

Skeleton View article feedback

For other uses, see [Skeleton \(disambiguation\)](#).

Skeletons are common undead type of hostile mobs that perform ranged attacks with a [bow](#), shooting arrows from a distance. They are most commonly found in the [Overworld](#) at night or in dark locations, but they also occasionally spawn in the [Nether](#) in [Nether fortresses](#) and [soul sand valleys](#). They are an important source of bones and arrows, which drop when killed.

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Skeleton

Idle Aiming



Right-handed



Left-handed



Health points 20 (♥ × 10)

Armor points 0 (🛡)

Behavior Hostile

Undead

Monster

Attack strength Ranged:
Bow:

In [Java Edition](#):

Easy: 2 (♥) - 4 (♥♥)

Normal: 3 (♥♥) - 5 (♥♥♥)

Hard: 4 (♥♥) - 8 (♥♥♥♥)

In [Bedrock Edition](#):

Easy: 1 (♥) - 4 (♥♥),

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References

Navigation

Spawning

Skeletons may spawn in the Overworld in groups of four [Java Edition only] or 1-2 [Bedrock Edition only] above solid blocks at a light level of 0, except in mushroom fields, deep dark biomes, and naturally in trial chambers.

Skeleton spawns in: [\[hide\]](#)

depending on proximity

Normal: 1 (❤) - 4 (❤️),

depending on proximity

Hard: 1 (❤) - 5 (❤️),

depending on proximity

Melee:

Easy and Normal: 2 (❤)

Hard: 3 (❤️)

In Java Edition:

Height: 1.99 blocks

Width: 0.6 blocks

In Bedrock Edition:

Height: 1.9 blocks

Width: 0.6 blocks

Overworld:

Light level of 0.

Rarely when a spider or cave spider [Bedrock Edition only] spawns, as a spider jockey. When a skeleton horse trap is triggered, as a skeleton horseman.

Spawn

Monster Room: from monster spawners.

Trial Chambers: from trial spawners.

The Nether: (Light level of 7 or less)

Soul Sand Valley

Nether Fortress

Bow (right hand: 95%; left hand: 5% [JE only]; may be enchanted)

Armor (occasionally, may be enchanted)

Carved Pumpkin (22.5% chance, only during Halloween) [JE only]

Jack o'Lantern (2.5% chance, only during Halloween) [JE only]

Natural equipment

| Category: Monster | Java Edition | | | Bedrock Edition | |
|--------------------------|---------------------|---------------------|-------------------|------------------------|-------------------|
| Spawn area | Spawn weight | Spawn chance | Group size | Spawn weight | Group size |
| Soul Sand Valley | 20/71 | 28.17% | 4 | 80 | 1–2 |
| Snowy Slopes | 100/515 | 19.42% | 4 | 24 | 1–2 |
| Bamboo Jungle | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Eroded Badlands | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Meadow | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Grove | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Stony Peaks | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Windswept Hills | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Frozen Peaks | 100/515 | 19.42% | 4 | 24 | 1–2 |
| Beach | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Taiga | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Birch Forest | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Flower Forest | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Sparse Jungle | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Lush Caves | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Snowy Beach | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Old Growth Birch Forest | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Jagged Peaks | 100/515 | 19.42% | 4 | 24 | 1–2 |
| Snowy Taiga | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Pale Garden | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Forest | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Cherry Grove | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Windswept Gravelly Hills | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Windswept Forest | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Badlands | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Dark Forest | 100/515 | 19.42% | 4 | 80 | 2 |
| Wooded Badlands | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Old Growth Spruce Taiga | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Stony Shore | 100/515 | 19.42% | 4 | 80 | 1–2 |
| Frozen River | 100/516 | 19.38% | 4 | 24 | 1–2 |
| Jungle | 100/517 | 19.34% | 4 | 80 | 1–2 |
| Deep Frozen Ocean | 100/520 | 19.23% | 4 | 24 | 1–2 |
| Warm Ocean | 100/520 | 19.23% | 4 | 80 | 1–2 |
| Ocean | 100/520 | 19.23% | 4 | 80 | 1–2 |
| Cold Ocean | 100/520 | 19.23% | 4 | 80 | 1–2 |

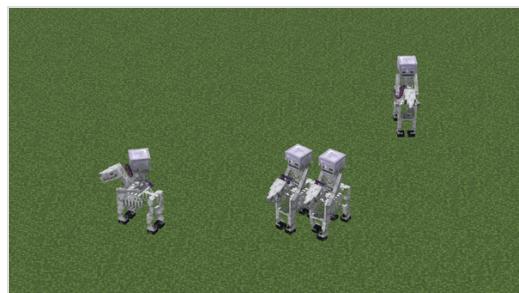
| Category: Monster | Java Edition | | | Bedrock Edition | |
|--------------------------|---------------------|---------------------|-------------------|------------------------|-------------------|
| Spawn area | Spawn weight | Spawn chance | Group size | Spawn weight | Group size |
| Lukewarm Ocean | 100/520 | 19.23% | 4 | 80 | 1–2 |
| Frozen Ocean | 100/520 | 19.23% | 4 | 24 | 1–2 |
| Deep Cold Ocean | 100/520 | 19.23% | 4 | 80 | 1–2 |
| Sunflower Plains | 100/520 | 19.23% | 4 | 80 | 1–2 |
| Windswept Savanna | 100/520 | 19.23% | 4 | 80 | 1–2 |
| Savanna Plateau | 100/520 | 19.23% | 4 | 80 | 1–2 |
| Plains | 100/520 | 19.23% | 4 | 80 | 1–2 |
| Deep Lukewarm Ocean | 100/520 | 19.23% | 4 | 80 | 1–2 |
| Deep Ocean | 100/520 | 19.23% | 4 | 80 | 1–2 |
| Savanna | 100/520 | 19.23% | 4 | 80 | 1–2 |
| Old Growth Pine Taiga | 100/540 | 18.52% | 4 | 80 | 1–2 |
| Dripstone Caves | 100/610 | 16.39% | 4 | 80 | 1–2 |
| River | 100/615 | 16.26% | 4 | — | — |
| Swamp | 70/516 | 13.57% | 4 | 80 | 2 |
| Mangrove Swamp | 70/516 | 13.57% | 4 | — | — |
| Desert | 50/515 | 9.71% | 4 | 80 | 1–2 |
| Nether Fortress | 2/28 | 7.14% | 5 | 2 | 2–3 |
| Ice Spikes | 20/515 | 3.88% | 4 | 24 | 1–2 |
| Snowy Plains | 20/520 | 3.85% | 4 | 24 | 1–2 |

Spider jockeys

Spiders and cave spiders^[BE only] have a 1% chance to spawn with a skeleton riding them, creating a spider jockey.

