Creaking

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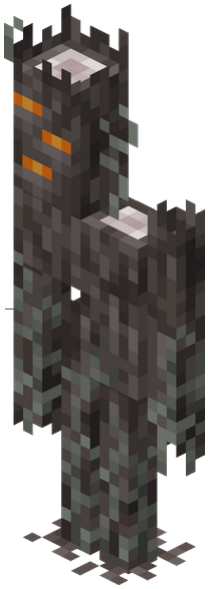
v t *This article is about the mob. For the block, see Creaking Heart.*

A **creaking** is a hostile mob spawned by active creaking hearts at night. It moves to attack players with melee headbutts, but cannot move at all while any players in Survival or Adventure mode can see it. It is protected from all damage by the creaking heart that spawned it; breaking the creaking heart instantly kills the creaking. Hitting a protected creaking causes resin clumps to grow on pale oak logs near its linked creaking heart.

Creaking	
	
Health points	1 (♥) (immune to damage when naturally spawned)
Behavior	Hostile
Mob type	Monster
Attack strength	Easy: 2.5 (♥ × 1.25) Normal: 3 (♥♥) Hard: 4.5 (♥ × 2.25)
Hitbox size	Height: 2.7 blocks Width: 0.9 blocks
Speed	0.3
Spawn	At night by an activated creaking heart

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Spawning

See also: Creaking Heart § Spawning mechanics

Creakings spawn when an activated creaking heart is triggered at nighttime. To activate the heart, it must be placed between two pale oak blocks (pale oak logs, pale oak wood, stripped pale oak logs, or stripped pale oak wood) with the same orientation as the heart and along the same axis (for example, all three oriented along the Y axis, stacked on top of each other). When these conditions are met and the creaking heart is within the Overworld, a creaking spawns within 16 blocks horizontally and 8 blocks vertically of the creaking heart. The spawned creaking is linked to this creaking heart. The creaking heart does not deactivate even if its surrounding logs are broken or moved via pistons when the creaking is out.

Unlike most monsters, a creaking can spawn on some blocks that prevent other mobs from spawning. Items that can be placed but do not have a collision box (buttons, glow lichen, levers, rails, redstone dust, pressure plates, torches and its variants) and full blocks that are transparent (glass, ice, scaffolding) that normally prevent mob spawns do not prevent creakings from spawning. However, blocks with a hitbox that is not a full block, such as carpets, do prevent creakings from spawning.

If a creaking linked to a creaking heart is killed with a command during night, or moves more than 32 blocks away from its creaking heart, the creaking heart attempts to spawn a new creaking.

The creaking can also be spawned using its spawn egg or commands. Creakings spawned by these methods do not vanish during the day, are not linked to any creaking heart, can take damage normally, and can go through portals without dying.

Drops

On death

Creakings do not drop any items or experience on death.

Behavior

Unalerted or idle

Newly spawned creakings begin in an unalerted state. While in this state, their eyes are dimly lit and they walk around aimlessly.

Idle creakings are not immediately hostile to the player, but become hostile once they enter the player's field of vision.

Alerted or attacking

When a creaking within approximately 12 blocks enters a player's field of vision, it becomes alerted. This is signified by an "activation" sound and its eyes glowing a brighter orange. While alerted, the creaking attempts to move toward and attack the player, moving only when outside of the player's field of vision (such as behind the player or hidden behind blocks). An alerted creaking moves very quickly, faster than an attacking vindicator, being able to close distances in a matter of seconds.

A creaking chasing the player when they look away from it.

When within a player's field of vision, the creaking becomes completely immobile and can no longer attack, nor can it be pushed or knocked back by player attacks. If all nearby players leave the creaking's detection range (or enter Creative or Spectator mode), the creaking returns to its unalerted state.

Creakings inflict 2.5 (♥ × 1.25) melee damage in Easy difficulty, 3 (♥♥) in Normal difficulty, and 4 (♥♥) in Hard difficulty.

Field of view detection

If a Survival or Adventure mode[1] player's facing direction (both pitch and yaw) is within 60° of the creaking without blocks obstructing, the creaking becomes immobile. Changing the field of view (FOV) or entering third person view does not affect this detection. Glass, stained glass, tinted glass, iron bars, copper bars, and powder snow do not count towards the obstruction.

If a player is wearing a carved pumpkin, any creakings within their first-person FOV can still move. Wearing a carved pumpkin does not prevent an unalerted creaking from becoming

alerted.

