

# Village

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v t *For other uses, see [Village \(disambiguation\)](#).*

**It has been suggested that this page be split into [Plains Village](#), [Desert Village](#), [Savanna Village](#), [Taiga Village](#), and [Snowy Village](#).** [[discuss](#)]



If this split affects many pages, or may potentially be controversial, do *not* split until a consensus has been reached.

**Reason:** [MCW:P/DIG](#)

**This page is currently in the process of being split into [Abandoned Village](#).** [[discuss](#)]



See the [talk page](#) for more information about the split.

**Reason:** [MCW:P/DIG](#)

A **village** is a group or complex of buildings and other above ground [structures](#) that generate naturally in the [Overworld](#). A village is inhabited by [villagers](#), [cats](#), [iron golems](#), [livestock mobs](#) and [wandering traders](#) with their [trader llamas](#).

Villages are a source of resources for the player, obtained through trading, loot chests, and other materials found within the village. They are also targeted by [illager raids](#), which are triggered when a player with the [Bad Omen](#) effect enters a village.

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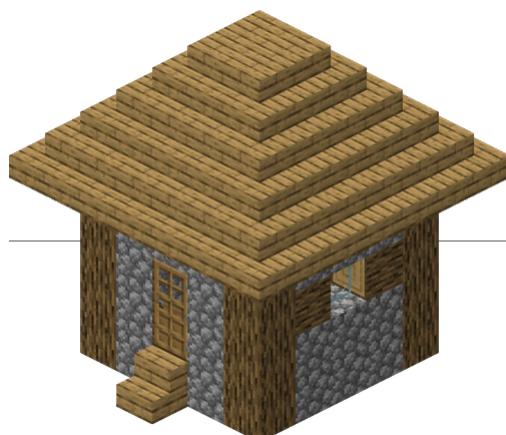
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# Generation

Villages generate naturally in [plains](#), [savanna](#), [taiga](#), [meadows](#), [snowy plains](#), and [desert biomes](#). In [Bedrock Edition](#), they also generate in [snowy taiga](#) and [sunflower plains](#) biomes. The type of the village, and therefore the style of all structures within it, is determined by the biome at the village center or meeting point. The buildings and wood depend on the biome the village is in. If the meeting point does not generate in one of the above biomes, the village defaults to plains style. Villages will always have their respective village type in their respective biome.

The following table shows the village styles corresponding to different biomes.

 Cat
 Cow
 Horse
 Iron Golem
 Pig
 Sheep
 Villager
 Zombie Villager (abandoned villages only)

<b>Generates in existing chunks</b>	No
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<b>Consists of</b>	<a href="#">[show]</a>
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Village style	Biome
Desert	Desert
Plains	Plains Sunflower plains <sup>[BE only]</sup> Meadow Any other not listed here <sup>[BE only][note 1]</sup>
Savanna	Savanna
Snowy	Snowy plains
Taiga	Taiga Snowy taiga <sup>[BE only]</sup>

### 1. If generated through behavior packs [verify]

The number of villagers spawned depends on the number of beds in the village. Villagers spawn only in houses that have beds, while job site buildings (with no beds) always generate without villagers.

If a building or pathway is constructed over open-air, circular or square platforms of grass or sand (depending on the terrain) generates below the structure, which can cause surface oddities. These platforms do not generate beside cliffs or over the void; rather, they generate on the lowest blocks. Platforms can be clearly seen when a village building is generated over an ocean. Farms generate a few blocks of open space above them if they happen to generate inside a hill. Village buildings can also be suddenly on the top of a windswept hill while the other buildings are at the bottom of the windswept hill. This happens often in savanna villages.

Some villages are generated as abandoned; see [§ Abandoned villages](#) below.

Villages are slightly more common in *Bedrock Edition* than in *Java Edition*. There is a roughly  $\frac{1}{2}$  chance that at least one village is present within 500 blocks of the world spawn point in *Java Edition*, while this chance is about  $\frac{2}{3}$  in *Bedrock Edition*. This is because villages can generate in more biomes in *Bedrock Edition*, as well as being closer to each other within an eligible biome.



A visual of a [plains](#) village.



A [desert](#) village that generated into the [ice spikes](#) biome.



A [plains](#) style village in a [meadows](#) biome.

Despite the existence of jungle and swamp villagers, village structures do not generate in these biomes. Jungle and swamp villagers can only spawn naturally in rare cases where a village overlaps a swamp or jungle. They can also be spawned by breeding villagers in a jungle or swamp, or by curing a jungle or swamp zombie villager.



## Upon generation



- Villagers spawn in regular villages only.
- Iron golems spawn in regular villages only; one spawns near a village meeting point.
- Zombie villagers spawn in abandoned villages only.
- Horses, pigs, cows, and sheep spawn in regular villages and abandoned villages.
- Camels spawn in regular desert villages and abandoned desert villages. [verify]
- Two armor stands are part of the taiga village with pieces of armor.

## Periodically



- Cats spawn naturally inside villages, one for every four beds for a maximum of five.
- One wandering trader spawns periodically at a village meeting point.
- Two trader llamas spawn periodically at a village meeting point alongside a wandering trader.
- In Bedrock Edition, iron golems spawn periodically around the village center if there are at least 10 villagers and 20 beds in a village, for a maximum of two. In Java Edition, they are summoned by a Villager if the villager spawning them has slept.