Skeleton horse traps during thunderstorms

Four skeleton horsemen spawn when a skeleton horse trap is triggered, typically during a thunderstorm. The skeletons ride on skeleton horses and are equipped with enchanted bows and iron helmets. In Java Edition, they have damage immunity for 3 seconds after spawning.



A skeleton horse trap.

In the Nether

Skeletons spawn commonly in soul sand valley biomes in groups of 4^[JE only] or 1-2^[BE only]. However, due to the spawn cost system, skeletons have a lower population density in soul sand valleys than zombified piglins have in Nether wastes (i.e. there are much fewer skeletons in a given area).

In Nether fortresses, there is a 20% chance that a skeleton spawns in place of a wither skeleton.

Skeletons in the Nether spawn at the light level of 7 and below.

Monster spawners

Skeletons spawn from 25% of the monster spawners found in monster rooms.

Trial spawners

Regular skeletons have a $\frac{1}{3}$ chance to be selected as the "ranged" mob for trial spawners in trial chambers.

Variants

Many skeletons are also replaced by their variants, strays in snowy biomes, parched in desert biomes, bogged in swamp and mangrove swamp biomes, and wither skeletons in Nether fortress structures in the Nether.

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

| Item | Quantity / Chance / Average | | | | | | | | | | | | |
|---|-----------------------------|---------|------|-----------|---------|------|------------|---------|------|-------------|---------|------|--|
| | Default | | | Looting I | | | Looting II | | | Looting III | | | |
| | 0–2 | 66.67% | 1.00 | 0–3 | 83.33% | 1.50 | 0–4 | 91.67% | 2.00 | 0–5 | 94.44% | 2.50 | |
|  Bone | 0–2 | 66.67% | 1.00 | 0–3 | 83.33% | 1.50 | 0–4 | 91.67% | 2.00 | 0–5 | 94.44% | 2.50 | |
|  Arrow | 0–2 | 66.67% | 1.00 | 0–3 | 83.33% | 1.50 | 0–4 | 91.67% | 2.00 | 0–5 | 94.44% | 2.50 | |
|  Skeleton Skull ^[A] | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 | |

A. Only when killed by a charged creeper.

Bedrock Edition:

Decimal Fraction Distribution Expectation

| Item | Quantity / Chance / Average | | | | | | | | | | | | |
|---|-----------------------------|---------|------|-----------|---------|------|------------|---------|------|-------------|---------|------|--|
| | Default | | | Looting I | | | Looting II | | | Looting III | | | |
| | 0–2 | 66.67% | 1.00 | 0–3 | 66.67% | 1.33 | 0–4 | 66.67% | 1.67 | 0–5 | 66.67% | 2.00 | |
|  Bone | 0–2 | 66.67% | 1.00 | 0–3 | 66.67% | 1.33 | 0–4 | 66.67% | 1.67 | 0–5 | 66.67% | 2.00 | |
|  Arrow | 0–2 | 66.67% | 1.00 | 0–3 | 66.67% | 1.33 | 0–4 | 66.67% | 1.67 | 0–5 | 66.67% | 2.00 | |
|  Skeleton Skull ^[A] | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 | |

A. Only when killed by a charged creeper.

A skeleton always drops any equipment it picked up. A skeleton also has a random chance to drop each piece of naturally spawned equipment, including its bow, if it is killed by a player or tamed wolf. The chance to drop a

naturally spawned piece of equipment is 8.5% without Looting, 9.5% with Looting I, 10.5% with Looting II, and 11.5% with Looting III.

Skeletons drop 5 experience points when killed by a player or tamed wolf, and an additional 1–3 for each piece of naturally spawned equipment, including their bow. The random amount dropped by each piece is independent of the amounts dropped by the other pieces.

Behavior

Skeletons chase players, baby turtles, and iron golems they see within 16 blocks, climbing stairs or ladders, navigating mazes and traversing other complex obstacles to get within shooting range. Despite being associated to iron golems, villagers and wandering traders are ignored by skeletons. However, a skeleton can retaliate if a firework rocket set by a villager hits it.

When within 15 blocks of a target, with a clear line of sight, a skeleton starts shooting arrows, once every 3 seconds on Easy and Normal difficulties or once every 2 seconds on Hard difficulty. If the player leaves the 15-block radius, skeletons wait for some seconds with the bow charged, shooting the moment the player comes within range again. Their detection range is reduced by 50% if a skeleton skull is worn by the player. This stacks with sneaking and the Invisibility effect.

The skeleton's accuracy is based on the world difficulty. Skeletons have an "error" of 10 on Easy, 6 on Normal and 2 on Hard. This is compared to the player's lack of accuracy of 1. To account for gravity, skeletons aim 0.2 blocks higher for every horizontal block of range to the target.



An idle skeleton and a skeleton shooting.

Skeleton behavior varies between the game editions:

Java Edition

- Strafe in circular patterns to dodge attacks and retreat to a safe range if the player comes within 4 blocks. They can walk off cliffs while strafing.^[1]
- Sprint toward the player if they are 14 blocks away or farther.
- Use bows even underwater. The water slows down the arrows.
- Animates its bow while attacking.

Bedrock Edition

- Skeletons typically stop moving to shoot, making no attempt to avoid being hit.
- An underwater skeleton uses a melee attack because it is unable to use a bow underwater.
- A skeleton on land shoots quickly at a player in water. The rate of fire increases as the player approaches, making combat difficult due to the knockback.
- Skeletons shoot faster at players the more they are closer to it. The rate of fire decreases from 3 seconds to 1 second the closer the player is.

In most cases, if a skeleton's arrow hits a neutral or hostile mob that has not yet been attacked by the player, the mob attacks the skeleton. When a skeleton is attacked by another mob (including another skeleton), it attacks that mob, reorienting on the player once the mob is dead. Skeletons flee from wolves. A skeleton runs from a chasing wolf until the wolf deals damage, after which the skeleton turns to shoot at the wolf that successfully attacked it.

Skeletons sink in water and cannot swim, but do not drown.

If a skeleton is inside of powder snow for 7 seconds (140 game ticks), it begins shaking. After another 15 seconds (300 game ticks), it converts into a stray. A newly-converted stray always has full health even if converted from a damaged skeleton. The converted stray keeps any items worn or held when it was a skeleton. Only skeletons can become strays; bogged, parched, or wither skeletons cannot be converted. The process is similar to when a husk turns into a zombie or when a zombie turns into a drowned if it stays underwater for too long.

