

MINECRAFT WIKI 3.0!



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



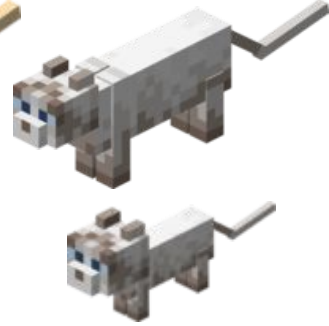
SHEEP

- 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

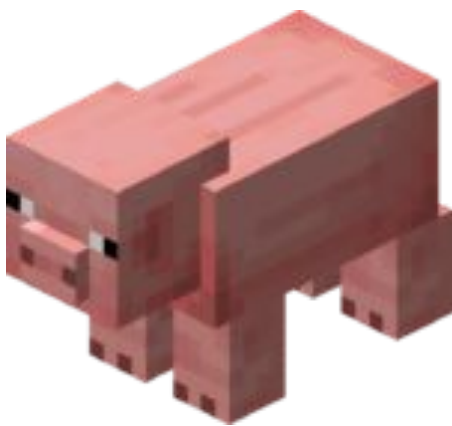
- Grass with at least two block space above

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

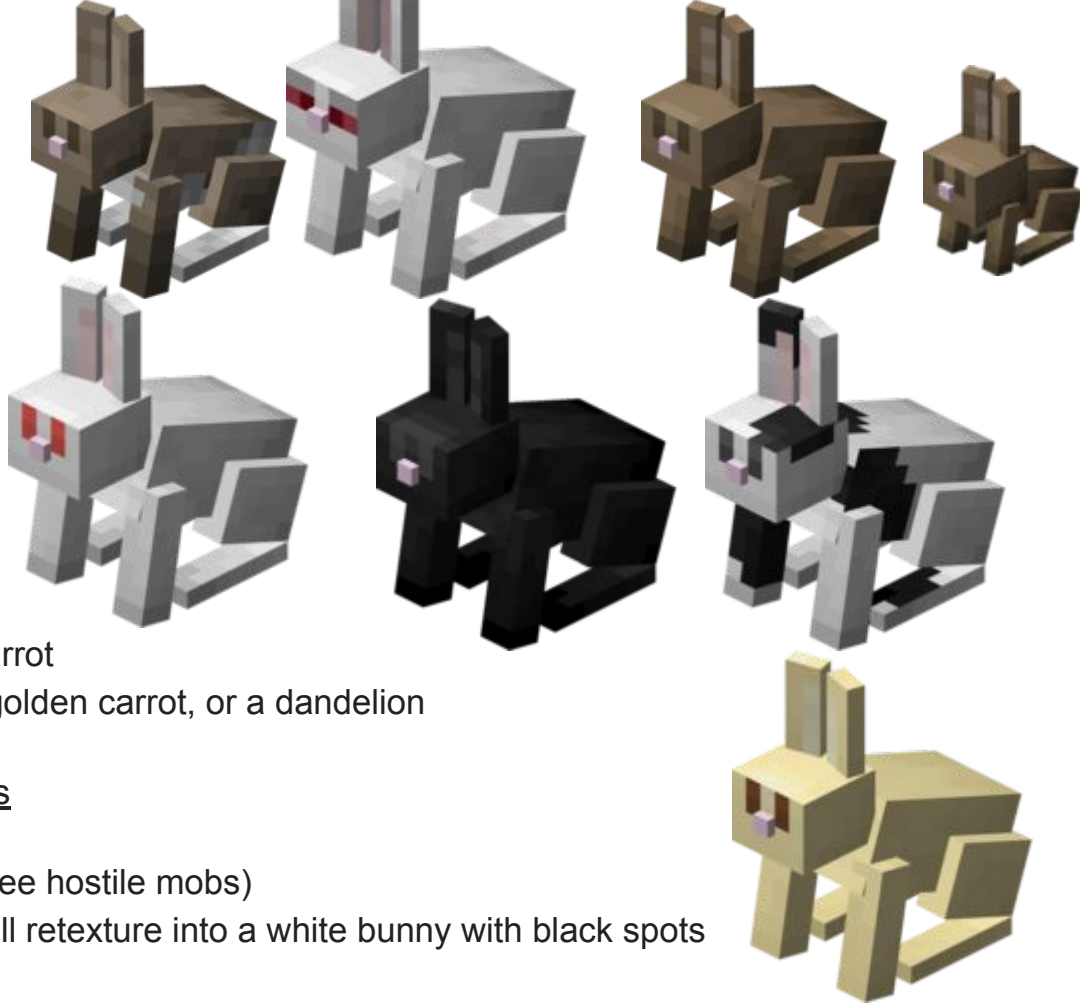
- Grass block, snow, or sand

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

