Mule S   re article feedback

v t E*or other uses, see Horse (disambiguation).*

This article would benefit from the addition of isometric renders.
Please remove this notice once you have added suitable isometric renders to the article.
The specific instructions are:
Update the render of saddled mules, as its saddle texture was changed in Java Edition 1.19.4 and Bedrock Edition 1.19.60 to align with the horse texture.

A **mule** is a passive mob created by breeding a horse and a donkey together. It is very similar to a donkey, except it cannot breed.

Contents

Mule		
Adult Saddled Chested		
Saddled Chested Baby		

Health points	15 (× 7.5) to 30 (× 15)
Behavior	Passive
Mob type	Animal
Hitbox size	In *Java Edition*: **Adult:** Height: 1.6 blocks Width: 1.3965 blocks **Baby:** Height: 0.8 blocks Width: 0.6982 blocks In *Bedrock Edition*: **Adult:** Height: 1.6 blocks

	Width: 1.4 blocks **Baby:** Height: 0.8 blocks Width: 0.7 blocks
Spawn	When a horse and donkey breed
Usable items	Saddle Chest plus contents Lead Shears Sugar Wheat Apple Carrot Golden Carrot Golden Apple Enchanted Golden Apple Hay Bale

Spawning

Mules do not spawn naturally, but a mule can spawn through cross-breeding a horse with a donkey. Mules cannot breed with other mules.

20% of mule spawn eggs produce baby mules.

Appearance

Mules are the offspring of horses and donkeys and are closer to (but not quite) the size of a horse. Their ears, coats, and manes are like those of a donkey, though mules' coats are darker and reddish-brown. Like donkeys, mules cannot be equipped with armor but can be equipped with chests. Mules cannot have babies, much like mules in real life.

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			**Looting I**			**Looting II**			**Looting III**		
Leather	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
Leather	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00

- 1–3, when killed by a player or tamed wolf.
- If equipped with a chest or saddle, they drop those items, as well as any contents of the chest.

Killing a baby mule yields no items nor experience.

Behavior

Similar to horses and donkeys, mules roam idly, occasionally stopping to rear, swish their tails, or lower their heads as though eating the grass. Unlike sheep, the eating animation does not actually cause any grass to be consumed. Mules turn to look at any player that comes near. Any mule, even a wild one, may be attached to a lead. However, if the player attempts to saddle an untamed mule, it rears and flails its front hooves.

Mules can safely fall 6 blocks before they begin to accumulate fall damage, unlike most mobs, which can only safely fall 3 blocks. Mules also take half of the normal fall damage (rounded up) that most other mobs take (0.5 (❤ × 0.25) damage per block over the safe distance instead of 1 (❤)). If an entity is riding a mule, they receive the same fall damage as the mule.

Mules, like most mobs, can ride in a minecart. Similarly to horses and donkeys, adult mules cannot ride a boat, but babies can. Also like horses and donkeys, mules have a $\frac{1}{900}$ chance to regenerate 1 (❤) health point each game tick.[*verify for Bedrock Edition*].

Taming

Adult mules can be tamed: with an empty hand, mount the mule repeatedly; when it no longer bucks the player and shows hearts, it is tamed. It is necessary to tame a mule in order to give it equipment or ride it for any length of time.

Taming depends on the mule's "temper". Mules begin with a temper of 0 out of 100. When a player is riding the mule, a random number between 0 and 99 is chosen. The mule becomes tame if this number is less than the temper, otherwise, the temper is increased by 5 and the player is bucked off. Temper can also be increased by feeding the mule.

While riding an untamed mule, a galloping sound is audible, more or less rapid to give a general idea of the mule's speed.

Like all tamed animals, a death message is displayed to their owner if they are killed.

[*Bedrock Edition only*]

Breeding

Like their real-life counterparts, mules in *Minecraft* cannot produce offspring. The only way to produce a mule (other than using a spawn egg) is to cross-breed a horse with a donkey.

Food

Feeding a mule food can alter its behavior, cause it to grow (if it is not yet an adult; baby mules normally take 20 minutes to fully mature if not fed), and/or restore its health. The table below lists the effects of the various foods mules eat.

To feed a mule, hold a valid food item and press <u>use</u> on the mule. If the food is invalid, the player simply mounts the mule. Mules can be fed only when feeding would have an effect, similar to other animals.