## During events



[Chicken](#) [Evoker](#) [Illusioner](#) [Pillager](#) [Ravager](#) [Vex](#) [Vindicator](#) [Witch](#) [Zombie](#)  
[*JE only*] [*JE only*]

- Zombies spawn during zombie sieges. Chickens can spawn rarely during zombie sieges as chicken jockeys.
- Pillagers, vindicators, evokers, vexes, ravagers, and witches spawn during raids.
  - Illusioners also join raids when spawned by players.
  - Evoker fangs spawn when summoned by evokers.
  - Witches also spawn when a villager is struck by lightning within four blocks of the bolt.

## Abandoned villages

*Not to be confused with Zombie Town.*

A village has a 2% chance of generating as an **abandoned village**<sup>[1]</sup> (also known as **zombie village**).

In an abandoned village, all generated villagers are instead zombie villagers, and all doors and torches are missing. The zombie villagers do not despawn, but have no resistance to sunlight. In abandoned villages, most cobblestone blocks are replaced by mossy cobblestone, random blocks (particularly wood) are replaced by cobwebs, and all glass panes are replaced by brown stained glass panes to represent dirty glass. Abandoned villages also spawn stray cats, as well as the usual village livestock, but they do *not* spawn iron golems naturally. The number of buildings in an abandoned village can be slightly more than in a normal village.



An abandoned plains village in *Java Edition*.

## Location per seed

A preview of village generation is shown below:<sup>[info 1]</sup>

## World generation preview

### Seed

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

[Day](#)[Edition](#)[Bedrock Edition](#)

1. This calculator shows a different seed per page reload.

## Structure

*For the technical details behind village structures, see [Village/Structure](#). For the blueprints of village structures, see [Village/Structure/Blueprints](#). For structures prior to Village & Pillage, see [Village/Structure \(old\)](#). For blueprints of structures prior to Village & Pillage, see [Village/Structure \(old\)/Blueprints](#).*

## Buildings

The number of buildings making up a village can vary, and not every village consists of all

building types at once. Apart from the meeting point, which is unique and systematic, the number of buildings of each type is randomly generated and increased in Superflat [*Java Edition only*] worlds. More than one meeting point can be generated in Superflat worlds. The number of lamp posts and decorative structures (hay bales, melon patch, pumpkin patch, farms, snow and ice patches) has no restriction, as they are generated where no other buildings can be placed. These structures could have functions and could be of great use to the player. Paths are found between the buildings of the village and often extend beyond them.

Structures are chosen randomly from a pool of possible buildings.

The full list of the village house blueprints can be accessed by going [here](#).

Architectural style and blocks making up the village structures vary according to village type.

Not every building can be generated in a single village, although some blocks can be found in any village, such as job site blocks and food items.

In *Java Edition*, buildings have different probabilities of generating, depending on village type; for example, a weaponsmith shop is more likely to appear in a Taiga village than in other villages.

In *Bedrock Edition*, villages don't generate with expected structures; for example, a fletcher house doesn't appear in a plains village, and a mason house doesn't appear in a savanna village.<sup>[2]</sup>

## Paths

Villages generate paths between the buildings and extend outside of the village. Village paths generate at the level of existing terrain, potentially going up steep hills or down ravines without regard for whether an entity could actually traverse the path. Paths do not go below sea level and replace only grass blocks (with air above), water, lava, sand, sandstone, and red sandstone; all other blocks are ignored and the blocks underneath are considered for replacement instead. Villagers use these paths to travel across the village.

In plains, savanna, taiga, and snowy villages, paths are comprised of dirt paths and grass. Savanna villages also generate farmland and crops in some areas. Dirt paths that generate over water are replaced by the village style's plank type. Desert villages are generated with smooth sandstone paths.



The Snowy Village [seed template](#), featuring a village near a pillager outpost. [*Bedrock Edition only*]



Loft houses

In Single Biome worlds with cave generation, paths may generate on a separate layer from the rest of the buildings. In floating island generation, paths may not generate at all.

Trees, lamp posts, and other decorative structures can generate in the middle of paths as obstructions.<sup>[3]</sup>



Village paths without any buildings nearby, generated in a Buffet world type with cave generation before the Village & Pillage update.

## Loot

A village loot changes depending on the building.

# Mechanics

*Main article: [Village mechanics](#)*

## Java Edition villages

Villages as a whole have no defined "center", "size", or "radius"; they are defined only based on proximity to any "village center" subchunk.

A subchunk is a "village center" if it contains at least one claimed bed, bell, or job site block. The 26 subchunks in a  $3 \times 3 \times 3$  cube around such a subchunk are also considered part of a village.

## Bedrock Edition villages

A village always consists of at least one acceptable bed and one villager. Rarely, a village structure can generate without beds, thus not qualifying as a village. Upon creation, a village center is defined as a POI claimed by the first villager, and the village's size is the greater of 32 blocks or the distance to the furthest bed from the center. Any villager, village golem, or raid-spawned illagers can pathfind back into the village if they find themselves farther than that many blocks from the center.

Villages are established by the number of valid beds in the village.

The maximum population of a village is the number of valid beds. If the population drops below that point (due to death or removal), but there are at least two villagers left who can reach each other, the villagers mate and breed until the population is at the maximum.

A village is created when at least one villager links to one bed. The village continues to exist as long as one of its villagers remains linked to one of its beds. If all beds are unlinked (by being destroyed, by players sleeping in them, or by villagers failing to pathfind to them), then the village ceases to exist. When this happens, the villagers lose all links to job site blocks and bells

and cannot use them.

