# Passive Mobs

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| --- | --- | --- | --- |
| **Mob** | **Common drops** | **Rare drops** | **Notes** |
| [Chicken](https://minecraft.fandom.com/wiki/Chicken) | 0–2 [Feather](https://minecraft.fandom.com/wiki/Feather) 1 [Raw Chicken](https://minecraft.fandom.com/wiki/Raw_Chicken) *or* 1 [Cooked Chicken](https://minecraft.fandom.com/wiki/Cooked_Chicken) | *None* | Meat is cooked if killed while on fire. Feather and meat drops are both affected by Looting. Also lays an [Egg](https://minecraft.fandom.com/wiki/Egg) every 5–10 minutes. |
| [Cod](https://minecraft.fandom.com/wiki/Cod) | 1 [Raw Cod](https://minecraft.fandom.com/wiki/Raw_Cod) *or* 1 [Cooked Cod](https://minecraft.fandom.com/wiki/Cooked_Cod)‌[[*Java Edition*](https://minecraft.fandom.com/wiki/Java_Edition)*only*] | 0-2 [Bone](https://minecraft.fandom.com/wiki/Bone) (25%) ‌[[*BE*](https://minecraft.fandom.com/wiki/Bedrock_Edition)*only*] [Bone Meal](https://minecraft.fandom.com/wiki/Bone_Meal) (5%) ‌[[*JE*](https://minecraft.fandom.com/wiki/Java_Edition)*only*] | Fish is cooked if killed while on fire.‌[*[Java Edition](https://minecraft.fandom.com/wiki/Java_Edition" \o "Java Edition) only*] |
| [Cow](https://minecraft.fandom.com/wiki/Cow) | 0–2 [Leather](https://minecraft.fandom.com/wiki/Leather) 1–3 [Raw Beef](https://minecraft.fandom.com/wiki/Raw_Beef) *or* 1–3 [Steak](https://minecraft.fandom.com/wiki/Steak) | *None* | Meat is cooked if killed while on fire. Gives [Milk](https://minecraft.fandom.com/wiki/Milk) when pressing use with an empty bucket on it. |
| [Glow Squid](https://minecraft.fandom.com/wiki/Glow_Squid) | 1–3 [Glow Ink Sac](https://minecraft.fandom.com/wiki/Glow_Ink_Sac) | *None* |  |
| [Horse](https://minecraft.fandom.com/wiki/Horse) | 0–2 [Leather](https://minecraft.fandom.com/wiki/Leather) | *None* |  |
| [Mooshroom](https://minecraft.fandom.com/wiki/Mooshroom) | 0–2 [Leather](https://minecraft.fandom.com/wiki/Leather) 1–3 [Raw Beef](https://minecraft.fandom.com/wiki/Raw_Beef) *or* 1–3 [Steak](https://minecraft.fandom.com/wiki/Steak) | *None* | Meat is cooked if killed while on fire. Shearing drops 5 corresponding  [Mushroom](https://minecraft.fandom.com/wiki/Mushroom), converting it to a normal cow, a process that cannot be reverted. Gives [Milk](https://minecraft.fandom.com/wiki/Milk) when pressing use with an empty bucket. Gives [Mushroom Stew](https://minecraft.fandom.com/wiki/Mushroom_Stew) when pressing use with an empty bowl on it. *if brown mooshroom fed with flower, then it produces*[*suspicious stew*](https://minecraft.fandom.com/wiki/Suspicious_stew)*when milked with bowl, but only once*. |
| [Parrot](https://minecraft.fandom.com/wiki/Parrot) | 1–2 [Feather](https://minecraft.fandom.com/wiki/Feather) | *None* |  |
| [Pig](https://minecraft.fandom.com/wiki/Pig) | 1–3 [Raw Porkchop](https://minecraft.fandom.com/wiki/Raw_Porkchop) *or* 1–3 [Cooked Porkchop](https://minecraft.fandom.com/wiki/Cooked_Porkchop) | *None* | Meat is cooked if died while on fire. |