3

Food	Heals	Speeds growth by	Increases temper	Notes
⬦ **Sugar**	1 (❤)	30 sec (600 ticks)		
🌾 **Wheat**	2 (❤)	20 sec (400 ticks)		
🍎 **Apple**	3 (❤❤)	1 min (1200 ticks)	+3	
🥕 **Carrot**				
🥕 **Golden carrot**	4 (❤❤)	1 min (1200 ticks)		
🍎 **Golden apple**	10 (❤❤❤❤❤)	4 min (4800 ticks)	+10	
🍎 **Enchanted golden apple**				
🟨 **Hay bale**	20 (❤ × 10)	3 min (3600 ticks)	N/A	In *Bedrock Edition*, adult mules with full health cannot be fed.

Statistics

> *See also: Tutorial:Horses*

Mules have three "equine stats" that vary from mule to mule: health, (maximum) movement speed, and jump strength. These stats are created once the mule is born or spawned, and are not affected by food.

Spawned values

When spawned in any way except breeding – for instance, using commands or using spawn eggs – mules are assigned their stats within certain ranges, specific according to their horse type.

Health

A mule's health ranges from 15–30, but tends toward the average of 22–23. Displayed hearts are health, divided by two, rounded down. A mule with a non-even number of health points (15, 17, 19, etc.) does not show the last half-heart. So if a mule has 15 health (♥♥♥♥♥♥♥♥), its health bar will only display 14 health (♥♥♥♥♥♥♥). And if the mule took 3 (♥♥) damage, it would have 12 health left ♥♥♥♥♥♥♥, but it would seem like it only took 2 (♥), since the bar only shows 2 points of damage.

Movement speed

Spawned mules' speed is always 0.175; the player's normal walking speed is 0.1. The speed listed does not include any status effect that affects the speed of a horse or a player. Bred mules have speed between 0.1125 and 0.3375 based on their parent's speeds, like all other horse breeding. See Horse#Movement speed.

See *transportation* to compare the speeds of various transportation methods.

Jump strength

Spawned mules' jump strength is usually 0.5, which is enough to clear 1 $\frac{9}{16}$ blocks. Jump strengths between 0.4 and 1.0 can be found in bred mules, depending on the statistics of the parents (as explained later).

Bred values

When breeding a horse and a donkey, the baby's stats are determined by a variation of the average of both parents' stats, randomly determined as horses' stats are.

Usage

See also: Transportation

Tamed and saddled mules can be used as a means of transportation in the game. Mules float on water when being controlled by a player.

Mules can be equipped with chests and used as pack animals. They can be pulled along and tied up using a lead.

Equipment

Tamed mules have the following slots available:

- Saddle slot: for equipping a saddle.

- An additional 15 inventory slots, *provided* the mule has been equipped with a chest.

A saddle can be equipped on a mule by holding it and then using on the mule, or by accessing its inventory. A mule's inventory can be accessed by mounting the mule and using inventory control, or by sneaking and then using or pressing the "open inventory" button [*Bedrock Edition only*] on the mule. The saddle can be removed by either removing it from the mule's inventory or by using shears on the

mule.

A mule starts out with just a saddle slot, but if it is given a chest, it acquires 15 more inventory slots that can hold any items. Chests can be given to a mule by using it with the chest in hand, and the chest cannot be removed except by killing the mule. Upon death, the mule drops the attached chest and its contents.

Baby mules cannot be equipped with anything.

GUI of a mule.

Riding

> *Main article: Riding*

Once a mule is tamed and saddled, the player can control it with standard directional controls, jump, and the mouse. The player dismounts using the dismount control.

A ridden saddled mule automatically runs up any one block high slope. The mule and rider can safely fit through a space as low as 2.75 blocks high. Lower clearance risks suffocating the rider if the rider's head enters a non-transparent block. The mule itself can enter gaps as low as 1.625 blocks high, but may itself take suffocation damage when clearance is less than 1.75 blocks. Mules cannot fit through a 1-block-wide gap.

The maximum speed of mules, when created by breeding a horse and a donkey, varies between 4.74 blocks/second and 14.23 blocks/second (compared to the player's walking speed, which is about 4.3 blocks/second). About 68% of mules are able to go faster than a minecart. Any mule spawned with its spawn egg always has a speed of 7.38 blocks/second, which is slower than a minecart at full speed. Mules are slow-moving backward, and about as fast as the player when moving sideways.

Ridden saddled mules have the ability of "jumping charging". When the player rides them, the experience bar on HUD is replaced by jumping charging bar. A ridden saddled mule can be made to jump and holding the control charges for a higher leap. Mules are not affected by jump boost beacons or potions.

Sounds

Mules share the same sounds as donkeys.

