

MINECRAFT WIKI 2.0!

ADAM AND ARJUN



MINECRAFT MOBS

PASSIVE MOBS

Chicken

- Has 4 hp
- Height: 0.35 Blocks
- Width: 0.2 Blocks
- Passive

Spawn

- Solid surfaced blocks with a minimum of two block spaces above them
- A $\frac{1}{8}$ chance from a thrown egg

Breeding

- Will follow if you have seeds in hand
- Can be bred with any kind of seed
- Lays eggs every 5-10 min

Drops

- One raw chicken and maybe a feather



Cow

- 10 hp
- Height 1.4 blocks
- Width 0.9 blocks
- Passive

Spawn

- Grass blocks with at least two blocks of space above them.
- After shearing a mooshroom

Drops

- 0-2 leather, which can be used to craft leather armor
- 0-2 raw beef

Breeding

- Will follow a player with wheat in hand
- Can be bred with wheat

Special Qualities

- Can be milked with a bucket
- Milk removes all potion effects from the drinker



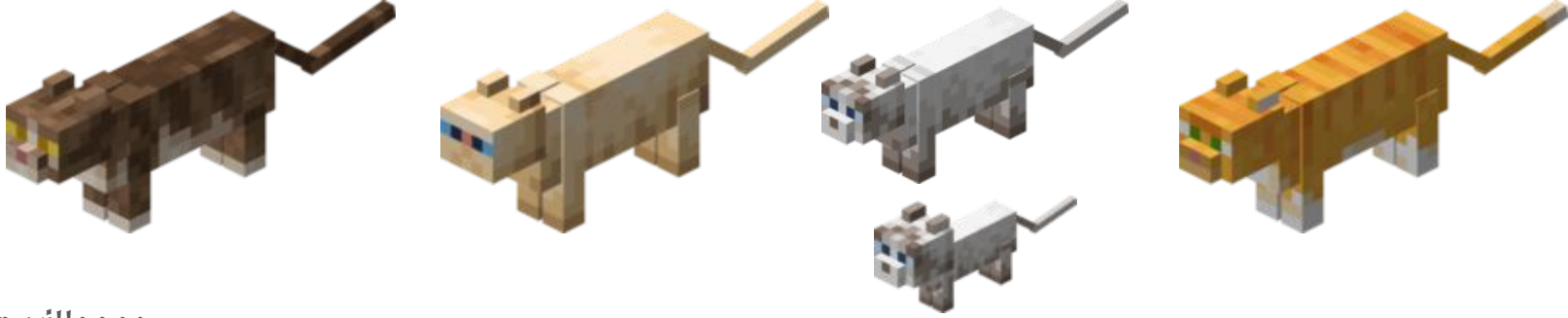
SHEEP

- 8 hp
- Drops wool(1) and mutton(1-3)
- Useful in beginner game survival because with three wool, a bed is craftable.
- Height: 1,25 blocks
- Width: 1,4375
- Any color, white being the most common.
- You can dye a sheep's wool into the color of the dye, then, if sheared, will drop it's respected color

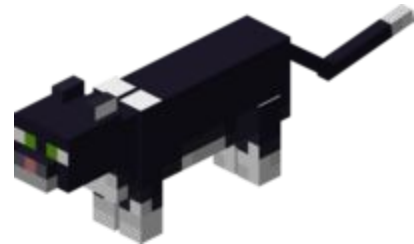
- If you need a rainbow sheep, you can name tag it exactly this: jeb_
- Follows player that holds wheat.
- If too sheep are fed bread on love mode, they will breed and make a baby sheep.



Cats



- Found in villages
- Tamable with either cod or salmon.
- 10 hp
- Black cat always found around or in a swamp hut.
- Creepers and Phantoms are scared of cat.
- When tamed, the cat sleeps with the player and drops loot. Here is a table of what loot you can get:
- There are different type of cats:



Bats

- 6 hp
- Height: 0.9 Blocks
- Width: 0.5 Blocks

Spawn

- light level of 6 or less in neighboring blocks

Drops

- None

Special Properties

- Can hang upside down from one block spaces



Pigs

- 10 hp
- Height: 0.9 Blocks
- Width: 0.9 Blocks

Spawning

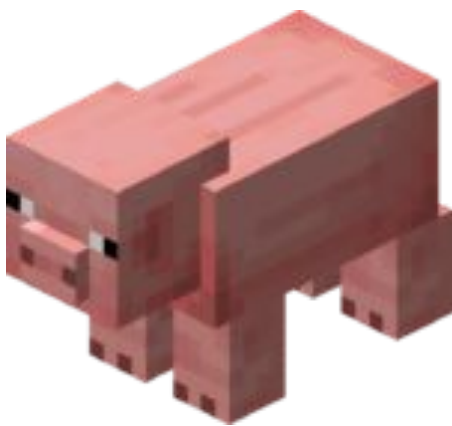
- Grass with at least two block space above

Breeding

- Can be bred with a carrot or a golden carrot
- Will follow a player holding a carrot or golden carrot

Special Properties

- Can be ridden on with a saddle and it will act like a horse if the riding player has a carrot on a stick in hand
- Once you saddle a pig, the only way to get the saddle back is by killing it



Parrots



- Have 5 different designs.
- When fed seeds, parrots will tame with no collar.
- When tamed, make it stand up, and try to push it to make it go on your shoulder.
- Found in any type of jungle.
- When about to drown, can fly out of the water.
- The challenge about taming one is how to get it down, they even fly on top of mega trees!!
- Unfortunately, you can't breed parrots and also no such thing as a parrot baby or egg.
- 6hp
- And best of all, parrots dance to jukeboxes when tamed!!!



Mules and Donkeys

- Doesn't have an exact hp value
- Can be saddled, and can have an attached chest
- Mules can't be breed while donkeys can
- Mules are spawned through the breeding of a tamed donkey and a horse