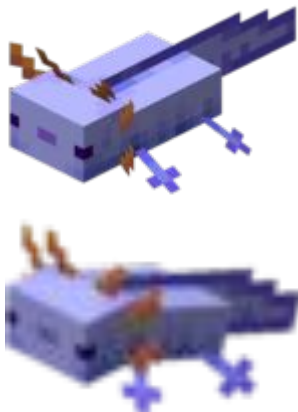
- 14 hp
- Height:0.6
- Width:1.3

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**

Fish

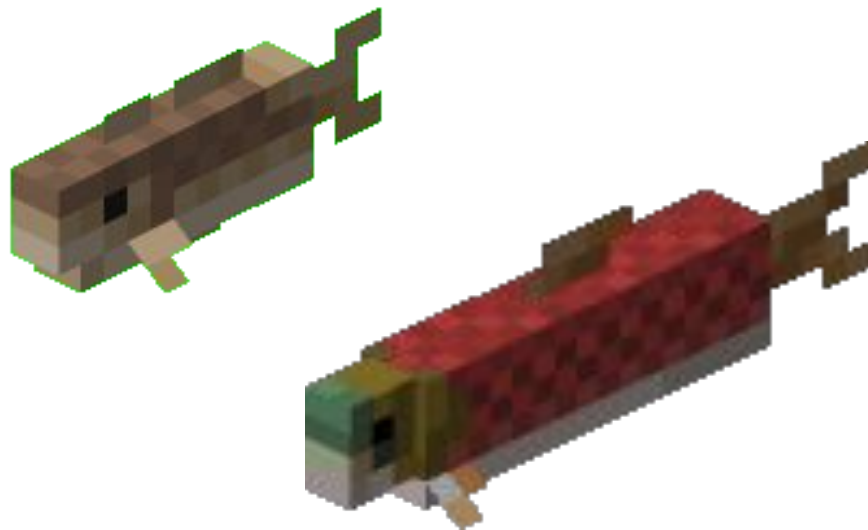
- 3 hp
- Height:0.4
- Width:0.7

Spawning

- Spawns in any body of water

Special Properties

- Can be put in a bucket
- Dies on land



NEUTRAL MOBS

Wolf

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

Spawning

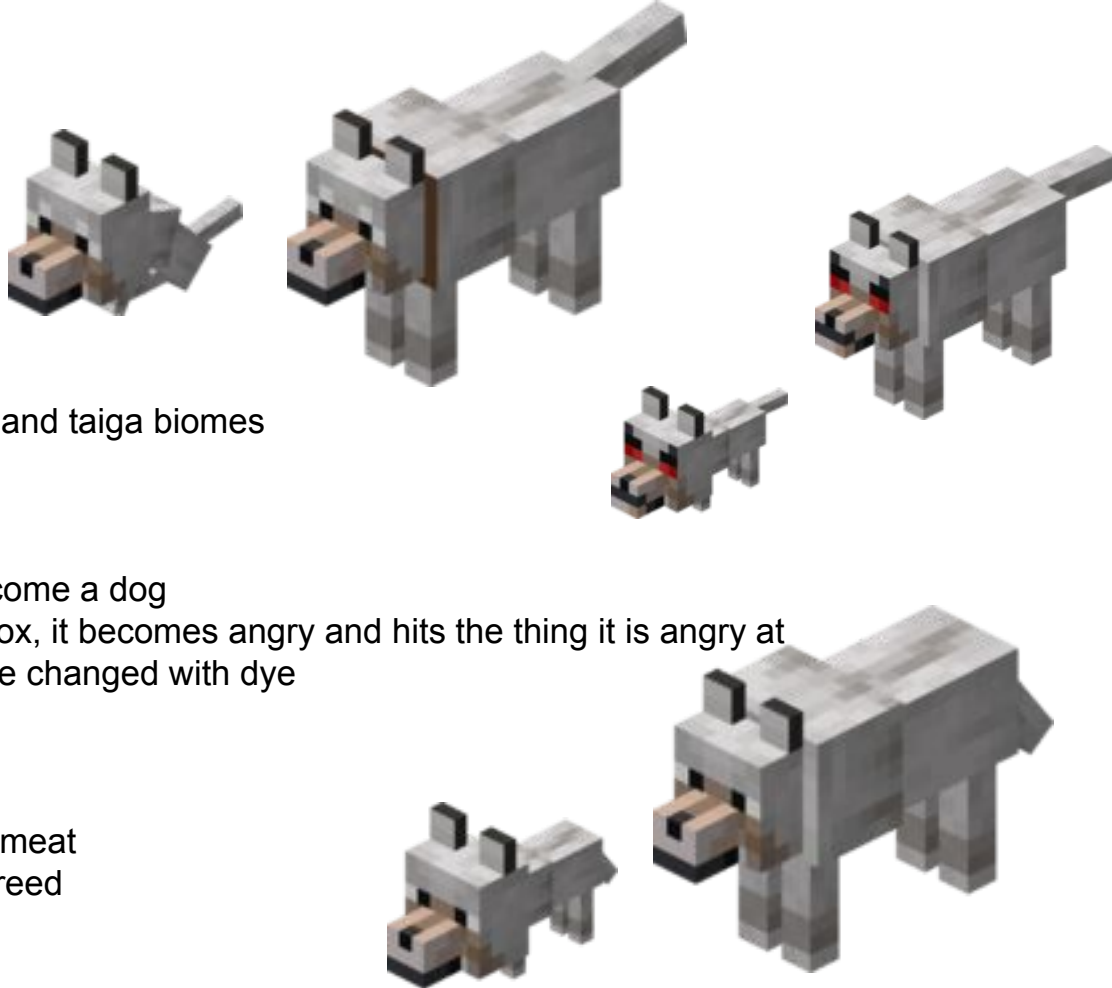
- Spawns in forests, snowy taiga, and taiga biomes

