

**Ocelot** [Share article feedback](#)

**v t** For the tameable mob split from the ocelot, see Cat. For other uses, see Cat (disambiguation).

An **ocelot** is a trustable passive mob found in jungles. They run away from nearby players, but their trust can be gained by feeding them raw cod or raw salmon. Creepers, as well as phantoms in *Bedrock Edition*, stay away from ocelots.

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| Ocelot  |  |
|---|--|
|   | <u>Adult</u> Baby  |
|  |  |
|  |  |
| Health points   | 10 (❤❤❤❤❤❤❤❤❤❤)  |
| Behavior  | Passive  |
| Mob type  |  Animal<br> Monster <sup>[JE only]</sup> <sup>[1]</sup>  |
| Attack strength   | 3 (❤❤) against chickens and baby turtles only  |
| Hitbox size   | <b>Adult:</b><br>Height: 0.7 blocks<br>Width: 0.6 blocks<br><b>Baby:</b><br>Height: 0.35 blocks<br>Width: 0.3 blocks   |
| Speed   | 0.3  |
| Spawn   |  Jungle<br> Bamboo Jungle <sup>[BE only]</sup><br> Sparse Jungle <sup>[BE only]</sup> |
| Usable items  |  Raw Cod<br> Raw Salmon<br> Lead  |

Navigation

## Spawning

Ocelots spawn above grass blocks in jungle biomes at the world's sea level (Y-level 63 per default). Ocelots spawn in groups of 1-3<sup>[*JE only*]</sup> or 1-2<sup>[*BE only*]</sup> adult ocelots 95% of the time or as babies 5% of the time. There is a small chance for two baby ocelots to spawn when an adult ocelot spawns naturally. Ocelots can spawn at a light level of 7 and above and are found in all kinds of jungle biomes in *Bedrock Edition*. In *Java Edition*, ocelots spawn as part of the "monster" group; as a counterbalance, there is a <sup>1</sup>⁄3 chance for a spawn attempt to fail in jungles and spawning does not occur in bamboo jungles or sparse jungles. Because of this, while ocelots are passive animal mobs, they cannot spawn at all on Peaceful difficulty.<sup>[1]</sup> Even though ocelots spawn as part of the "hostile" mob cap, they are not restricted to spawn within 128 blocks of the player, but will spawn like passive mobs in chunks close to the player.

Ocelot spawns in:  [hide]

| Category: <div>Monster<sup>[<i>JE only</i>]</sup><div>Creature<sup>[<i>BE only</i>]</sup></div></div>                 | <i>Java Edition</i>  |              |            | <i>Bedrock Edition</i> |            |
|---|--|--------------|------------|------------------------|------------|
| Spawn area  | Spawn weight   | Spawn chance | Group size | Spawn weight           | Group size |
|  <u>Jungle</u> <sup>[note 1]</sup> | <span><span><span>2</span><span>/</span><span>517</span></span></span> | 0.39%        | 1–3        | 30                     | 1–2        |
|  <u>Sparse Jungle</u>              | —  | —            | —          | 30                     | 1–2        |
|  <u>Bamboo Jungle</u>              | —  | —            | —          | 30                     | 1–2        |

- MC-1788<sup>[*Java Edition only*]</sup>

## Drops

### On death

Adult ocelots drop   1–3 experience orbs when killed by a player or tamed wolf. Killing a baby ocelot yields no experience.

### Breeding

Upon successful breeding,   1–7 is dropped.

## Behavior

Ocelots are immune to fall damage, but still avoid falls. Similar to foxes, ocelots attack chickens and baby turtles they see within 15 blocks. Like cats, they sneak and stalk their prey until they

are within 4 blocks, then chase it down. They can kill through a fence, fence gate, or door if they are against it.

Creepers stay six blocks away from ocelots. A creeper within this range that has begun its detonation does not flee unless the player leaves its blast radius. Phantoms stay 16 blocks away from ocelots in *Bedrock Edition*.



