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Warning: This article is about the mob. For the Minecraft Dungeons mob, see *MCD:Magma Cube*. For the block, see *Magma Block*. For the item that drops from magma cubes, see *Magma Cream*. For the Minecraft Legends mob, see *MCL:Magma Cube*.

A **magma cube** is a hostile mob found in the Nether. A magma cube behaves similarly to a slime, but is fireproof, jumps higher and less often, and deals more damage.

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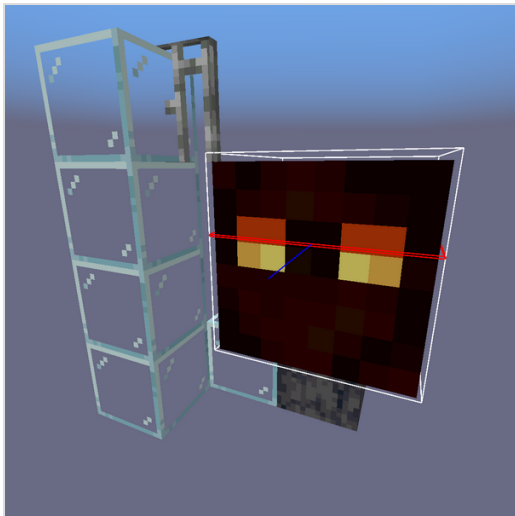
Magma Cube	
	
	
Health points	Big: 16 (♥ × 8) Medium: 4 (♥♥) Small: 1 (♥)
Armor points	Big: 12 (🛡 × 6) Medium: 6 (🛡🛡) Small: 3 (🛡)
Behavior	Hostile
Mob type	 Monster
Attack strength	Big: Easy: 4 (♥♥) Normal: 6 (♥♥♥) Hard: 9 (♥♥♥♥♥) Medium: Easy: 3 (♥♥) Normal: 4 (♥♥♥) Hard: 6 (♥♥♥♥) Small: Easy: 2.5 (♥ × 1.25) Normal: 3 (♥♥) Hard: 4.5 (♥ × 2.25)
Hitbox size	In <i>Java Edition</i> : Big: Height: 2.08 blocks Width: 2.0808 blocks Medium: Height: 1.04 blocks Width: 1.0404 blocks

Spawning

See also: *[Mob spawn](#)* & *[Spawn cycle](#)*

Magma cubes spawn in areas of the Nether at all light levels. The space they spawn in must be clear of solid obstructions and liquids. Due to being inherently fireproof, magma cubes can spawn on [magma blocks](#).

Only sizes 1, 2 and 4 (NBT Size tag values 0, 1 and 3 respectively) spawn naturally. With use of /summon, magma cubes can potentially range from size 1 to 127 (NBT Size tag 0–126). ^[*verify for Bedrock Edition*]



This large magma cube attempts to spawn on the [basalt](#), but because there is a piece of [iron bar](#) intersecting its hitbox, it is unable to spawn. This check is performed before the size of the magma cube is determined, meaning no magma cubes can spawn at that location.

A magma cube needs a 2.08×2.08×2.08 free space to spawn. The area in which they spawn must be clear of solid or liquid obstructions. When a magma cube attempts

to spawn, the game checks for the space requirement of a large magma cube, and the size is determined later. Therefore, since large magma cubes are slightly taller than 2 blocks, no magma cubes, regardless of size, are able to spawn at all in 2-block-high areas. Also, since large magma cubes are slightly wider than 2 blocks, and mobs spawn at the center of a block, having any block within the 2.08×2.08×2.08 area, even as thin as a [glass pane](#), can prevent a magma cube of any size from spawning.

Magma cubes' size is affected by [regional difficulty](#): chances range from 33% for each size at the low difficulty to 16% small, 33% medium, and 50% big with higher difficulty.

Magma Cube spawns in: [[hide](#)]

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Basalt Deltas	100/140	71.43%	2–5	100	2–5
Nether Fortress	3/28	10.71%	4	3	2–3
Nether Wastes	2/168	1.19%	4	10	1–4

Nether Wastes

Magma cubes spawn uncommonly in [Nether wastes](#) in groups of 4 in *[Java Edition](#)* and 1 to 4 in *[Bedrock Edition](#)*.

Nether Fortresses

Magma cubes spawn commonly in [Nether fortresses](#) in groups of 4 in *[Java Edition](#)* and groups of 2-3 in *[Bedrock Edition](#)*.