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

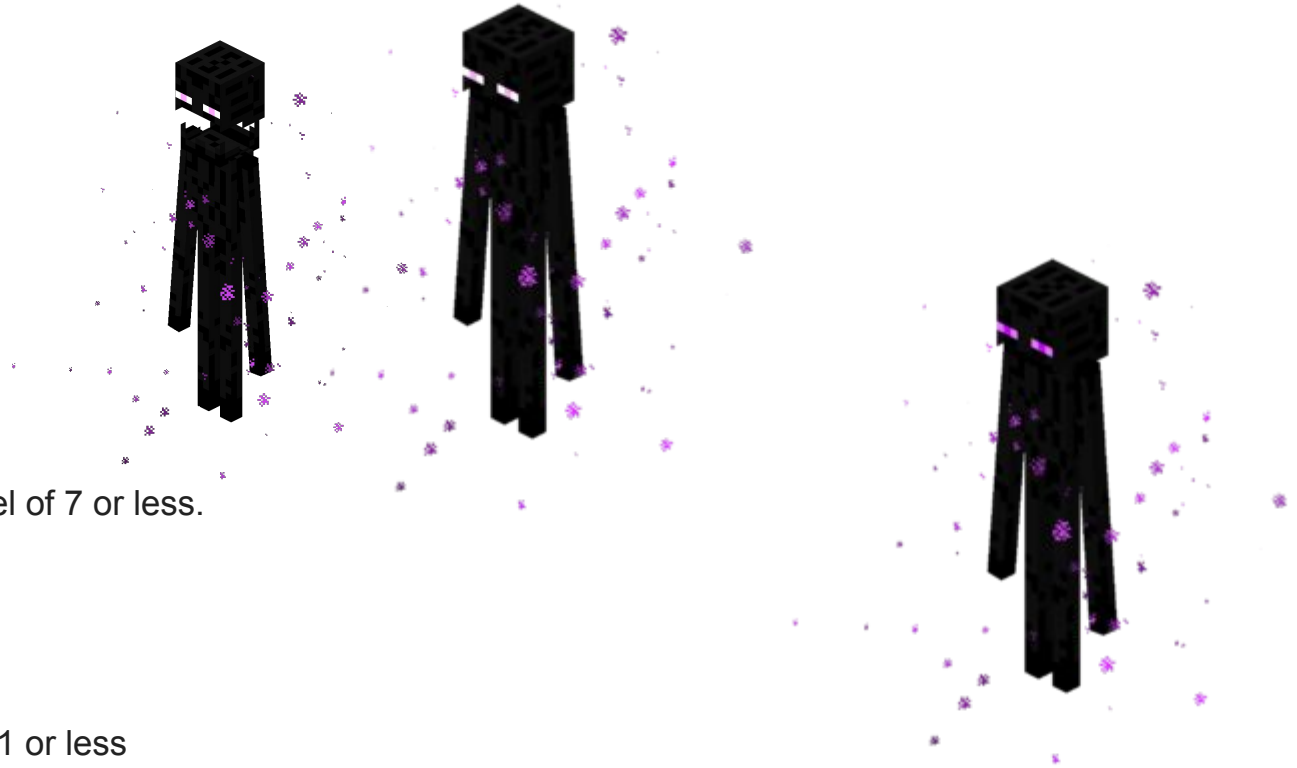
- 40 hp
- Normal:
- Height: 2.9 Blocks
Width: 0.6 Blocks
- Angry:
- Height: 3.25 Blocks
Width: 0.6 Blocks