With the exception of a faster movement rate, baby ocelots have the same behavior as adults.

Ocelots are one of the few mobs that can sprint, and they sprint away from nearby players in Survival or Adventure mode.

Ocelots approach players holding raw cod or raw salmon within 10 blocks. If the player moves, turns their head too quickly, or stops holding the item while within 6 blocks, the ocelot flees and does not attempt to approach the player again for a few seconds.

Ocelots cannot be tamed. Instead, a player can gain an ocelot's trust by feeding it raw cod or salmon until heart particles show, causing it to no longer flee from players. Each food item has a  $\frac{1}{3}$  chance of gaining the ocelot's trust.

In *Bedrock Edition*, ocelots that are trusting do not despawn. In *Java Edition*, trusting ocelots despawn like other mobs when beyond 128 blocks from the player unless named or in a boat.

## Breeding

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*Main article: Breeding*

When a trusting ocelot is fed raw cod or raw salmon, it enters love mode. In *Bedrock Edition*, breeding creates a baby ocelot that trusts the player. The adults cannot breed again for 5 minutes once they have completed breeding. The growth of baby ocelots can be accelerated using cod or salmon; each feeding takes 10% off the remaining time to mature.

## Sounds

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Java Edition:

| Sounds <span>[hide]</span> |                                  |                     |                           |                                 |  |   |                            |                      |
|----------------------------|----------------------------------|---------------------|---------------------------|---------------------------------|--|---|----------------------------|----------------------|
| Sound                      | <span>Closed captions</span>     | <span>Source</span> | <span>Description</span>  | <span>Identifier</span>         | <span>Translation key</span>                                       | Volume                                  | Pitch                      | Attenuation distance |
|                            | Cat meows <span>[sound 1]</span> | Friendly Mobs       | Randomly                  | entity.<br>.ocelot.<br>.ambient | subtitles.<br>.entity.<br>.cat.<br>.ambient <span>[sound 1]</span> | <i>varies</i><br><span>[sound 2]</span> | 0.8-1.2<br>(Baby: 1.3-1.7) | 16                   |
|                            | Cat hurts <span>[sound 1]</span> | Friendly Mobs       | When an ocelot is damaged | entity.<br>.ocelot.<br>.hurt    | subtitles.<br>.entity.<br>.cat.hurt <span>[sound 1]</span>         | 0.45                                    | 0.8-1.2<br>(Baby: 1.3-1.7) | 16                   |
|                            | Cat dies <span>[sound 1]</span>  | Friendly Mobs       | When an ocelot dies       | entity.<br>.ocelot.<br>.death   | subtitles.<br>.entity.<br>.cat.<br>.death <span>[sound 1]</span>   | 0.45                                    | 0.8-1.2<br>(Baby: 1.3-1.7) | 16                   |

- The ocelot reuses the cat's sound events[verify] instead of having its own, resulting in these unintuitive subtitles - see MC-98316
- 0.3 for idle1 and idle2; 0.35 for idle3; 0.45 for idle4

*Bedrock Edition:*


| Sounds <span>[hide]</span> |  |                     |                              |                            |  |   |                            |
|----------------------------|--|---------------------|------------------------------|----------------------------|--|---|----------------------------|
| Sound                      | <span>Closed captions</span><br><span>[upcoming: BE 26.0]</span> | <span>Source</span> | <span>Description</span>     | <span>Identifier</span>    | <span>Translation key</span><br><span>[upcoming: BE 26.0]</span> | Volume                                  | Pitch                      |
|                            | ?  | Friendly Mobs       | Randomly                     | mob.<br>.ocelot.<br>.idle  | ?  | <i>varies</i><br><span>[sound 1]</span> | 0.8-1.2<br>(Baby: 1.3-1.7) |
|                            | ?  | Friendly Mobs       | When an ocelot is damaged    | mob.cat.<br>.hit           | ?  | 0.45                                    | 0.8-1.2<br>(Baby: 1.3-1.7) |
|                            | ?  | Friendly Mobs       | When an ocelot dies          | mob.<br>.ocelot.<br>.death | ?  | 0.45                                    | 0.8-1.2<br>(Baby: 1.3-1.7) |
|                            | ?  | Friendly Mobs       | When an ocelot is fed a fish | mob.cat.<br>.eat           | ?  | 1.0                                     | 0.8-1.2<br>(Baby: 1.3-1.7) |