Rabbits

- 3 hp
- Height: 0.5 Blocks
- Width: 0.4 Blocks

Spawning

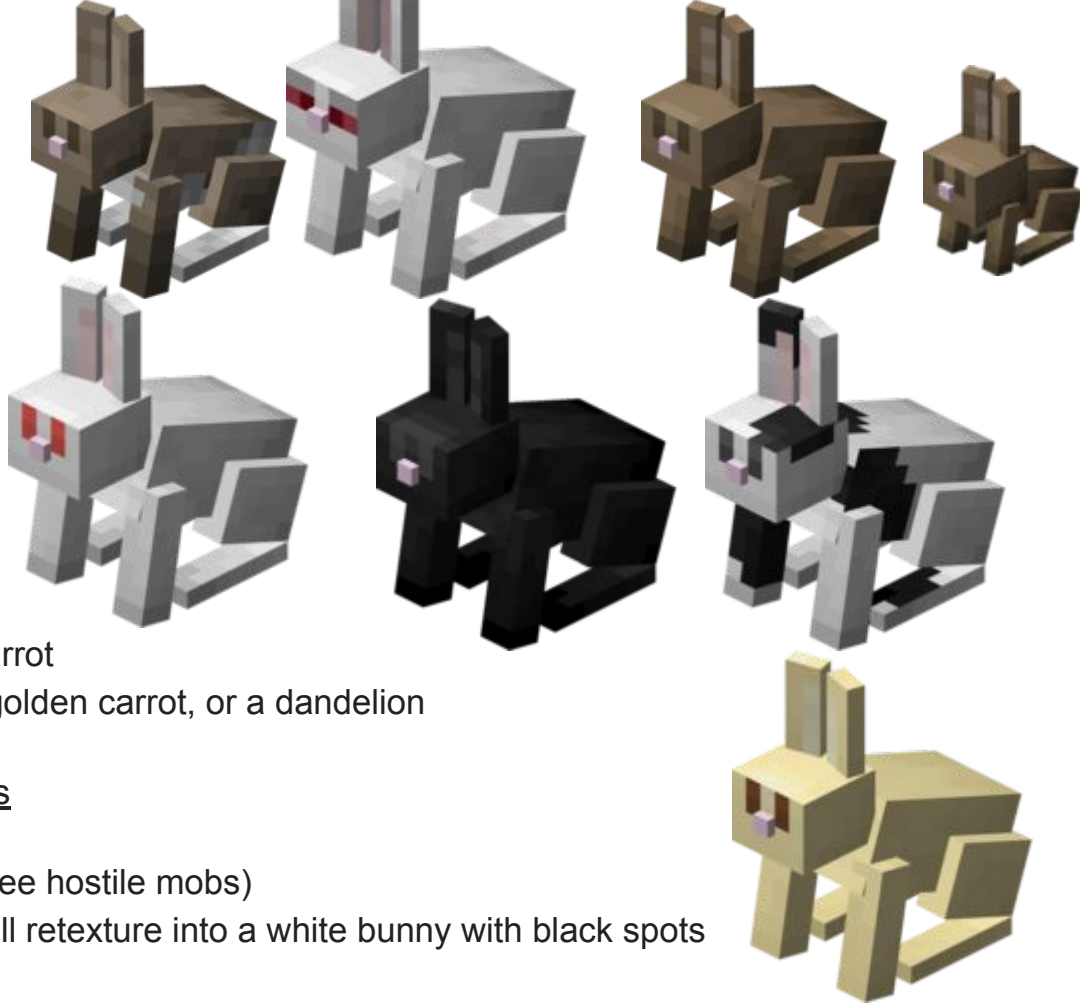
- Grass block, snow, or sand

Breeding

- Can be bred with carrot or golden carrot
- Will follow players holding a carrot, golden carrot, or a dandelion

Special Properties

- Has a form called the Killer Bunny(See hostile mobs)
- If named Toast with a name tag, it will retexture into a white bunny with black spots



Horse

- 15-30 hp
- Height 1.6 blocks
- Width 1.4 blocks

Spawning

- Plains, Savanna, and villages

Breeding

- Can be bred with hay bale, apple, golden carrot, and wheat
- Will follow a player carrying a hay bale, apple, golden carrot, sugar, or wheat

Special Properties

- Can wear horse armor
- Can be tamed by a player and ridden with a saddle

None							
White stockings and blaze white							
White Field whitefield							
White spots whitedots							
Black dots blackdots							

Strider

- Striders can be saddled and ridden with Warped fungi on a stick.
- When in lava, the player nor the strider will take damage. Also, if in lava, will stop shivering and will turn red and warm
- When out of lava, turns purple and starts shaking
- There is no way to get the saddle from a strider back unless you kill it
- Sometimes, you'll find zombified piglins of striders called strider jockey
- Also, baby striders often ride on their mom's back
- 20 hp on Java
- 15 hp on bedrock



Squid and Glow Squid

In Bedrock Edition:

Adult:

Height: 0.95 blocks

Width: 0.95 blocks

Baby:

Height: 0.475 blocks

Width: 0.475 blocks

UP COMING IN 1.17
Caves and Cliffs



Mooshroom

Adult:

Height: 1.3 Blocks

Width: 0.9 Blocks

Baby:

Height: 0.65 Blocks

Width: 0.45 Blocks



Axolotl

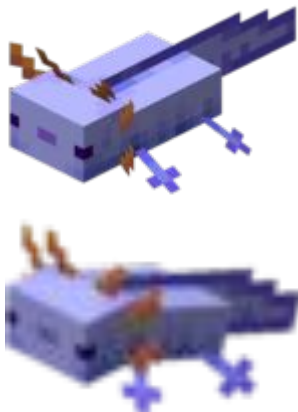
- 14 hp
- Height:0.6
- Width:1.3

Spawning

- Spawns in underground bodies of water

Special Properties

- Can be put in a bucket or on a leash
- Attack strength 2, attacks drowned, elder guardian, and guardian when tamed
- May “play dead” when at low hp
- When swimming near a player gives speed and regen
- Dies after 5 minutes on land



**UP COMING IN 1.17 Caves
and Cliffs**

Neutral Mobs

Wolf

- 8 hp
- Height: 0.85 Blocks
- Width: 0.6 Blocks

Spawning

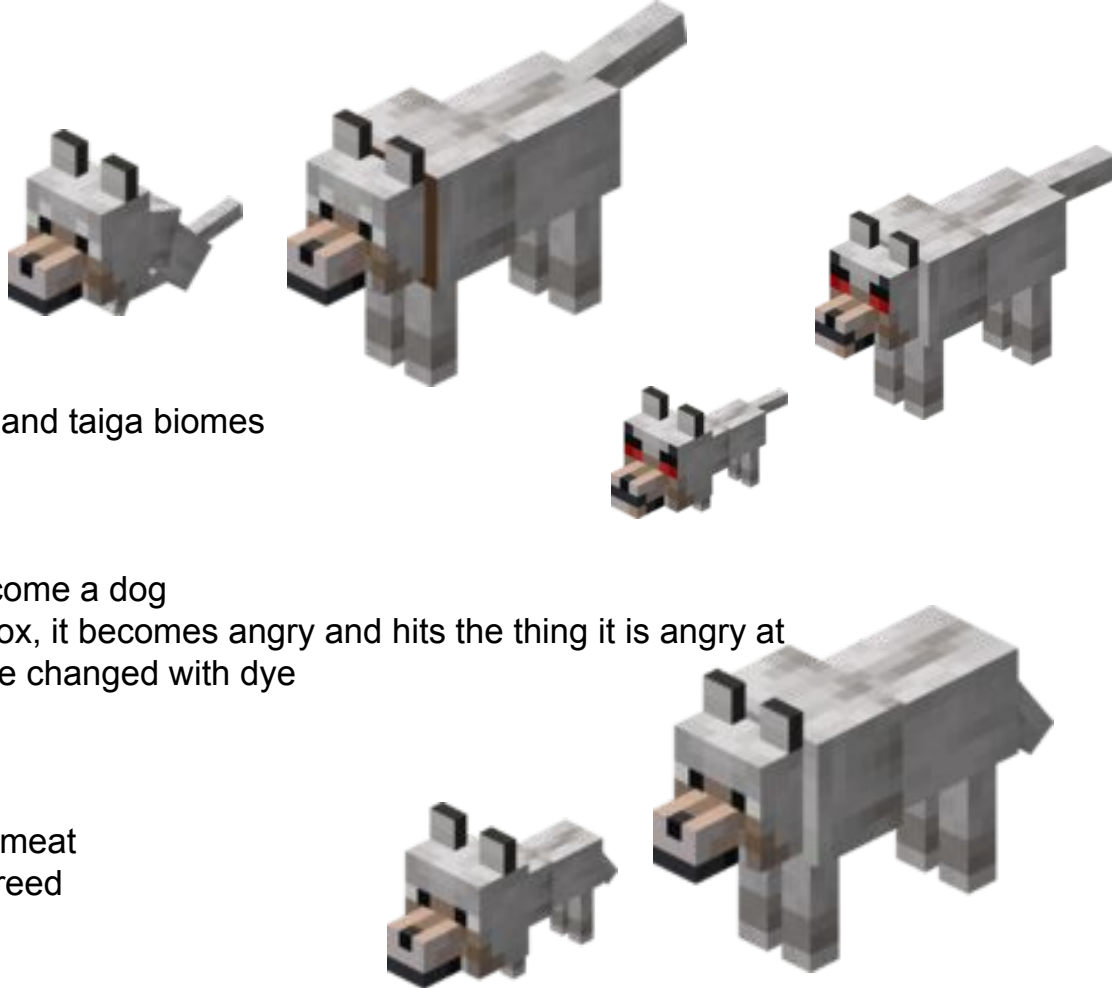
- Spawns in forests, snowy taiga, and taiga biomes