| [Pufferfish](https://minecraft.fandom.com/wiki/Pufferfish) | 1 [Pufferfish](https://minecraft.fandom.com/wiki/Pufferfish_(item)) | 1-2 [Bone](https://minecraft.fandom.com/wiki/Bone) (25%) ‌[[*BE*](https://minecraft.fandom.com/wiki/Bedrock_Edition)*only*] [Bone Meal](https://minecraft.fandom.com/wiki/Bone_Meal) (5%) ‌[[*JE*](https://minecraft.fandom.com/wiki/Java_Edition)*only*] | *None* |
| [Rabbit](https://minecraft.fandom.com/wiki/Rabbit) | 1 [Raw Rabbit](https://minecraft.fandom.com/wiki/Raw_Rabbit) *or* 1 [Cooked Rabbit](https://minecraft.fandom.com/wiki/Cooked_Rabbit) 0–1 [Rabbit Hide](https://minecraft.fandom.com/wiki/Rabbit_Hide) | [Rabbit's Foot](https://minecraft.fandom.com/wiki/Rabbit%27s_Foot) (10%) | Meat is cooked if died while on fire. |
| [Salmon](https://minecraft.fandom.com/wiki/Salmon) | 1 [Raw Salmon](https://minecraft.fandom.com/wiki/Raw_Salmon) *or* 1 [Cooked Salmon](https://minecraft.fandom.com/wiki/Cooked_Salmon)‌[[*Java Edition*](https://minecraft.fandom.com/wiki/Java_Edition)*only*] | 0-2 [Bones](https://minecraft.fandom.com/wiki/Bone) (25%) ‌[[*BE*](https://minecraft.fandom.com/wiki/Bedrock_Edition)*only*] [Bone Meal](https://minecraft.fandom.com/wiki/Bone_Meal) (5%) ‌[[*JE*](https://minecraft.fandom.com/wiki/Java_Edition)*only*] | Small and normal salmon drop 0-2 bone while large salmon drop 1-2 bones.‌[[*Bedrock Edition*](https://minecraft.fandom.com/wiki/Bedrock_Edition)*only*] Fish is cooked if died while on fire.‌[[*Java Edition*](https://minecraft.fandom.com/wiki/Java_Edition)*only*] |
| [Sheep](https://minecraft.fandom.com/wiki/Sheep) | 1 [Wool](https://minecraft.fandom.com/wiki/Wool) *if not sheared* 1–2 [Raw Mutton](https://minecraft.fandom.com/wiki/Raw_Mutton) *or* 1–2 [Cooked Mutton](https://minecraft.fandom.com/wiki/Cooked_Mutton) | *None* | Shearing drops 1-3 [Wool](https://minecraft.fandom.com/wiki/Wool). Wool is colored if the sheep was spawned colored or dyed. Meat is cooked if died while on fire. |
| [Snow Golem](https://minecraft.fandom.com/wiki/Snow_Golem) | 0–15 [Snowball](https://minecraft.fandom.com/wiki/Snowball) | *None* | Shearing the snow golem have carved pumpkin drop 1 [carved pumpkin](https://minecraft.fandom.com/wiki/Carved_pumpkin). |
| [Squid](https://minecraft.fandom.com/wiki/Squid) | 1–3 [Ink Sac](https://minecraft.fandom.com/wiki/Ink_Sac) | *None* |  |
| [Strider](https://minecraft.fandom.com/wiki/Strider) | 0–5 [String](https://minecraft.fandom.com/wiki/String) | *None* | *None* |
| [Tropical Fish](https://minecraft.fandom.com/wiki/Tropical_Fish) | 1 [Tropical Fish](https://minecraft.fandom.com/wiki/Tropical_Fish) | 1-2 [Bone](https://minecraft.fandom.com/wiki/Bone) (25%) ‌[[*BE*](https://minecraft.fandom.com/wiki/Bedrock_Edition)*only*] [Bone Meal](https://minecraft.fandom.com/wiki/Bone_Meal) (5%) ‌[[*JE*](https://minecraft.fandom.com/wiki/Java_Edition)*only*] |  |
| [Turtle](https://minecraft.fandom.com/wiki/Turtle) | 0-2 [Seagrass](https://minecraft.fandom.com/wiki/Seagrass) 1 [bowl](https://minecraft.fandom.com/wiki/Bowl) if killed by [lightning](https://minecraft.fandom.com/wiki/Lightning_bolt). | *None* | Drops a single [scute](https://minecraft.fandom.com/wiki/Scute) when grows up to an adult. |