- 0.3 for idle1 and idle2; 0.35 for idle3; 0.45 for idle4


## Data values

### ID

*Java Edition:*

| Name   | Identifier | Entity tags                                    | Translation key <span>[hide]</span> |
|--|------------|--|-------------------------------------|
|  Ocelot | ocelot     | fall_damage_immune<br>followable_friendly_mobs | entity.minecraft.ocelot             |

*Bedrock Edition:*

| Name   | Identifier | Numeric ID | Family        | Translation key <span>[hide]</span> |
|--|------------|------------|---------------|-------------------------------------|
|  Ocelot | ocelot     | 22         | mob<br>ocelot | entity.ocelot.name                  |

Entity data

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

*Java Edition:*

*Main article: Entity format*

Entity data


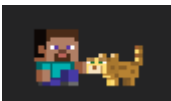
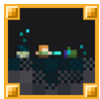
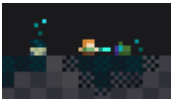
|  |
|--|
| <b>Additional fields for mobs that can breed</b> |
| <b>Tags common to all entities</b>               |
| <b>Tags common to all mobs</b>                   |

— **Trusting:** 1 or 0 (true/false) - true if the ocelot trusts players.

*Bedrock Edition:*

See Bedrock Edition level format/Entity format.




Achievements

| <span>[hide]</span>   |   |                    |                                      |   |                   |                  |
|---|---|--------------------|--------------------------------------|---|-------------------|------------------|
| Icon  |   | Achievement        | In-game description                  | Actual requirements (if different)  | Gamerscore earned | Trophy type (PS) |
| PS4   | Other   |                    |                                      |   |                   |                  |
|  |  | <u>Lion Hunter</u> | Gain the trust of an <u>Ocelot</u> . | —   | 15                | Bronze           |
|  |  | <u>It Spreads</u>  | Kill a mob next to a <u>catalyst</u> | Kill any mob that drops <u>experience</u> near a <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no experience</u> are ignored for this achievement. | 10                | Bronze           |

Achievements that apply to all mobs:

[\[show\]](#)

## Advancements

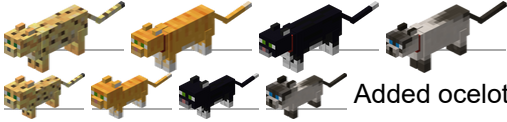
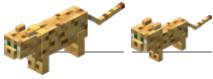
| Icon  | Advancement                     | In-game description              | Actual requirements (if different) <a href="#">[hide]</a>  |
|---|---------------------------------|----------------------------------|--|
|  | <u>It Spreads</u>               | Kill a mob near a Sculk Catalyst | Kill <i>any</i> mob that drops <u>experience</u> near a <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no experience</u> are ignored for this advancement.   |
|  | <u>The Parrots and the Bats</u> | Breed two animals together       | Breed a pair of <i>any</i> of these 27 <u>animals</u> : <a href="#">[show]</a><br>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.   |
|  | <u>Two by Two</u>               | Breed all the animals!           | Breed a pair of <i>each</i> of these 26 <u>animals</u> : <a href="#">[show]</a><br>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:

[\[show\]](#)

