

Minecraft: Guide to find the Old City in version 1.19

Since Minecraft 1.19 snapshots were announced, communities of Java Edition gamers around the world have flocked to explore the Ancient City, the Deep Dark Biome, and the Warden.

The Old City is the latest structure that has been added to the Minecraft 1.19 snapshot. This is part of the Deep Dark biome, which will spawn in the deepest layer of the underworld.

Basically, the Old City is an extremely dangerous place, a place where Warden can appear as soon as the sculk screeches are activated and the player is forced to dig deep if they want to find this mysterious structure. .



How to find the Ancient City in Minecraft 1.19?

In Survival Mode

If players want a real experience of finding the Citadel in Minecraft 1.19, they can jump into the survival mode snapshot to find it manually by diving deep into the caves.

First, players need to have full enchanted netherite equipment, be it armor or weapons, which helps ensure that they don't instantly die from the fearsome monster. When venturing down the caves, the player must always look for two pieces of information: Biome and Y-level.



By pressing 'F3' on the keyboard, the player can see which Y level they are in and which biome they are in. You should always look for the 'deep_dark' biome that can be scattered throughout the caves in Minecraft 1.19 after a certain Y level.

As soon as the biome is found, the player must go down to level Y -41. This is essentially the plan of the structure.

Finally, players can start digging around at Y level and specific biomes to eventually find the Ancient City. The total height of the structure is from Y-11 to -41.

In Creative Mode



For those who just want to explore new features and structures of Minecraft 1.19, they can switch to creative mode and teleport directly to the structure coordinates.

To use the teleport command, the player first needs to locate the structure. You can type '/locate ancient_city' in the chat to get the coordinates for the structure. You can then add '/tele @a' and then click the coordinates to teleport directly to the structure.

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