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v t This article is about the normal guardian. For its larger, more powerful variant, see *Elder Guardian*. For other uses, see *Guardian* (disambiguation). For the joke mob, see *Toxifin Slab*.

Guardians are aquatic hostile mobs that spawn in and around ocean monuments. They attack with a slow-charging laser beam, and inflict retaliatory damage when damaged by a melee attack.

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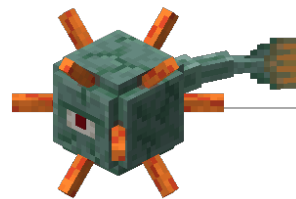
In other media

References

External links

Guardian

Extended Retracted



Health points 30 (❤️ × 15)

Behavior	Hostile
----------	---------

Mob type

Attack strength

Laser:	
Easy: 4	♥♥
Normal: 6	♥♥♥♥
Hard: 9	♥♥♥♥♥♥♥♥

Spikes:	
Easy and Normal: 2	♥
Hard: 3	♥♥♥

<u>Hitbox size</u>	Height: 0.85 blocks Width: 0.85 blocks
---------------------------	---

Spawn Ocean Monument

Navigation

Spawning

Guardians spawn naturally in ocean monuments. They require water, flowing or stationary, to spawn.

In *Java Edition* guardians spawn less often in ocean open to the sky than they do in covered areas (such as inside or underneath the monument). Specifically, spawning fails 95% of the time if the spawning water block is below sea level (Y=63 by default), all blocks between the spawning water block and sea level are liquid or fully transparent, and the block at sea level has a view of the sky. They can spawn only if the spawning block and the block below the spawning block are both water. The block above the spawning block also cannot be solid and has to be transparent, air, or water.

In *Bedrock Edition*, guardians are structure spawns, spawning in water source blocks in 25 pre-determined spawning columns. Guardians usually do not (or possibly never) spawn near a player. Also, guardians seem not to spawn below solid blocks such as the prismarine blocks of the monument unless there are no water source blocks available above the solid blocks. This means that guardians don't spawn inside an ocean monument until most or all of the spawning column blocks above it are unavailable (i.e., no longer water source blocks). Guardians can spawn between Y=39–61 (inclusive, from the monument floor to one block above its highest point). To find the X and Z coordinates of the columns, start counting from the northwest corner of the monument. That is, standing on the furthest corner prismarine block with the smallest X and Z coordinates, let's say (X, 41, Z). The coordinates of each spawning spot are in a grid at X+2, X+13, X+29, X+45, and X+55, combined with Z+2, Z+13, Z+29, Z+45, and Z+55. For example, the bottom of the most northwest column is at (X+2, 39, Z+2) and the top block belonging to the southeast corner column is at (X+55, 61, Z+55). The guardians spawn at the northwest corner of a spawning column block, which can be helpful for some guardian farming mechanics such as causing them to spawn inside of a portal where they are immediately sent to the nether.

Guardians still spawn even if the monument has been destroyed by the player.










Drops

See also: *Guardian farming*

Due to MCPE-57215, the guardian won't drop random fish in *Bedrock Edition*.

Java Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	<u>Prismarine Shard</u>	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
	<u>Prismarine Crystals</u>	0–1	40.00%	0.40	0–2	40.00%	0.60	0–3	40.00%	0.80	0–4	40.00%	1.00
	<u>Raw Cod</u> ^[A] ^[B]	0–1	40.00%	0.40	0–2	40.00%	0.60	0–3	40.00%	0.80	0–4	40.00%	1.00
	<u>Raw Cod</u> ^[C] ^[B]	0–2	40.90%	0.41	0–3	41.26%	0.62	0–4	41.62%	0.83	0–5	41.98%	1.03
	<u>Cooked Cod</u> ^[A] ^[D]	0–1	40.00%	0.40	0–2	40.00%	0.60	0–3	40.00%	0.80	0–4	40.00%	1.00
	<u>Cooked Cod</u> ^[C] ^[D]	0–2	40.90%	0.41	0–3	41.26%	0.62	0–4	41.62%	0.83	0–5	41.98%	1.03
	<u>Raw Salmon</u> ^[C] ^[B]	0–1	0.62%	0.01	0–1	0.88%	0.01	0–1	1.12%	0.01	0–1	1.38%	0.01
	<u>Cooked Salmon</u> ^[C] ^[D]	0–1	0.62%	0.01	0–1	0.88%	0.01	0–1	1.12%	0.01	0–1	1.38%	0.01
	<u>Pufferfish</u> ^[C]	0–1	0.33%	0.00	0–1	0.46%	0.00	0–1	0.58%	0.01	0–1	0.71%	0.01
	<u>Tropical Fish</u> ^[C]	0–1	0.05%	0.00	0–1	0.07%	0.00	0–1	0.09%	0.00	0–1	0.11%	0.00