Small:

Height: 0.52 blocks

Width: 0.5202 blocks

In *Bedrock Edition*:

Big:

Height: 2.08 blocks

Width: 2.08 blocks

Medium:

Height: 1.04 blocks

Width: 1.02 blocks

Small:

Height: 0.52 blocks

Width: 0.52 blocks

Spawn

[Nether Wastes](#)

[Basalt Deltas](#)

[Nether Fortress](#)

[Bastion Remnant](#): from monster spawners.

Basalt Deltas

Magma cubes spawn commonly in [basalt deltas](#), in groups of 2 to 5. They are also notably most dangerous in this biome, thanks to their knockback capabilities and the biome's many thin bridges between lava lakes.

Monster spawners





Magma cube [monster spawners](#) generate in the treasure room of [bastion remnants](#).

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	Magma Cream ^{[A][B]}	0–1	25.00%	0.25	0–2	62.50%	0.75	0–3	81.25%	1.25	0–4	87.50%	1.75
	Verdant Froglight ^[C]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
	Ochre Froglight ^[D]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
	Pearlescent Froglight ^[E]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

A. Only if magma cube size is medium or big.

B. Only when *not* killed by a frog.





C. Only when killed by a [cold frog](#).

D. Only when killed by a [temperate frog](#).

E. Only when killed by a [warm frog](#).

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	Magma Cream ^{[A][B]}	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	Verdant Froglight ^[C]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
	Ochre Froglight ^[D]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
	Pearlescent Froglight ^[E]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

A. Only if magma cube size is medium or big.

- B. Only when *not* killed by a frog.
- C. Only when killed by a cold frog.
- D. Only when killed by a temperate frog.
- E. Only when killed by a warm frog.

- Large magma cube: 4 experience and 2-4 medium magma cubes
- Medium magma cube: 2 experience and 2-4 small magma cubes
- Small magma cube: 1 experience

Behavior

A magma cube seeks out any player or an iron golem within a spherical distance of 16 blocks. If it finds no enemy, it changes direction every 40 to 100 ticks (2 to 5 seconds) and jumps forward every 40 to 120 ticks (2 to 6 seconds). If it finds a target, the delay before jumping is $\frac{1}{3}$ as long (13 to 40 ticks), and the magma cube changes direction directly toward the target before jumping.

Magma cubes cannot be hurt by fall damage or burning, and are not slowed down by lava. They can swim upward in lava and leap above its surface.

Their jump height depends on their size (6 high for large). Their forward speed is twice that of most other mobs. They always make a distinct sound upon jumping up and landing, but no idle sounds.

When a magma cube is killed, it splits into 2-4 smaller magma cubes. Tiny magma cubes disappear when killed, like other mobs.

They can swim in water and attempt to stay on the surface. Like slimes, magma cubes starts taking drowning damage if submerged in water for 15 seconds, splitting into smaller cubes if possible.

Magma cubes take extra damage from powder snow, taking 5 (♥♥♥) every two seconds, unlike 1 (♥) for other mobs.

Unlike most mobs, magma cubes have no pathfinding ability, meaning that they do not avoid falling off cliffs and cannot go around walls, even when chasing a player. This behavior is shared by slimes.

When they are in lava, they hover and try to move to nearby land.

The eyes and yellow core of magma cubes are emissive with Vibrant Visuals.

Combat

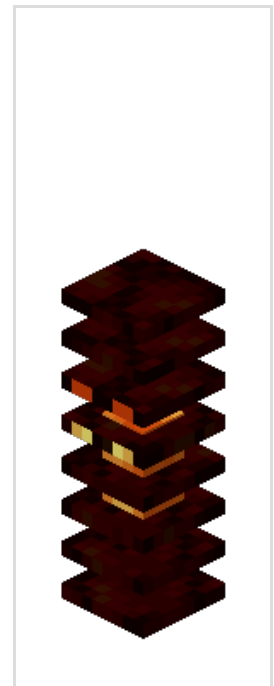
See also: *Tutorial:Combat § Magma cubes*

Magma cubes attack by jumping and attempting to land on the player, and cause damage when touched anywhere. As their jump rate is random, magma cubes can be hard to fight.

The health of a magma cube is its size squared; the attack strength is its size + 2, and the armor points are its size tripled.

A magma cube jumps a distance of approximately its length times 1.5 and a height equivalent to its size in blocks. This means that a large magma cube jumps 4 blocks in height and moves significantly quicker than a small magma cube, which jumps 2 blocks in height; while a tiny magma cube moves slowly and jumps 1 block in height.