Special Properties

- Can be tamed with bones to become a dog
- If hit, or encounters a sheep or fox, it becomes angry and hits the thing it is angry at
- Tamed wolves collar color can be changed with dye

Breeding

- Tamed wolves can be bred with meat
- Untamed wolves cannot enter breed



Llama

- 15-30 hp
- Height: 1.87 Blocks
- Width: 0.9 Blocks

Spawning

- Mountains and savanna, and leashed by the wandering Trader

Breeding

- Can be bred with hay bales
- Will follow a player carrying hay bales or wheat

Special Properties

- Can be ridden on with a carpet but without control
- A player can put a chest on it with or without items in it
- A llama with a chest cannot despawn



Enderman

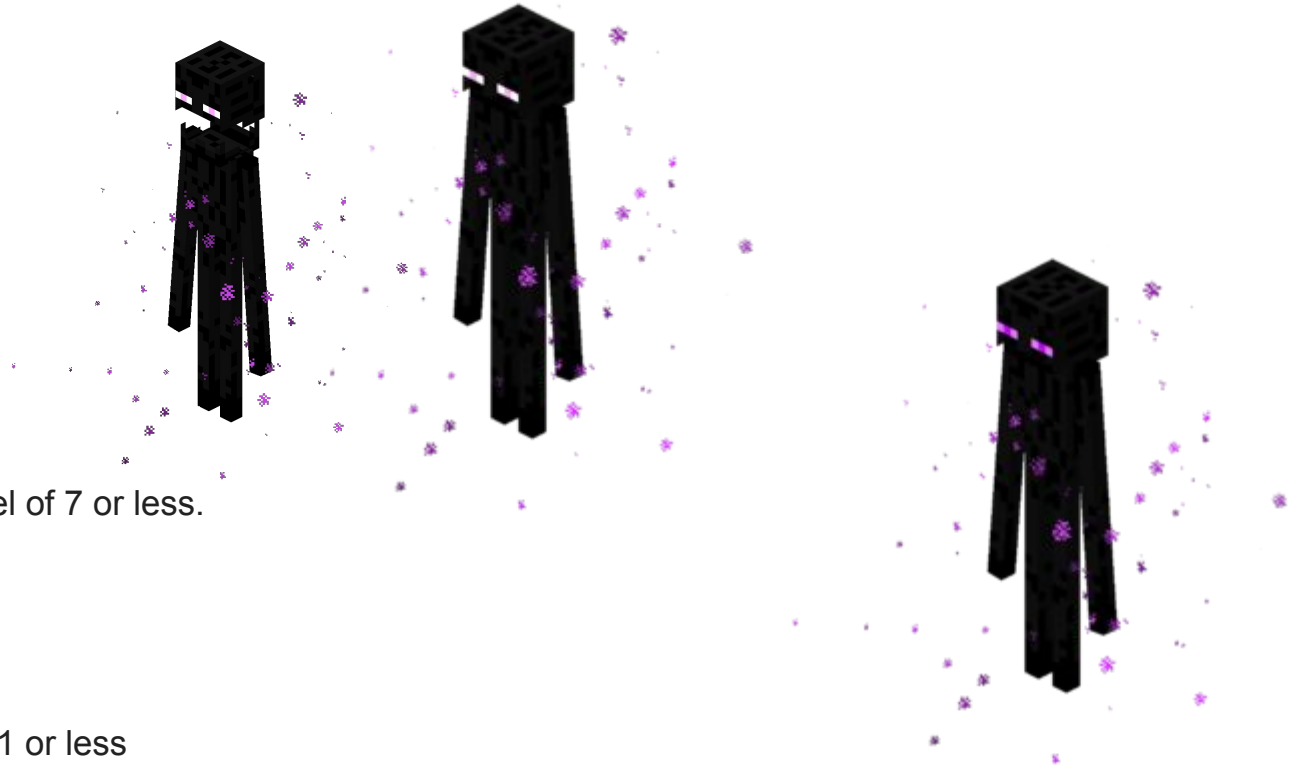
- 40 hp
- Normal:
- Height: 2.9 Blocks
Width: 0.6 Blocks
- Angry:
- Height: 3.25 Blocks
Width: 0.6 Blocks

Spawning

- Overworld: Light level of 7 or less.
- Nether:
- Nether Wastes
- Warped Forest
- Soul Sand Valley
- End: Light Level of 11 or less

Special Properties

- Will become hostile if you look it in the eye, unless you are wearing a pumpkin head
- Can teleport
- Does 8 damage per hit



Zombified piglin

- Look like a cross between a zombie and a piglin
- Only fights when is hit, and the whole group will attack.
- Sometimes spawn on striders with a warped fungi on a stick and a saddle.