A. Only dropped when *not* killed by a player or a tamed wolf.




B. Only when *not* on fire and *not* killed with a weapon enchanted with Fire Aspect.

C. Only when killed by a player or a tamed wolf.

D. Only when on fire or killed with a weapon enchanted with Fire Aspect.

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	<u>Prismarine Shard</u>	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	<u>Prismarine Crystals</u>	0–1	40.00%	0.40	0–2	40.00%	0.60	0–3	40.00%	0.80	0–4	40.00%	1.00
	<u>Raw Cod</u> ^[A]	0–1	40.00%	0.40	0–2	40.00%	0.60	0–3	40.00%	0.80	0–4	40.00%	1.00

A. [MCPE-122487](#) — Killing guardians on fire/lava does not drop cooked fish

Guardians also drop 10 when killed by a [player](#) or tamed [wolf](#).

Behavior

Guardians swim around in [water](#), attacking any [players](#), [squid](#), [glow squid](#), or [axolotls](#) that come into range of its laser. They swim in abrupt charges, moving their tail rapidly when doing so. When swimming, their spikes retract. When not swimming, they sink slowly and their spikes extend and quiver.

During idle swimming, a guardian chooses a water or waterlogged block within a 9×9×9 area centered on itself as the destination to pathfind toward. If unreachable, they still swim directly toward the target despite any blocks in the way. They attempt to cross air blocks and do not try to prevent fall damage.

Stationary guardians are pushed much faster horizontally by flowing water than other mobs, but when swimming they are completely unimpeded; however, they are affected by [bubble columns](#).

When swimming, guardians have a slight bias toward selecting destination blocks with a higher light level. If undisturbed, guardians can be seen loosely congregating around the [sea lantern](#) blocks of their ocean structure.

When out of water, they abandon any previous pathfinding target; they squeak loudly and hop erratically, uninfluenced by nearby water or players. They still use their laser and have their spikes extended. Guardians do not suffocate and survive indefinitely without water unlike other aquatic mobs.

The guardian's eye follows and stares at any nearby players, and always looks directly at its target. In *Java Edition*, the eye does not follow unarmored players under the effects of a [potion of Invisibility](#) and the guardians cannot attack them. A player can wear one piece of [armor](#) while under the effects of Invisibility and not be attacked.

Guardians, as aquatic mobs, are affected by the [Impaling](#) enchantment.^[*JE only*]

Combat

See also: [Tutorial:Combat § Guardians](#)

Guardians have two methods of attack: a laser and a defensive attack analogous to the [Thorns](#) enchantment. Unlike most other hostile mobs, a guardian does not follow a player who moves out of sight. Instead, it simply continues swimming until the player becomes visible again to start charging its laser.

Guardians attack players, axolotls, and squid. Otherwise, a guardian does not retaliate against mobs (such as iron golems) that attack it, other than damaging the attacking mob with its natural thorns defense.

Laser

The laser takes 2 seconds to charge, causing no damage in the meantime. It starts out purple and fades to yellow. Once charged, the laser flashes green before disappearing and deals 6 (❤❤❤) damage. Guardians swim around for 3 seconds before firing again. If the target approaches while the guardian is loading its laser, it stops firing and swims away until it is at a comfortable range, at which point it continues attacking. The laser has a maximum range of 15 blocks and cannot be dodged. However, a shield reduces its damage by 50%.

Once the target is out of range, or if the laser is obstructed by solid blocks (including transparent blocks like glass), the guardian's laser disengages and the shooting sound stops.