Java Edition:

						Sounds			[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**
	Mule hee-haws	Friendly Mobs	Randomly	`entity .mule .ambient`	`subtitles .entity .mule .ambient`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Mule neighs	Friendly Mobs	When a player is bucked off by a mule or attempts to feed a mule an invalid item	`entity .mule .angry`	`subtitles .entity .mule .angry`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Mule Chest equips	Friendly Mobs	When a mule equips a chest	`entity .mule .chest`	`subtitles .entity .mule .chest`	1.0	0.8-1.2	16
	Mule dies	Friendly Mobs	When a mule dies	`entity .mule .death`	`subtitles .entity .mule .death`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Mule eats	Friendly Mobs	When a mule eats an item	`entity .mule.eat`	`subtitles .entity .mule.eat`	1.0	0.8-1.2	16
	Mule jumps	Friendly Mobs	When a mule begins a leap	`entity .mule.jump`	`subtitles .entity .mule.jump`	0.4	1.0	16
	Something fell	Friendly Mobs	When a mule falls from more than 1 block	`entity .horse .land`	`subtitles .entity .generic .big_fall`	0.4	1.0	16
	Mule hurts	Friendly Mobs	When a mule is damaged	`entity .mule.hurt`	`subtitles .entity .mule.hurt`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Footsteps	Friendly Mobs	While a mule is walking	`entity .horse .step`	`subtitles .generic .block .footsteps`	Block-Dependent [sound 1]	Block-Dependent [sound 1]	16
	Footsteps	Friendly Mobs	While a mule is walking on wood	`entity .horse .step_wood`	`subtitles .generic .block .footsteps`	Block-Dependent [sound 1]	Block-Dependent [sound 1]	16
	Saddle equips	Friendly Mobs	When a mule equips a saddle	`entity .horse .saddle`	`subtitles .entity .horse .saddle`	0.5	1.0	16

	Saddle snips away	Friendly Mobs	When a saddle is removed from a mule using shears	`item .saddle .unequip`	`subtitles .item .saddle .unequip`	0.5	1.0	16

1. See block sound type

Bedrock Edition:

Sounds							[hide]
Sound	**Closed captions** [*upcoming: BE 26.0*]	**Source**	**Description**	**Identifier**	**Translation key** [*upcoming: BE 26.0*]	**Volume**	**Pitch**
	?	Friendly Mobs	Randomly	`mob.horse .donkey .idle`	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a player is bucked off by a mule	`mob.horse .donkey .angry`	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a mule equips a chest	`mob.horse .armor`	?	0.8	0.8-1.2
	?	Friendly Mobs	When a mule dies	`mob.horse .donkey .death`	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a mule eats an item	`mob.horse .eat`	?	0.5-1.5	0.8-1.2
	?	Friendly Mobs	When a mule begins a leap	`mob.horse .jump`	?	0.4	1.0
	?	Friendly Mobs	When a mule falls from more than 1 block	`mob.horse .land`	?	0.4	1.0
	?	Friendly Mobs	When a mule is damaged	`mob.horse .donkey.hit`	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	While a mule is walking	`mob.horse .soft`	?	0.45	0.9-1.1
	?	Friendly Mobs	While a mule is walking on wood[sound 1] or is being ridden	`mob.horse .wood`	?	0.45	0.9-1.1
	?	Friendly Mobs	When a mule equips a saddle	`mob.horse .leather`	?	0.5	1.0
	?	Friendly Mobs	When a saddle is removed from a mule using shears	`mob .unsaddle`	?	1.0	1.0

1. Except for stems, Nether wood, cherry wood, and bamboo wood due to MCPE-165012

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
⊩ Mule	mule	can_equip_saddle dismounts_underwater followable_friendly_mobs	entity.minecraft.mule

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
⊩ Mule	mule	25	mob mule	entity.mule.name

Entity data

Mules have entity data associated with them that contain various properties.

Java Edition:

> *Main article: Entity format*

Entity data

Additional fields for mobs that can breed
Tags common to all entities
Tags common to all mobs

└─ **Bred**: 1 or 0 (true/false) – Unknown. Remains 0 after breeding. If true, causes it to stay near other horses with this flag set.

└─ **EatingHaystack**: 1 or 0 (true/false) – true if the mob is eating grass.

└─ **Owner**: The UUID of the entity that tamed the mob, stored as four ints. Has no effect on behavior. Does not exist if there is no owner.

└─ **Tame**: 1 or 0 (true/false) – true if the mob is tamed.

└─ **Temper**: Ranges from 0 to 100; increases with feeding. Higher values make a mob easier to tame.

└─ **ChestedHorse**: 1 or 0 (true/false) - true if the horse has chests. A chested horse that is not a donkey or a mule crashes the game.