Linked to a creaking heart

See also: Resin Clump § Post-generation

A creaking spawned by a creaking heart is linked to it and becomes completely invulnerable to all sources of damage (except for the void and `/kill`). If necessary, it safely navigates on or through hazardous blocks such as magma blocks, powder snow and lava. When the creaking is hit by a player-caused source, it sways and produces a trail of orange/gray particles that move in the direction of its connected creaking heart, and resin clumps grow on pale oak logs near the creaking heart during night-time. Hitting a named creaking during the day does not place resin clumps near its heart.

Each creaking heart has a 32-block Euclidean-radius surrounding it, where its linked creaking resides in. The creaking never intentionally moves beyond this radius from its creaking heart, even when pursuing a player. If it is pushed out of this radius, such as with pistons or knockback, it dies.

Other attributes

Creakings cannot enter minecarts[*Bedrock Edition only*] or boats.

While an immobilized creaking cannot be moved or pushed directly by players, it can still be moved via other methods. This includes water, lava, explosions, pistons, falling blocks, wind charges and attacks from some mobs. Iron golems, hoglins, zoglins, ravagers and wardens are able to fling the creaking into the air, and shulker bullets can give creakings the Levitation effect.

Creakings can naturally swim and float on the surface of water or lava, but will sink when they are immobilized from being observed.

Creakings spawned from creaking hearts are not subject to the Infested, Oozing, Wind Charged or Weaving status effects. However, creakings spawned using a spawn egg or commands are affected by these status effects as expected.

Pillagers, evokers, vindicators, and illusioners[*JE only*] flee from creakings when within 8 blocks. Vindicators with the name tag "Johnny" alternate between fleeing from creakings and attempting to attack them.

With Vibrant Visuals, the eyes of creakings are emissive similar to eyeblossoms. Combined with the dense fog in the pale garden and nighttime, the emissive eyes are often the only part visible from a distance.

Redstone component

Because a creaking will sink in water (or lava) while being observed, but float while not being observed, a pressure plate or similar means can be used to produce a redstone signal while a

creaking is being looked at, due to it sinking down and activating it. Note that an unobserved creaking will bob up and down in liquid, which can cause it to sometimes activate a pressure plate even if not being looked at. Giving a creaking enough space to bob prevents this.

Additionally, a redstone comparator can produce a signal by reading a creaking heart linked to a currently-spawned creaking. The produced signal strength is based on the Euclidean distance between the creaking and its heart, which is calculated as follows:

$$\text{output} = 15 - \left\lfloor \frac{\text{distance}}{32} \times 15 \right\rfloor$$

In other words, the closer a creaking is to its heart, the stronger the signal.

Despawning

Naturally-spawned creakings despawn during daytime, unless they have been named with a name tag. They also despawn if they are outside the 32-block radius around their linked creaking heart, or if they remain within the same block as a player for longer than 5 seconds, immediately respawning near the heart in both cases.

Death

Being invulnerable, naturally-spawned creakings cannot be killed by normal means. To kill a creaking, the player must destroy the creaking heart block it is linked to. Once the linked creaking heart is destroyed, the creaking twitches briefly before dying. This counts as the player who mined the block killing the creaking with regard to advancements and statistics.

A creaking twitches before dying.

Sounds

Java Edition:

Sounds [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Creaking watches	Hostile Mobs	When a creaking sees a player	`entity.creaking.activate`	`subtitles.entity.creaking.activate`	1.0	0.8-1.2	16
	Creaking calms	Hostile Mobs	When a creaking stops seeing any players	`entity.creaking.deactivate`	`subtitles.entity.creaking.deactivate`	1.0	0.8-1.2	16
	Creaking moves	Hostile Mobs	When a creaking becomes able to move	`entity.creaking.unfreeze`	`subtitles.entity.creaking.unfreeze`	1.0	0.8-1.2	16
	Creaking stops	Hostile Mobs	When a creaking becomes unable to move	`entity.creaking.freeze`	`subtitles.entity.creaking.freeze`	1.0	0.8-1.2	16
	Creaking creaks	Hostile Mobs	Randomly while active	`entity.creaking.ambient`	`subtitles.entity.creaking.ambient`	1.0	0.8-1.2	16
	Creaking attacks	Hostile Mobs	When a creaking attacks something	`entity.creaking.attack`	`subtitles.entity.creaking.attack`	1.0	0.8-1.2	16
	Creaking crumbles	Hostile Mobs	When a creaking dies	`entity.creaking.death`	`subtitles.entity.creaking.death`	1.0	0.8-1.2	16
	Creaking manifests	Hostile Mobs	When a creaking is summoned by a creaking heart	`entity.creaking.spawn`	`subtitles.entity.creaking.spawn`	1.0	0.8-1.2	16
	Creaking is hit	Hostile Mobs	When something attempts to damage a creaking	`entity.creaking.sway`	`subtitles.entity.creaking.sway`	1.0	0.8-1.2	16
	Creaking twitches	Hostile Mobs	When a creaking twitches after its creaking heart is destroyed	`entity.creaking.twitch`	`subtitles.entity.creaking.twitch`	1.0	0.8-1.2	16