# Neutral Mobs

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| --- | --- | --- | --- | --- |
| **Mob** | **Exp** | **Common drops** | **Rare drops** | **Notes** |
| [Spider](https://minecraft.fandom.com/wiki/Spider) | 5 | 0–2 [String](https://minecraft.fandom.com/wiki/String) 0–1 [Spider Eye](https://minecraft.fandom.com/wiki/Spider_Eye) *if killed by a player* | *None* |  |
| [Enderman](https://minecraft.fandom.com/wiki/Enderman) | 5 | 0–1 [Ender Pearl](https://minecraft.fandom.com/wiki/Ender_Pearl) | *None* | Also drops the block it is holding. |
| [Goat](https://minecraft.fandom.com/wiki/Goat) | 1–3 | *None* | *None* | "Ponder", "Sing", "Seek" and "Feel" for normal goat. "Admire", "Call", "Yearn" and "Dream" for screaming goat. |
| [Iron Golem](https://minecraft.fandom.com/wiki/Iron_Golem) | 0 | 3–5 [Iron Ingot](https://minecraft.fandom.com/wiki/Iron_Ingot) 0–2 [Poppy](https://minecraft.fandom.com/wiki/Poppy) | *None* |  |
| [Piglin](https://minecraft.fandom.com/wiki/Piglin) | 5 + 1–3 if has equipment | 1 [Piglin Head](https://minecraft.fandom.com/wiki/Piglin_Head" \o "Piglin Head) *if killed by a charged creeper's explosion* | *None* |  |
| [Zombified Piglin](https://minecraft.fandom.com/wiki/Zombified_Piglin) | 5 + 1–3 *if has equipment* + 7 *if is a baby* | 0–1 [Rotten Flesh](https://minecraft.fandom.com/wiki/Rotten_Flesh) 0–1 [Gold Nugget](https://minecraft.fandom.com/wiki/Gold_Nugget) | [Gold Ingot](https://minecraft.fandom.com/wiki/Gold_Ingot) (2.5%) *if killed by player* | Golden sword may be enchanted. |