Spikes defense

A guardian deals damage each time it is hit with a melee attack while its spikes are extended, similar to the Thorns armor enchantment. If cornered, a guardian usually extends its spikes and fires at the player, even at point-blank range.

Sounds

Java Edition:

Sounds [hide]								
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u>	Volume	Pitch	Attenuation distance
	Guardian moans	Hostile Mobs	Randomly while in water	entity.guardian.ambient	subtitles.entity.guardian.ambient	0.1	0.8-1.2	16
	Guardian flaps	Hostile Mobs	Randomly while out of water	entity.guardian.ambient_land	subtitles.entity.guardian.ambient_land	1.0	0.8-1.2	16
	Guardian shoots	Hostile Mobs	While a guardian uses its laser attack	entity.guardian.attack	subtitles.entity.guardian.attack	0.0-1.0 [sound 1]	0.7-1.2 [sound 2]	16 (technical) / ∞ (effective) [sound 3]
	Guardian dies	Hostile Mobs	When a guardian dies while in water	entity.guardian.death	subtitles.entity.guardian.death	1.0	0.8-1.2	16
	Guardian dies	Hostile Mobs	When a guardian dies while out of water	entity.guardian.death_land	subtitles.entity.guardian.death	1.0	0.8-1.2	16
	Guardian hurts	Hostile Mobs	When a guardian is damaged while in water	entity.guardian.hurt	subtitles.entity.guardian.hurt	1.0	0.8-1.2	16
	Guardian hurts	Hostile Mobs	When a guardian is damaged while out of water	entity.guardian.hurt_land	subtitles.entity.guardian.hurt	1.0	0.8-1.2	16
	Guardian flops	Hostile Mobs	While a guardian is on land	entity.guardian.flop	subtitles.entity.guardian.flop	1.0	1.0	16

1. Increases quadratically from minimum to maximum as the attack goes on
2. Increases linearly from minimum to maximum as the attack goes on
3. MC-57057 — Guardian laser attack sound ignores distance


Bedrock Edition:

Sounds [hide]							
Sound	<div>Closed captions [upcoming: BE 26.0]</div>	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
	?	Hostile Mobs	Randomly while in water	mob.guardian.ambient	?	1.0	0.8-1.2
	?	Hostile Mobs	Randomly while out of water	mob.guardian.land_idle	?	1.0	0.8-1.2
	?	Hostile Mobs	While a guardian uses its laser attack	mob.guardian.attack_loop	?	?	?
	?	Hostile Mobs	When a guardian dies while in water	mob.guardian.death	?	1.0	0.8-1.2
	?	Hostile Mobs	When a guardian dies while out of water	mob.guardian.land_death	?	1.0	0.8-1.2
	?	Hostile Mobs	When a guardian is damaged while in water	mob.guardian.hit	?	1.0	0.8-1.2
	?	Hostile Mobs	When a guardian is damaged while out of water	mob.guardian.land_hit	?	1.0	0.8-1.2
	?	Hostile Mobs	While a guardian is on land	mob.guardian.flop	?	1.0	1.0


Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Guardian	guardian	aquatic axolotl_always_hostiles can_breathe_under_water not_scary_for_pufferfish sensitive_to_impaling	entity.minecraft.guardian

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Guardian	guardian	49	aquatic guardian mob monster	entity.guardian.name

Entity data

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

Java Edition:

Main article: Entity format




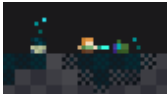
Entity data

Tags common to all entities
Tags common to all mobs

Bedrock Edition:

See Bedrock Edition level format/Entity format.




Achievements

<div>[hide]</div>						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		<u>Monster Hunter</u>	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
		<u>It Spreads</u>	Kill a mob next to a catalyst	Kill any mob that drops <u>experience</u> near a sculk catalyst, 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) [hide]
	<u>Monster Hunter</u>	Kill any hostile monster	Kill <i>one</i> of these 41 <u>monsters</u> : [show] Other mobs may be killed, but are ignored for this advancement.
	<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> . Mobs that drop <u>no experience</u> are ignored for this advancement.
	<u>Monsters Hunted</u>	Kill one of every hostile monster	Kill <i>each</i> of these 41 <u>monsters</u> : [show] Other mobs may be killed, but are ignored for this advancement.