If spawned with a weapon other than a bow or no weapon at all (which can be spawned with commands such as `/summon skeleton ~ ~ ~ {HandItems:[{Count:1,id:"iron_sword"}]}`, or `/summon skeleton ~ ~ ~ {}`), or it picks up a weapon other than a bow, a skeleton charges at a player with arms outstretched and deals damage by touch, similar to a wither skeleton.

A skeleton holding a tipped arrow or spectral arrow in its off-hand always shoots that type of arrow, and the arrow held is not consumed.

If a skeleton kills a creeper, the creeper drops a music disc, randomly selected from 13, cat, blocks, chirp, far, mall, mellohi, stal, strad, ward, 11, and wait.



Dueling skeletons. One skeleton is being hit by the other skeleton.



Wolves attacking a skeleton.

Sunlight

When the moon can no longer be seen (Dawn) and the sun is above 15°, skeletons can burn. Burning is suppressed when the skeleton is:

- in a place with a non-air block directly over it. In Java Edition, the roof must be a light-blocking block.
- in a sufficiently shaded area: a sunlight level of 11 or less.
- in water. A skeleton pathfinds to water if it is not wearing head armor and not already in water.
- wearing head armor. Helmets slowly get damaged when a skeleton has it on in sunlight, and it eventually breaks.
- under the status effect of Fire Resistance.
- standing in cobwebs.^[2]

Transparent and translucent blocks, including glass and ice, do not prevent them from burning. [JE only]

Unlike zombies, skeletons seek out shelter during the day, and remain under it while attacking.



A skeleton burning in sunlight.

Mob type

Being an undead mob, they are:

- Damaged by the status effect Instant Health and healed by the status effect Instant Damage.
- Unaffected by the status effects Regeneration and Poison.
- Ignored by the wither.
- Affected by the Smite enchantment.
- A threat to armadillos, causing them to hide in their shell.

Geared skeletons

Main article: [Geared mobs](#)

Some spawned skeletons have the ability to pick up dropped items from the ground. Unlike zombies, however, they pick up only weapons or armor. If a picked up item is armor, a carved pumpkin or a mob head, a skeleton equips itself with the item. If the picked up item is a weapon, the skeleton uses the item as a melee weapon. In Bedrock Edition, skeletons can also pick up and equip illager banners worn in their chest slot.
[needs testing in Bedrock Edition]

Skeletons spawn already armed with bows, which may be enchanted. The chances of that event are listed below. If a skeleton spawns wearing multiple pieces of armor, the armor is never mismatched (all pieces are made of the same material) except if it is spawned as part of a skeleton trap, in which case only the iron helmet may not match the rest of the armor.

On Halloween, skeletons may spawn wearing a carved pumpkin or jack o'lantern. They do not drop this, even when killed with Looting.

Chances of skeleton wearing or picking up armor, per difficulty

| | Easy | Normal | Hard |
|--|-------------|--------------------------------|------------------------------------|
| Armor | 0% | 0%–15% <small>[note 1]</small> | 1.875%–15% <small>[note 1]</small> |
| Weapon <small>[note 2]</small> | 100% | 100% | 100% |
| Can pick up loot | 0% | 0%–55% <small>[note 1]</small> | 6.875%–55% <small>[note 1]</small> |
| Weapon enchantment <small>[note 3]</small> | 0% | 0%–25% <small>[note 1]</small> | 3.125%–25% <small>[note 1]</small> |
| Armor enchantment <small>[note 3]</small> | 0% | 0%–50% <small>[note 1]</small> | 6.25%–50% <small>[note 1]</small> |

1. Value is based on the regional difficulty.
2. 100% chance of a bow
3. Enchantment is the same as on an enchantment table at level 5–22.[note 1]

If a skeleton does spawn with armor, the chances of specific armor are as follows:

Chances of different armor pieces,
per difficulty

| Armor | Easy & Normal | Hard |
|--------------|--------------------------|-------------|
| 1 piece | 100% | 100% |
| 2 pieces | 75% | 90% |
| 3 pieces | 56.25% | 81% |
| Full set | 42.19% | 72.9% |

If a skeleton does spawn with an armor, the order in which they receive armor pieces is as follows (from most likely to least likely): helmet; helmet and chestplate; helmet, chestplate and leggings; full set.

The chances of it being of a particular material are:

Chances of different armor types

| Armor type | Chance |
|------------|--------|
| Leather | 23.60% |
| Copper | 32.23% |
| Gold | 33.29% |
| Chain | 9.73% |
| Iron | 1.10% |
| Diamond | 0.04% |

In *Java Edition*, a skeleton's armor does not lose durability upon taking damage. Helmets (not blocks like carved pumpkins) on skeletons can break if the skeleton is exposed to daylight. In *Bedrock Edition*, any armor piece is damaged as if the player is wearing it.[\[verify\]](#)

Pickup mechanics

Main article: Geared mobs § Picking up gear

When picking up items, skeletons prefer weapons that deal more damage *without considering enchantments*. They also prefer items with NBT data over those without, and weapons that are less damaged.

For weapon types, skeletons prefer bows over melee weapons. Skeletons won't take crossbows, tridents or maces whatsoever, as long as they have any other item in hand.

For armor, skeletons prefer armor that give more armor points than the armor to replace. Skeletons accept given cosmetic wearables (heads and carved pumpkins), as long as they aren't wearing a helmet.

If the skeleton accepts a given equipment, the skeleton drops the old one, with the same chance as if killed with Looting I, in favor of the new one. Any skeleton that spawns with equipment (picked-up items do not count) gives 1–3 extra experience points per item.

Skeletons can pick up and equip shields in the other hand, but they cannot use it to block damage.