Magma cubes continuously damage all players and iron golems they collide with (although damage immunity



Magma cube jumping.

reduces the actual damage to 1 attack every half second), equivalent to about twice as often as other mobs. Despite other mobs only damaging targets they specifically attack.^[1] This means that a large magma cube deals 12 (♥ × 6) of damage per second on normal difficulty. Unlike slimes, tiny magma cubes can deal damage to the player.

Sounds

Java Edition:

Sounds [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Slime attacks ^[sound 1]	Hostile Creatures	When a magma cube attacks something	entity.slime.attack ^[sound 1]	subtitles.entity.slime.attack ^[sound 1]	1.0	0.8-1.2	16
	Magma Cube dies	Hostile Creatures	When a non-small magma cube dies	entity.magma_cube.death	subtitles.magma_cube.death	Large: 1.2 Medium: 0.4	0.64-0.96	16
	Magma Cube dies	Hostile Creatures	When a small magma cube dies	entity.magma_cube.death_small	subtitles.magma_cube.death	0.0	1.12-1.68	16
	Magma Cube hurts	Hostile Creatures	When a non-small magma cube is damaged	entity.magma_cube.hurt	subtitles.magma_cube.hurt	Large: 1.2 Medium: 0.4	0.64-0.96	16
	Magma Cube hurts	Hostile Creatures	When a small magma cube is damaged	entity.magma_cube.hurt_small	subtitles.magma_cube.hurt	0.0	1.12-1.68	16
	Magma Cube squishes	Hostile Creatures	When a magma cube jumps	entity.magma_cube.jump	subtitles.magma_cube.squish	Large: 1.2 Medium: 0.4 Small:0.0	Non-small: 0.64-0.96 Small: 1.12-1.68	16
	Magma Cube squishes	Hostile Creatures	When a non-small magma cube lands	entity.magma_cube.squish	subtitles.magma_cube.squish	Large: 1.2 Medium: 0.4	1.0-1.5	16
	Magma Cube squishes	Hostile Creatures	When a small magma cube lands	entity.magma_cube.squish_small	subtitles.magma_cube.squish	0.0	1.0-1.5	16

- MC-98316 — Wrong subtitles caused by missing distinction

Bedrock Edition:


Sounds [hide]							
Sound	<div>Closed captions<div>[upcoming: BE26.0]</div></div>	Source	Description	Identifier	<div>Translation key<div>[upcoming: BE26.0]</div></div>	Volume	Pitch
	?	Hostile Mobs	When a magma cube dies	mob.magmacube.small	?	1.0	0.8-1.2
	?	Hostile Mobs	When a magma cube is damaged	mob.magmacube.small	?	1.0	0.8-1.2
	?	Hostile Mobs	When a non-small magma cube jumps or lands	mob.magmacube.big	?	1.0	0.64-0.96
	?	Hostile Mobs	When a small magma cube jumps or lands	mob.magmacube.small	?	1.0	0.64-0.96
<i>None</i>	<i>None</i> ^[sound 1]	<i>None</i>	When a magma cube attacks something	mob.attack	<i>None</i> ^[sound 1]	1.0	0.8-1.2
	?	Hostile Mobs	<i>Unused sound event</i>	mob.slime.attack	?	1.0	1.0

- Empty events do not have this parameter set.


Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Magma Cube	magma_cube	fall_damage_immune freeze_hurts_extra_types frog_food non_controlling_rider	entity.minecraft.magma_cube

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Magma Cube	magma_cube	42	magmacube mob monster	entity.magma_cube.name

Entity data

Magma cubes have entity data associated with them that contains various properties.

Java Edition:

Main article: Entity format

Entity data

Tags common to all entities

Tags common to all mobs






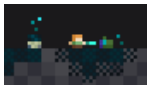
— **Size**: The size of the magma cube. Note that this value is zero-based, so 0 is the smallest magma cube, 1 is the next larger, etc. The sizes that spawn naturally are 0, 1, and 3.

— **wasOnGround**: 1 or 0 (true/false) - true if the magma cube is touching the ground.

Bedrock Edition:

See [Bedrock Edition level format/Entity format](#).