Advancements that apply to all mobs:

[show]

Videos




Note: This video is outdated in Java Edition, as raw fish, cooked fish and clownfish are now called raw cod, cooked cod, and tropical fish as of 1.13.

History




Development

June 3, 2014 (https://twitter.com/jeb_/status/473854701554135041)	Jeb announces he is working on a <u>hostile mob</u> that lives underwater, though currently doesn't do much.
June 8, 2014 (https://twitter.com/jeb_/status/475573277835165696)	Jeb provides more details into the upcoming <u>mob</u> - it has a ranged attack and is hostile to <u>squid</u> as well as the <u>player</u> . He recommended using a full set of diamond armor, <u>potion of Water Breathing</u> and <u>Respiration</u> enchantment on Hard <u>difficulty</u> .
June 9, 2014 (http://www.reddit.com/r/Minecraft/comments/27om1c/heres_another_teaser_of_the_new_mob/)	Jeb posted a stylized guardian image to <u>Reddit</u> for use as a user flair. This was the first indication of how the guardian would look.


Java Edition

<i>Java Edition</i> [hide]		
<u>1.8</u>	<u>14w25a</u>	 Added guardians.
<u>1.9</u>	<u>15w43a</u>	The <u>drop</u> chances of guardians for <u>raw fish</u> and <u>prismarine crystals</u> have been changed. Instead of a 33% chance of fish and a 33% chance of crystals (only if the fish drop failed with both percentages adjusted by Looting), the percentages have been changed to 40% fish, 40% crystals, and 20% neither, with the amount increased by Looting.
	<u>15w47b</u>	Sounds for guardians' defensive <u>Thorns</u> attack have now been added.
<u>1.11</u>	<u>16w38a</u>	The common <u>drop</u> of guardians, <u>raw fish</u> , now drops as <u>cooked fish</u> , if killed while on <u>fire</u> .
<u>1.14</u>	<u>18w43a</u>	 The texture of guardians has been changed.
<u>1.15</u>	<u>19w34a</u>	Guardians now take damage on <u>magma blocks</u> .
<u>1.17</u>	<u>21w11a</u>	 The texture of the guardian has been tweaked, so that a floating pixel present in the tailfin no longer exists.
	<u>21w13a</u>	Now drop <u>cooked cod</u> or <u>salmon</u> instead of <u>raw cod</u> or <u>salmon</u> if on <u>fire</u> when killed or killed by a <u>fire source</u> .
<u>1.21.9</u>	<u>25w33a</u>	Guardians are no longer able to board <u>boats</u> .
<u>1.21.9</u>	<u>25w34a</u>	Guardians are once again able to board <u>boats</u> .

Bedrock Edition

<i>Pocket Edition Alpha</i> [hide]		
<u>v0.16.0</u>	<u>build 1</u>	 Added guardians.
<i>Bedrock Edition</i> [hide]		
<u>1.2.0</u>	<u>?</u>	Guardians no longer play flopping sounds when on land.
<u>1.4.0</u>	<u>beta 1.2.20.2</u>	Guardians now attack <u>fish</u> .
<u>1.6.0</u>	<u>beta 1.6.0.5</u>	Guardians no longer attack <u>fish</u> .
<u>1.10.0</u>	<u>beta 1.10.0.3</u>	 The texture of guardians has been changed.
<u>1.17.0</u>	<u>beta 1.17.0.50</u>	 The texture of the guardian now have been tweaked that a floating pixel in the tailfin have now removed.
<u>1.20.40</u>	<u>Preview 1.20.40.20</u>	Guardians once again play flopping sounds when on land.