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

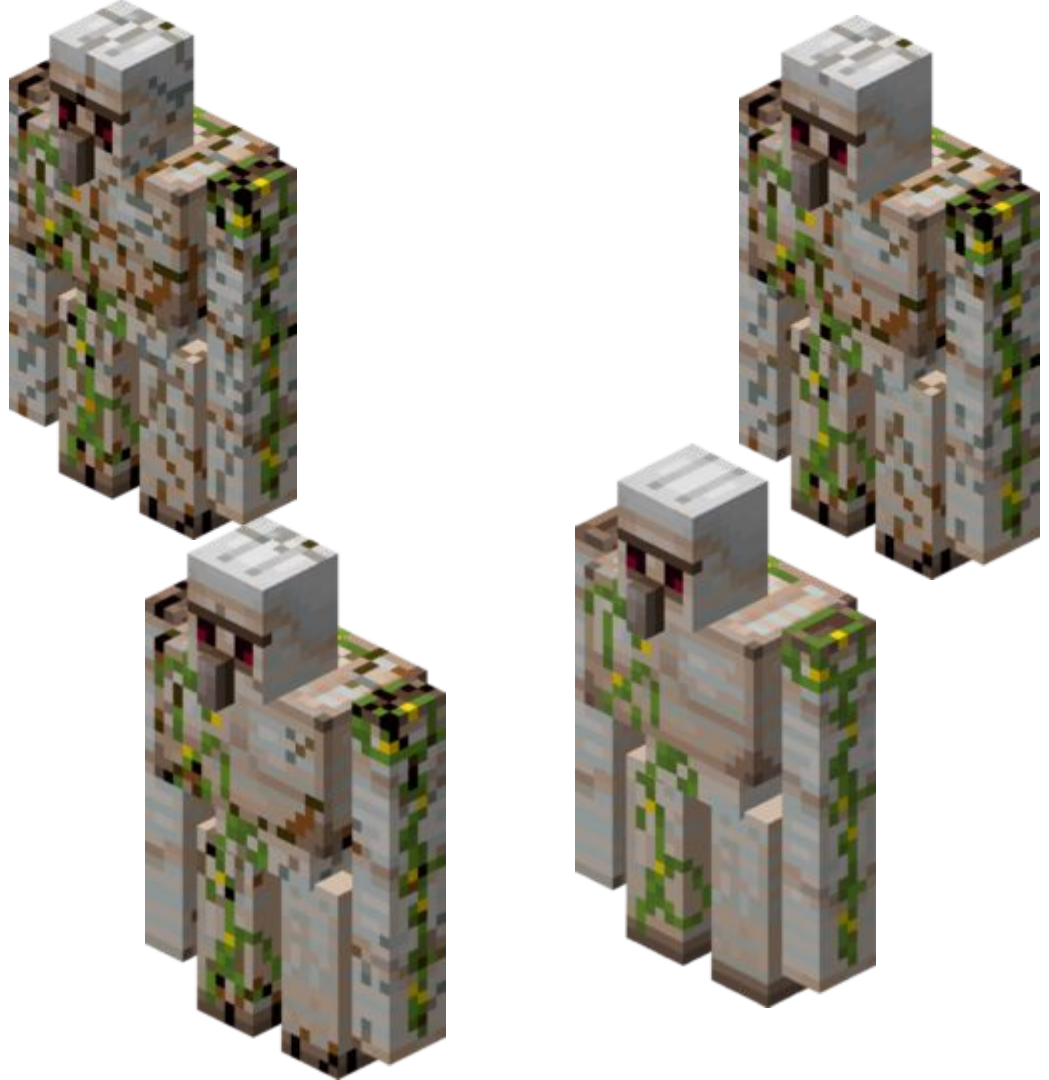
Normal: 2

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

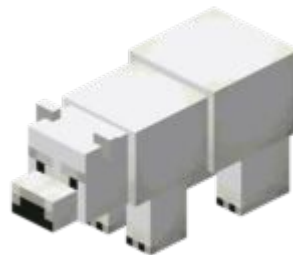
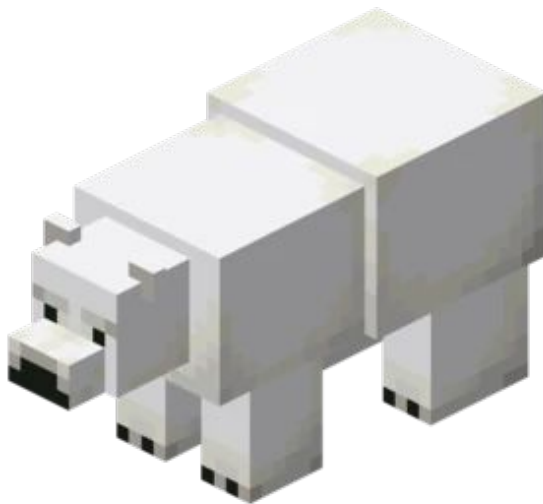
- **Health:**

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



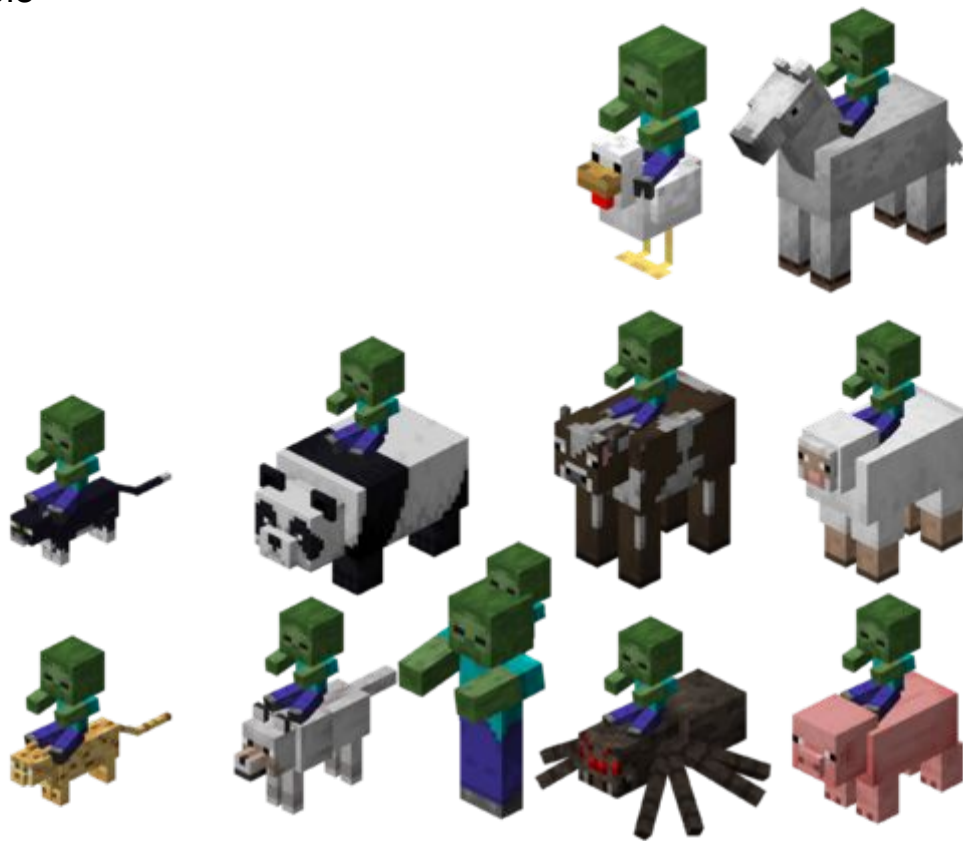
- It's brother is the stray
- If a stray hits you you get the slowness effect