	Footsteps	Hostile Mobs	While a creaking is walking	`entity.creaking.step`	`subtitles.block.generic.footsteps`	0.15	1.0	16
	Something hurts	Hostile Mobs	When a creaking is damaged	`entity.hostile.death`	`subtitles.entity.generic.death`	1.0	0.8-1.2	16

Bedrock Edition:

Sounds [hide]							
Sound	**Closed captions** [*upcoming: BE 26.0*]	**Source**	**Description**	**Identifier**	**Translation key** [*upcoming: BE 26.0*]	**Volume**	**Pitch**
	?	Hostile Mobs	When a creaking sees a player	`mob.creaking.activate`	?	1.0	1.0
	?	Hostile Mobs	When a creaking stops seeing any players	`mob.creaking.deactivate`	?	1.0	1.0
	?	Hostile Mobs	When a creaking becomes able to move	`mob.creaking.unfreeze`	?	1.0	1.0
	?	Hostile Mobs	When a creaking becomes unable to move	`mob.creaking.freeze`	?	1.0	1.0
	?	Hostile Mobs	Randomly while active	`mob.creaking.ambient`	?	1.0	1.0
	?	Hostile Mobs	When a creaking attacks something	`mob.creaking.attack`	?	1.0	1.0
	?	Hostile Mobs	When a creaking dies	`mob.creaking.death`	?	1.0	1.0
	?	Hostile Mobs	When a creaking is summoned by a creaking heart	`mob.creaking.spawn`	?	1.0	1.0
	?	Hostile Mobs	When something attempts to damage a creaking	`mob.creaking.sway`	?	1.0	1.0
	?	Hostile Mobs	When a creaking twitches after its creaking heart is destroyed	`mob.creaking.twitch`	?	1.0	1.0
	?	Hostile Mobs	While a creaking is walking	`mob.creaking.step`	?	1.0	1.0

Data values

ID

Java Edition:

Name	Identifier	Translation key [hide]
Creaking	`creaking`	`entity.minecraft.creaking`

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
Creaking	`creaking`	146	`creaking` `mob` `monster`	`entity.creaking.name`

Entity data

Creakings have entity data associated with them that contains various properties.

Java Edition[verify]:

Main article: Entity format

Entity data

Tags common to all entities
Tags common to all mobs

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 *one* of these 41 monsters: [show] Other mobs may be killed, but are ignored for this achievement.	15	Bronze

Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	Heart Transplanter	Place a Creaking Heart with the correct alignment between two Pale Oak Log blocks	—
	Monster Hunter	Kill any hostile monster	Kill *one* of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.
	Monsters Hunted	Kill one of every hostile monster	Kill *each* of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.

Advancements that apply to all mobs:

[show]

Advancements that apply to non-creaking heart creakings:

[show]

Videos

History

Announcement

September 24, 2024 (https://web.archive.org/web/20240924180401/https://www.minecraft.net/en-us/live)	A version of the *Minecraft Live* page announcing the pale gardens and creaking is published, by mistake. It is taken down in the following minutes.
September 28, 2024	Creakings are officially announced at Minecraft Live 2024.

Java Edition

Java Edition [hide]		
1.21.2 — Experiment — Winter Drop	24w40a	Added creakings.
		Creakings spawned by creaking hearts use a separate entity type known as `creaking_transient`. These creakings are not saved to file and disappear when the world is reloaded. Using pick block on them in Creative doesn't give the player a spawn egg.
	pre1	Creakings no longer freeze or activate around players in Creative mode.
		Creakings can no longer be named with a name tag if summoned via a creaking heart.
1.21.4	24w44a	Creakings now deal 3 (♥♥) damage.
		Creakings now ignore cacti, sweet berry bushes, and powder snow and can walk through those blocks.
		Creakings now have a twitching animation when its creaking heart is destroyed.
		Creakings are now fire resistant.
		Changed walking and attacking animations.
	24w45a	Creakings now don't move only if a player in Survival or Adventure mode is looking at it, meaning the Creative players can look at creakings and it would still move.
		The eyes of creakings are now visible when they have the Invisibility effect.
		The subtitles for `activate`, `deactivate`, `death`, `spawn` & `sway` have been changed.
	24w46a	The `creaking_transient` entity type is removed.
		The statistics screen now shows correct stats from creakings, both produced by a spawn egg and from a creaking heart.
		Creakings now persist when the world is reloaded.
		Using pick block on a naturally-spawned creaking in Creative mode now gives a spawn egg.
		The attack sounds have been updated.
		The entity shadows of creakings are now more appropriate for their size.
1.21.5	25w02a	Naturally spawned creakings can now be named with name tags again.
		Named naturally spawned creakings will persist through the day.