If multiple viable items exist, the skeleton endlessly picks up and drops the items.[\[3\]](#)

Sounds

Java Edition:



A skeleton holding a shield.

| Sounds | | | | | | | | | [hide] |
|--------|----------------------------|--------------|--|------------------------------------|--|--------|----------|----------------------|--------|
| Sound | Closed captions | Source | Description | Identifier | Translation key | Volume | Pitch | Attenuation distance | |
| | Skeleton rattles | Hostile Mobs | Randomly | entity.skeleton.ambient | subtitles.entity.skeleton.ambient | 1.0 | 0.8-1.2 | 16 | |
| | Skeleton hurts | Hostile Mobs | When a skeleton is damaged | entity.skeleton.hurt | subtitles.entity.skeleton.hurt | 1.0 | 0.8-1.2 | 16 | |
| | Skeleton dies | Hostile Mobs | When a skeleton dies | entity.skeleton.death | subtitles.entity.skeleton.death | 1.0 | 0.8-1.2 | 16 | |
| | Footsteps | Hostile Mobs | While a skeleton is walking | entity.skeleton.step | subtitles.block.generic.footsteps | 0.15 | 1.0 | 16 | |
| | Skeleton shoots | Hostile Mobs | When a skeleton shoots an arrow | entity.skeleton.shoot | subtitles.entity.skeleton.shoot | 1.0 | 5/6-1.25 | 16 | |
| | Skeleton converts to Stray | Hostile Mobs | When a skeleton converts to a <u>stray</u> | entity.skeleton.converted_to_stray | subtitles.entity.skeleton.converted_to_stray | 2.0 | 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 | Randomly | mob.skeleton.say | ? | 1.0 | 0.8-1.2 | |
| ? | ? | Hostile Mobs | When a skeleton is damaged | mob.skeleton.hurt | ? | 0.7 | 0.8-1.2 | |
| ? | ? | Hostile Mobs | When a skeleton dies | mob.skeleton.death | ? | 1.0 | 0.8-1.2 | |
| ? | ? | Hostile Mobs | While a skeleton is walking | mob.skeleton.step | ? | 1.0 | 1.0 | |
| ? | ? | Players | When a skeleton shoots an arrow | random.bow | ? | 1.0 | 0.83-1.25 | |
| ? | ? | Friendly Mobs | When a skeleton converts to a stray | mob.skeleton.convert_to_stray | ? | 1.0 | 1.0 | |

Data values

ID

Java Edition:

| Name | Identifier | Entity tags | Translation key [hide] |
|--|------------|--|---------------------------|
|  Skeleton | skeleton | burn_in_daylight can_breathe_under_water ignores_poison_and_regen inverted_healing_and_harm no_anger_from_wind_charge sensitive_to_smite skeletons undead wither_friends | entity.minecraft.skeleton |

Bedrock Edition:

| Name | Identifier | Numeric ID | Family | Translation key [hide] |
|--|------------|------------|--------------------------------------|------------------------|
|  Skeleton | skeleton | 34 | mob monster skeleton undead | entity.skeleton.name |

Entity data

Skeletons 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

StrayConversionTime: The number of ticks until this skeleton converts to a stray (default value is -1, when no conversion is under way).

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 | | | | | |
| | | <u>Monster Hunter</u> | 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 |
| | | <u>Camouflage</u> | Kill a mob while wearing the same type of mob <u>head</u> . | — | 30 | Bronze |
| | | <u>Sniper Duel</u> | Kill a Skeleton with an arrow from more than 50 meters. | Use a launched arrow to kill a skeleton, wither skeleton, stray, bogged, or parched from 50 or more blocks away, horizontally. | 30 | Bronze |
| | | <u>It Spreads</u> | Kill a mob next to a <u>catalyst</u> | 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] |
|------|-----------------------------|--|---|--------|
| | <u>Not Today, Thank You</u> | Deflect a projectile with a Shield | Block any projectile with a <u>shield</u> . | |
| | <u>Monster Hunter</u> | Kill any hostile monster | Kill one of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement. | |
| | <u>It Spreads</u> | 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. | |
| | <u>Monsters Hunted</u> | Kill one of every hostile monster | Kill each of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement. | |
| | <u>Sniper Duel</u> | Kill a Skeleton from at least 50 meters away | Receive kill credit for a <u>skeleton</u> that is at least 50 blocks away horizontally and is killed by a projectile. | |

Advancements that apply to all mobs:

[\[show\]](#)

History

Development

August 14, 2009 (<https://web.archive.org/web/0/https://notch.tumblr.com/post/162878409>)

Notch teased skeletons.

Java Edition

| Java Edition Classic | | | |
|-----------------------------|---|--|--|
| [hide] | | | |
| 0.24_SURVIVAL_TEST |  | Added skeletons. | |
| | | Skeletons spawn randomly in new Survival maps and follow <u>players</u> when approached, much like <u>zombies</u> . | |
| | | Skeletons appear wearing armor, just like zombies, but had no protective effect in their health. | |
| 0.25 SURVIVAL TEST | | Skeletons now fire arrows with a purple/magenta colored shaft, appear to fire <u>arrows</u> at a faster and more random rate, and shoot 6 arrows outward a short-range in all directions when dying. Arrows fired by skeletons can be picked up and used by <u>players</u> . | |
| | | Skeletons now take five hits to kill. | |
| 0.27 SURVIVAL TEST | | Skeletons now give 120 points when killed. | |
| Java Edition Indev | | | |
| 0.31 | 20091223-0040 | Skeletons and other mobs no longer spawn naturally. | |
| | 20100202 | Skeletons and other mobs now spawn naturally again. However, they are currently passive. | |
| | | Skeletons no longer wear <u>armor</u> . | |
| | 20100204-2027 | The skeleton's attacking animation has been removed. | |
| | | Skeletons are now hostile again. | |
| 20100213 | | Skeletons now catch on <u>fire</u> when exposed to sunlight. | |
| 20100218-0011 | | The chances of catching on fire in sunlight have been tweaked for skeletons. | |
| | | Skeletons now burn only when the sunlight level is greater than 7, and not due to <u>torches</u> at night. <i>[is this the correct version?]</i> | |
| 20100219 | | Skeletons now drop arrows. | |
| Java Edition Infdev | | | |
| | 20100227-1414 | Skeletons can no longer spawn naturally. | |
| | 20100316 | Skeletons can spawn via arrows and can spawn mobs via arrows. | |
| | 20100413-1951 | Skeletons can no longer spawn mobs via arrows. | |
| | 20100415 | Skeletons can spawn naturally yet again. | |
| Java Edition Alpha | | | |
| | v1.0.3 | Added unique idle and hurt sounds for skeletons. Previously, they had no idle sounds and used the hurt sound for players. | |
| | v1.2.0 |  | Skeletons now hold a <u>bow</u> in their right hand, however they were held as an <u>item</u> just like a player would hold it at this period. |
| Java Edition Beta | | | |
| 1.2 | Pre-release | Skeletons can now <u>drop</u> 0-2 <u>bones</u> , in addition to <u>arrows</u> . | |
| | |  | The <u>bows</u> of skeletons are now larger and held realistically (full-sized bows, two-handed, and pulling the arrow back). |
| | | Skeletons now fire <u>arrows</u> slower but further. | |
| Java Edition | | | |
| | | [hide] | |

