocean	deep_frozen_ocean	47	
Cold Ocean	cold_ocean	44	
Deep Cold Ocean	deep_cold_ocean	45	
Lukewarm Ocean	lukewarm_ocean	42	
Deep Lukewarm Ocean	deep_lukewarm_ocean	43	
Warm Ocean	warm_ocean	40	
Deep Warm Ocean	deep_warm_ocean	41	
River	river	7	
Frozen River	frozen_river	11	
Beach	beach	16	
Stony Shore	stone_beach	25	
Snowy Beach	cold_beach	26	
Forest	forest	4	
Wooded Hills	forest_hills	18	
Flower Forest	flower_forest	132	
Birch Forest	birch_forest	27	
Birch Forest Hills	birch_forest_hills	28	
Old Growth Birch Forest	birch_forest_mutated	155	
Tall Birch Hills	birch_forest_hills_mutated	156	
Dark Forest	roofed_forest	29	
Dark Forest Hills	roofed_forest_mutated	157	
Pale Garden	pale_garden	193	
Jungle	jungle	21	
Jungle Hills	jungle_hills	22	
Modified Jungle	jungle_mutated	149	
Sparse Jungle	jungle_edge	23	
Modified Jungle Edge	jungle_edge_mutated	151	
Bamboo Jungle	bamboo_jungle	48	
Bamboo Jungle Hills	bamboo_jungle_hills	49	
Taiga	taiga	5	
Taiga Hills	taiga_hills	19	
Taiga Mountains	taiga_mutated	133	
Snowy Taiga	cold_taiga	30	
Snowy Taiga Hills	cold_taiga_hills	31	
Snowy Taiga Mountains	cold_taiga_mutated	158	
Old Growth Pine Taiga	mega_taiga	32	
Giant Tree Taiga Hills	mega_taiga_hills	33	
Old Growth Spruce Taiga	redwood_taiga_mutated	160	
Giant Spruce Taiga Hills	redwood_taiga_hills_mutated	161	
Mushroom Fields	mushroom_island	14	
Mushroom Field Shore	mushroom_island_shore	15	
Swamp	swampland	6	
Swamp Hills	swampland_mutated	134	
Mangrove Swamp	mangrove_swamp	191	
Savanna	savanna	35	
Savanna Plateau	savanna_plateau	36	
Windswept Savanna	savanna_mutated	163	
Shattered Savanna Plateau	savanna_plateau_mutated	164	
Plains	plains	1	
Sunflower Plains	sunflower_plains	129	

Name	Resource location	Numeric ID	[hide]
Desert	desert	2	
Desert Hills	desert_hills	17	
Desert Lakes	desert_mutated	130	
Snowy Plains	ice_plains	12	
Snowy Mountains	ice_mountains	13	
Ice Spikes	ice_plains_spikes	140	
Windswept Hills	extreme_hills	3	
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Soul Sand Valley	soulsand_valley	178	
Basalt Deltas	basalt_deltas	181	
The End	the_end	9	

Achievements

[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (P\$)
PS4	Other					
		Adventuring Time	Discover 17 biomes.	Visit any 17 biomes. Does not have to be in a single world.	40	Silver
		Sound of Music	Make the Meadows come alive with the sound of music from a jukebox.	Use a music disc on a jukebox in the Meadow biome.	10	Bronze
		Sail the 7 Seas	Visit all ocean biomes	Visit all ocean biomes except the deep warm ocean/legacy frozen ocean (as they are unused).	40	Gold
		Hot tourist destination	Visit all Nether biomes	Note: Can be completed if the player visits the biomes in different worlds.	30	Silver

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	Hot Tourist Destinations	Explore all Nether biomes	Visit <i>all</i> of the 5 following biomes:  Basalt Deltas  Crimson Forest  Nether Wastes  Soul Sand Valley  Warped Forest The advancement is only for Nether biomes. Other biomes may also be visited, but are ignored for this advancement.	
	Adventuring Time	Discover every biome	Visit <i>all</i> of these 54 biomes: [show] The advancement is only for Overworld biomes. Other biomes may also be visited, but are ignored for this advancement.	
	Sound of Music	Make the Meadows come alive with the sound of music from a Jukebox	Use a music disc on a jukebox that stands within a meadow biome .	