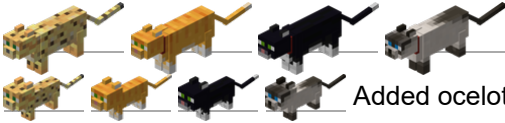

## History

### Java Edition

| <i>Java Edition</i> |        | [hide]  |
|---------------------|--------|---|
| 1.2.1               | 12w04a |  <p>Added ocelots.</p>   |
|                     |        | Ocelots are the first mob created by Jon Kågström, an AI specialist who worked with Jens Bergensten on <i>Minecraft</i> . <sup>[2]</sup> Jens created the texture for the ocelot, as Jon had trouble doing so himself. <sup>[3]</sup> |
|                     |        | In real life, cats are known for their <u>ability to flip upright during a fall</u> , particularly larger ones; though they still might be injured by landing. In reference to this, cats and ocelots take no fall damage.            |
|                     |        | Ocelots are difficult to tame.  |
|                     |        | Ocelots have a debug message appear when they are spawned.  |
|                     | 12w05a | Taming ocelots is now easier.   |
|                     |        | The debug message for taming ocelots has been removed.  |
|                     |        | Tamed cats can now be sat down by pressing " <u>use item</u> " control. <sup>[4]</sup>  |
|                     |        | Ocelots and <u>cats</u> have now become immune to fall <u>damage</u> .  |
|                     |        | Ocelots and cats now frighten <u>creepers</u> .   |
|                     | 12w06a | Ocelots and cats now have <u>sounds</u> .   |
|                     |        | Cats now try to jump on a <u>bed</u> if one is present.   |
|                     |        | Ocelots no longer spin in circles on non-full-height blocks.  |
|                     | 1.2.4  | <u>Jeb</u> has now made cats "more realistic... probably more annoying". <sup>[5]</sup> They now sit not only on beds, but also on active <u>furnaces</u> and <u>chests</u> .   |
| 1.4.2               | 12w32a | Spawning an ocelot now has a chance of spawning two babies as well.   |
| 1.5                 | ?      | Baby ocelots now sometimes despawn upon becoming adults. This can be prevented by feeding them <u>raw fish</u> once they are an adult.  |
| 1.6.1               | ?      | Ocelots now spawn <i>much</i> more frequently.  |
|                     | 13w16a | Added <u>leads</u> , which can be used to leash ocelots.  |
| 1.7.2               | 13w36a | Ocelots can now be fed using <u>raw salmon</u> , <u>pufferfish</u> and <u>clownfish</u> .   |
| 1.8                 | 14w02a | Baby ocelot and <u>cat</u> growth can now be accelerated using <u>raw fish</u> , <u>raw salmon</u> , <u>pufferfish</u> and <u>clownfish</u> .   |
|                     | 14w10a | Cats named using a <u>name tag</u> now display death messages to the owner.   |
| 1.8.2               | pre7   | Ocelots now spawn at above sea level, rather than a constant Y=63.  |
| 1.9                 | 15w38a | All <u>cats</u> – even unnamed cats – now display death messages to their owner.  |
| 1.10                | 16w20a | A cat <u>spawn egg</u> has been added, which spawns ocelots with cat textures.  |
|                     | pre2   | The cat spawn egg has been removed.   |
| 1.13                | 18w07a | Ocelots now seek and attack baby <u>turtles</u> .   |
| 1.14                | 18w43a |  <p>The textures of ocelots have been changed.</p>   |

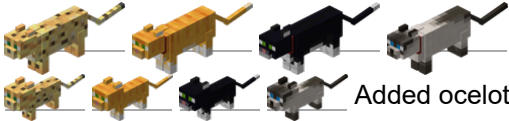



|             |               |   |
|-------------|---------------|---|
|             | <b>18w44a</b> | Ocelots and <u>cats</u> have been split into their own separate <u>mobs</u> .   |
|             |               | Ocelots can no longer be tamed.   |
|             |               | Ocelots can now gain trust for the <u>player</u> by being fed <u>raw cod</u> and <u>raw salmon</u> .                  |
|             |               | Ocelots can no longer be fed <u>pufferfish</u> and <u>tropical fish</u> .   |
| <b>1.15</b> | <b>19w37a</b> | Ocelot <u>spawn eggs</u> no longer have a chance to spawn 2 baby ocelots in addition to the adult one. <sup>[6]</sup> |