When the first villager links to a bed, a village of size 65×25×65 blocks is created, centered on the pillow of that bed. The boundaries, and consequently the center (which is important because it defines where cats and iron golems can spawn), may change as other villagers link or unlink from point of interest (POI) blocks. When the boundaries change, the center usually shifts to the location of the POI block near the midpoint between the farthest out POI in each direction. In naturally generated villages, there is usually a bell near the village center, but aside from that, bells have no special role distinct from other POI in how the game defines and manages the village center and boundaries.

## Gathering site

Villages have gathering sites where villagers may mingle. A gathering site is defined as a bell located within the village boundary. A wandering trader may spawn at a gathering site, accompanied by trader llamas. A villager also rings the bell when a raid starts.

## Job site blocks

Job site blocks are blocks such as grindstones, smithing tables, and lecterns, which are used by villagers. Villagers with the corresponding professions spend their time in front of their job site block, except for nitwits, baby villagers, and unemployed villagers (villagers without profession overlays). Upon claiming a job site block, green particles appear above both the villager and the job site block, and the villager takes up the profession of the job site block if unemployed. Villagers who have already been traded with can claim only job site blocks related to their profession. Employed villagers who are not linked to a job site block are unable to restock their trades. Villagers cannot link to a job site block that has already been claimed by another villager. There are thirteen job site blocks in the game, each linking to its respective villager profession.

## Events

These events are not tied to generated village structures, but these structures (except for abandoned villages) typically satisfy the game's definition in the context of village mechanics. Specifically, these events consider any chunk section (aka. "subchunk") within a 3×3×3 cube of sections centered on a section containing a bed, bell, or job site as part of a village.

## Raids

*Main article: Raid*

A player who drinks an ominous bottle (dropped by pillager captains) receives the Bad Omen effect for 100 minutes. Like other status effects, Bad Omen can also be cleared by dying or drinking milk. Entering a village boundary while the effect is active turns it into Raid Omen, which starts a raid after the effect runs out. The raid spawns groups of illagers in waves, which attack the village. The higher the level, the higher the chance for the raiding mobs to wield enchanted weapons.

## Zombie sieges

*Main article: [Zombie siege](#)*

 This feature is exclusive to [Java Edition](#).

Zombie sieges are in-game events where many zombies spawn in a village, regardless of how well-lit or walled off a village is. They have a 10% chance of occurring at midnight every night or during thunderstorms when a village has at least 20 valid beds. There is no indication of a zombie siege happening except for an unusually high number of zombies.

## Data values

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### ID

*Java Edition:*

Structure type	Identifier <a href="#">[hide]</a>
 Jigsaw	jigsaw

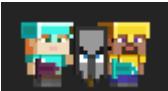
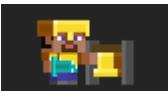
Structure	Identifier <a href="#">[hide]</a>
 Desert Village	village_desert
 Plains Village	village_plains
 Savanna Village	village_savanna
 Snowy Village	village_snowy
 Taiga Village	village_taiga

*Bedrock Edition:*

Structure	Identifier	Translation key <a href="#">[hide]</a>
 Village	village	feature.village

## Achievements

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[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS...)
PS4	Other					
		We're being attacked!	Trigger a Pillager Raid.	Walk in a village with the Raid Omen effect applied in 30 seconds.	20	Bronze
		Sound the Alarm!	Ring the bell in a village after a villager has been hurt.	—	20	Bronze

## History

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### Announcement

<a href="https://web.archive.org/web/20190710053746/https://notch.tumblr.com/post/403475391/i-have-a-potentially-game-breaking-idea-do-not">February 21, 2010 (https://web.archive.org/web/20190710053746/https://notch.tumblr.com/post/403475391/i-have-a-potentially-game-breaking-idea-do-not)</a>	NPC villages and "monster towns" are mentioned.
<a href="https://web.archive.org/web/20190329134139/https://plus.google.com/116872576248355504859/posts/QrzeqTkPti">July 1, 2011 (https://web.archive.org/web/20190329134139/https://plus.google.com/116872576248355504859/posts/QrzeqTkPti)</a>	A picture of villages was released by Notch before Beta 1.8 was released. In the early screenshot, villages were partly made of moss stone.
<a href="http://uk.ign.com/articles/2011/07/13/the-future-of-minecraft?page=2">July 13, 2011 (http://uk.ign.com/articles/2011/07/13/the-future-of-minecraft?page=2)</a>	An early interview with Notch discussed his plans for the village.
<a href="https://twitter.com/notch/status/101212681234681858">August 10, 2011 (https://twitter.com/notch/status/101212681234681858)</a>	Notch originally worked on villages by himself, but eventually gave the task to Jeb, so that he could work on other things. <sup>[4]</sup>
<a href="https://twitter.com/jeb_/status/101675386190045184">August 11, 2011 (https://twitter.com/jeb_/status/101675386190045184)</a>	Jeb has said that during early tests of villages, the lava in a blacksmith often set the village on fire. <sup>[5]</sup>
<a href="https://youtube.com/watch?v=tuVt1YFnsSQ">August 26, 2011 (https://youtube.com/watch?v=tuVt1YFnsSQ)</a>	Villages were shown to the public during the PAX 2011 demo, including the interiors.