# Aggressive Mobs

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| **Mob** | **Common drops** | **Rare drops** | **Notes** |
| [Blaze](https://minecraft.fandom.com/wiki/Blaze) | 0–1 [Blaze Rod](https://minecraft.fandom.com/wiki/Blaze_Rod) *if killed by a player* | *None* |  |
| [Creeper](https://minecraft.fandom.com/wiki/Creeper) | 0–2 [Gunpowder](https://minecraft.fandom.com/wiki/Gunpowder) 1 [Music Discs](https://minecraft.fandom.com/wiki/Music_Discs) *if killed by a*[*skeleton*](https://minecraft.fandom.com/wiki/Skeleton)*or*[*stray*](https://minecraft.fandom.com/wiki/Stray) 1 [Creeper Head](https://minecraft.fandom.com/wiki/Creeper_Head) *if killed by a*[*charged creeper*](https://minecraft.fandom.com/wiki/Charged_creeper)*'s explosion* | *None* |  |
| [Drowned](https://minecraft.fandom.com/wiki/Drowned) | 0–2 [Rotten Flesh](https://minecraft.fandom.com/wiki/Rotten_Flesh) | 11% chance to drop: [Copper Ingot](https://minecraft.fandom.com/wiki/Copper_Ingot) | Random armor dropped only if converted from zombies. Always drop nautilus shell in offhand. |
| [Elder Guardian](https://minecraft.fandom.com/wiki/Elder_Guardian) | 0–2 [Prismarine Shard](https://minecraft.fandom.com/wiki/Prismarine_Shard" \o "Prismarine Shard) 0–1 [Prismarine Crystals](https://minecraft.fandom.com/wiki/Prismarine_Crystals" \o "Prismarine Crystals)(1⁄3 chance) 0–1 [Raw Cod](https://minecraft.fandom.com/wiki/Raw_Cod) (1⁄2 chance) *or* 0-1 [Cooked Cod](https://minecraft.fandom.com/wiki/Cooked_Cod) (1⁄2 chance) *if killed by fire*‌[[*Java Edition*](https://minecraft.fandom.com/wiki/Java_Edition)*only*] 1 [Wet Sponge](https://minecraft.fandom.com/wiki/Wet_Sponge) *if killed by the player* 0–1 [Tide Armor Trim](https://minecraft.fandom.com/wiki/Tide_Armor_Trim) | [Raw Cod](https://minecraft.fandom.com/wiki/Raw_Cod) (60%) *or*  [Cooked Cod](https://minecraft.fandom.com/wiki/Cooked_Cod) (1⁄2 chance) *if killed by fire*‌[[*Java Edition*](https://minecraft.fandom.com/wiki/Java_Edition)*only*] [Raw Salmon](https://minecraft.fandom.com/wiki/Raw_Salmon)(25%) *or* [Cooked Salmon](https://minecraft.fandom.com/wiki/Cooked_Salmon)(25%) if kill by fire‌[[*Java Edition*](https://minecraft.fandom.com/wiki/Java_Edition)*only*] [Pufferfish](https://minecraft.fandom.com/wiki/Pufferfish) (13%) [Tropical fish](https://minecraft.fandom.com/wiki/Tropical_fish) (2%) *if killed by the player* | Prismarine crystals drop only if raw cod fails. Raw cod is both a common drop and a rare drop. Raw cod common drop is cooked if died while on fire.‌[[*Java Edition*](https://minecraft.fandom.com/wiki/Java_Edition)*only*] |
| [Evoker](https://minecraft.fandom.com/wiki/Evoker) | [Totem of Undying](https://minecraft.fandom.com/wiki/Totem_of_Undying) 0-1 [Emerald](https://minecraft.fandom.com/wiki/Emerald) if killed by the player | *None* | A totem of undying is always dropped by evokers when killed. An ominous banner is always dropped by the evoker when killed, but only if a raid captain. |
| [Ghast](https://minecraft.fandom.com/wiki/Ghast) | 0–1 [Ghast Tear](https://minecraft.fandom.com/wiki/Ghast_Tear) 0–2 [Gunpowder](https://minecraft.fandom.com/wiki/Gunpowder) | *None* |  |