Bedrock Edition

| Pocket Edition Alpha |                      |   | [hide] |
|----------------------|----------------------|---|--------|
| <b>v0.12.1</b>       | <b>build 1</b>       |  Added ocelots and <u>cats</u> .                           |        |
|                      | <b>build 2</b>       | Added tame button for ocelots.  |        |
| <b>v0.14.0</b>       | <b>build 1</b>       | Baby <u>zombie jockeys</u> now check for nearby adult ocelots to mount prior to attacking the player, a <u>villager</u> or a <u>golem</u> . |        |
| <b>v0.15.0</b>       | <b>build 1</b>       | Baby <u>husks</u> can now mount ocelots.  |        |
| <b>v0.16.0</b>       | <b>build 4</b>       | Untamed ocelots now have idle <u>sounds</u> .   |        |
| Bedrock Edition      |                      |   | [hide] |
| <b>1.5.0</b>         | <b>beta 1.5.0.4</b>  | Ocelots now seek and attack baby <u>turtles</u> .   |        |
| <b>1.8.0</b>         | <b>beta 1.8.0.8</b>  | Ocelots and <u>cats</u> have been split into their own separate <u>mobs</u> .   |        |
|                      |                      | Ocelots can no longer be tamed.   |        |
|                      |                      | Ocelots can now gain trust for the <u>player</u> by being fed <u>raw cod</u> and <u>raw salmon</u> .  |        |
|                      |                      | Ocelots are no longer <u>leashable</u> .  |        |
| <b>1.10.0</b>        | <b>beta 1.10.0.3</b> |  The textures of ocelots have been changed.              |        |
| <b>1.14.0</b>        | <b>beta 1.14.0.1</b> | Ocelots are now leashable again.  |        |

Legacy Console Edition



| Legacy Console Edition |                   |                   |                   |                   |                      |                    | <span>[hide]</span>  |
|------------------------|-------------------|-------------------|-------------------|-------------------|----------------------|--------------------|--|
| Xbox 360               | Xbox One          | PS3               | PS4               | PS Vita           | Wii U                | Switch             |  |
| <span>TU12</span>      | <span>CU1</span>  | <span>1.00</span> | <span>1.00</span> | <span>1.00</span> | <span>Patch 1</span> | <span>1.0.1</span> |  Added ocelots and <u>cats</u> .   |
| <span>TU13</span>      |                   |                   |                   |                   |                      |                    | Added a <u>sound</u> for hitting ocelots and cats.   |
| <span>TU14</span>      |                   | <span>1.04</span> |                   |                   |                      |                    | Baby ocelots and cats can now be spawned by using  /  /  on that <u>mob</u> using its spawn egg. |
| <span>TU31</span>      | <span>CU19</span> | <span>1.22</span> | <span>1.22</span> | <span>1.22</span> | <span>Patch 3</span> |                    | Baby cat growth can now be accelerated using <u>raw fish</u> . Other fish may or may not affect them.  |
|                        |                   |                   | <span>1.83</span> |                   |                      |                    | Ocelots and <u>cats</u> have been split into their own separate <u>mobs</u> .  |
|                        |                   |                   |                   |                   |                      |                    | Ocelots can no longer be tamed.  |
|                        |                   |                   |                   |                   |                      |                    | <u>Players</u> can now gain ocelots' trust by feeding them <u>raw cod</u> and <u>raw salmon</u> .  |

## New Nintendo 3DS Edition

| New Nintendo 3DS Edition |   | <span>[hide]</span> |
|--------------------------|---|---------------------|
| <span>0.1.0</span>       |  Added ocelots and <u>cats</u> . |                     |

## Data history

| Java Edition      |                     |  | <span>[hide]</span> |
|-------------------|---------------------|--|---------------------|
| <span>1.11</span> | <span>16w32a</span> | The entity ID has been changed from Ozelot to ocelot.  |                     |
| <span>1.13</span> | <span>17w47a</span> | Numeric IDs for entities were presumably deprecated in this version. <sup><span>[</span><i>more information needed</i><span>]</span></sup> |                     |

## Issues

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

## Gallery

## Mojang images



A teaser image of the ocelot released by Jens Bergensten. The ocelot can be barely seen through the grass on the right side of the picture.