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

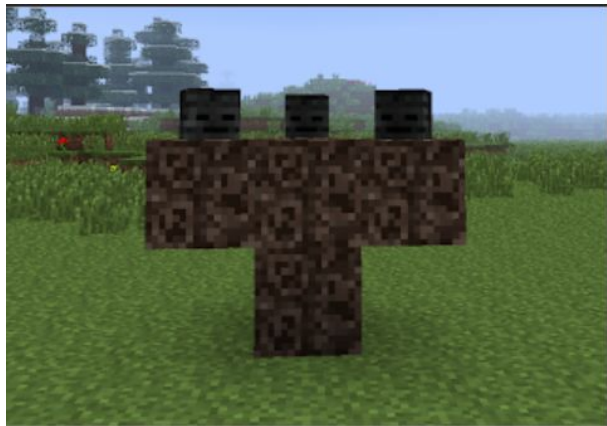
Speed: 0.3



BOSS MONSTERS

Wither

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



Damage

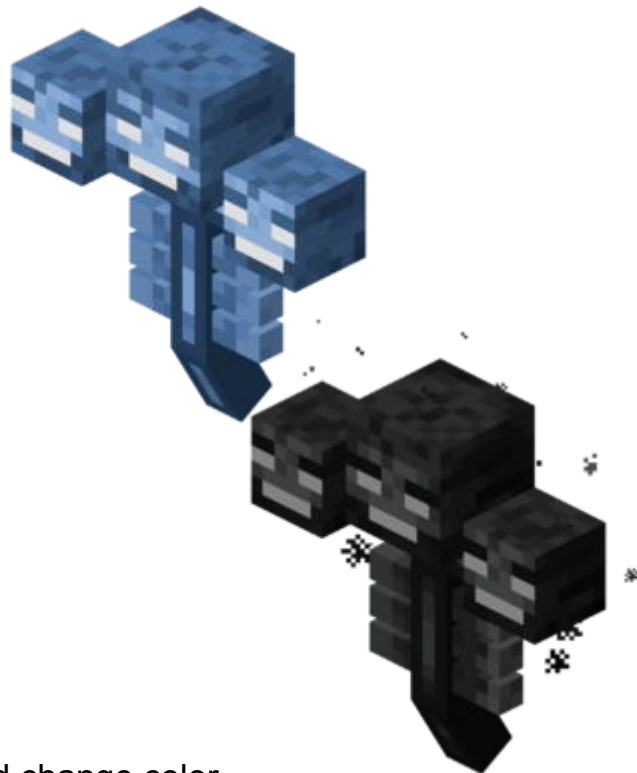
- Wither skull: 8 dmg and wither II for 10 secs
- Dash attack: 15 dmg

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)



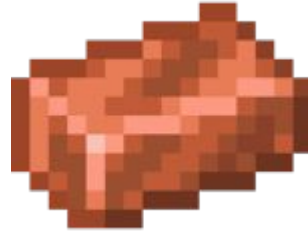
Iron

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



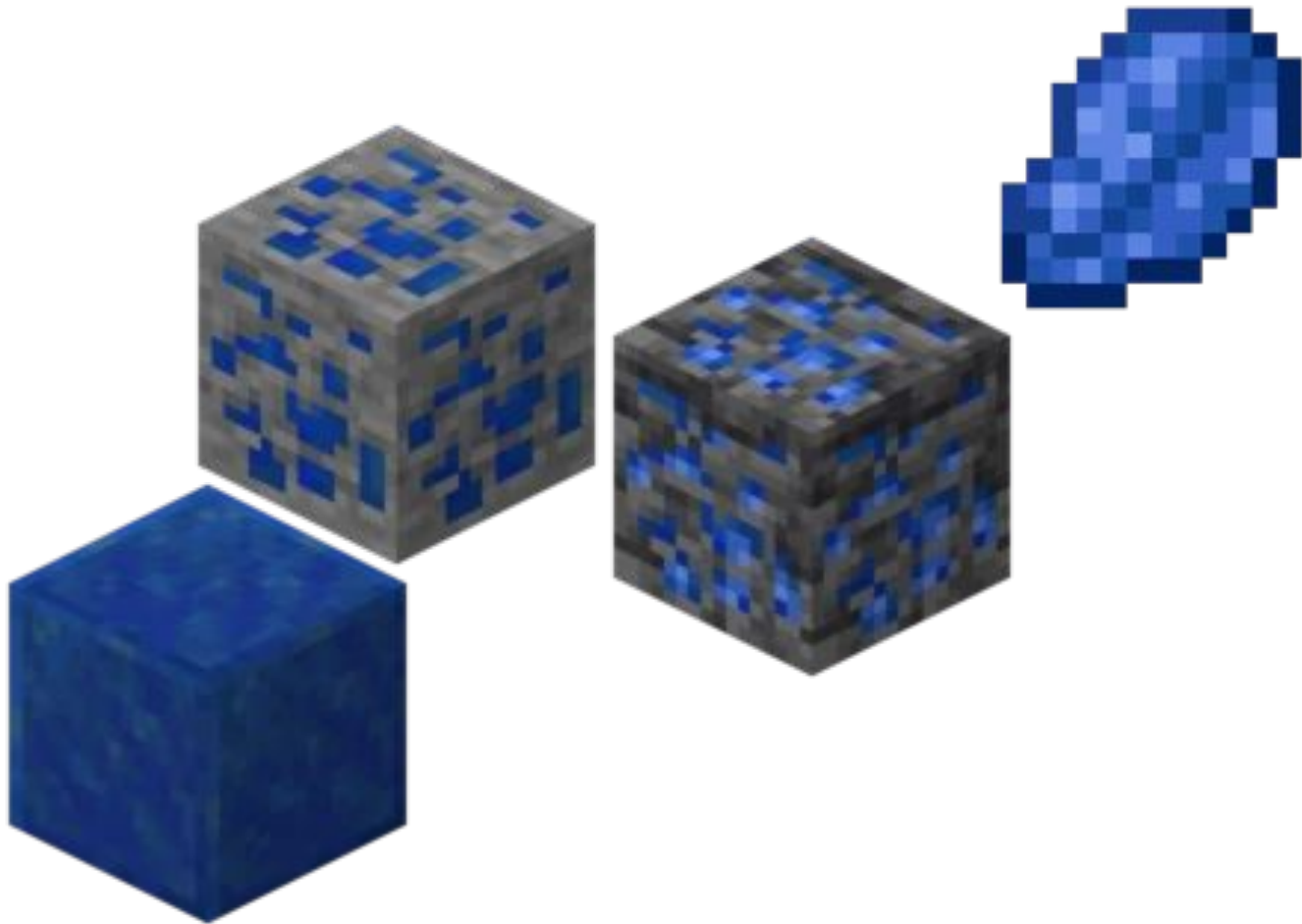
Redstone

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



Short Break

HAPPY EARTH DAY!