History

See also: [Biome/Before Beta 1.8](#) and [Biome/Before 1.18](#)

Java Edition

Java Edition Alpha			[hide]
v1.0.4			Added Winter Mode. Maps now have a snowy or grassy theme randomly determined when creating the world.
	preview	Added true biomes; they were rainforest, seasonal forest, forest, shrubland, taiga, tundra, savanna, plains, swampland, desert and frozen desert.	
		World saves remained unchanged, other than a change in the hue of the grass. If the player moves into ungenerated chunks, the new biomes would generate.	
Java Edition Beta			[hide]
1.6			Added the Sky Dimension with its own biome. It could be viewed only through the use of modifications.
	August 18, 2011 (https://twitter.com/notch/status/104187327949176833)	Notch tweeted a screenshot of a revamped river biome.	
		Notch teases a screenshot of the new <u>desert</u> biome.	
		Notch teases a screenshot of the new <u>swamp</u> biome.	
	Pre-release	Biomes got an overhaul, removing some biomes, such as the <u>tundra</u> , and others replaced with nine fractal-based biomes that were a mix of the previous biomes and new biomes. See here for more details.	
Java Edition			[hide]
1.0.0	September 14, 2011 (https://twitter.com/notch/status/113986669312622592)	Notch mentions "snow biomes".	
		Notch teases a screenshot of the ice plains, which was then referred to as a "snow biome".	
	Beta 1.9 Prerelease	Re-added tundra as <u>ice plains</u> .	
		Added mushroom island and frozen ocean.	
1.1	12w01a	Added the <u>desert</u> , <u>wooded hills</u> , <u>taiga hills</u> , <u>mountain edge</u> , and <u>beach</u> biomes.	
		Smoothed color transitions between biomes – swampland grass, foliage and water smoothly transition into other biomes.	
1.2.1	January 18, 2012 (https://twitter.com/jeb_status/159616418575421440)	Jens Bergensten tweeted a teaser screenshot of a new <u>jungle</u> biome.	
		He tweeted another jungle screenshot, showcasing the bright green foliage.	
	12w03a	Added the jungle biome.	
	12w07a	The Anvil file format was introduced and it allows for biomes to be stored in the world data. In contrast, the Region file format relies on the seed to dynamically calculate biome placement. This would cause biome placement in older worlds to change when the biome generation code was changed. With the current Anvil format, the biome data is stored along with the rest of the world data, meaning it does not change after the world is generated and can be edited by third-party map-editing tools. Furthermore, "edge" biomes allow for biomes to continue to extend beyond the edge chunks of an old world. This allows for smooth transitions in world generation after the generation code changes in an update.	
1.3.1	12w19a	Increased the scale and depth of <u>desert hills</u> , <u>forest hills</u> , <u>extreme hills</u> , <u>ice mountains</u> , <u>jungle hills</u> and <u>taiga hills</u> biomes.	
	12w27a	Some sections of <u>ice plains</u> biomes were replaced with <u>taiga</u> biomes.	
1.7.2	August 2, 2013 (https://twitter.com/jeb_status/363298862301470720)	Jens Bergensten tweeted the first image of the <u>mesa</u> biome. He jokingly referred to them as "disco mountains."	
		Jens Bergensten tweeted the first image of a <u>mega taiga</u> , unofficially dubbed the <u>redwood forest</u> . The name was changed following 1.7's release.	
	August 9, 2013 (https://twitter.com/jeb_status/365099357625778177)	Jens Bergensten tweeted the first image of a <u>stone beach</u> , which was then referred to as a "cliff" biome.	
		Mesa, mega taiga, roofed forest, birch forest, savanna, extreme hills+, deep ocean and snowless taiga biomes were added as well as variations for many of the biomes. Biomes were also separated by <u>temperature</u> , and <u>snowing</u> was added to <u>extreme hills</u> .	
	13w36a	Biomes avoid getting placed next to a biome that is too different from itself, temperature-wise.	
		The frozen ocean and extreme hills edge biomes no longer generate naturally.	
		"Adventuring Time" achievement added, but it was broken until 1.8, making the goal of getting all achievements impossible in 1.7.	
		The End's biome name is now "The End" instead of "Sky".	
1.8	14w17a	"Adventuring Time" is now available without commands. Before, the 38 biomes had to be visited without visiting any other biomes, which made the achievement unavailable because The End has to be visited for its prerequisite, "The End?". The "no other biomes" restriction is now lifted.	
		Visiting the frozen ocean and extreme hills edge biomes, which no longer generate since 13w36a, is no longer required for "Adventuring Time".	
1.9	15w37a	Added new biome " <u>The Void</u> ", which is used in superflat preset " <u>The Void</u> ".	
	16w02a	A lot of M type biomes no longer generate due to MC-95612.	