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
<u>TU31</u>	<u>CU19</u>	<u>1.22</u>	<u>1.22</u>	<u>1.22</u>	<u>Patch 3</u>		 Added guardians.
<u>TU46</u>	<u>CU36</u>	<u>1.38</u>	<u>1.38</u>	<u>1.38</u>	<u>Patch 15</u>	<u>1.0.1</u>	Sounds for guardians' defensive <u>Thorns</u> attack have now been added.
<u>TU54</u>	<u>CU44</u>	<u>1.52</u>	<u>1.52</u>	<u>1.52</u>	<u>Patch 24</u>	<u>1.0.4</u>	The common drop of guardians, raw fish, now drops as <u>cooked fish</u> , if killed while on <u>fire</u> .
<u>TU56</u>	<u>CU48</u>	<u>1.55</u>	<u>1.55</u>	<u>1.55</u>	<u>Patch 26</u>	<u>1.0.6</u>	The common drop of guardians, raw fish, no longer drops as cooked fish, if killed while on <u>fire</u> . <i>[is this the correct version?]</i>

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
<u>1.3.12</u>		Added guardians.

Data history

Java Edition			[hide]
<u>1.11</u>	<u>16w32a</u>	The <u>entity</u> ID has been changed from Guardian to guardian. The Elder <u>tag</u> ^[<u>verify</u>] has been removed.	
<u>1.13</u>	<u>17w47a</u>	Numeric IDs for entities were presumably deprecated in this version. ^[<u>more information needed</u>]	

Issues

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

Trivia

- A guardian's eye is actually the "head" part of the mob's model. This gives the illusion of a dynamic eye.
- Guardians' laser-beam attacks are affected by the potion of Strength, which normally affects only melee attacks.
- When placed or spawned on a slime block, guardians start bouncing and continue and each bounce higher than the last, until each bounce brings the guardian to 17 blocks height.
- In the texture file for the guardian, "jeb" is written in the bottom right corner.
- Despite being classified as only a monster, the guardian was referred to as an animal in a *Minecraft* video about the elder guardians.^[1]

Gallery

Screenshots



Jeb's Instagram mob reveal.



Jeb's Instagram mob reveal.



The inside of a guardian (with their spikes extended).



The old inside of a guardian.



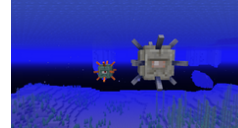
A guardian's "eye" follows players at any position.



A guardian attacking a squid.



A group of guardians defending their monument.



Size comparison between a guardian and its elder variant.

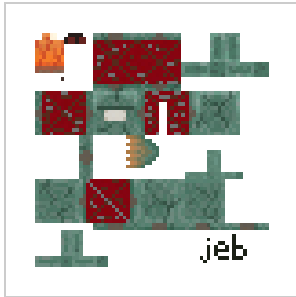


A guardian in a boat.



Axolotls attacking a group of guardians.

Textures

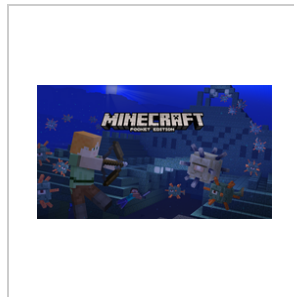


Guardian texture file, with "jeb" written in the corner.

In other media



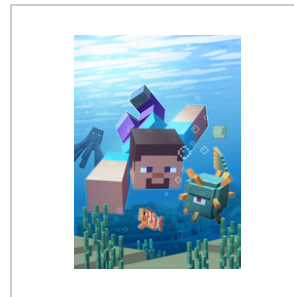
The guardian face texture as revealed by Jeb on reddit.



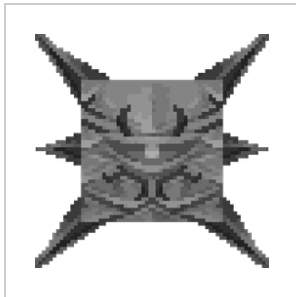
Guardians in promotional artwork for the Boss Update.



Lego Minecraft Guardian.



Guardian artwork.



A statue of a guardian from A Minecraft Movie Live Event.

References

1. "Why are their eyes so big? | The Story Of The Elder Guardian" (<https://youtube.com/watch?v=gs-rMm5luB8&t=64s>) – Minecraft on YouTube, August 24, 2025

External links

- [Meet the Guardian \(https://www.minecraft.net/en-us/article/meet-guardian\)](https://www.minecraft.net/en-us/article/meet-guardian) – Minecraft.net on September 25, 2017

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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