| | | |
|--------------|--------------------------------|---|
| 1.0.0 | Beta 1.9 Prerelease |  Skeletons now hold their <u>bow</u> with one hand again, but they still have the larger and held realistically bow. |
| 1.2.1 | <u>12w04a</u> | The skeleton's AI has been improved: if a skeleton catches <u>fire</u> in daylight, it rushes to the nearest shadow or body of <u>water</u> . |
| | <u>12w06a</u> | There now is a 8.5% chance that a skeleton <u>drops a bow</u> when killed. There is also a small chance of the bow being <u>enchanted</u> . |
| | | Skeletons no longer spin in circles on non-full-height blocks. |
| 1.4.2 | <u>12w32a</u> | Skeletons, <u>zombies</u> and <u>zombie pigmen</u> can now pick up dropped <u>items</u> . They also have the ability to wear <u>armor</u> and wield a <u>weapon</u> , so if they pick up armor, they wear it. |
| | | Skeletons, zombies, and zombie pigmen can now spawn wearing any type of armor (including chain); both armor and weapons may be <u>enchanted</u> . |
| | <u>12w36a</u> | Skeletons may now be found in <u>nether fortresses</u> along with <u>wither skeletons</u> . |
| | <u>12w37a</u> |  On <u>Halloween</u> , skeletons, <u>wither skeletons</u> , <u>zombies</u> and <u>zombie pigmen</u> now have a chance of spawning with a <u>pumpkin</u> or <u>jack o'lantern</u> . |
| 1.4.4 | <u>1.4.3</u> | Skeletons now rush toward the <u>player</u> , instead of shooting <u>arrows</u> , if they don't have a <u>bow</u> . |
| 1.5 | <u>13w02a</u> | Skeletons now shoot from a range of 15 blocks instead of 10. |
| | | Accuracy of skeleton can now be changed by changing difficulty. |
| | <u>13w03a</u> | Skeletons now fire rapidly at players who come within close range, in an attempt to knock them back. This makes melee combat in <u>water</u> hard. |
| 1.8 | <u>14w10a</u> | Skeletons now run away from <u>wolves</u> , instead of fighting back. |
| | <u>14w11a</u> | Skeletons now run away from <u>creepers</u> that are about to explode. |
| | <u>14w30a</u> | Skeletons now <u>drop</u> their <u>skulls</u> when killed by a <u>charged creeper</u> . |
| 1.8.1 | <u>pre1</u> | Skeletons no longer run away from <u>creepers</u> that are about to explode due to performance issues. |
| | 1.8.7 | Skeletons no longer ignore the player whilst seeking shelter from the sun. |
| 1.9 | <u>15w31a</u> |  Skeletons now lower their arms when idle. |
| | | Skeletons can now, once again, animate their <u>bow</u> ; they pull it out when becoming hostile and draw it back to fire arrows. |
| | | Skeletons now have an 11% chance of spawning with their <u>bow</u> in their left hand. |
| | | Skeletons can <u>dual wield</u> . |
| | <u>15w32a</u> |  Skeletons now hold their bow with two hands again when aiming. |
| | | The detection range of skeletons is halved when the <u>player</u> is wearing a <u>skeleton skull</u> . |
| | | Skeletons now shoot one arrow per second and have improved behavior, allowing them to be a bit faster and strafe while shooting. |
| | | Skeletons spawn from <u>skeleton trap horses</u> . |
| | <u>15w39a</u> | Skeletons are slightly taller (1.99 blocks tall rather than 1.95). |
| | | Skeletons shoot an arrow every 2 seconds on Easy and Normal instead of 1. |

| | | |
|---|--------------------------------|--|
| | <u>pre1</u> | Skeletons shoot flaming <u>arrows</u> only when burning and regional difficulty is 3 or greater. Skeletons holding <u>tipped arrows</u> in their off-hand now shoot that type of <u>arrow</u> . |
| <u>1.11</u> | <u>16w32a</u> | Skeletons no longer shoot flaming arrows when they are on fire. ^[4] |
| | <u>16w40a</u> | Skeletons holding spectral arrows in their off-hand now shoot that type of arrow. ^[5] |
| <u>1.12.1</u> | <u>17w31a</u> | Skeletons no longer pick up items based on their <u>enchantments</u> . |
| <u>1.13</u> | <u>18w07a</u> | Skeletons seek and attack baby <u>turtles</u> . |
| | <u>18w19a</u> | Skeletons sink underwater. Skeletons no longer <u>drown</u> underwater. |
| <u>1.14</u> | <u>18w43a</u> |  The texture of skeletons has been changed. |
| <u>1.15</u> | <u>19w37a</u> | Mobs that spawn wearing carved pumpkins or jack o'lanterns on Halloween no longer drop them. |
| <u>1.16</u> | <u>20w06a</u> | Skeletons can now spawn in <u>soul sand valley</u> biomes. |
| | <u>pre4</u> | Increased skeleton's spawning weight in soul sand valleys from 2 to 10. |
| <u>1.17</u> | <u>21w05a</u> | Skeletons now turn into strays when they are in <u>powder snow</u> . |
| | <u>21w13a</u> | Decreased stray conversion time in powder snow from 30 to 7 seconds. |
| <u>1.18</u> | <u>Experimental Snapshot 1</u> | Skeletons now spawn only at light level 0. |
| <u>1.19</u> | <u>pre1</u> | Skeletons can now spawn from light level 0 to 11 in the Nether. |
| <u>1.19.3</u> | <u>22w46a</u> | Skeletons now spawn from light level 0 to 7 in the Nether. |
| <u>1.20.3</u> | <u>23w40a</u> | Skeletons are now part of the <u>#can_breathe_under_water</u> and <u>#undead</u> tags. |
| <u>1.20.3</u> — Experiment — <u>Update 1.21</u> | <u>23w45a</u> | Skeletons now spawn in trial chambers behind the "Update 1.21" experimental data pack. Skeletons from trial spawners surrounded by bone blocks, podzol and red mushrooms shoot tipped arrows of Poison. |
| | <u>24w04a</u> | Skeletons no longer retaliate against attacks from the <u>breeze</u> . |
| <u>1.20.5</u> — Experiment — <u>Update 1.21</u> | <u>24w07a</u> | Trial spawners surrounded by bone blocks, podzol and red mushrooms no longer spawn skeletons with tipped arrows of Poison, and instead spawn bogged. |
| <u>1.21.2</u> | <u>24w33a</u> | Skeletons now naturally spawn with armor in the order of (most likely to least likely): helmet, chestplate, leggings, boots. ^[6] |
| <u>1.21.4</u> | <u>24w45a</u> | Skeletons now prefer to pick <u>bows</u> from the ground as opposed to other items. |
| <u>1.21.11</u> | <u>pre1</u> | Skeletons can no longer pick up spears. |