	<u>16w03a</u>	M biomes generate again, with the exception of birch forest M (which messes with a lot of other things), see MC-98995.
1.11	<u>16w43a</u>	Birch forest M biomes generate once again.
	<u>18w06a</u>	The outer islands of The End biome are now divided up into four separate biomes: The End - floating islands, The End - medium island, The End - high island and The End - barren island.
		Slightly tweaked the placements of all modified biomes.
	<u>18w08a</u>	Added ocean variants, including warm ocean, lukewarm ocean, cold ocean, warm deep ocean, deep lukewarm ocean, deep cold ocean and deep frozen ocean.
1.13	<u>18w08b</u>	Frozen ocean now generates naturally again, for the first time since 13w36a.
	<u>18w16a</u>	Deep warm ocean biome no longer generates.
	<u>18w16a</u>	Biome names are now <u>translateable</u> .
	<u>18w19a</u>	Cleaned up several biome names, mainly by adding missing spaces and changing "Biome M" for "Mutated Biome".
	<u>pre5</u>	Names of several biomes are changed. The exact name changes are listed here .
1.14	<u>18w43a</u>	Changed several biome IDs, mostly to comply with their names, listed here .
1.15	<u>19w36a</u>	Biome information now stores Y-coordinates, allowing biomes to be changed based on height. However, this is not yet implemented.
September 28, 2019 (https://youtube.com/watch?v=OZqNaEX8208&t=7993s)		Nether biomes were shown at Minecon Live 2019.
	<u>20w06a</u>	Implemented vertical biomes in the Nether.
		Added <u>soul sand</u> valleys, crimson forests and warped forests.
1.16		"Nether" biome has been renamed to "Nether Wastes".
		Added the /locatebiome command that shows the coordinates of the nearest biomes.
	<u>20w15a</u>	Added the basalt deltas.
	<u>20w19a</u>	Tweaked biome distribution in the Nether.
1.16.2	<u>20w28a</u>	Experimental Support for Custom Biomes was added.
October 3, 2020 (https://youtube.com/watch?v=DBv22lqmm3M&t=5m)		Cave biomes and new mountains were shown at Minecraft Live 2020.
	<u>20w46a</u>	Biome-specific sky colors now blend more smoothly.
1.17	<u>20w49a</u>	Added the dripstone caves biome. Currently accessible only using the <u>buffet</u> world options.
	<u>21w10a</u>	Added the lush caves biome. Currently accessible only using the <u>buffet</u> world options.
October 16, 2021 (https://youtube.com/watch?v=w6zLprHHZOk&t=7080s)		New swamps were shown and overhauls for other biomes were hinted at Minecraft Live 2021.
	<u>Experimental Snapshot 1</u>	Implemented multi-noise biome generation in the Overworld.
		Biomes no longer control the terrain height.
		Added the meadow, grove, snowy slopes, lofty peaks and snowcapped peaks biomes.
		Dripstone caves, lush caves and deep warm ocean biomes can now generate naturally.
		Several variant biomes no longer generate naturally. Affected biomes are listed here .
		Swamp does not generate properly.
	<u>Experimental Snapshot 2</u>	Savanna plateau, eroded badlands and ice spikes can now generate naturally once again.
		Swamp now generates properly.
1.18	<u>Experimental Snapshot 3</u>	Added the stony peaks biome.
	<u>Experimental Snapshot 5</u>	Jungle edge now generates naturally once again.
	<u>21w40a</u>	Names of several biomes changed. The exact name changes are listed here .
		Unused height variation sub-biomes have been removed and merged with their base counterparts. See here for more details.
		Non-cave biomes no longer change with height.
		Increased biome sizes to better match pre-1.18 sizes.
	<u>21w42a</u>	Beaches are no longer created when a <u>desert</u> borders an <u>ocean</u> . ^[4]
	<u>21w43a</u>	Removed the deep warm ocean biome.
	<u>22w03a</u>	Eroded badlands now require positive weirdness instead of negative weirdness.
1.18.2	<u>22w05a</u>	Temporarily reverted changes to badlands in the previous snapshot.
	<u>Deep Dark Experimental Snapshot 1</u>	Added the deep dark biome.
1.19	<u>22w13a</u>	Eroded badlands once again require positive weirdness instead of negative weirdness.
	<u>22w14a</u>	Added the mangrove swamp biome.
1.19.4	<u>23w03a</u>	The precipitation value of a biome can now only be "true" or "false", meaning whether it rains or snows in a biome is determined only by its temperature. ^[5]
1.19.4 Experiment Update 1.20	<u>23w07a</u>	Added the cherry grove biome.
1.20	<u>23w12a</u>	Cherry groves are now available without using the "Update 1.20" experimental data pack.

