

These Minecraft Ancient City Redesigns Are Gloriously Green

Minecraft builders are renovating 1.19 update's cities from the past as if they never were destroyed.

As if the dark, dark was not enough, intrepid builders are out here pulling off whole redesigns of Minecraft 1.19's huge new ancient cities. It's just little bit of building in between other projects.

The massive, crumbling structures deep underground are quite spooky. They have ruined pillars that dot the darkness, covered with Sculk blocks, and shriekers that call the warden to summon you if you don't touch their territory.

Perhaps the wardens are angry because their homes are in disrepair. These builders are restoring the old cities to their former glory. Free Forums Some have been completely renovated with lush cave greenery to show they used to be thriving cities. Others have their own stories and lighten the dark by putting up a large number of bright blocks. At least one of them chose to keep the atmosphere dark. Perhaps the ancient cities were always risky. The most daring of these builders have constructed their buildings in the strictest of ways, not being creative. I'm not doing this.

These builds use the best Minecraft shaders and texture packs to create vibrant auras. Here are some of the most creative and stunning designs for ancient cities, along with links to the creators. This isn't the only instance of amazing Minecrafting. We've also gathered some really impressive desert temples redesigns, underwater bases, and numerous other top Minecraft designs.

This restored ancient city by Unsorted Guy brings back the deep dark to a time before it was destroyed by wardens and sculk. Unsorted Guy shows how he began by replacing all the sculk in the city with deepslate blocks. He also turned the ceilings into stalactites and brought in tons and tons of vines from the caves that were lush. Unsorted Guy also relocates grass blocks, digs a stream, and builds his own version of an old city farm. The place was truly full of life at one time. With all that water, the final construction certainly has a mysterious mountain city vibe to it.

I'm getting huge Atlantis vibes off this reimagined city by Andyisyoda. There's tons of greenery being added to this site. It's not like anyone wants to imagine that these underground cities were always gray and uncolored, right?

The timelapse of the build shows Andyisyoda building amazing bridges over a layer water that is dripping with vines. They also kept some of the spookiness alive with an lava moat

which circles the giant portal. In the end the game, they've created a complete sunken city, surrounded by towers, huge greenery that draping over it, and walls of lights.

Fixxitt412 was able to design an entire city by hand, in hardcore survival mode. This means that there's no life after death. It took Fixxitt412 100 days. Fixxitt's city is also incredibly green, with manicured areas of flowers and farms, but they haven't completely eradicated all sculk. This feels like a nice touch.

The structure has a mystical feel to it, with many lights and stained glass emanating from the copper conduits at the top of the central portal. They even have houses for villagers to live in complete darkness. I wonder how long they'll last.

Another lush subterranean city was built by RandomGgames (opens in new tab) and OceanManRulesZaWardo. This one is more overgrown and may be as abandoned as the other ancient cities. Like these other gorgeous green buildings, this one utilizes a lot of leaves and vines, bringing in some classic old glowstone blocks to light. The couple appear to have removed all sculk in the area and replaced it with wooden walkways, arches of deep slate, and other landscaping elements.

This "build" is actually only two screenshots (opens new tab) However, it's a pretty decent image and I couldn't resist including it for all of the other inspirational seekers in this room.

This is the complete opposite of all the calming green and serene recreations that Seggie has made of the old city. Seggie could have made this place even more frightening than a Nether fortress had it ever happened. The skull archway, as well as the blue flames look foreboding.

This is not an official Minecraft build. This Lego set is based on Veyniac540's early cities (opens in an entirely new tab). It's really cool. They've even put together construction instructions and list of parts in case you are looking to build it yourself (opens in new tab). When you're done with Minecraft, there are parts and instructions to help you.