### Java Edition

Java Edition Beta [hide]		
1.8	Pre-release	Added villages, which only generated in plains and desert biomes. They were originally intended to be populated with <a href="#">pigmen</a> . <sup>[6]</sup>
Java Edition [hide]		
<u>1.0.0</u>	<u>Beta 1.9 Prerelease</u>	Villagers have been added to villages. They have 'TESTIFICATE' written above their heads.
<u>1.1</u>	<u>12w01a</u>	Blacksmith buildings in villages now hold <a href="#">chests</a> with loot.
	<u>release</u>	Villages now generate in <a href="#">Superflats</a> .
<u>1.2.1</u>	<u>12w07a</u>	Villagers now repopulate villages based on how many houses there are available.  <a href="#">Zombie sieges</a> can now occur once a village has reached a certain size.  The player may now add houses to villages, provided they are enclosed with a roof and a wooden door.
	<u>12w08a</u>	Larger villages now spawn <a href="#">iron golems</a> to defend them.
<u>1.3.1</u>	<u>12w21a</u>	Desert villages are now made of <a href="#">sandstone</a> instead of <a href="#">wood</a> and <a href="#">cobblestone</a> .
<u>1.4.2</u>	<u>12w32a</u>	Villages now track the "popularity" of individual <a href="#">players</a> by username.
	<u>12w36a</u>	Potatoes and <a href="#">carrots</a> can now be found in villages.
<u>1.5</u>	<u>13w03a</u>	A bug fix for <a href="#">water</a> propagation mechanics <sup>[7]</sup> makes <a href="#">wells</a> proper infinite water sources.
	<u>13w06a</u>	The lamppost glitch in villages has been fixed.
<u>1.6.4</u>	<u>release</u>	Wells in <a href="#">desert</a> villages are now made of <a href="#">cobblestone</a> instead of <a href="#">sandstone</a> . <sup>[is this the correct version?]</sup>
<u>1.7.2</u>	<u>13w36a</u>	Added the <a href="#">savanna</a> biome, which villages can now generate in.
<u>1.8</u>	<u>14w03a</u>	Gravel roads in villages now have <a href="#">cobblestone</a> underneath, to prevent them from collapsing into <a href="#">caves</a> .
	<u>14w04a</u>	Doors are now added to the closest village.
	<u>14w25a</u>	Zombie sieges have been re-implemented.
	<u>14w30a</u>	Wells in <a href="#">desert</a> villages are now made of <a href="#">sandstone</a> instead of <a href="#">cobblestone</a> .
<u>1.9</u>	<u>15w31a</u>	Farms now include <a href="#">beetroot</a> crops.
<u>1.10</u>	<u>16w20a</u>	Village structures are no longer restricted by <a href="#">biome</a> boundaries, meaning that a village that starts in a valid biome can now spread into an adjacent invalid biome.  Villages now generate in <a href="#">taiga</a> biomes (but not their variants), and are made of <a href="#">spruce wood</a> .  As a result of the above two reasons, the amount of villages that generate has been greatly increased. <sup>[8]</sup>  <a href="#">Savanna</a> villages are now made of acacia wood rather than oak. Acacia logs replace <a href="#">cobblestone</a> in all structures except churches.

		Paths no longer generate below sea level, and they are made with different material depending on the existing terrain.
		Grass paths now generate rather than gravel paths, when generated on grass blocks.
		Paths made of planks now generate over water and lava to form bridges.
		Villages now have a 2% chance of generating as an abandoned village, which are inhabited only by zombie villagers, and generate without any doors or torches.
	<u>16w21a</u>	Blacksmiths now generate with cobblestone in all biomes, rather than acacia logs in savannas and sandstone in deserts.
	<u>pre1</u>	Zombie villagers generated in zombie villages no longer despawn.
		Wooden fences are now substituted with the correct wood type for the biome.
		Paths no longer replace most blocks, instead considering the blocks underneath, preventing them from generating in treetops or bridging ravines.
<u>1.11</u>	<u>16w35a</u>	The bottom most part of desert and savanna village wells is no longer made of cobblestone. It is now made of sandstone or acacia log accordingly.
	<u>18w47a</u>	Added raids, in which groups of illagers attack villages after a player kills an illager patrol leader then enters a village.
	<u>November 28, 2018</u>	A hotfix for all 1.14 snapshots is released, updating the main menu with a panorama of the new villages.
	<u>18w48a</u>	Updated the plains village look, and removed its zombie village accordingly.
	<u>18w49a</u>	Added snowy tundra villages.
		Updated the savanna village look, and removed its zombie village accordingly.
<u>1.14</u>	<u>18w50a</u>	Updated the taiga and desert village looks, and removed their zombie villages accordingly.
	<u>19w04a</u>	Re-added zombie villages in desert and taiga biomes.
	<u>19w06a</u>	Improved village blacksmith building generation to prevent them from catching on fire from lava inside them.
	<u>19w07a</u>	Re-added zombie villages in plains and savanna biomes.
		Added snowy tundra zombie villages.
	<u>19w08a</u>	Villages now spawn with at least one iron golem.
	<u>19w11a</u>	Village detection is now based on beds, job sites, and meeting points instead of doors.
<u>1.14.1</u>	<u>Pre-Release 1</u>	Many structures are tweaked to have better lighting.
<u>1.16</u>	<u>Pre-release 2</u>	"Jellie" cats now spawn naturally in villages.

<u>1.17</u>	<u>20w45a</u>	Due to normal and water cauldrons being split into different blocks, cauldrons no longer generate in villages. Instead, water cauldrons generate.
<u>1.18</u>	<u>experimental snapshot 3</u>	Villages now generate in <u>meadows</u> .
	<u>21w40a</u>	Villages now generate slightly more spread out.
<u>1.19.3</u> — Experiment — <u>Update 1.20</u>	<u>22w42a</u>	<u>Camels</u> now generate in desert villages.
<u>1.21.5</u>	<u>25w06a</u>	Pigs and cows spawned in desert villages are now of the warm variant.
	<u>25w07a</u>	Bundles can now be found in some village chests.
<u>1.21.11</u>	<u>25w41a</u>	Weaponsmith chests can now contain <u>copper</u> and <u>iron spears</u> .