1.21.2 Experiment Winter Drop	24w40a	Added the pale garden biome.
1.21.11	25w42a	Added environment attributes for biomes.

Bedrock Edition

Pocket Edition Alpha			[hide]	
v0.1.0		Added biomes, these 5 biomes include: snowy tundra, snowy taiga, plains, forest and desert, from Java Edition Alpha v1.2.0.		
v0.1.3		Cacti now generates in deserts.		
v0.8.0	build 1	The color of the sky now changes slightly depending on the biome.		
v0.9.0	build 1	All biomes as of Java Edition 1.7.2 have been added. These include: Jungles, mesa, roofed forests, savannas, extreme hills, mushroom islands, flower forest, mega taiga, mega spruce taiga, swampland, deep ocean and legacy frozen ocean (unused).		
		Worlds created before this version have had all biomes in them converted into plains.		
v0.9.5		Added bryce mesa, extreme hills+ and jungle M.		
v0.10.0	build 1	Mesa biomes have gold ore at every elevation and can generate mineshafts on the surface.		
		Water in swamps is tinted dark gray.		
		Huge mushrooms generate in swamps.		
v0.11.0	build 1	Added birch forest M, birch forest hills M, extreme hills M and extreme hills+ M.		
		build 8 Changed the default biome.		
		build 10 Increased the amount of gravel in extreme hills M biome.		
v0.12.1	build 1	Added the Nether biome.		
		build 10 Leaves coloring shaders are now used only when the color for a biome actually changes.		
v0.16.0	build 1	The biomes can now be viewed on maps based on the grass color.		

Pocket Edition			[hide]
1.0.0	alpha 0.17.0.1	Added the End biome.	

Bedrock Edition			[hide]
1.2.0	beta 1.2.0.2	Added snow covers to extreme hills.	
1.4.0	beta 1.2.14.2	Added warm ocean, lukewarm ocean, cold ocean and their deep variants, including new frozen ocean and frozen deep ocean. Old Frozen Ocean id changed to legacy_frozen_ocean to avoid conflict with new frozen ocean names.	
1.9.0	beta 1.9.0.0	Added bamboo jungle and bamboo jungle hills biome.	
1.16.0	beta 1.16.0.51	Added soul sand valleys, crimson forests and warped forests.	
1.16.0	beta 1.16.0.57	Added basalt deltas.	
1.16.220	beta 1.16.220.50	Added lofty peaks, snow capped peaks, snowy slopes, mountain grove and mountain meadow.	
1.17.0 Experiment Caves and Cliffs	release	New mountain biomes have been made inaccessible in the full release.	
	beta 1.17.0.50	Added dripstone caves and lush caves.	
1.18.30 Experiment Wild Update	beta 1.18.30.28	Added the deep dark biome.	
1.19.80 Experiment Next Major Update	Preview 1.19.80.20	Added the cherry grove biome.	
1.21.50	Preview 1.21.50.20	Added the pale garden biome.	
1.21.60	Preview 1.21.60.23	The vegetation of many Overworld biomes has been updated to more closely match Java Edition.	

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU1	CU1 1.00 1.00 1.00	Patch 1 1.0.1	Added true biomes; they were rainforest, seasonal forest, forest, shrubland, taiga, tundra, savanna, plains, swampland, desert. Added swampland, ice plains, extreme hills and ocean biomes. Removed rainforest, seasonal forest, savanna, shrubland and taiga. Re-added tundra (as ice plains) and added mushroom islands. Re-added beaches and snow in taigas, added hills. Smoothed color transitions between biomes – swampland grass, foliage and water smoothly transition into other biomes.					
TU5								
TU7								
TU9								
TU12								
TU31								
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Added mesa, mega taiga, roofed forest, birch forest, forest, savanna, extreme hills+, deep ocean, snowless taiga and 20 technical biomes. Due to limited world sizes, biomes are now downscaled 4x (16x area) in order to fit more biomes in each world (all world sizes).	
TU69	CU19 1.76 1.76 1.76	Patch 3 Patch 38	Added a Biome Scale Slider. Added warm ocean, lukewarm ocean, cold ocean, deep ocean, deep lukewarm ocean, deep cold ocean and deep frozen ocean. Frozen oceans now generate naturally again. Added bamboo jungles.					