Achievements

[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Monster Hunter	Attack and destroy a monster.	Kill <i>one</i> of these 41 monsters : [show] Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		With Our Powers Combined!	Have all 3 froglights in your inventory	Acquire at least one of each pearlescent, verdant, and ochre froglights in your inventory at the same time.	30	Gold
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst , with the sole exception of the ender dragon . Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

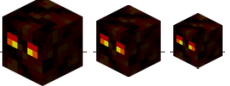
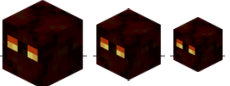

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	Monster Hunter	Kill any hostile monster	Kill <i>one</i> of these 41 monsters : [show] Other mobs may be killed, but are ignored for this advancement.	
	It Spreads	Kill a mob near a Sculk Catalyst	Kill <i>any</i> mob that drops experience near a sculk catalyst , with the sole exception of the ender dragon . Mobs that drop no experience are ignored for this advancement.	
	Monsters Hunted	Kill one of every hostile monster	Kill <i>each</i> of these 41 monsters : [show] Other mobs may be killed, but are ignored for this advancement.	
	With Our Powers Combined!	Have all Froglights in your inventory	Have a pearlescent, ochre, and verdant froglight in the inventory at the same time.	

Advancements that apply to all mobs:

[\[show\]](#)




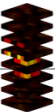
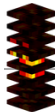
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


Java Edition

Java Edition [hide]		
1.0.0		 Added magma cubes.
	Beta 1.9 Prerelease	<i>"It started out as a retexturing of the Slime for the Nether - it was just going to be a Lava Slime. But then when I named it that, I felt it was a bit lazy to retexture a mob. I wanted to make it more unique. I can't really remember how I came up with the idea to have a layered block, but it's one of my favourite mobs now. It really intrigues me. It doesn't stand out in any particular way - I just really like it! You can use Magma Cream [an item Magma cubes drop] to brew Fire Resistance potions."</i> -Jeb ^[2]
	Beta 1.9 Prerelease 2	Magma cubes have been made quite rare. Here are the current spawning rules for magma cubes. Big magma cubes require a $3 \times 2\frac{1}{2} \times 3$ space to spawn, small magma cubes require a $3 \times 2 \times 3$ space, and tiny magma cubes require a $1 \times 2 \times 1$ space (or $1 \times 1 \times 1$ if the upper block is not opaque). ^[3]
	RC1	Magma cubes have been given <u>sounds</u> .
1.1	release	Large and small magma cubes now drop <u>magma cream</u> .
1.3.1	12w18a	Magma cubes no longer show their animation in <u>singleplayer</u> , due to singleplayer being a local server.
	12w23a	Magma cubes now show their animation in <u>multiplayer</u> .
1.8	14w06b	Magma cubes can now <u>swim</u> as a result of the update to the new AI.
		Magma cubes now randomly change direction every so often, reducing the chance of them getting stuck at walls or corners.
		Magma cubes now randomly despawn over time if no <u>player</u> is within a 32 block range.
		The jumping mechanics of magma cubes have been changed. How far they jump now corresponds to the length of their size; they jump approximately 1.5 times their current length. For example, a tiny size 1 magma cube jumps slowly, while a large size 4 magma cube jumps farther. Also, when attacking, magma cubes turn their whole body to face the <u>player</u> .
1.10	16w20a	Magma cubes now spawn almost twice as often in the general <u>Nether</u> (rate is now $\frac{2}{153}$, was $\frac{1}{151}$).
1.14	18w43a	 The textures of magma cubes has now been changed.
	18w44a	 The model of the magma cubes have now slightly tweaked. The color channel of transparent pixels are now filled to black.
	19w08a	Hitbox side length for sizes 0, 1, 3 (small, medium, big) changed from 0.51, 1.02, 2.04 to 0.5202, 1.0404, 2.0808, respectively.
	19w12a	Magma cubes now hop on the surface of the lava instead of swim.
1.14.3	pre4	Magma cubes now hover over the surface of the lava.
1.16	20w06a	Small cubes now have moving sounds again. ^[4]
	20w15a	Magma cubes now spawn in <u>basalt deltas</u> biome.
	20w16a	Magma cube spawners now generate in <u>bastion remnants</u> .
	?	Their spawning rules were changed.
1.17	21w13a	Magma cubes now take extra damage when <u>freezing</u> .
	pre1	Magma cubes no longer interact with the player. ^[5]
	pre2	Magma cubes now interact with the player again. ^[5]
1.19	22w11a	Magma cubes now drop froglights when killed by a frog.
1.20	23w18a	Magma cubes are now affected by the <u>Jump Boost</u> effect. ^[6]
1.20.2	23w33a	The sounds of magma cubes are now controlled by the "Hostile Creatures" instead of the "Friendly Creatures" sound slider. ^[7]
1.20.5	24w03a	Hitbox side length for sizes 0, 1, 3 (small, medium, big) changed from 0.5202, 1.0404, 2.0808 to 0.52, 1.04, 2.08, respectively.