Spider

Behavior

Neutral (light >11)

Hostile (light ≤ 11)

Attack strength

Easy: 2

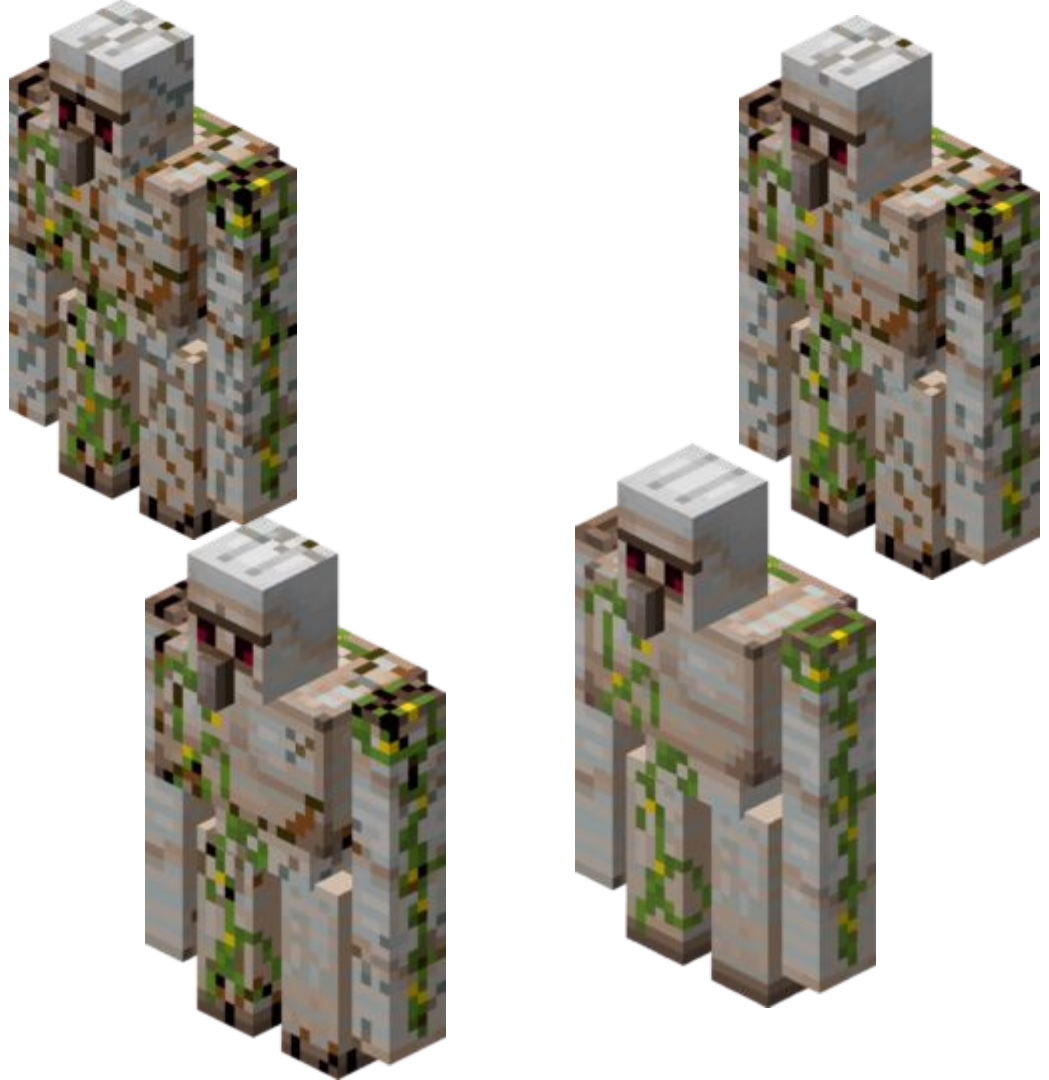
Normal: 2

Hard: 3



Iron Golem

- 100 hp
- Hostile when hit or when you hit a villager in it's village.
- Automatically attacks zombies, skeletons, magma cubes, spiders, zombie villagers, and more!
- The more you hit an Iron Golem, the more cracks will show on it (Java only)
- Can be made by placing 4 iron blocks on a cross and a jack-o-lantern at the top
- Summoned Iron Golems will remain passive to the player



Piglin

- 16 hp
- Neutral only to players wearing a piece of golden armor, or else, will become hostile
- Can be bartered with with gold ingots.
- When in the overworld, will start shaking and will turn into a zombified piglin.
- Any nearby storage spaces opened will tiger piglets



Goat

- **Health:**

10xp

- **Height:** 0.9 Blocks
- **Width:** 0.65
- **Spawn:** Mountains and Snowy Slopes

UP COMING IN 1.17
Caves and Cliffs



Polar Bear

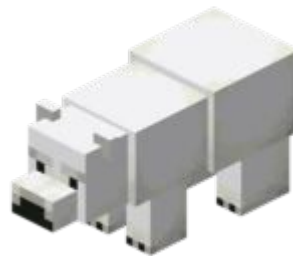
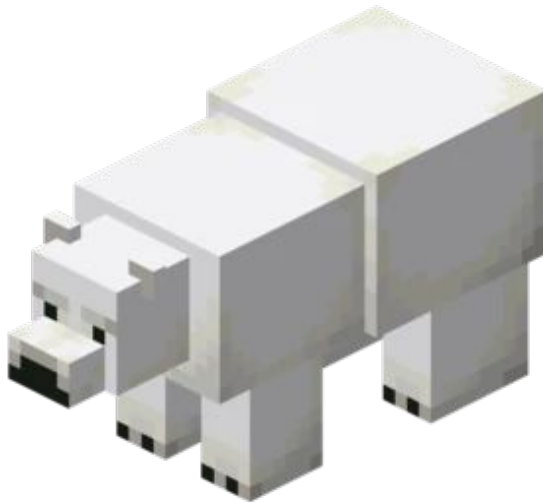
- **Health:**

30xp

- **Height:** 1.4 Blocks

- **Width:** 1.3

- **Spawn:** Snowy Tundra, Ice Spikes, Iceburg



Hostile Mobs

Skeleton and strays

- 20 hp
- Height: 1.99 Blocks
- Width: 0.6 Blocks

Spawning

- Overworld: Light level of 7 or less.
- Nether:
- Nether Fortress
- Soul Sand Valley