Bedrock Edition

| Pocket Edition Alpha | | | [hide] |
|--|--|--|--------|
| v0.3.3 | |  Added skeletons. | |
| Skeletons use outdated sounds, move slowly, and shoot an arrow every 3 seconds with poor aim. | | | |
| v0.5.0 | Skeletons have new animations. | | |
| v0.7.3 | Skeletons are now set on fire when exposed to sunlight. Previously, they emitted smoke particles and took damage, but were not visually on fire. | | |
| v0.9.0 | build 8 | Skeletons have new AI. | |
| | build 9 | Skeletons use the old AI again because they were not firing <u>arrows</u> correctly. | |
| v0.9.2 | The <u>health</u> of skeletons has been reduced from 20 ( × 10) to 16 ( × 8) | | |
| v0.11.0 | build 1 |  Skeletons no longer hold <u>bows</u> with 2 arms. | |
| | | Skeletons may now spawn as the rider of a <u>spider jockey</u> . | |
| | build 9 | Burning skeletons now shoot flaming arrows. | |
| | build 14 | Skeletons now have improved accuracy. | |
| v0.12.1 | build 1 | Skeletons use the new AI again, thus improving accuracy, walking and shooting speed, and intelligence. When skeletons catch fire in the daylight, they hide in the nearest shadow or body of water. Skeletons also avoid falls, <u>fire</u> , <u>lava</u> , and <u>cactus</u> . | |
| | | Skeletons may now spawn wearing <u>armor</u> or enchanted armor. | |
| | | Skeletons may now spawn with enchanted <u>bows</u> . | |
| | | New <u>sounds</u> have been added for skeletons. | |
| | build 12 | Skeletons now run away from wolves. | |
| v0.13.0 | build 1 | Skeletons now fire faster when <u>players</u> get closer to knock them back, especially to players in water. | |
| v0.14.0 | build 1 | Skeletons are now slightly taller (1.99 blocks tall rather than 1.95). | |
| May 31, 2016 (https://twitter.com/shoghipc/status/737654454070173696) | | Shoghipc asks the community about flaming arrows being shot by burning skeletons. | |
| v0.15.0 | build 1 |  Skeletons now animate their <u>bow</u> , they pull it out when becoming hostile and draw it back to shoot <u>arrows</u> . | |
| | | Skeletons now spawn from skeleton trap horses. | |
| v0.16.0 | build 1 | Burning skeletons now shoot flaming arrows only if the regional difficulty is 3 or greater. Prior to this, burning skeletons would always shoot flaming arrows regardless of regional difficulty. | |
| Bedrock Edition | | | [hide] |
| 1.2.0 | beta 1.2.0.2 | Skeletons now have a 8.5% chance of <u>dropping</u> their equipment. Prior to this, skeletons would never drop their <u>bow</u> and would always drop <u>armor</u> . | |
| 1.5.0 | beta 1.5.0.0 | Skeletons now sink underwater. | |
| | | Skeletons no longer die from <u>drowning</u> . | |
| | | Skeletons now use melee attacks and stop shooting when underwater. | |

| | | |
|--|------------------------------------|--|
| | beta 1.5.0.4 | Skeletons now seek and attack baby turtles. |
| 1.10.0 | beta 1.10.0.3 |  The texture of skeletons has been changed. Skeletons once again attack iron golems. |
| | | Skeletons can now spawn in soul sand valley biomes. Skeletons can now pick up items. Skeleton now use melee attack when not holding bow on their hand, prior to this, skeleton use any items as ranged weapon to shoot arrow normally. |
| 1.17.0 | beta 1.17.0.54 | Skeletons now turn into strays when they are in powder snow. |
| 1.17.10 | beta 1.17.10.20 | Decreased stray conversion time in powder snow from 30 to 7 seconds. |
| 1.17.30 | beta 1.17.30.20 |  Skeletons now hold their bow with two hands again when aiming. |
| 1.18.20 | Preview 1.18.20.28 | Skeletons' melee attack now deals 2 (💔) damage instead of 3 (💔💔) on normal mode. |
| 1.19.60 | Preview 1.19.60.22 | Skeletons now spawn from light level 0 to 7 in the Nether. |
| ? | | Skeletons can now use the <u>Punch</u> , <u>Flame</u> , and <u>Power</u> enchantments on their bows. |
| 1.20.60 Experiment Update 1.21 | Preview 1.20.60.20 | Skeletons now spawn in trial chambers behind the "Update 1.21" experimental toggle. |
| 1.20.70 Experiment Update 1.21 | Preview 1.20.70.21 | Skeletons no longer retaliate against attacks from breezes. |
| | Preview 1.20.70.24 | Trial spawners surrounded by bone blocks, podzol and red mushrooms no longer spawn skeletons, and instead spawn bogged. |
| Upcoming Bedrock Edition | | [hide] |
| 26.0 | Preview 26.0.23 | Skeletons can no longer pick up spears. |

Legacy Console Edition

| Legacy Console Edition | | | | | | | [hide] |
|------------------------|----------|------|------|---------|----------|--------|---|
| Xbox 360 | Xbox One | PS3 | PS4 | PS Vita | Wii U | Switch | |
| TU1 | | | | | | |  Added skeletons. |
| TU5 | | CU1 | 1.00 | 1.00 | 1.00 | |  The skeleton's bow is now larger and held more realistically (full-sized bows, two-handed, and pulling the arrow back) than in previous versions (in one hand). Skeletons now fire their arrows slightly slower. Their arrows, however, are shot with more force. The skeleton's AI has been updated, so they are "smarter", i.e. if a skeleton catches fire in daylight, it rushes to the nearest shadow or body of water for safety. |
| TU12 | | | | | Patch 1 | | There is now a small chance that skeletons drop a bow when killed. There is now also a small chance of the bow being enchanted. Skeletons can now spawn wearing <u>armor</u> and <u>weapons</u> . Once the player gets closer to a skeleton, the skeleton now fires arrows more frequently. |
| TU19 | | CU7 | 1.12 | 1.12 | 1.12 | |  On Halloween, skeletons, wither skeletons, zombies and zombie pigmen now have a chance of spawning with a pumpkin or jack o'lantern. <small>[is this the correct version?]</small> Skeletons may now be found in <u>nether fortresses</u> along with <u>wither skeletons</u> . Skeletons now have a new death sound. Previously it made the same sound as when taking damage. Skeletons now run away from <u>wolves</u> , instead of fighting back. Skeletons now drop their <u>skull</u> when killed by a charged <u>creeper</u> . |
| TU31 | CU19 | 1.22 | 1.22 | 1.22 | Patch 3 | | Skeletons now use the <u>old sound</u> for dying. Skeletons may now spawn from skeleton trap horses. Skeletons now have a new AI that allows them to strafe while attacking. |
| TU46 | CU33 | 1.36 | 1.36 | 1.36 | Patch 13 | |  Skeletons now lower their arms when idle. Skeletons now have a chance of spawning with their <u>bow</u> in their left hand. |
| TU57 | CU49 | 1.57 | 1.56 | 1.56 | Patch 27 | 1.0.7 | Skeletons no longer attack <u>iron golems</u> . |
| TU69 | | 1.76 | 1.76 | 1.76 | Patch 38 | | Skeletons sink underwater. Skeletons no longer drown underwater. |