It is April 22! Lets celebrate Earth Day by jumping into the different environments or biomes on Minecraft Planet!



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: AN UGLY BIOME FUL
OF OAK AND BIRCH TREES AND
WOLVES

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



Dark Oak Forest

A dark, atmospheric forest scene. Large, dark brown tree trunks are visible on the left and right sides. The ground is covered in green grass and some small plants. In the background, there are more trees and a small, bright light source, possibly a fire or a lantern, illuminating a path.

Description: Full of Dark Oak trees.
Very dark

Exclusives: Dark Oak Wood

Swamp

Description: Dark Green grass. Tall mushrooms, dark blue water

Exclusives: Lily Pads

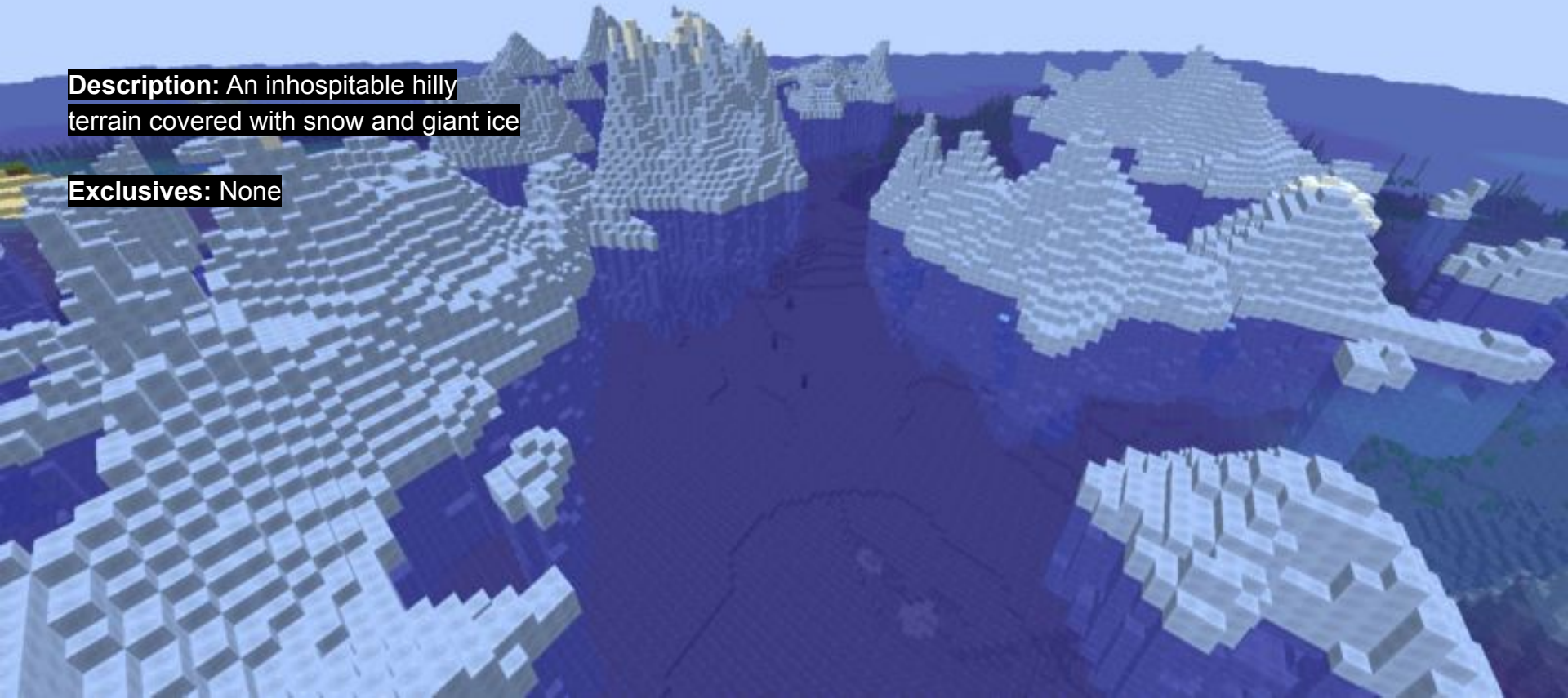


OCEAN BIOMES

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