Drops

- 0-2 bones
- 0-2 arrows
- Has chance of dropping gear

Special Properties

- Does 1-3 dmg
- Shoots with a bow
- Can spawn with gear



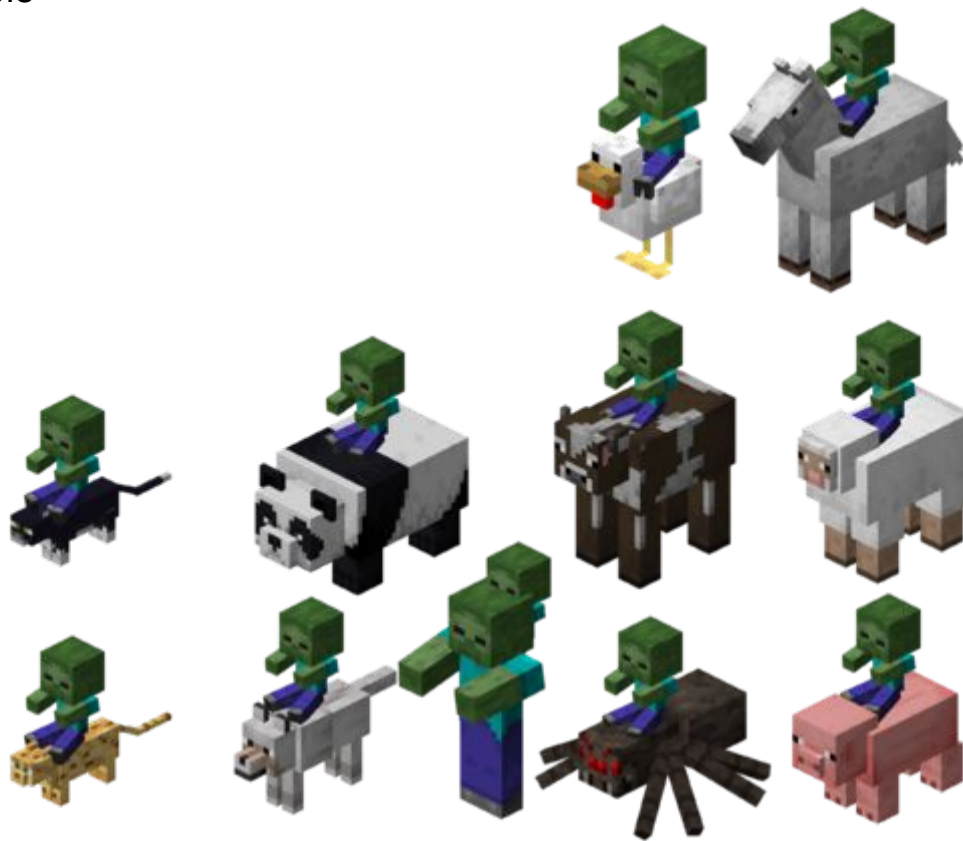
- It's brother is the stray
- If a stray hits you you get the slowness effect

Baby Zombie

- Same hp and damage as a zombie
- 2 times the speed of a zombie

Special Properties

- Can ride:
- Cows
- Ocelots and Untamed cats
- Untamed wolves
- Mooshrooms
- Adult chickens
- Adult foxes
- Baby Boglins
- Pigs
- Pandas
- Sheep
- Horses
- Donkeys
- Mules
- Zombie Horses(Unused jockey variant)
- Skeleton Horses
- Adult Zombies
- Adult Zombie Villagers
- Adult Husk
- Adult drowned
- Adult zombified piglins (unused)
- Spiders
- Cave Spiders



Zombie and their Variants

- 40 hp
- Variants are Zombie, Husk, and Drowned
- Zombie spawns in any biome
- Husk spawn in desert.
- And Drowns spawn in water.
- If a zombie variant drowns, it becomes a drowned
- Drowned cannot drown
- Drowned can swim and spawn with tridents
- Husks do not burn in daylight



THE ILLAGERS

- illagers are what I call a nation. They work together with Allies such as the witch and ravagers, they have outposts and homes, they raid villages. they even have a flag! They are a strong, strong nation.
- The illagers consist of evokers, pillagers, Vindicators
- Raid captains have the illager flag:



Hoglin

- 40 hp
- JE:
- Height: 1.4 Blocks
- Width: 1.3965 Blocks
- BE:
- Adult:
- Height: 0.9 Blocks
- Width: 0.9 Blocks
- Baby:
- Height: 0.45 Blocks
- Width: 0.45 Blocks

Spawning

- Crimson Forest
- Bastion

Breeding

- Can be bred with crimson fungus

Special Properties

- 3-8 dmg
- Hoglins become passive while near warped fungi, nether portals, and respawn anchors
- If a Hoglin goes through a Nether Portal, It becomes a Zoglin
- Are hunted by Piglins and Piglin Brutes
- Only source of food in Nether



Zoglin

- Exactly like the hoglin
- Attacks anything
- When A hoglin goes to the overworld, they turn into a zoglin



Creeper

- 20 hp
- Height:1.7 blocks
- Width:0.6 blocks

Spawning

- Light level of seven or less

Special Properties

- If you get too close to it, it will explode
- If struck by lightning, it becomes a charged creeper
- Explosion damage:43 hp (Max)
- Charged Creeper Explosion Damage:84 hp (Max)
 - 1 random music disc (excluding Pigstep), if killed by a skeleton or stray
 - If killed by a charged creeper, drops a creeper head



Witch

- 26 hp
- Height: 1.9
- Width: 0.6

Spawning

- As part of raids
- In witch huts
- In light level 7 or less
- When a lightning bolt strikes within 7 blocks of a villager

Special properties

- They have a chance of dropping many potion related items
- If killed while drinking a potion(Healing, Fire Resistance, Swiftess, Water Breathing), has an 8.5 percent of dropping the potion
- Can throw potions of fatal poison and potions of harming and used to be able to throw potions of slowness



Ravanger

Height: 1.9 Blocks

Width: 1.5 Blocks

Spawn: Raids Wave 3

Health Damage:

E: 7

N: 12

H: 18

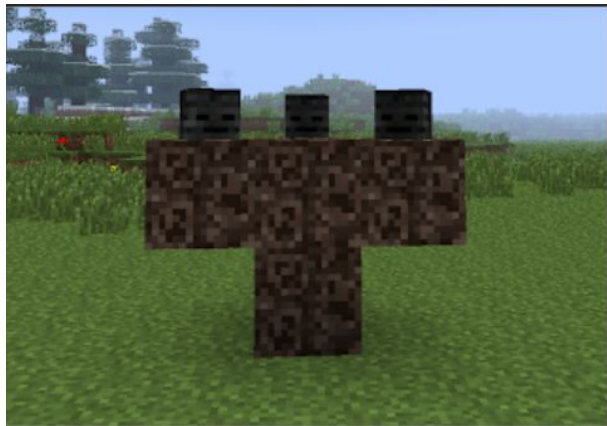
Speed: 0.3



Boss Monsters

Wither

- 300 hp
- 4 armor points
- Height: 3.5 blocks
- Width: 0.9 blocks



Damage

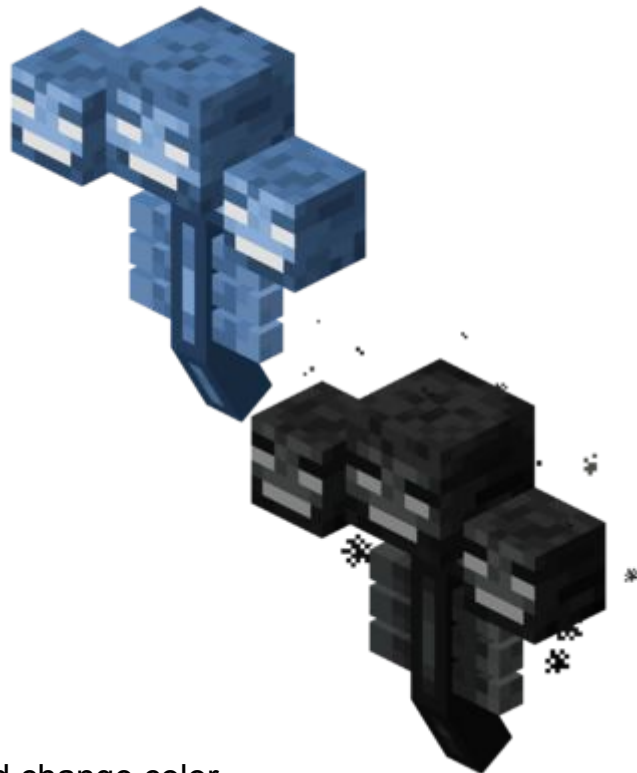
- Wither skull: 8 dmg and wither II for 10 secs
- Dash attack: 15 dmg