## ***Bedrock Edition***

Pocket Edition Alpha			[hide]
<b>v0.9.0</b>	<b>build 1</b>	Added villages. They generate with <u>gravel</u> , <u>wooden</u> , or <u>sandstone</u> bridges.	
	<b>build 2</b>	Desert villages are now made of sandstone.	
	<b>build 4</b>	Villages are now rarer.	
	<b>build 7</b>	Villages are now more common.	
<b>v0.11.0</b>	<b>build 1</b>	Grass path blocks now replace gravel paths in villages.	
<b>v0.12.1</b>	<b>build 1</b>	Larger villages now spawn <u>iron golems</u> to defend them.	
	<b>build 8</b>	Farms now include <u>beetroot crops</u> .	
<b>v0.14.0</b>	<b>build 3</b>	The door-to-villager ratio in villages has been increased (was previously 1:1).	
<b>v0.15.0</b>	<b>build 1</b>	Added <u>savanna</u> and <u>taiga</u> village variants.	
		Villages can now generate in <u>cold taiga</u> and <u>ice plains</u> biomes. Buildings are made out of spruce <u>wood</u> like taiga villages.	
		Villages now have a 2% chance of generating as zombie villages. Buildings in zombie villages include <u>cobweb</u> and <u>moss stone</u> .	
<b>v0.16.0</b>	<b>build 5</b>	Farms no longer generate <u>crops</u> in <u>ice plains</u> and <u>cold taiga</u> villages.	
		Chests can now generate inside large houses in ice plains and cold taiga villages containing farming supplies.	
Bedrock Edition			[hide]
<b>1.8.0</b>	<b>beta 1.8.0.8</b>	Cats now spawn in villages.	
<b>1.10.0</b> Experiment <b>Experimental Gameplay</b>	<b>beta 1.10.0.3</b>	Updated the look of plains, <u>desert</u> , <u>savanna</u> , <u>taiga</u> , <u>snowy tundra</u> , and <u>snowy taiga</u> villages.	
		Taiga villages are now more common.	
		Villages are now set by the number of <u>beds</u> in the village instead of doors.	
		Villages now have gathering sites in which a <u>wandering trader</u> can appear.	
		Villages now have job sites where villagers go to work.	
		Villages no longer generate in the <u>Old world</u> type.	
		Removed zombie villages. <small>[verify]</small>	
<b>1.11.0</b> Experiment <b>Experimental Gameplay</b>	<b>beta 1.11.0.1</b>	Villages now always spawn at least one <u>iron golem</u> .	
		Changed some structures; plains tannery now include a single cauldron, some poorly lit areas have torches, lava is no longer a fire hazard, added floors in some floorless houses.	
		Changed village generation by rebalancing the number of houses (buildings with beds) and job sites (buildings with job site blocks). Sand now also has sandstone support below.	
		Plains farms and plains toolsmith houses can now generate in new plains villages.	

		Animals now spawn in the village stables, animal pens, shepherd houses, and butcher houses.
		Added chest loot to non-plains village variants.
		Added <u>raids</u> , in which groups of <u>illagers</u> attack villages.
<u>1.11.0</u>	<u>beta 1.11.0.3</u>	The overhauled villages are now available outside of Experimental Gameplay. Players with <u>bad omen</u> now trigger a raid when in villages.
<u>?</u>		Villages now generate in the <u>Old</u> world type again, although they are rarer than before <u>1.10</u> .
<u>1.13.0</u>	<u>beta 1.13.0.9</u>	Re-added zombie villages. Due to a bug, around 30% of villages are generated as zombie villages.
<u>1.17.30</u>	<u>beta 1.17.30.22</u>	The aforementioned zombie village generation bug has been fixed, reducing their occurrence to 2%.
<u>1.17.40</u>	<u>beta 1.17.40.20</u>	Villages now generate in <u>meadows</u> .
<u>1.18.0</u>	<u>beta 1.18.0.22</u>	Village buildings carve out less terrain around them on generation.
<u>1.19.50</u> <small>Experiment</small> <u>Next Major Update</u>	<u>Preview 1.19.50.21</u>	Camels now generate in desert villages.
<u>1.21.60</u>	<u>Preview 1.21.60.24</u>	Some savanna villages no longer have a hole where a <u>dirt path</u> block should be.
<u>1.21.70</u>	<u>Preview 1.21.70.23</u>	Bundles can now be found in some village chests.

## Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
<a href="#">TU5</a>	<a href="#">CU1</a>	<a href="#">1.00</a>	<a href="#">1.00</a>	<a href="#">1.00</a>	<a href="#">Patch 1</a>	<a href="#">1.0.1</a>	Added villages.
<a href="#">TU9</a>							Blacksmith buildings in villages now hold chests with loot.
<a href="#">TU12</a>							Zombie sieges can now occur once a village has reached a certain size.
<a href="#">TU14</a>							Desert villages are now made of sandstone instead of wood and cobblestone.
<a href="#">TU19</a>	<a href="#">CU7</a>	<a href="#">1.12</a>	<a href="#">1.12</a>	<a href="#">1.12</a>			Wells in desert villages are now made of cobblestone instead of sandstone.
<a href="#">TU25</a>	<a href="#">CU14</a>	<a href="#">1.17</a>	<a href="#">1.17</a>	<a href="#">1.17</a>			Wells in desert villages are now made of sandstone instead of cobblestone.
<a href="#">TU31</a>	<a href="#">CU19</a>	<a href="#">1.22</a>	<a href="#">1.22</a>	<a href="#">1.22</a>	<a href="#">Patch 3</a>		Savanna biome added, which villages can now generate in.
							Gravel roads in villages now have cobblestone underneath, to prevent them from collapsing into caves.
<a href="#">TU43</a>	<a href="#">CU33</a>	<a href="#">1.36</a>	<a href="#">1.36</a>	<a href="#">1.36</a>	<a href="#">Patch 13</a>		Villages now generate with grass paths instead of gravel.
							Farms now include beetroot crops.
							Villages now have a 2% chance of generating as an abandoned village, which are inhabited only by zombies, and generate without any doors or torches.
							Villages in savanna biomes now generate with acacia wood.
<a href="#">TU46</a>	<a href="#">CU36</a>	<a href="#">1.38</a>	<a href="#">1.38</a>	<a href="#">1.38</a>	<a href="#">Patch 15</a>		Taiga villages now generate, only if the well generates between a taiga and a valid biome.
<a href="#">TU54</a>	<a href="#">CU44</a>	<a href="#">1.52</a>	<a href="#">1.52</a>	<a href="#">1.52</a>	<a href="#">Patch 24</a>	<a href="#">1.0.4</a>	Villages now generate in the taiga biome through normal means.
<a href="#">TU56</a>	<a href="#">CU47</a>	<a href="#">1.55</a>	<a href="#">1.55</a>	<a href="#">1.55</a>	<a href="#">Patch 26</a>	<a href="#">1.0.6</a>	Abandoned villages now generate with zombie villagers instead of villagers.
<a href="#">TU57</a>	<a href="#">CU49</a>	<a href="#">1.57</a>	<a href="#">1.56</a>	<a href="#">1.56</a>	<a href="#">Patch 27</a>	<a href="#">1.0.7</a>	Villages generated in the desert or the savanna biome now replace the most sandstone / acacia wood with cobblestone.
							Abandoned villages now generate with webs and moss stone.
<a href="#">TU60</a>	<a href="#">CU51</a>	<a href="#">1.64</a>	<a href="#">1.64</a>	<a href="#">1.64</a>	<a href="#">Patch 30</a>	<a href="#">1.0.11</a>	Villages now generate naturally in cold taiga and snow plains biomes generating with spruce wood.

					Desert villages no longer generate with cobblestone, including blacksmith and church buildings.
					Paths around village wells now made up of grass path (sandstone in deserts).
					Tables in villages now have brown carpet instead of a pressure plate.
		1.91			Added raids, in which groups of illagers attack villages after a player kills an illager patrol leader then enters a village.
					Updated the look of plains, desert, savanna, taiga, snowy tundra, and snowy taiga villages.
					Village detection is now based on beds, job sites, and meeting points instead of doors.
<b>New Nintendo 3DS Edition</b>					[hide]
	0.1.0				Added villages.

## Issues

Issues relating to "Village" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jqI=project%20in%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%22Village%22%29%20ORDER%20BY%20resolution%20DESC>).

## Trivia

- According to Jeb, originally they wanted a system for a village to expand in population if the player improves it. But they found that it was computationally expensive to evaluate what constituted a house, so to make it simple, they decided that a door with an inside and outside counts as a house; however, the house was later changed to beds.<sup>[9]</sup>
- Prior to Village & Pillage, the farms in villages would avoid overhanging by filling in the area below them with dirt when they spawned. When a farm overhangs a ravine, a tall rectangular dirt structure generates underneath. Buildings would fill the area below them with cobblestone, often resulting in the same behavior.
- Occasionally, surface ravines generate through villages, causing missing pathways or even entire buildings sunken into the ravine. This also applies to cave entrances and other surface oddities.



A view of the architecture of an abandoned village from a plains biome in Bedrock Edition. In the background there is a savanna and a desert.

- In rare cases, players can find a tiny village consisting of one house, or even just one job site-building (a building with job site blocks) without any houses (building with beds), causing the village to not spawn any villagers.
- The plains village is the only type of village with much of its architecture resembling its old counterpart prior to Village & Pillage.
- Because of the relatively large amount of biomes, a village house designed for one a particular biome might be located on the border of two biomes.
- In *Bedrock Edition* before *Village & Pillage*, the seed -190000 is the only known seed to have an abandoned village in the Old world type.

## Gallery



This section needs cleanup to comply with the style guide. [\[discuss\]](#)

Please help [improve](#) this page. The [talk](#) page may contain suggestions.

*Reason:* Remove redundant, outdated, and low-quality images until this gallery has a somewhat reasonable size.

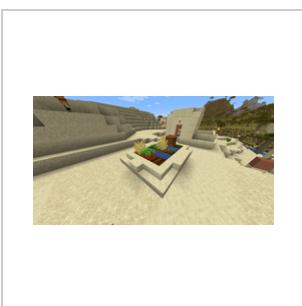
### Screenshots



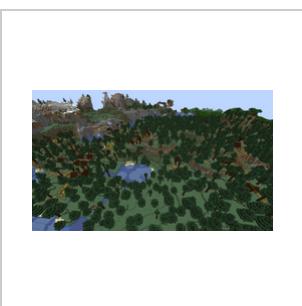
An igloo structure that generated in a snowy plains village.