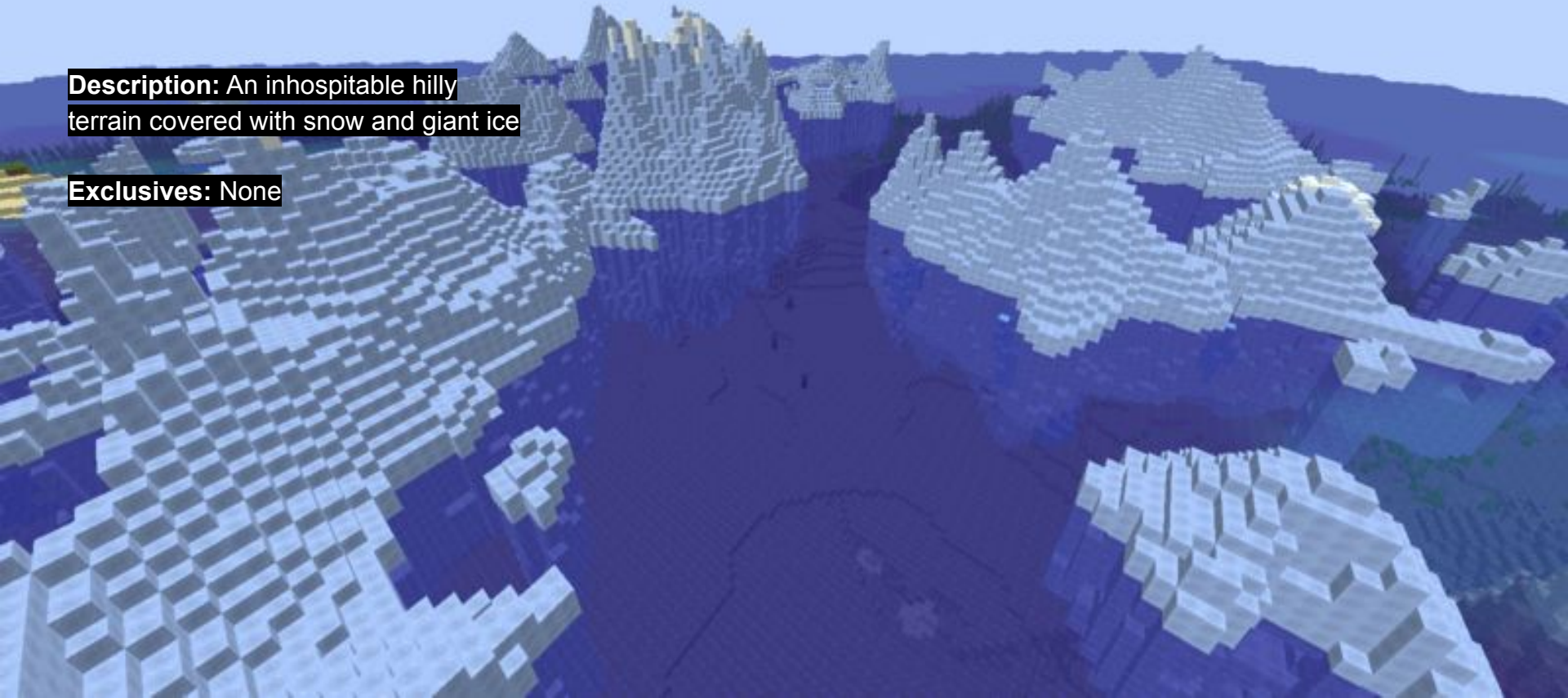
Exclusives: Kelp



Lukewarm Ocean

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

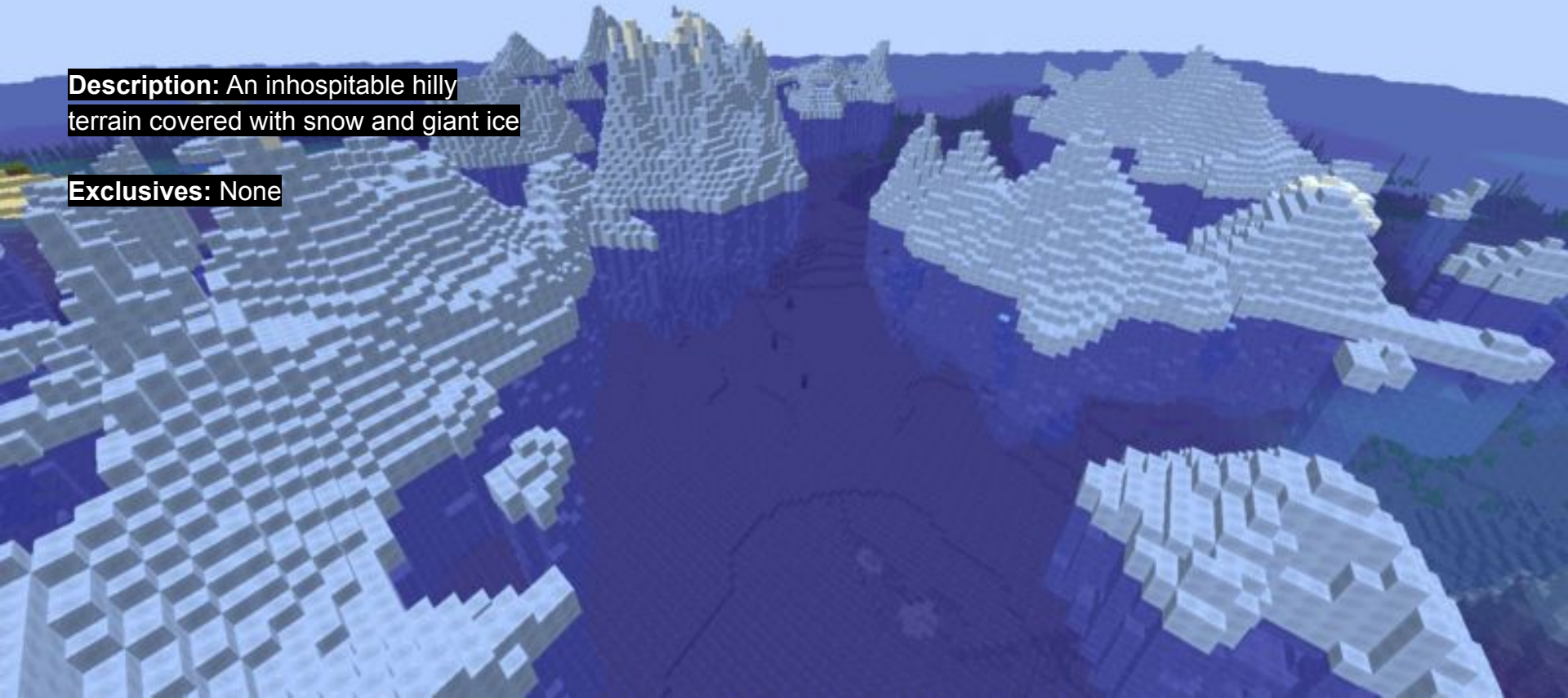
Exclusives: None



Cold Ocean

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

Exclusives: None



MINECRAFT FOODS

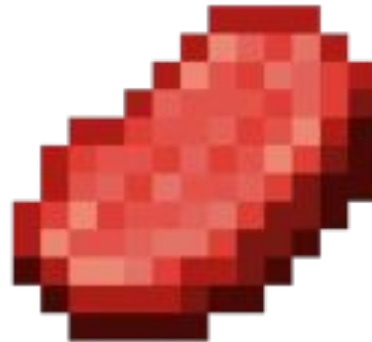
Yum!

Beef

From: Cows

Nourishment: **Cooked:** 8 points

Raw: 3 points



Mutton

From: Sheep

Nourishment: **Cooked:** 6 points

Raw: 2 points



Porkchop

From: honglins, pigs

Nourishment: **Cooked:** 8 points

Raw: 3 points



Salmon

From: Salmon, fishing, polar bears, guardians, Elder Guardians

Nourishment: **Cooked:** 6 points

Raw: 2 points

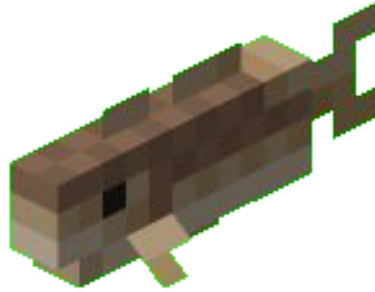


Salmon

From: Cod, fishing, polar bears, guardians, Elder Guardians, dolphins