| [Guardian](https://minecraft.fandom.com/wiki/Guardian) | 0–2 [Prismarine Shard](https://minecraft.fandom.com/wiki/Prismarine_Shard" \o "Prismarine Shard) 0–1 [Prismarine Crystals](https://minecraft.fandom.com/wiki/Prismarine_Crystals" \o "Prismarine Crystals)(2⁄5 chance) 0–1 [Raw Cod](https://minecraft.fandom.com/wiki/Raw_Cod) (2⁄5 chance) *or* 0-1 [Cooked Cod](https://minecraft.fandom.com/wiki/Cooked_Cod) (2⁄5 chance) *if killed by fire*‌[[*Java Edition*](https://minecraft.fandom.com/wiki/Java_Edition)*only*] or *if killed by the player* | [Raw Cod](https://minecraft.fandom.com/wiki/Raw_Cod) (60%) *or*  [Cooked Cod](https://minecraft.fandom.com/wiki/Cooked_Cod) (1⁄2 chance) *if killed by fire*‌[[*Java Edition*](https://minecraft.fandom.com/wiki/Java_Edition)*only*] [Raw Salmon](https://minecraft.fandom.com/wiki/Raw_Salmon)(25%) *or* [Cooked Salmon](https://minecraft.fandom.com/wiki/Cooked_Salmon)(25%) if kill by fire‌[[*Java Edition*](https://minecraft.fandom.com/wiki/Java_Edition)*only*] [Pufferfish](https://minecraft.fandom.com/wiki/Pufferfish) (13%) [Tropical fish](https://minecraft.fandom.com/wiki/Tropical_fish) (2%) *if killed by the player* | Prismarine crystals drop only if raw fish fails. Raw cod is both a common drop and a rare drop. Raw cod common drop is cooked if died while on fire.‌[[*Java Edition*](https://minecraft.fandom.com/wiki/Java_Edition)*only*] |
| [Illusioner](https://minecraft.fandom.com/wiki/Illusioner) ‌[*[Java Edition](https://minecraft.fandom.com/wiki/Java_Edition" \o "Java Edition) only*] | *None* | *None* | An ominous banner is always dropped by the illusioner when killed, but only if a raid captain. |
| [Hoglin](https://minecraft.fandom.com/wiki/Hoglin) | 2–4 [Raw Porkchop](https://minecraft.fandom.com/wiki/Raw_Porkchop) or [Cooked Porkchop](https://minecraft.fandom.com/wiki/Cooked_Porkchop) 0–2 [Leather](https://minecraft.fandom.com/wiki/Leather) | *None* | Meat is cooked if died while on fire. |
| [Magma Cube](https://minecraft.fandom.com/wiki/Magma_Cube) | 0–1 [Magma Cream](https://minecraft.fandom.com/wiki/Magma_Cream) if *size > 1* 1 [Froglight](https://minecraft.fandom.com/wiki/Froglight" \o "Froglight) *if killed by a frog* | *None* |  |
| [Phantom](https://minecraft.fandom.com/wiki/Phantom) | 0-1 [Phantom Membrane](https://minecraft.fandom.com/wiki/Phantom_Membrane) *if killed by a player* | *None* |  |
| [Pillager](https://minecraft.fandom.com/wiki/Pillager) | 0-2 [Arrow](https://minecraft.fandom.com/wiki/Arrow)‌[[*Bedrock Edition*](https://minecraft.fandom.com/wiki/Bedrock_Edition)*only*] | *None* | Crossbow may be enchanted. An ominous banner is always dropped by the pillager when killed, but only if a raid captain. Looting enchantment increase chance of dropping crossbow by 12% per level. In [*Bedrock Edition*](https://minecraft.fandom.com/wiki/Bedrock_Edition) pillager spawn from raids can drops:   * 0-1 [Emerald](https://minecraft.fandom.com/wiki/Emerald)   And an additionally drop depend on difficulty, 65% chance of dropping on e0asy and normal, while 80% chance of dropping on hard;   * 0-1 [Emerald](https://minecraft.fandom.com/wiki/Emerald) (10⁄39 chance) * 2-3 [Emerald](https://minecraft.fandom.com/wiki/Emerald) (5⁄39 chance) * 4-5 [Emerald](https://minecraft.fandom.com/wiki/Emerald) (2⁄39 