Spawning

- Built by player 10 second spawn delay

Special Features

- When it is at half health, it will become invulnerable to projectiles and change color
- If it kills a mob, the mob will drop a wither rose
- Spawned by building a T with 4 soul sand or soil and placing 3 wither skulls on the top of the formation



Ender Dragon

- 200 hp
- THE ULTIMATE BOSS!
- You beat it, you beat Minecraft
- **Spawns:** In the end
- Don't run on its breath!

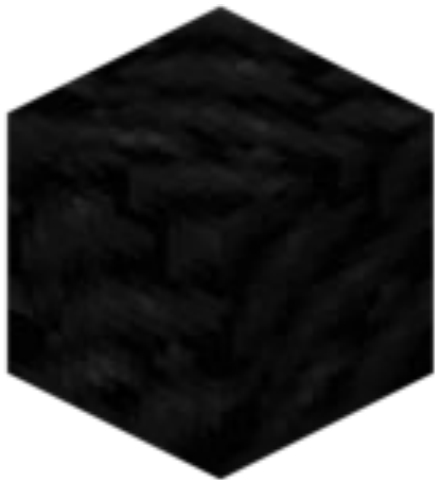




MINECRAFT ORES

Coal

Use: Smelting, Torches, Coal Blocks



Coal Ore



Deepslate Coal Ore
(1.17)



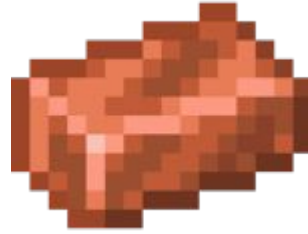
Iron

Use: Hopper, Pistons, Iron Blocks, Armor, Tools, Doors, powering beacons...



Copper

Use: Can be used to craft stairs and slabs with ingots and rusts, creating a beautiful green block



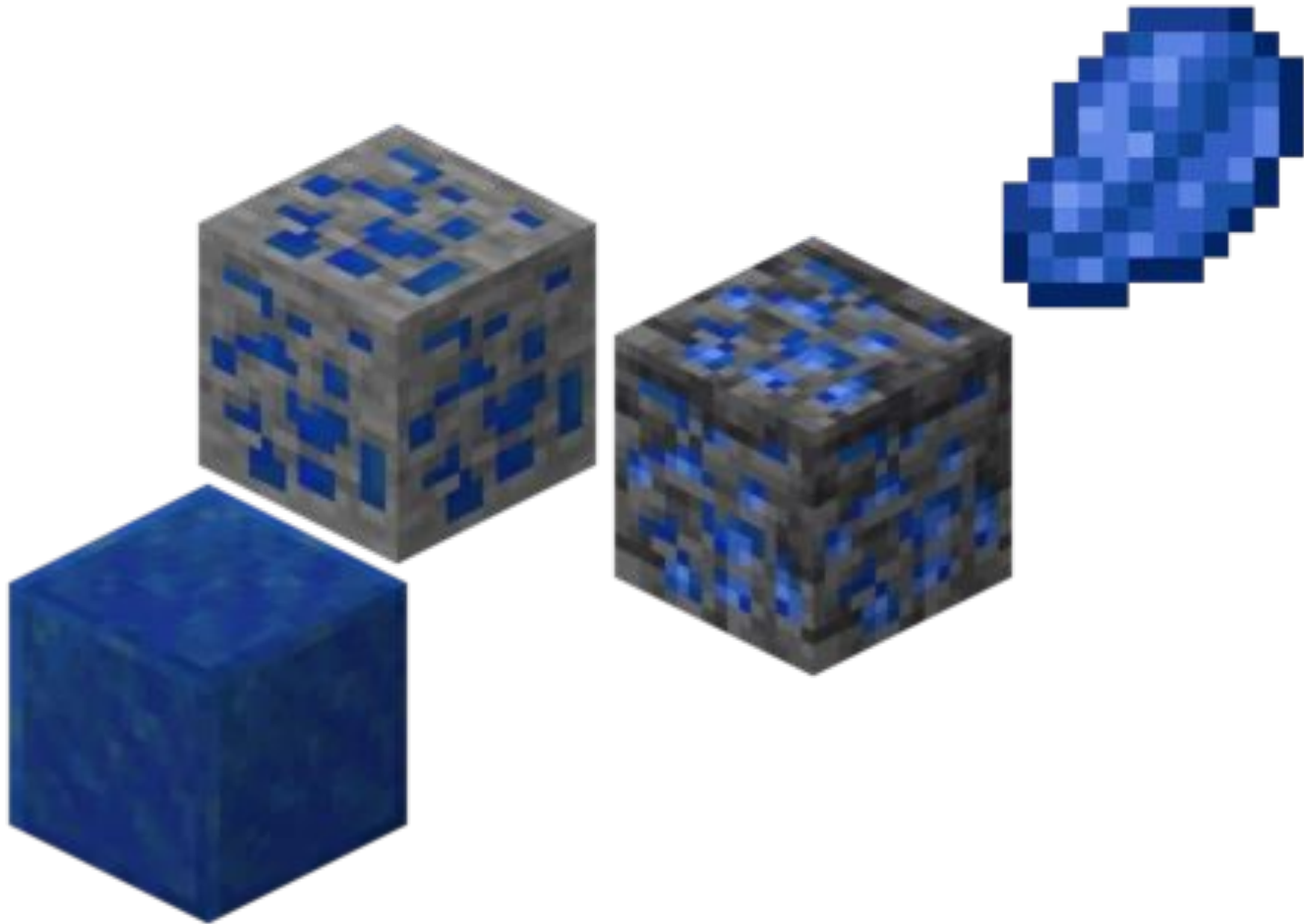
Redstone

Use: Can be used to make and craft a variety of machines



Lapis Lazuli

Use: Enchanting, Blocks



Diamond

Use: Tools, Enchanting Table, Juke Box, Diamond Block, Tools, Armor, powering beacons



Netherite

Use: Block, Armor, Tools, Beacon



Emerald

Use: Villager trading and powers
beacons



MINECRAFT BIOMES



Land Biomes

Plains

Description: Flat, made of light green grass blocks and oak trees

Exclusives: N/A



Extreme Hills/Mountains

Description: Lots of hills, dark green grass

Exclusives: Goats, deep snow, powder snow



Savanna

Description: Flat, or in some areas
VERY high mountains grass is yellowy
green.