An image tweeted by Nathan Adams of his attempt at making a cat laying down animation.



Kai surrounded by ocelots.

## Screenshots



One ocelot and several cats with a baby. Other ocelots dot the background in the jungle biome.



A screenshot showing an untamed ocelot, three cat patterns and a small tuxedo baby cat.



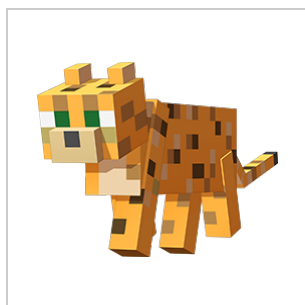
An ocelot attacking a chicken.

## Textures

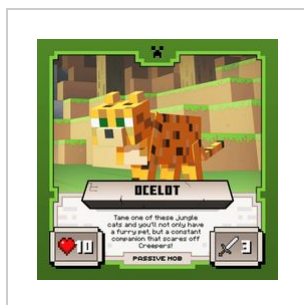


Ocelot texture file.

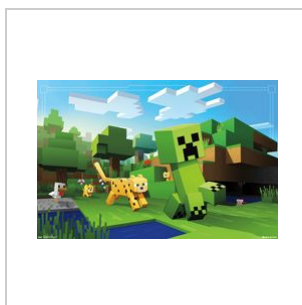
## In other media



Art.



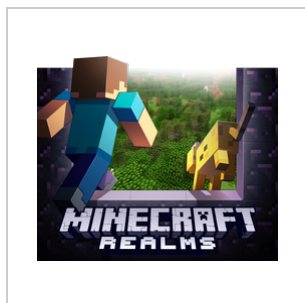
Artwork of a ocelot.



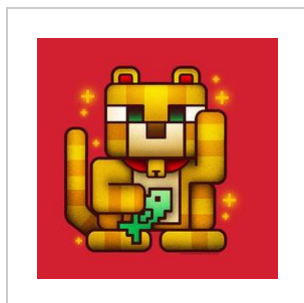
Artwork of an ocelot chasing a creeper in a plains biome.



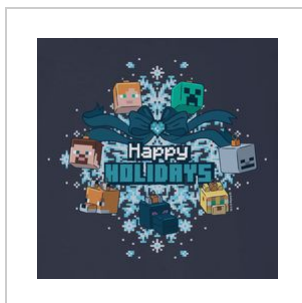
Lego Minecraft figure



An Ocelot in promotional art for Minecraft Realms.



Official T-shirt artwork "Lucky Ocelot" made by JINX.



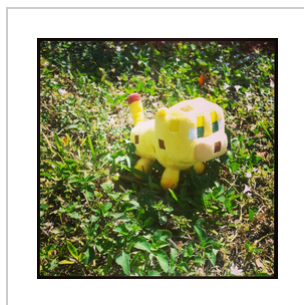
"Happy Holidays," an official T-Shirt design featuring on ocelot ornament.



Ocelot plush by JINX.



Baby ocelot plush by JINX.



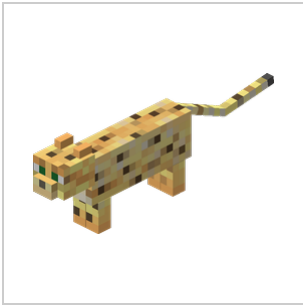
Baby ocelot plush by JINX in the real world.