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0	Added biomes including, but not limited to: jungles, savannas, rivers and the Nether.	[more information needed]
1.7.10	Added the End biome.	

April Fools biomes

Java Edition		[hide]
20w14 [∞]	Added _generated:id, between, biome for player with no time for nonsense and shapes biomes.	
23w13a or b	Added the Moon biome.	
24w14potato	Added the arboretum, corruption, fields, hash, and wasteland biomes.	

Issues

Issues relating to "Biome" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20n%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Biome%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- The term *biome* is slightly similar to its scientific usage: in the real world, a biome is climatically and geographically defined by distinctive communities of plants, animals and soil organisms supported by similar climatic conditions. They are often referred to as *ecosystems*.^{[6][7]} Minecraft biomes are defined by all of the blocks that compose them, not just the plants and animals found in them.
- A biome can sometimes generate with an area of only one block.^[8]

Gallery

Screenshots



Examples of different colors for grass and leaves in different biomes.

A dark forest bordering onto a lake.

A relatively large island.

A river runs through a flower forest, a sunflower plains, a jungle and a sparse jungle biome.

A carver cave in a badlands biome.

Jungle and badlands biome generated next to each other.



When savanna meets the snow.



With varying terrain, basalt deltas biomes can be hard to navigate.



Showcase of 1.19 world generation.



A forest next to a lukewarm ocean.



A picture of a jungle taken at dawn.



A jungle sunset.



The sun setting in a old growth pine taiga.



Many different biomes in one place.

Historical screenshots



A dark forest biome. The stone variants granite, diorite and andesite can also be seen in the cliff.



A large snowy taiga biome before 1.18, with a beach off to the side.



A mountainous mushroom island. Since Caves & Cliffs, mushroom fields are mostly flat.



An old view of a gravelly mountains biome, then covered by snow.



An old view of a completely flat frozen ocean biome.



A river before 1.18 separating a desert and plains.



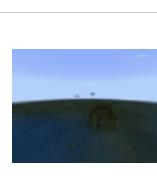
Before 1.18, badlands and badlands plateaus were separate biomes with sharper cliffs on the edges.



A jungle edge before 1.18, which was an actual thin edge of the jungle.



A desert with a jungle right beside it, which is no longer possible.



An old swamp generated in the middle of an ocean, causing miscolored water and lily pads without any actual swampland.



A rare occurrence of a mushroom fields biome touching the mainland, which is not possible since Caves & Cliffs.



A rare biome transition of a colder biome touching a warmer biome, which is no longer possible.



A badlands and jungle biome generated together. Rivers used to separate most biomes before 1.18.



A river that splits off into two rivers.



Two old mountain variants covered with snow.



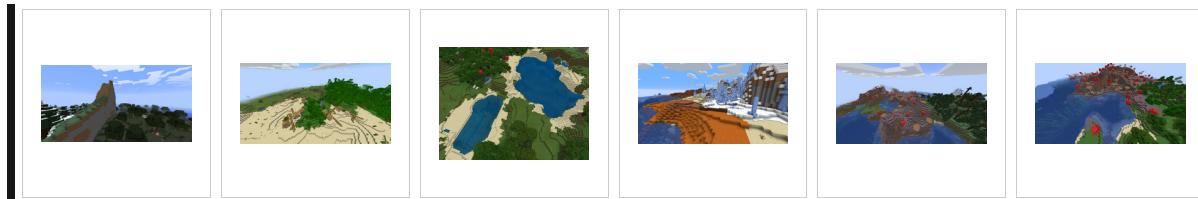
Comparison of giant tree taiga and giant spruce taiga biomes, which are now always separated by rivers.



A river biome in Java Edition 1.16, with visible seagrass in it.



A swamp and dark forest connecting with a river in between. Rivers can no longer generate in swamps.



When 1.7 update was released, old worlds were completely rewritten.

Village reaching into 3 biomes (jungle, desert and plains).



Two large lakes in a plains biome, near a forest biome and a dark forest biome.



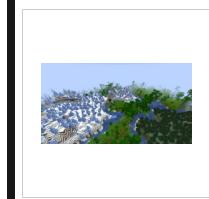
A badlands biome and an ice spikes biome generated next to each other.



Mushroom fields and giant tree taiga biomes connected together.



A mushroom biome connected to a forest biome.



A jungle between an ice spikes biome and a taiga.

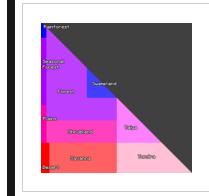


A desert sunrise with a mushroom island in the background.