A plains village well.



A village farm beside multiple houses.



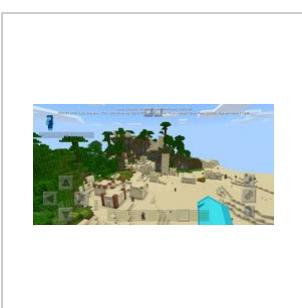
Two taiga villages generated right next to each other.



A plains village generated in the snowy plains.



Villagers mingling about an iron golem.



A desert village mixed with a jungle biome.



2 villages close to each other on superflat world.



Village in plains biome.



An abandoned village during the day.  
Multiple zombie villagers can be seen burning.



A pillager outpost, which generated too close to village.



A desert pyramid, swamp hut, and a village close to each other.



3 villages generated in close proximity in a plains biome.



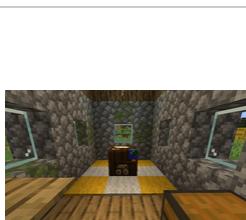
A squid in a farm village.



A village generated close to the desert pyramid, with a desert well on the left on it.



Two wandering traders in the meeting point at the plains village.



A cartography table at a cartographer house in village.



Three villagers are offering items in a farm.



A bee nest generated in a superflat village.



Interior of a plains church.



A snowy plains village reaching to the neighboring savanna. There is also a ruined portal nearby.



Huge village along with the ruined portal, just near the world spawn.



2 desert villages close to each other.



Savanna village located by a river.



A desert pyramid generated close to the village on the edge of desert biome.



A desert pyramid generated in village.



A village close to the icebergs.



A big village generated near the jungle biome.



The sunset over a desert with village.



A plains village generated between windswept hills.



A village reaching into windswept hills.



A plains village that invaded the lukewarm ocean biome.



Spider spawner generated right next to the village.



A desert village generated in-between a badlands and swamp biome.



A village on a desert island.



A village farm, church and ruined portal in a village. Carrots are growing on netherrack and stone blocks.



A house that was damaged by a creeper explosion.



A village that generated along the edge of a windswept hills. Note the house that generated within a cave.



A plains village extending into a swamp.



Village which goes in 3 biomes.



A desert village that generated into a shattered savanna plateau.



Village generated into swamp biome.



Village reaching into 3 biomes (Jungle, Desert and Plains).



Taiga village with most of the buildings located in plains biome.



A plains village generated over the void in a Superflat world.



Taiga village generated in plains biome in new experimental 1.18 snapshot.



Savanna village partially generated in mushroom fields biome.



Desert village partially generated in mushroom fields biome along with some "underwater" ruins.



Village consisting of 2 house types, plains and savanna.



An abandoned village that generated as a floating island. You can fix the village and cure the zombie villagers.



A village generated in the amplified world type. Notice how some of the buildings are built into the windswept hills, and others on huge cobblestone towers.



Clay blocks generated in village.



A desert village that generated in a windswept savanna biome.



Underground taiga village.



Ocean ruins generated in village.



Tree generated as a part of village house.



Ruined portal in a village.



2 villages generated close together.



A savanna village stretching across 4 different biomes.



A village and an abandoned village that generated near each other. One can fix the abandoned village then bring over villagers.



A village generated in middle of large lake in version 1.20. One of seeds which generated 'sinkhole' at 1.19



Savanna village generated with no buildings or gathering sites.



A village generated in 5 biomes: Forest, Plains, Cherry Grove, Frozen Peaks, and Grove. There is also a ruined portal nearby, visible in the next image.



A second view of that same village generated in 5 biomes, showing the previously mentioned ruined portal.



A badlands, mineshaft, and a desert village all generating concurrently. There is a pillager outpost in the background.



A plains village generating on top of a massive cave opening.



Odd village generation on a superflat world



A snowy village generating in a plains biome.



A desert temple generated in an abandoned village.



A picture of the village from PAX Prime.



The four pre-1.14 village types.  
Clockwise from top right: desert, savanna, taiga, and plains.



A plains village before Village & Pillage.



A village generated in a Superflat world.



An extremely small village.



A village generated on water, before plank paths were implemented.



A village generated in a taiga biome.



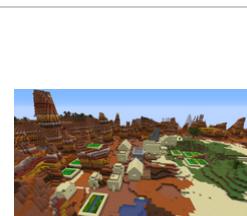
A savanna abandoned village.



Interior of a library.



Desert village as it looked like before 1.14 update.



An old desert village generated in a mesa biome.



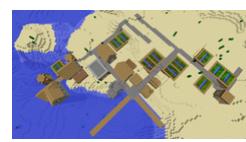
A village near the ice spikes biome.



The well structure.



A normal village reaching slightly into a Jungle.



An all-desert normal village.



The church structure.



The lamp structure.



Really small village.



A double village.



A village with a wooden bridge beside the world border.



An abandoned village that generated in a cold biome.



A preset for Old Mountain View Village (under 1.10 versions only).



A wooden plank bridge in a village.



A village generated too close to a cold biome, causing the water in the farm to freeze and the crops to dry out.



A village generated without buildings.



A village generated at the boundary between a desert and savanna biome. Notice that it is in the style of the plains biome. This is because of the well generated in the river.



A savanna village with failed farm generation, causing water to flow.



A village farm generated in a cave alongside buried treasure.



A village building sunken into a ravine.



Part of a village generating over the void in a Floating island world.