chance) * 1 [Enchanted Book](https://minecraft.fandom.com/wiki/Enchanted_Book) (2⁄39 chance) * 1 [Iron Axe](https://minecraft.fandom.com/wiki/Iron_Axe) (5⁄78 chance) * 1 [Iron Shovel](https://minecraft.fandom.com/wiki/Iron_Shovel) (5⁄78 chance) * 1 [Iron Sword](https://minecraft.fandom.com/wiki/Iron_Sword) (5⁄78 chance) * 1 [Iron Helmet](https://minecraft.fandom.com/wiki/Iron_Helmet) (5⁄78 chance) * 1 [Iron Chestplate](https://minecraft.fandom.com/wiki/Iron_Chestplate) (5⁄78 chance) * 1 [Iron Leggings](https://minecraft.fandom.com/wiki/Iron_Leggings) (5⁄78 chance) * 1 [Iron Boots](https://minecraft.fandom.com/wiki/Iron_Boots) (5⁄78 chance)   Iron equipment from raider drops has 50% chance of being enchanted with random enchantment, and are always badly damaged. An emerald is both a regular raider drop and an additional raider drop. Looting increases the amount of emerald or chance for drop equipment. An additional emerald drops only if the drop of an enchanted book or iron equipment fails. |
| [Shulker](https://minecraft.fandom.com/wiki/Shulker) | 0–1 [Shulker Shell](https://minecraft.fandom.com/wiki/Shulker_Shell" \o "Shulker Shell) | *None* |  |
| [Skeleton](https://minecraft.fandom.com/wiki/Skeleton) | 0–2 [Arrow](https://minecraft.fandom.com/wiki/Arrow) 0–2 [Bone](https://minecraft.fandom.com/wiki/Bone) 1 [Skeleton Skull](https://minecraft.fandom.com/wiki/Skeleton_Skull) *if killed by a charged creeper's explosion (normal skeleton only)* 0-1 [Arrow of Slowness](https://minecraft.fandom.com/wiki/Arrow_of_Slowness) *if a Stray* | *None* | Gear may be enchanted (except pumpkins and jack o'lanterns). |
| [Slime](https://minecraft.fandom.com/wiki/Slime) | 0–2 [Slimeball](https://minecraft.fandom.com/wiki/Slimeball) *if size = 1* | *None* |  |
| [Vindicator](https://minecraft.fandom.com/wiki/Vindicator) | 0-1 [Emerald](https://minecraft.fandom.com/wiki/Emerald) | *None* | Drops loot only if killed by the player. Iron axe may be enchanted. An ominous banner is always dropped by the vindicator when killed, but only if a raid captain. In [*Bedrock Edition*](https://minecraft.fandom.com/wiki/Bedrock_Edition), vindicators spawn from raids can drops:   * 0-1 [Emerald](https://minecraft.fandom.com/wiki/Emerald)   And an additionally drop depend on difficulty, 65% chance of dropping on easy and normal, while 80% chance of dropping on hard;   * 0-1 [Emerald](https://minecraft.fandom.com/wiki/Emerald) (10⁄39 chance) * 2-3 [Emerald](https://minecraft.fandom.com/wiki/Emerald) (5⁄39 chance) * 4-5 [Emerald](https://minecraft.fandom.com/wiki/Emerald) (2⁄39 chance) * 1 [Enchanted Book](https://minecraft.fandom.com/wiki/Enchanted_Book) (2⁄39 chance) * 1 [Iron Axe](https://minecraft.fandom.com/wiki/Iron_Axe) (5⁄78 chance) * 1 [Iron Shovel](https://minecraft.fandom.com/wiki/Iron_Shovel) (5⁄78 chance) * 1 [Iron Sword](https://minecraft.fandom.com/wiki/Iron_Sword) (5⁄78 chance) * 1 [Iron Helmet](https://minecraft.fandom.com/wiki/Iron_Helmet) (5⁄78 chance) * 1 [Iron Chestplate](https://minecraft.fandom.com/wiki/Iron_Chestplate) (5⁄78 chance) * 1 [Iron Leggings](https://minecraft.fandom.com/wiki/Iron_Leggings) (5⁄78 chance) * 1 [Iron Boots](https://minecraft.fandom.com/wiki/Iron_Boots) (5⁄78 chance)   Iron equipment from raider drops has 50% chance of being enchanted with random enchantment, and are always badly damaged. Looting increases amount of emerald or chance for drop equipment. An emerald is both a regular raider drop and an additional drop. Additional emeralds drop only if the drop of an enchanted book or iron equipment fails. A vindicator can drop 2 iron axes, one from natural equipment and one from additional raider drop. |