Bedrock Edition

Bedrock Edition [hide]		
1.21.50	**Preview 1.21.50.20**	Added creakings.
		They have different walk and attack animations to *Java Edition*.
	Preview 1.21.50.25	Increased speed when aggravated.
		Increased damage dealt.
		When a creaking heart is destroyed, its creaking now twitches for a few seconds before dying.
		Creakings spawned by a creaking heart now crumble when in a small space with a player for more than five seconds.
		Creakings dying now activates sculk catalysts, but sculk does not spread.
		Changed walking and attacking animations.
		Creakings spawned by creaking hearts no longer avoid damaging blocks.
		Creakings spawned by a command or spawn egg now avoid damaging blocks.
		Creakings spawned by a command or spawn egg are no longer invulnerable to fire and lava.
		Decreased attack speed to match *Java Edition*.
1.21.60	**Preview 1.21.60.21**	Creakings now crumble if their creaking heart is forcibly deactivated through commands.
	Preview 1.21.60.23	The eyes of creakings are now visible when they have the Invisibility effect and are targeting a player.[2]
	Preview 1.21.60.24	Creaking's eyes now properly flicker when its creaking heart is destroyed.
		Creaking spawned from creaking hearts now always persist upon reloading the world.

Minecraft Education

Minecraft Education [hide]		
1.21.90	**Preview 1.21.50.1**	Added creakings.

Issues

Issues relating to "Creaking" 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%2

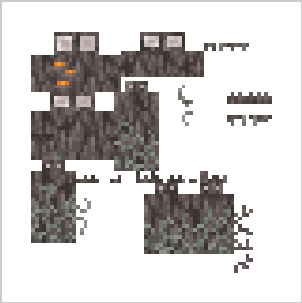
9%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Creaking%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- The creaking is actually rooted to the ground and cannot be pushed as a result; this can be further seen with the animations of the creaking with it only seen moving one leg at a time.[3] A creaking connected to a creaking heart is also connected to the pale tree roots.[4]
- The creaking was made asymmetrical to emphasize its contrast with the rest of the Overworld and make it different from other mobs.[5]
- Some of the sounds used for the creaking are made using teeth, dead sticks and leaves, a creaky chair, a table, and pretzel sticks,[6] as well as Anthony Toczek's knuckles cracking.[7]
- During the Minecraft Live 2024 Developer after-show, Marco Ballabio jokingly claims that a group of creakings is called a crunch.[8]
- Chiseled resin bricks feature the face of a creaking on them.
- In a photo tweeted by the official *Minecraft* Twitter account, the creaking's body appears reversed, with the eyes mirrored.[9] Its body also appears reversed in the key art of The Garden Awakens.
- During the Minecraft Live 2024 event, in which they were introduced, their texture was much darker and their eyes were more yellowish.
- Toward the end of the second *Villager News* segment in this livestream, when a villager places a creaking heart, the particles that appear when the creaking is summoned resemble those that appear when hitting a creaking in-game. This, however, does not occur in-game.

Gallery

Textures



The creaking texture file

Animations

Creaking walking

Creaking swaying

Creaking attacking in *Java Edition*

Creaking attacking in *Bedrock Edition*

Creaking twitching

Development renders

Creaking walking (animation used in Bedrock Edition from Preview 1.21.50.20 to 1.21.50.24)

Creaking attacking (animation used in Bedrock Edition from Preview 1.21.50.20 to 1.21.50.24)

Creaking attacking (animation used in Bedrock Edition from unknown Preview)

Concept artwork

Different concepts for the creaking.

Screenshots

A creaking with the Invisibility effect.

A creaking at night staying still after it noticed a player.