└─ **Items**: List of items. Exists only if ChestedHorse is true.

└─ An item, including the Slot tag. Slots are numbered 2 to 16 for donkeys and mules, and none exist for all other horses.

An item

Bedrock Edition:

> See Bedrock Edition level format/Entity format.

Achievements

| Icon | | Achievement | In-game description | Actual requirements (if different) | Gamerscore earned | Trophy type (PS) |
PS4	Other					
		Cow Tipper	Harvest some leather.	Pick up leather from the ground or via fishing.	15	Bronze
		Artificial Selection	Breed a mule from a horse and a donkey.	—	30	Bronze
		Saddle Up	Tame a horse.	—	20	Bronze
		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]
	It Spreads	Kill a mob near a Sculk 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 advancement.
	The Parrots and the Bats	Breed two animals together	Breed a pair of *any* of these 27 animals: [show] A mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.
	Best Friends Forever	Tame an animal	Tame *one* of these 11 tameable animals: Cat Donkey Horse Llama Mule Nautilus Parrot Trader Llama Wolf Zombie Horse Zombie Nautilus Skeleton Horse can be tamed in the same way as a regular horse to gain this advancement with the ride command.
	Two by Two	Breed all the animals!	Breed a pair of *each* of these 26 animals: [show] A trader llama does not count as a llama, and a mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.

Advancements that apply to all mobs:

[show]

Videos

History

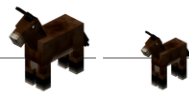ℹ️ **This section is missing information about: Did saddles always show up on invisible mules? If not, when did this change? Remember to include any relevant bug reports.**
Please expand the section to include this information. Further details may exist on the talk page.

Java Edition

Java Edition			[hide]
1.6.1	13w16a	Added mules, assisted by DrZhark (John Olarte), creator of the Mo' Creatures (https://www.curseforge.com/minecraft/mc-mods/mo-creatures) mod, whose horses are a baseline for Minecraft's mule models.[1]	
		Added leads, which can be used to leash tamed mules.	
	13w16b	Mules are now slower.	
		The gliding of mules has been reduced.	
	13w18a	Horse saddles have been removed. Mules are now controlled using the saddle.	
	13w19a	Access to the mule inventory by sneaking and interacting has been enabled.	
	13w21a	Added new GUI for mules, to control their saddles and inventories.	
	13w22a	Added new sound effects for mules.	
		Untamed mules can now be leashed.	
	Release	Mules can now be fed with golden carrots in addition to both types of golden apples.	
1.8	14w26c	Mules can no longer be fed bread for taming, healing, or growing.	
		Wheat's acceleration of baby mule growth has been reduced.	
	14w28b	Baby mules appear adult sized.	
1.8.1	pre1	Baby mules no longer appear adult sized unless they are fed. Reloading the world makes them appear as babies again.	
1.9	15w47a	Feeding baby mules no longer makes them appear adult sized. This also means that mules now no longer gradually grow in size as they age.	
	15w47b	Added sounds for mules eating food given by a player.	
1.10	16w20a	Added mule spawn egg.	
	pre2	The mule spawn egg has been removed.	
1.11	16w32a	The mule spawn egg has been re-added.	
1.13	17w45a	The models of mules have been changed.	
	17w46a	[verify] The new models of mules have been slightly tweaked.	
	18w03a	The models of mules have been updated again.	
1.14	18w43b	Changed texture.	
1.16	20w15a	Tamed mules can now be saddled by dispensers.	
		Dispensers can now put chests on tamed mules.	

1.18	**experimental snapshot 6**	Mules now follow players that are holding golden carrots, golden apples, or enchanted golden apples.
1.19.4	**23w03a**	The texture of the mule saddle has been changed to fix some incorrectly colored pixels, in order to match the horse saddle texture.
	23w07a	The speed, jump height and health of a baby is now a variation of the average of the parents' attributes, rather than being biased toward the average possible value.
1.20.5	**24w09a**	Added sound event `entity.mule.jump` to replace `entity.horse.jump`.[2]
1.21.5	**25w03a**	The mule's saddle is now an overlay texture, separate from the mule's main texture.
		Saddles now show up on invisible mules.[3]
		Saddles now show the enchantment glint on the mule when enchanted.
1.21.6	**25w20a**	Saddles can now be removed from mules using shears.
	25w21a	Mules can now be fed carrots for taming, healing, and growing.
1.21.11	**25w44a**	Mules no longer sink in water when ridden by the player.
	25w46a	Mules no longer panic if controlled by other mobs.