All 3 path types generated in close proximity.



Half of this village was generated before 1.14, and another half generated after it.



A village generated at the edge of the world in *New Nintendo 3DS Edition*.

## Mojang screenshots



First image of a village.



Second image. A player near three village houses.



Teaser image of a village church.



A bugged village in a *Pocket Edition* development version, shared by [Tommaso Checchi](#).



An extremely large village.



The 13w22a banner, containing a village.



First image of a taiga village.



A desert village.



Some bats in a village house.



A taiga house image tweeted by [LadyAgnes](#).



A taiga farm image tweeted by [LadyAgnes](#).



Another image of a village tweeted by [LadyAgnes](#).<sup>[10]</sup>



A mountaintop village overlooking a valley.



A savanna village on top of a plateau.



Desert village at night.



Desert and plains villages near each other.



Plains village near sunflower plains and flower forest.



A taiga village in an ocean inlet near mountains.



A village in a mountain river valley.



A village on a spit of land surrounded by water surrounded by mountains.



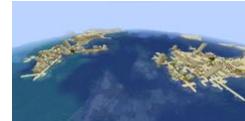
A village on a landbridge connecting two sides of a river valley.



A village on an island.



A taiga village on top of a hill.



Two desert villages separated by water.



A village island and forest island.



The outskirts of a plains village.



A savana village between the mountains and sea.



A taiga village generated in a bamboo jungle.



A house with lava in the floor.



A desert village overhaul shown in MINECON Earth 2018.



A shepherd's house in a desert village overhaul shown in MINECON Earth 2018.



New house architecture in a desert village overhaul shown in MINECON Earth 2018.



A plains village overhaul shown in MINECON Earth 2018.



A plains village overhaul shown more detailed inside, shown in MINECON Earth 2018.



An abandoned house with a burning zombie in front of it.

## In other media



Artwork of a festival in a snowy village.



A village as it appears in [Village & Pillage: Official Trailer](#).



Ari in a desert village.



Noor at a village forge.



Midport Village as seen in [A Minecraft Movie](#).

## References

1. "Minecraft Beta - 1.13.0.9 (Xbox One/Windows 10/Android)" (<https://feedback.minecraft.net/hc/en-us/articles/360032515012>) , August 27, 2019.
2. MCPE-100217 — Villages don't generate with expected structures.
3. MC-140460 — Hay bales, trees, and light posts can generate on paths — resolved as "Works As Intended".
4. "While @jeb\_ (who does great procedural architecture) is taking over villages, I'm reworking biomes and tweaking combat." (<https://twitter.com/notch/status/101212681234681858>) – @notch (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), August 10, 2011
5. "Haha my smithy keeps setting the whole village on fire. I need to contain that lava better..." ([https://twitter.com/jeb\\_/status/101675386190045184](https://twitter.com/jeb_/status/101675386190045184)) – @jeb\_ ([https://twitter.com/jeb\\_](https://twitter.com/jeb_)) (Jens Bergensten) on X (formerly Twitter), August 11, 2011
6. "@Micleee It's very likely the townspeople will be pigmen =)" (<https://twitter.com/notch/status/62531431175421952>) – @notch (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), April 25, 2011
7. MC-916 — Water does not form source blocks properly on top of existing source blocks — resolved as "Fixed".
8. MC-152966 — Increase villages generate in versions after 1.10 — resolved as "Fixed".
9. "Meet the Villagers in Minecraft" (<https://www.minecraft.net/en-us/article/meet-villagers>) by Marsh Davies – [Minecraft.net](https://minecraft.net), March 13, 2017.

10. "Just found this village when testing, they got their own turtle civilization! ^^" ([https://twitter.com/\\_LadyAgnes/status/1067811352683708416](https://twitter.com/_LadyAgnes/status/1067811352683708416)) – @\_LadyAgnes ([https://twitter.com/\\_LadyAgnes](https://twitter.com/_LadyAgnes)) (Agnes Larsson) on X (formerly Twitter), November 28, 2018

## External links

- "Building Blocks: Village" (<https://www.minecraft.net/en-us/article/village>) by Duncan Geere – Minecraft.net, August 1, 2024.
- "Building Blocks: Abandoned Village" (<https://www.minecraft.net/en-us/article/abandoned-village>) by Duncan Geere – Minecraft.net, May 10, 2025.

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	9x9.nbt	Bonus barrel	Bridge	Colosseum	command.com.nbt						
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	llama.nbt	Lunar Base	Potato Mineshaft	Potato Village							
<b>Joke</b>	Ruined Portatol	Shapes									

[!\[\]\(25569caef9d46f0e37a5ba4bb4eaed0e\_img.jpg\) Village \(old\)](#)**Removed**[\*\*Java Edition only\*\*](#)[!\[\]\(55b0a2686da11c3870ed1d6e9b9d2cd2\_img.jpg\) Brick Pyramid](#)[!\[\]\(c428d2e50ffe0e934b3cfcdbc1ca5f24\_img.jpg\) Glass Pillars](#)[!\[\]\(f8acdbcc5d87d7690232b09b183a85d5\_img.jpg\) Obsidian Wall](#)[!\[\]\(a14492e93ec06a030fa1190754ff1cf7\_img.jpg\) Starting House](#)[!\[\]\(1a443431c1e7e6ddcc56d663b5f2af6f\_img.jpg\) Features](#)[!\[\]\(d2555635330fa7c471cdeb88436b9450\_img.jpg\) Carvers](#)[\[show\]](#)[\[show\]](#)

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