New Nintendo 3DS Edition

| New Nintendo 3DS Edition [hide] | |
|--|--|
| 0.1.0 |  Added skeletons. |

Historical sounds

| Sound | From | to | Pitch |
|----------|--------------|-------|-------|
| Hurt/Die | Alpha v1.0.3 | 1.4.2 | 1.0 |

Data history

| Java Edition | | | [hide] |
|---------------------|---------------|---|--------|
| 1.9 | 15w39a | Entity ID Skeleton is now skeleton, wither_skeleton and stray for those respective mobs. <i>[Is this the correct version?]</i> | |
| 1.13 | 17w47a | Numeric IDs for entities were presumably deprecated in this version. <i>[more information needed]</i> | |

Historical screenshots



A skeleton in [Java Edition Beta 1.8](#). The player can see it wielding its bow with both hands.

A skeleton in the [Nether](#) used as the [12w36a](#) snapshot image.

[Naturally armored](#) skeletons.

2 skeletons fighting each other.

Issues

Issues relating to "Skeleton" are maintained on the [bug tracker](#). Issues should be reported and viewed there ([http://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%20AND%20%28summary%20~%20%22Skeleton%22%29%20ORDER%20BY%20resolution%20DESC](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%20AND%20%28summary%20~%20%22Skeleton%22%29%20ORDER%20BY%20resolution%20DESC)).

Trivia

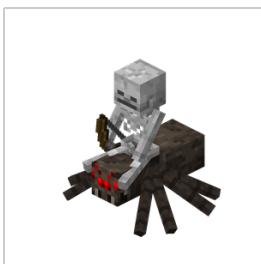
- If alerted to a player's presence, a skeleton can fire arrows backward, occasionally hitting themselves.
- The artificial intelligence of skeletons in [Bedrock Edition](#) is a mix of skeleton AI from [Java Edition](#) between versions 1.5 and 1.8.9 and the skeletons in [Update Aquatic](#). They shoot faster when they are on land and the target underwater, causing enough knockback to make combat hard. Additionally, they do not strafe left to right, and they shoot more rapidly at closer targets. Skeletons also use ranged attacks on land and switch to melee attacks when sinking underwater.
- If a skeleton has a [sword](#) or any other melee item, generally with commands, its AI resembles the [wither skeleton's](#) AI.

- In *Bedrock Edition*, skeletons do not animate their bow.
- C418 used bamboo wind chime sounds (https://freesound.org/people/jppi_Stu/sounds/17090/) as a base for the skeleton sounds.^[7]

Gallery

Renders

Poses



A spider jockey with a skeleton.



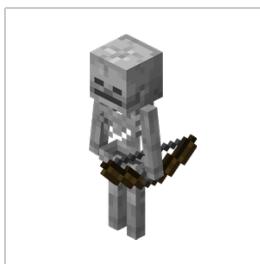
A cave spider jockey with a skeleton.



A skeleton without a bow spawned by / summon commands.

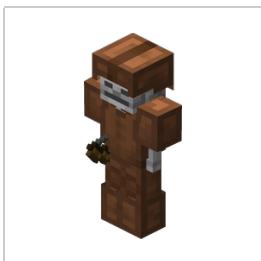


Aiming



A left-handed skeleton

Armored



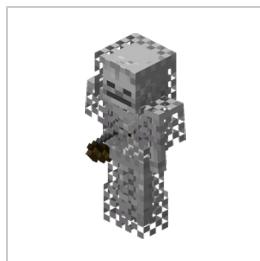
Skeleton in leather armor



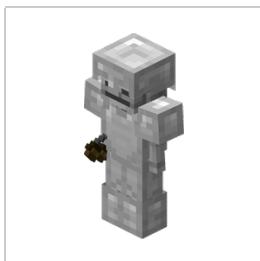
Skeleton in golden armor



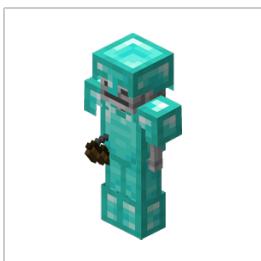
Skeleton in copper armor



Skeleton in chainmail armor



Skeleton in iron armor



Skeleton in diamond armor



Skeleton in netherite armor

Screenshots



A skeleton being compared to its variants in Java Edition.



Dying skeleton mob in Bedrock Edition.



Dying skeleton mob in Java Edition.



Two skeletons shooting each other while in water. One skeleton is in a boat while the other is a spider jockey.



A skeleton in Bedrock Edition. Like in Beta 1.8, it holds its bow with both hands and it doesn't animate its bow.



A skeleton riding a minecart.



A skeleton kills an attacking wolf.



A stray standing next to a normal skeleton.



A skeleton wearing an iron helmet.



A skeleton wearing a leather cap.



A player trying to give armor to a skeleton.



Skeleton horsemen spawned from a skeleton trap.



A spider jockey rider wearing a pumpkin on Halloween.



A skeleton with full golden armor.



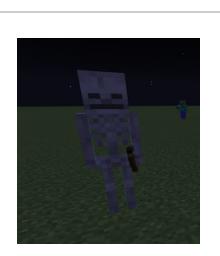
A skeleton with full chainmail armor looking at the player.



A skeleton jockey.



Skeleton wearing a pumpkin on Halloween.



A left handed skeleton in a superflat world.



A glitch where skeletons have no bow.

Mojang images



A preview featuring skeletons in the soul sand valley.