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.15.0	build 1	Added mules.	
v0.16.0	build 1	Mules can now be fed using enchanted golden apples.	
Bedrock Edition			[hide]
1.2.5	release	Mules no longer follow players that are holding food.	
1.2.6	beta 1.2.6.2	The models of mules have been changed to Java Edition 17w45a's mule models.	
1.10.0	beta 1.10.0.3	[verify] Changed the textures of the mules.	
1.19.60	Preview 1.19.60.25	The texture of the mule saddle has been changed to fix some incorrectly colored pixels, in order to match the horse saddle texture.	
1.20.10	Preview 1.20.10.20	Mules now follow players that are holding golden carrots, golden apples, or enchanted golden apples.	
1.21.90	Preview 1.21.90.25	Saddles can now be removed from mules using shears.	
	Preview 1.21.90.26	A sound now plays when removing a saddle from an mule using shears.	
		Mules can now be fed carrots for taming, healing, and growing.	
1.21.130	Preview 1.21.130.24	Mules no longer sink in water while being ridden by a player.	
Upcoming Bedrock Edition			[hide]
26.0	Preview 26.0.23	Mules now no longer gradually grow in size as they age, matching *Java Edition*.	

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU19	**CU7**	**1.12**	**1.12**	**1.12**	**Patch 1**	**1.0.1**	Added mules.	
TU22	**CU10**	**1.15**	**1.15**	**1.15**			Added quick move to the mule inventory.	
TU31	**CU19**	**1.22**	**1.22**	**1.22**	**Patch 3**		Baby mule growth can now be accelerated using wheat.	
TU43	**CU33**	**1.36**	**1.36**	**1.36**	**Patch 13**		Added sounds for mules.	
TU60	**CU51**	**1.64**	**1.64**	**1.64**	**Patch 30**	**1.0.11**	The models of mules have been changed to Java Edition 17w45a's mule models.	
			1.90				Changed texture.	

New Nintendo 3DS Edition

New Nintendo 3DS Edition	[hide]
0.1.0	Added mules.

Data history

Java Edition			[hide]
1.11	**16w32a**	Mules now have a separate ID from horses: `mule`.	
1.13	**17w47a**	Numeric IDs for entities were presumably deprecated in this version.[*more information needed*]	
1.21.5	**25w03a**	Unified the **SaddleItem** into the new **equipment.saddle** slot.	

Issues

Issues relating to "Mule" 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%22Mule%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- A "mule" specifically refers to the offspring of a male donkey (jack) and a female horse (mare).

The offspring of a female donkey (jenny) and a male horse (stallion) is called a "hinny". However, because mules are much more common than hinnies, "mule" can colloquially refer to any donkey-horse hybrid.

- Mules are the only hybrid mobs in Minecraft.

Gallery

Screenshots
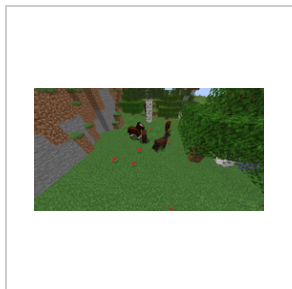
A herd of various horses and a baby mule.

A donkey and a mule.

Textures
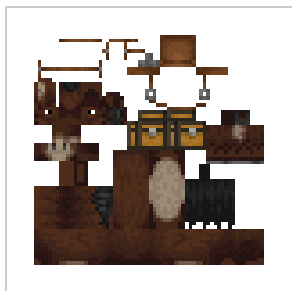
Mule texture file.

See also

- Donkey
- Horse
- Zombie Horse
- Skeleton Horse
- Llama

References

1. "Also big thanks to @DrZhark, the creator of Mo' Creatures, that have assisted us to make it happen!" (https://twitter.com/jeb_/status/319938276003827712) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), April 4, 2013

2. MC-98316 — Wrong subtitles caused by missing distinction
3. MC-13738

External links

- Mule article on Wikipedia

Navigation

	Entities	[hide]
	Mobs	[hide]
Passive	Allay · Armadillo · Axolotl · Bat · Camel · Camel Husk · Cat · Chicken · Cod · Copper Golem · Cow · Donkey · Frog · Glow Squid · Happy Ghast · 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 *BE* & *edu* only Agent · NPC	
Neutral	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	
Hostile	Blaze · Bogged · Breeze · Creaking · Creeper · Elder Guardian · Endermite · 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	
Other	Jockey (Camel Husk · Chicken · Hoglin · Ravager · Skeleton Horseman · Spider · Strider · Zombie Horseman · Zombie Nautilus) · Mob variants · Mob conversion	
	Other entities	[show]
	Unimplemented	[show]
	Joke	[show]

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