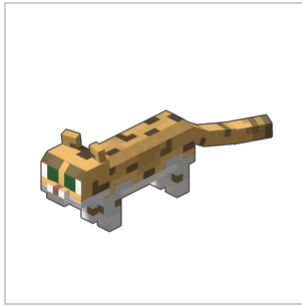
The same plush "chasing" a creeper.



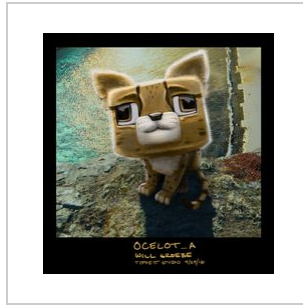
Ocelot-themed Hot Wheels toy.



An ocelot as it appears in *Minecraft: Story Mode*



An ocelot as it appears in *Minecraft Legends*



Concept art for an ocelot in *A Minecraft Movie*

## References

- MC-1788 — Ocelots do not spawn naturally on peaceful difficulty in jungle and bamboo jungle biomes
- "Teaser of the new jungle mob (first mob by @jonkagstrom):" ([https://twitter.com/jeb\\_/status/162226607346565120](https://twitter.com/jeb_/status/162226607346565120)) – @jeb\_ ([https://twitter.com/jeb\\_](https://twitter.com/jeb_)) (Jens Bergensten) on X (formerly Twitter), January 25, 2012
- "Thanks, @jeb\_ drew all the amazing textures for the ocelot! (it turned out I was really bad at pixeling)" (<https://twitter.com/jonkagstrom/status/162552698019909632>) – @jonkagstrom (<https://twitter.com/jonkagstrom>) (Jon Kågström) on X (formerly Twitter), January 26, 2012
- "In the next version you will be able to make cats stay by sitting just like wolves." (<https://twitter.com/jonkagstrom/status/163970822497763328>) – @jonkagstrom (<https://twitter.com/jonkagstrom>) (Jon Kågström) on X (formerly Twitter), January 30, 2012
- <http://mcupdate.tumblr.com/post/19734344120/minecraft-1-2-4>
- MC-160999 — Baby ocelots no longer spawn along with adult ocelots when using ocelot spawn eggs — resolved as "Works As Intended".

## 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 |          |                |     |
|         | <b><i>BE &amp; edu only</i></b> |                  |                  | 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 |                  |              |          |                |     |

|                  |                       |              |                |                 |          |                        |
|------------------|-----------------------|--------------|----------------|-----------------|----------|------------------------|
|                  | Blaze                 | Bogged       | Breeze         | Creaking        | Creeper  | Elder Guardian         |
|                  | Endermite             | Evoker       | Ghast          | Guardian        | Hoglin   | Husk                   |
| <b>Hostile</b>   | Magma Cube            | Parched      | Phantom        | Piglin Brute    | Pillager |                        |
|                  | Ravager               | Shulker      | Silverfish     | Skeleton        | Slime    | Stray                  |
|                  | Vindicator            | Warden       | Witch          | Wither Skeleton | Zoglin   | Zombie                 |
|                  | Zombie Villager       |              |                |                 |          |                        |
| <b>Bosses</b>    | Ender Dragon          | Wither       |                |                 |          |                        |
| <b>Mob types</b> | Animal                | Aquatic      | Arthropod      | Illager         | Monster  | Undead                 |
|                  | Jockey                | Camel Husk   | Chicken        | Hoglin          | Ravager  |                        |
| <b>Other</b>     | Skeleton Horseman     | Spider       | Strider        | Zombie Horseman |          |                        |
|                  | Zombie Nautilus)      | Mob variants | Mob conversion |                 |          |                        |
|                  | <b>Other entities</b> |              |                |                 |          | <a href="#">[show]</a> |
|                  | <b>Unimplemented</b>  |              |                |                 |          | <a href="#">[show]</a> |
|                  | <b>Joke</b>           |              |                |                 |          | <a href="#">[show]</a> |

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