<u>1.21.4</u>	<u>24w44a</u>	The magma cube texture layout has been changed as the texture's UV mapping has been updated.
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Bedrock Edition

Pocket Edition Alpha			[hide]
<u>v0.11.0</u>	<u>build 1</u>	 Added magma cubes.	
		Magma cubes are currently unobtainable in-game without hacking.	
	<u>build 8</u>	Magma cubes can now be spawned using <u>spawn eggs</u> .	
<u>v0.12.1</u>	<u>build 1</u>	Magma cubes now spawn naturally.	
		  Magma cubes now split into smaller cubes when killed.	
<u>v0.14.0</u>	<u>build 1</u>	Magma cube cores now glow from  to  .	

Bedrock Edition			[hide]
<u>1.10.0</u>	<u>beta 1.10.0.3</u>	   The textures of magma cubes has now been changed.	
<u>1.16.0</u>	<u>beta 1.16.0.57</u>	Magma cubes now spawn in <u>basalt deltas</u> .	
	<u>beta 1.16.0.59</u>	Magma cube spawners now generate in <u>bastion remnants</u> .	
<u>1.17.0</u>	<u>beta 1.16.230.54</u>	Magma Cubes now take extra damage when <u>freezing</u> .	
<u>1.17.30</u>	<u>beta 1.17.30.20</u>	Medium magma cubes hitboxes now corrected and matches <u>Slime</u> . ^[8]	
<u>1.18.10</u>	<u>beta 1.18.10.26</u>	Magma cubes now drop froglights when killed by a frog behind the "Wild Update" experimental toggle.	
<u>1.18.20</u>	<u>Preview 1.18.20.28</u>	Small magma cubes now deal 3 (♥♥) damage instead of 2 (♥) on normal mode.	
<u>1.20.10</u>	<u>Preview 1.20.10.20</u>	Magma cubes are now affected by the <u>Jump Boost</u> effect.	
<u>1.21.80</u>	<u>Preview 1.21.80.20</u>	A magma cube named with a <u>name</u> tag now produces smaller magma cubes with the same name when it dies.	

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
<u>TU7</u>	<u>CU1</u>	<u>1.00</u>	<u>1.00</u>	<u>1.00</u>	<u>Patch 1</u>	<u>1.0.1</u>	   Added magma cubes.
							Magma cubes drop <u>magma cream</u> , a feature from Java Edition 1.1.
<u>?</u>	<u>?</u>	<u>?</u>	<u>?</u>	<u>?</u>			Magma cubes no longer visibly catch fire when going into fire or lava.
<u>TU43</u>	<u>CU33</u>	<u>1.36</u>	<u>1.36</u>	<u>1.36</u>	<u>Patch 13</u>		Magma cubes now spawn almost twice as often in the general <u>Nether</u> (rate is now ² / ₁₅₃ , was ¹ / ₁₅₁). ^[<i>verify</i>] ^[<i>is this the correct version?</i>]

New Nintendo 3DS Edition

<i>New Nintendo 3DS Edition</i> [hide]	
0.1.0	<div></div> Added magma cubes.

Data history

Java Edition

<i>Java Edition</i> [hide]		
1.11	16w32a	The entity ID has been changed from LavaSlime to magma_cube.
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version. ^{[<i>more information needed</i>]}

Bedrock Edition

<i>Pocket Edition</i> [hide]		
1.1.0	alpha 1.1.0.0	The entity ID has been changed from lavaslime to magma_cube.

Issues

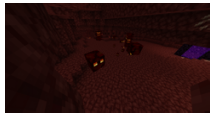
Issues relating to "Magma Cube" are maintained on the bug tracker. Issues should be reported and viewed there (https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Magma%20Cube%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- When a larger magma cube that has a name dies, the smaller magma cubes it spawns also have the same name, just like slimes.
- According to a minecraft.net article, magma cubes don't actually attack the player like other mobs, but instead, their heat is dangerous when close.^[9]
- Magma cube is the only mob native to the Nether that can truly swim in water.
 - Zombified piglins, skeletons, and wither skeletons sink in water.
 - Piglins, piglin brutes and hoglins sink in water and drown.
 - Endermen, blazes, and striders take damage in water immediately.