| [Warden](https://minecraft.fandom.com/wiki/Warden) | 1 [Sculk Catalyst](https://minecraft.fandom.com/wiki/Sculk_Catalyst) | *None* |  |
| [Witch](https://minecraft.fandom.com/wiki/Witch) | 0–6 [Glass Bottle](https://minecraft.fandom.com/wiki/Glass_Bottle) 0–6 [Glowstone Dust](https://minecraft.fandom.com/wiki/Glowstone_Dust" \o "Glowstone Dust) 0–6 [Gunpowder](https://minecraft.fandom.com/wiki/Gunpowder) 0–6 [Redstone](https://minecraft.fandom.com/wiki/Redstone) 0–6 [Spider Eye](https://minecraft.fandom.com/wiki/Spider_Eye) 0–6 [Stick](https://minecraft.fandom.com/wiki/Stick) 0–6 [Sugar](https://minecraft.fandom.com/wiki/Sugar) 1 [Potion](https://minecraft.fandom.com/wiki/Potion) *if drinking when killed* | *None* | On death, witches drop 1–3 item types, each 0–2 times. The same type can be chosen multiple times, therefore it is possible to get 6 of a one item. Sticks are twice as likely to be dropped as the other common drops. Potions can be obtained only by killing the witch while it is drinking the potion. |
| [Wither Skeleton](https://minecraft.fandom.com/wiki/Wither_Skeleton) | 0–1 [Coal](https://minecraft.fandom.com/wiki/Coal) 0–2 [Bone](https://minecraft.fandom.com/wiki/Bone) [Wither Skeleton Skull](https://minecraft.fandom.com/wiki/Wither_Skeleton_Skull) *if killed by a charged creeper's explosion* | [Wither Skeleton Skull](https://minecraft.fandom.com/wiki/Wither_Skeleton_Skull) (2.5%) *if killed by player* |  |
| [Zoglin](https://minecraft.fandom.com/wiki/Zoglin) | 1–3 [Rotten Flesh](https://minecraft.fandom.com/wiki/Rotten_Flesh) |  |  |
| [Zombie](https://minecraft.fandom.com/wiki/Zombie) | 0–2 [Rotten Flesh](https://minecraft.fandom.com/wiki/Rotten_Flesh) 1 [Zombie Head](https://minecraft.fandom.com/wiki/Zombie_Head) *if killed by a charged creeper's explosion*  (normal zombie only) | 2.5% chance to drop; [Iron Ingot](https://minecraft.fandom.com/wiki/Iron_Ingot) *or* [Carrot](https://minecraft.fandom.com/wiki/Carrot) *or* [Potato](https://minecraft.fandom.com/wiki/Potato) ([Baked Potato](https://minecraft.fandom.com/wiki/Baked_Potato) if killed by fire) | Gear may be enchanted (except pumpkins and jack o'lanterns). |

Blaze

Creeper

Drowned

Elder Guardian

Evoker

Ghast

Guardian

Hoglin

Illusioner

Magma Cube

Phantom

Pillager

Ravager

Shulker

Skeleton

Slime

Vindicator

Warden

Witch

Wither Skeleton

Zoglin

Zombie

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **a** | **b** | **a** | **c** | **a** | **b** | **d** | **b** | **a** | **c** |
| **a** | **a** | **a** | **a** | **a** | **a** | **a** | **a** | **a** | **a** |
|  | **b** | **b** | **b** | **b** | **b** | **b** | **b** | **b** | **b** |
|  |  |  | **c** | **c** | **c** | **d** | **d** | **d** | **c** |