To the left is (or was) a skeleton holding the bow the wrong way.



First image of skeletons wearing armor.



First image of a skeleton duel wielding.



An armored skeleton in *Bedrock Edition*.



A skeleton and zombie in a cave.



A skeleton in alpha.

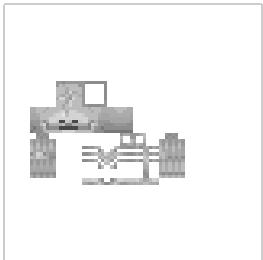


Skeleton scoring big in the floor routine.

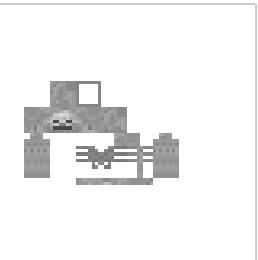


Moments before disaster.

Textures



Skeleton texture file.



Programmer Art

In other media

Merchandise



Pixel art of a skeleton used on a banner for the Minecraft Marketplace.



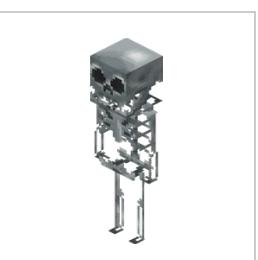
Lego Minecraft Skeleton.



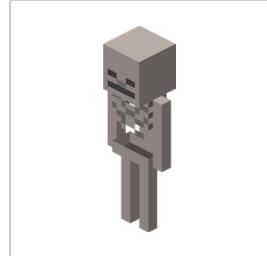
Official skeleton plush made by JINX.



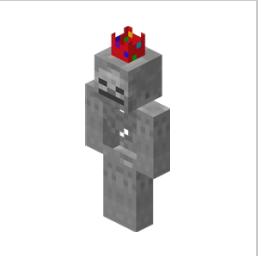
Official T-shirt artwork "Skelly Dreams" made by JINX.



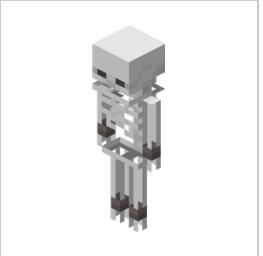
City texture pack



[Plastic texture pack](#)



[Party Skeleton](#), a skin featured in the 1st Birthday skin pack.



[Halloween mash-up pack](#)

Other appearances



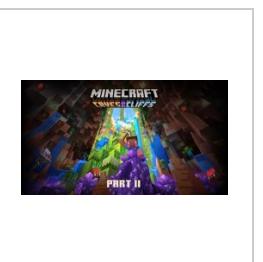
Artwork of a skeleton.



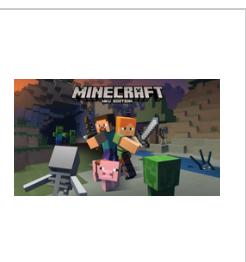
Animation of undead mobs walking on snow, including skeletons.



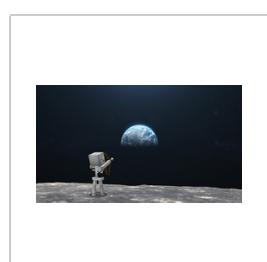
A Skeleton in promotional artwork for the first [Caves & Cliffs](#) update.



Skeletons in promotional artwork for the second [Caves & Cliffs](#) update.



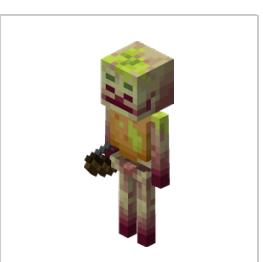
Skeletons in the key art for the [Wii U Edition](#).



A skeleton on the moon aiming at the Earth.



Skeleton Spirit from [Super Smash Bros. Ultimate](#).



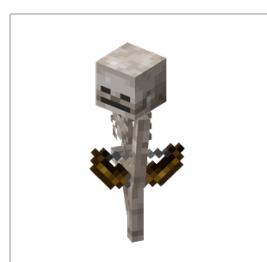
Potato variant of skeleton in [24w14potato](#)



A skeleton as seen in [A Minecraft Movie](#).



A skeleton wearing two [spyglasses](#) in [Java Edition](#) [22w13oneBlockAtATime](#).



Skeletons as they appear in [Minecraft Dungeons](#)



Skeletons as they appear in [Minecraft: Story Mode](#)

References

1. MC-90245 — resolved as "Works As Intended".
2. "[MC-62182] Webs block sunlight from burning skeletons and zombies - Jira" (<https://bugs.mojang.com/browse/MC/issues/MC-62182>) – Mojira, July 16, 2014. Resolved as "Works as intended".
3. MC-7774 — skeletons pick drop loop — resolved as "Works As Intended".
4. "[MC-217397] Burning skeletons no longer shoot flaming arrows since 16w32a - Jira" (<https://bugs.mojang.com/browse/MC/issues/MC-217397>) – Mojira, March 1, 2021.
5. "[MC-108188] Spectral arrows not being shot by skeletons - Jira" (<https://bugs.mojang.com/browse/MC/issue/MC-108188>) – Mojira, October 3, 2016.
6. "[MC-182478] Mob armor generates starting with boots rather than helmet - Jira" (<https://bugs.mojang.com/browse/MC/issues/MC-182478>) – Mojira, May 5, 2020. Resolved as "Fixed".
7. https://freesound.org/people/C418/downloaded_sounds/?page=1#sound

Navigation

| Entities | | | | | | | | | | | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| Mobs | | | | | | | | | | | | | | | | | | | |
| 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 | | | | | | | | | | | | | | | | | | | |
| <i>BE & edu only</i> 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 Magma Cube Parched Phantom Piglin Brute Pillager Ravager Shulker Silverfish Skeleton Slime Stray Vex Vindicator Warden Witch Wither Skeleton Zoglin | | | | | | | | | | | | | | | | | | | |
| Hostile | | | | | | | | | | | | | | | | | | | |
| Bosses | | | | | | | | | | | | | | | | | | | |
| Mob types | | | | | | | | | | | | | | | | | | | |
| Animal Aquatic Arthropod Illager Monster Undead Jockey Camel Husk Chicken Hoglin Ravager Skeleton Horseman Spider Strider Zombie Horseman Zombie Nautilus Mob variants Mob conversion | | | | | | | | | | | | | | | | | | | |
| Other | | | | | | | | | | | | | | | | | | | |
| [show] Other entities [show] Unimplemented [show] Joke | | | | | | | | | | | | | | | | | | | |

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