Mojang images

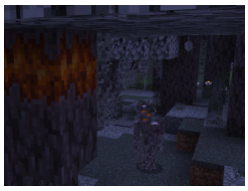
The creaking in Minecraft Live.

A creaking above a pale garden tree leaves in the sunlight.

A creaking standing on a pale oak tree.

Creaking hearts and creakings in a mini-game setup.

A creaking at night.



A creaking by a creaking heart.

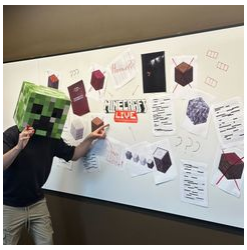
Sunny being chased by a crunch of creakings.

Several creakings assembled together.

A creaking through a peephole.

Efe facing a creaking while wearing copper armor.

In other media



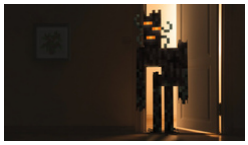
A whiteboard teasing the creaking.

A frame from a Minecraft official TikTok video teasing the creaking.

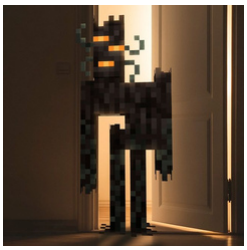
A teaser image of the creaking killing the player near a pale garden.

The creaking as it appears in the *Villager News* segment of Minecraft Live 2024.

Creakings lurking in a pale garden while Steve, Ari, and Zuri hide.



A creaking standing in a doorway.



Ditto, but cropped to a square format.

A creaking, along with other mobs in a pumpkin patch.

A creaking as it appears in the official update art.

A creaking as it appears in the key art.

Cropped format.

Creaking from alternate The Garden Awakens key art.

"Creaking creeping in the pale garden."

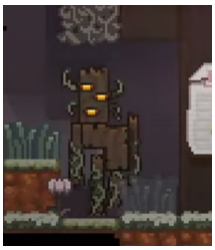
A creaking slowly approaching in a 1 day out teaser for its release.

A creaking silhouette in the fog.

A creaking lurking in grass.

A creaking closeup to the camera, right before its official launch.

A creaking wearing a pale garden hoodie.



Creaking in the mob vote/biome vote pixel art style.

References

1. MCPE-187328 — resolved as "Works As Intended".
2. MCPE-188259 — The eyes of creakings aren't visible when creakings have the invisibility effect — resolved as "Fixed".
3. "Minecraft Live 2024: Developer After-Show" (https://youtube.com/watch?v=rez5M40j5fg&t=3m57s) – Minecraft on YouTube, September 28, 2024
4. "Minecraft Live 2024: Developer After-Show" (https://youtube.com/watch?v=rez5M40j5fg&t=4m10s) – Minecraft on YouTube, September 28, 2024
5. "Minecraft Live 2024" (https://youtube.com/watch?v=qnX6sPFjXnA&t=1548s) – Minecraft on YouTube, September 28, 2024
6. "Minecraft Live 2024" (https://youtube.com/watch?v=qnX6sPFjXnA&t=1635s) – Minecraft on YouTube, September 28, 2024
7. "Sounds of my knuckles cracking were recorded and incorporated into the creaking sound effects in Minecraft." (https://twitter.com/Anthony_Toczek/status/1944792298388103241) – @Anthony_Toczek (https://twitter.com/Anthony_Toczek) on X (formerly Twitter), July 14, 2025
8. "Minecraft Live 2024: Developer After-Show" (https://youtube.com/watch?v=rez5M40j5fg&t=20m40s) – Minecraft on YouTube, September 28, 2024
9. "Get ready" (https://twitter.com/Minecraft/status/1863614797989761298) – @Minecraft (https://twitter.com/Minecraft) (Minecraft) on X (formerly Twitter), December 2, 2024

Navigation

Wood [hide]

Features	Tree (Fallen) Bush Huge fungus
Sources	Log (Stripped) Wood (Stripped) Stem (Stripped) Hyphae (Stripped) Bamboo (Stripped)
Building blocks	Planks Bamboo Mosaic Stairs Slab Fence Scaffolding
Functional blocks	Chest Barrel Crafting Table Creaking Heart Door Trapdoor Fence Gate Pressure Plate Button Sign

	(Hanging Sign) Shelf
Tools	Pickaxe Shovel Hoe
Weapons	Axe Sword Spear
Vehicles	Boat (with Chest) Raft (with Chest)
Mobs	Creaking
Wood types	Oak Spruce Birch Jungle Acacia Dark Oak Mangrove Cherry Pale Oak Bamboo Crimson Warped

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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