Exclusives: Acacia trees



Mesa

Description: Has numerous plateaus.

Exclusives: Terracotta, increased rate of gold and abandoned mineshafts.



Desert

Description: Flat, full of sand and cacti

Exclusives: Sand, cacti, desert temples



Jungle

Description: A dense tropical forest with towering jungle wood tree

Exclusives: Jungle temples, Jungle wood, cocoa beans, bamboo, Panda, Parrots

Taiga

An aerial photograph of a vast taiga forest. The landscape is characterized by rolling hills and a dense canopy of dark green evergreen trees. The terrain appears rugged, with some lighter-colored patches that could be snow or bare ground. The overall scene is a deep, dark green, typical of a boreal forest.

Description: Full of hills, wolves, dark green grass, sweet berries, ferns, villages, orange foxes

Exclusives: Spruce Wood, Sweet Berries

Snowy Taiga



Description: Full of hills, wolves, dark green grass, sweet berries, ferns, villages, snow, white foxes

Exclusives: Spruce Wood, Sweet Berries

Snowy Tundra



Description: a relatively flat terrain full of snow with a few spruce trees

Exclusives: Igloos

Flower Forest

Description: A beautiful forest with trees spaced far enough apart to comfortably walk through

Exclusives: Lily of the Valley

Forest

Description: A beautiful forest with trees spaced far enough apart to comfortably walk through

Exclusives: None



Ice Spikes

Description: An inhospitable hilly terrain covered with snow and giant spikes of ice

Exclusives: Ice spikes



Mushroom Fields

Description: An extremely rare biome with a special substance called mycelium. It spreads like grass on dirt and mobs cannot spawn on it the biome also has giant mushrooms. It is never very large.