Gallery

Screenshots



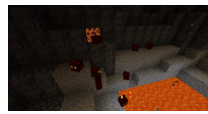
Magma cubes.



Size comparison between a large magma cube and a player.



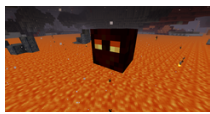
They emit the same flame particles as a mob spawner upon landing.



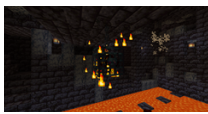
A group of small magma cubes.



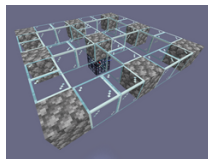
A separated magma cube. Note the lava core.



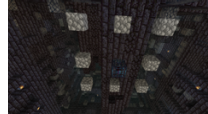
A magma cube leaping out of lava.



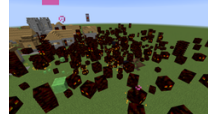
A magma cube spawner inside a bastion remnant.



A magma cube spawner completely disabled with 9 solid blocks in Java Edition.

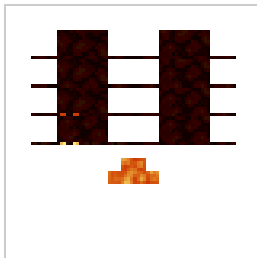


A magma cube spawner in a bastion remnant, being disabled with solid blocks.



A large number of magma cubes in a superflat world.

Textures



Magma cube texture file.

In other media



The magma cube page from the Mobestiary.



Lego Minecraft Magma cube.

1. MC-131426 — Big Slimes have little to no Attack Cooldown (compared to other mobs)
2. <https://www.minecraft.net/en-us/article/meet-magma-cube>
3. <http://www.minecraftforge.net/topic/385523-slime-spawning/>
4. MC-97958 — Small slime has no jump or squish sound — resolved as "Fixed".
5. MC-225911 — Slimes and magma cubes not interacting with player. — resolved as "Fixed".
6. MC-48923 — Slime/magma cubes not affected by jump boost potion effect — resolved as "Fixed".
7. MC-118616 — The sounds of magma cubes and slimes aren't controlled by the "Hostile Creatures" sound slider — resolved as "Fixed".
8. MCPE-132159 — Medium magma cube hit box is too small — resolved as "Fixed".
9. "Visit the Nether!" (<https://www.minecraft.net/en-us/article/visit-nether->) by Duncam Geere – [Minecraft.net](https://www.minecraft.net), October 11, 2019.

- Meet the Magma Cube (<https://www.minecraft.net/en-us/article/meet-magma-cube>) – Minecraft.net on February 21, 2017

Entities		[hide]
Mobs		[hide]
Passive	Allay Armadillo Axolotl Bat Camel Camel Husk Cat Chicken	
	Cod Copper Golem Cow Donkey Frog Glow Squid Happy Ghost	
	Horse Mooshroom Mule Ocelot Parrot Pig Rabbit Salmon	
	Sheep Skeleton Horse Sniffer Snow Golem Squid Strider Tadpole	
	Tropical Fish Turtle Villager Wandering Trader Zombie Horse	
Neutral	BE & edu only Agent NPC	
	Bee Cave Spider Dolphin Drowned Enderman Fox Goat	
	Iron Golem Llama Nautilus Panda Piglin Polar Bear Pufferfish	
	Spider Trader Llama Wolf Zombie Nautilus Zombified Piglin	
	Blaze Bogged Breeze Creaking Creeper Elder Guardian Endermite	
Hostile	Evoker Ghast Guardian Hoglin Husk Magma Cube Parched	
	Phantom Piglin Brute Pillager Ravager Shulker Silverfish Skeleton	
	Slime Stray Vex Vindicator Warden Witch Wither Skeleton Zoglin	
	Zombie Zombie Villager	
	Bosses Ender Dragon Wither	
Mob types	Animal Aquatic Arthropod Illager Monster Undead	
	Jockey Camel Husk Chicken Hoglin Ravager Skeleton Horseman	
	Spider Strider Zombie Horseman Zombie Nautilus Mob variants	
Other	Mob conversion	
Other entities		[show]
Unimplemented		[show]
Joke		[show]

This page was last edited on 1 January 2026, at 14:19.

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