Nourishment: **Cooked:** 5 points

Raw: 2 points

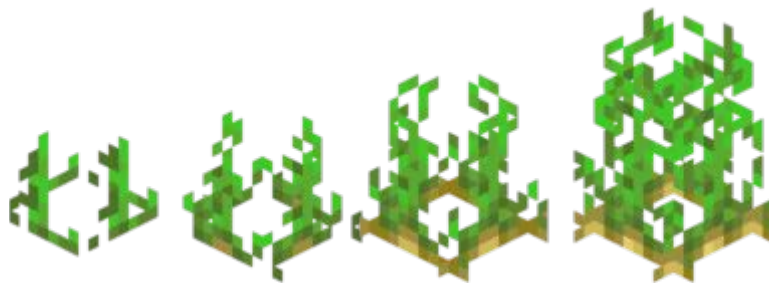


Potatoes

attracts: pigs

Nourishment: **Cooked:** 5

Raw: 1 points



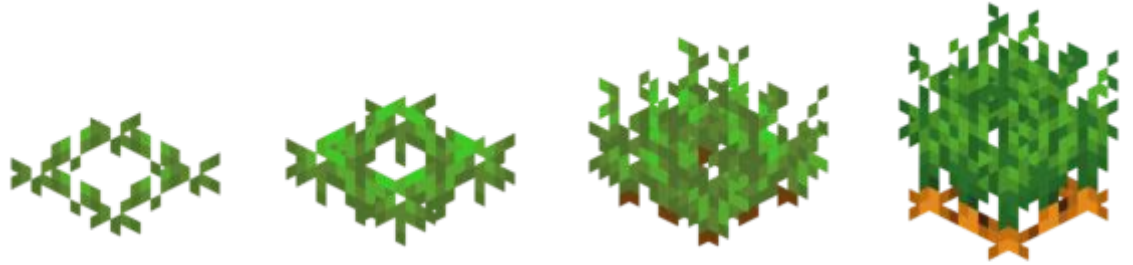
Carrots and Golden Carrots

attracts: pigs, rabbits

Nourishment: 2 points

Golden Carrot Nourishment: 6 points

Golden Carrot Attracts: Horse



Bread

attracts: Made of wheat, and wheat attracts cows and sheep. But bread doesn't.

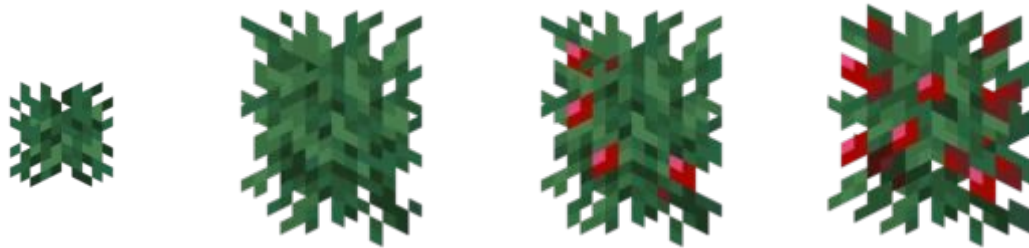
Nourishment: 5 points



Sweet Berries

attracts: Foxes

Nourishment: 2 points



Golden Apple

attracts: Horse, Dokey, Mule

Nourishment: 5 points

Fire resistance, Absorption, 8 extra HP



Enchanted Apple/God Apple

attracts: Horse, Dokey, Mule

Nourishment: 5 points

Fire resistance, Absorption, 16 extra
HP



CREDITS

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