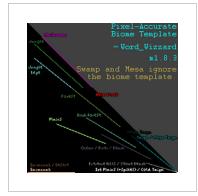


A village in a flower forest before 1.18, when flower forests usually had rough terrain.

Templates

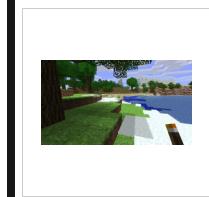


The biome graph used in Beta 1.7.3.

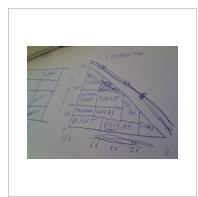


Biome colors template for Java Edition 1.7 and 1.8.

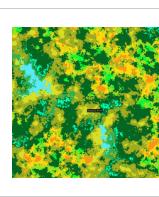
Mojang images



An old image of biomes work-in-progress. Biome grass colors have not been implemented at this point.



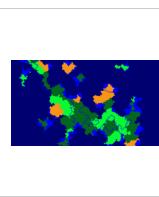
Early draft of the biomes graph, drawn by Notch.



A map showcasing biome generation in Java Edition Alpha 1.2.



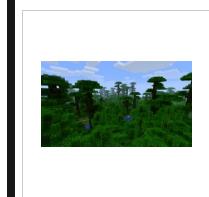
Notch took this screenshot while testing the river biome.



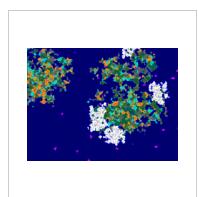
A biome map tweeted by Notch, showcasing work-in-progress biome generation for Beta 1.8.



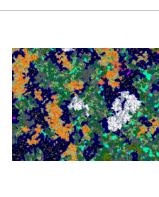
Jeb's first image of the jungle biome.



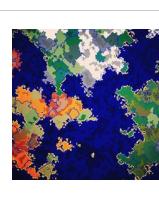
Jeb's second jungle teaser screenshot.



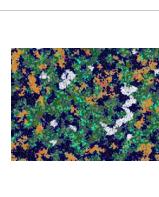
Biomes in 1.6.



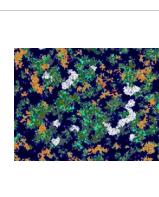
Biomes in 1.7.



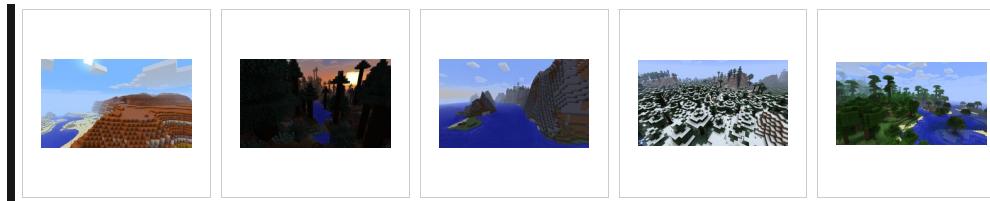
A biome map shown by Jeb on Instagram.



A biome map tweeted by Jeb, showcasing work-in-progress biome generation for Java Edition 1.7.2.



A biome map tweeted by Jeb, showcasing slightly larger oceans for the WIP biome system in 1.7.2.



This is the first picture provided of the badlands biome (then called mesa).

The first image of a giant tree taiga, as tweeted by Jeb.

The first image of a stony shore (then called cliff) biome, provided by Jeb.

A view of the snowy taiga.

A jungle, swamp and forest.

See also

- [Biome definition](#)
- [Overworld](#)
- [Structures](#)
- [Terrain Features](#)
- [Weather](#)
- [Large Biomes](#)
- [Amplified](#)

References

1. MC-240697 — It snows in the stony shore biomes from Y = 118 and above
2. MC-130658
3. MCPE-142225 — Dripstone Caves biome temperature is too cold
4. MC-238582 — Beaches generate between desert and ocean — resolved as "Fixed".
5. To fix MC-230678, MC-233893, MC-238904, MC-247836, MC-254132 and MC-255811.
6. "Biome" on Wikipedia
7. "biome (<http://dictionary.com/browse/biome>)" on Dictionary.com
8. MC-69731 — Random 1 block biome generating — resolved as "Won't Fix".

External links

- All Biomes in Minecraft (<https://help.minecraft.net/hc/en-us/articles/360046470431-All-Biomes-in-Minecraft>) – Minecraft Help Center

Navigation

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