Exclusives: Mycelium, mooshroom

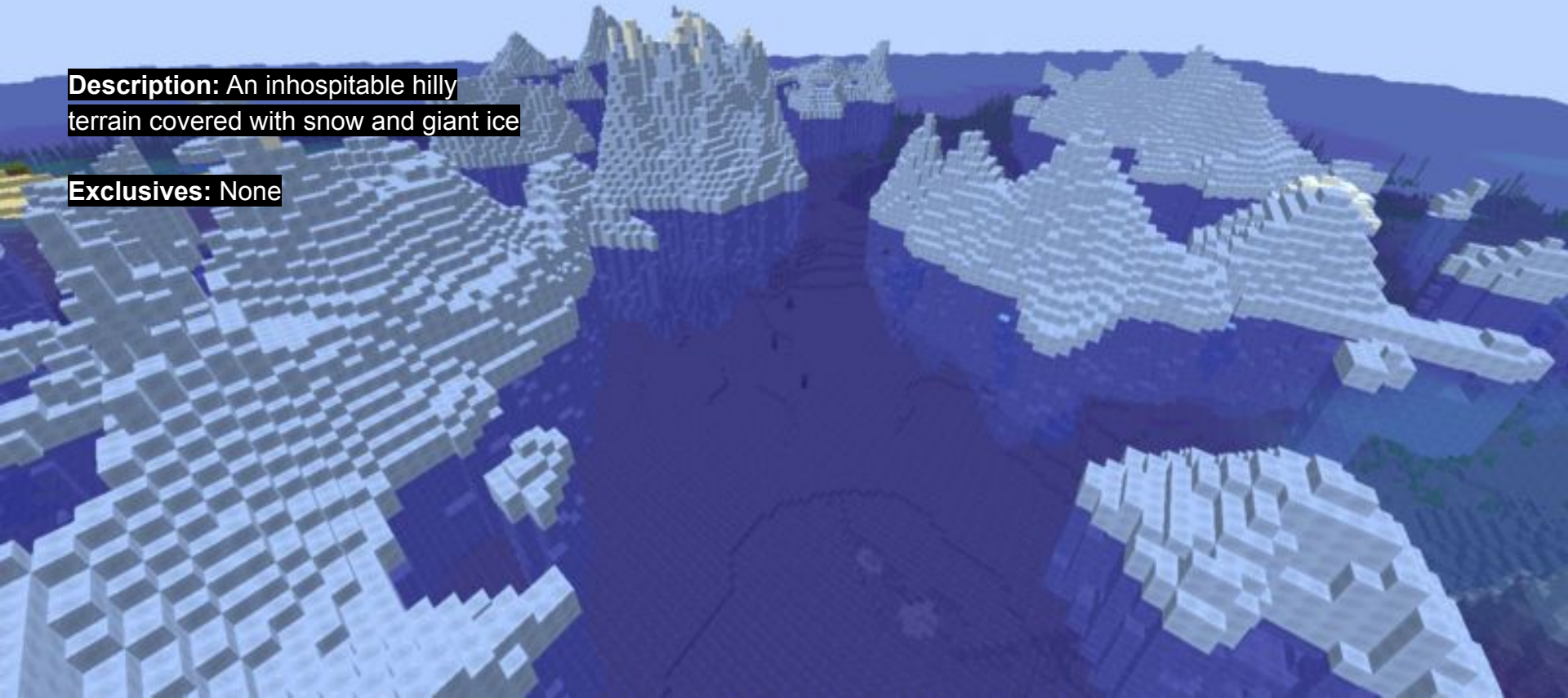


Ocean Biomes

Frozen Ocean

Description: An inhospitable hilly terrain covered with snow and giant ice

Exclusives: None



Warm Shallow Ocean

Description: Light blue, see through

Exclusives: coral reef, tropical fish,
pufferfish

Warm Deep Ocean

Description: Light blue, see through

Exclusives: coral reef, tropical fish,
pufferfish, Ocean Monuments

Cold Shallow Ocean

Description: Dark blue, gravel bottom

Exclusives: Kelp



Cold Deep Ocean

Description: Dark blue, gravel bottom

Exclusives: Kelp, ocean monuments

Lukewarm Shallow Ocean

Description: Light blue, see through

Exclusives: Kelp



Lukewarm Shallow Ocean

Description: Light blue, see through

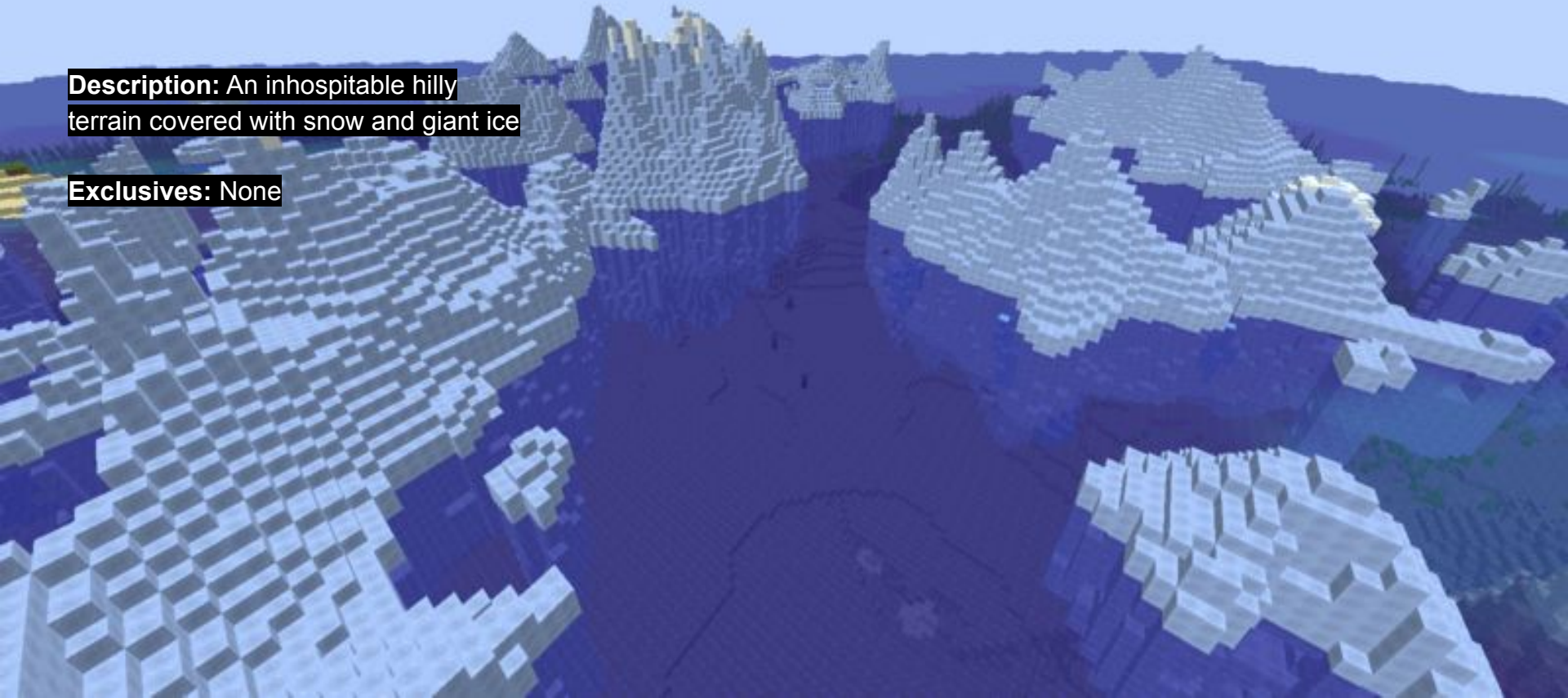
Exclusives: Kelp



Lukewarm Ocean

Description: An inhospitable hilly terrain covered with snow and giant ice

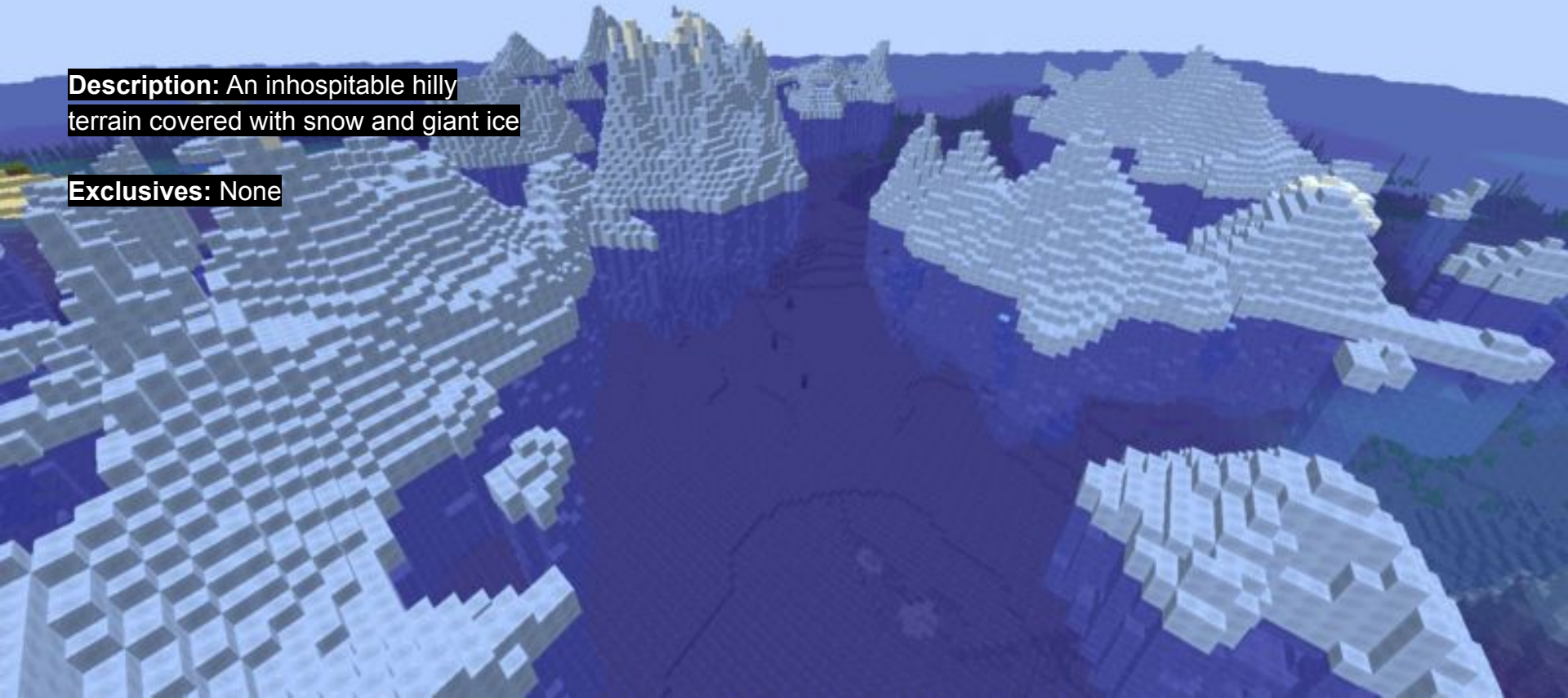
Exclusives: None



Cold Ocean

Description: An inhospitable hilly terrain covered with snow and giant ice

Exclusives: None



MINECRAFT FOODS

Yum!

CREDITS

Beef

From: Cows

Nourishmentt: **Cooked:** 8 points

Raw: 3 points



Mutton

From: Cows

Nourishmentt: **Cooked:** 8 points

Raw: 3 points



**ADAM
KASOUIT**



Discord: [Sniper-Shark#3624](#)



Hangouts: akasoult@gmail.com

Minecraft: [SharkKnight4](#)



ARJUN SARGUR



Discord: The_Legend_27#3901



Hangouts: arjunsargur@gmail.com

Minecraft: ObsessedCoder13

