

Polar Bear

v t For other uses, see [Bear](#).

Polar bears are large neutral mobs that live in icy biomes. Adult polar bears are protective of their babies, attacking players that get too close or attack any babies near them.

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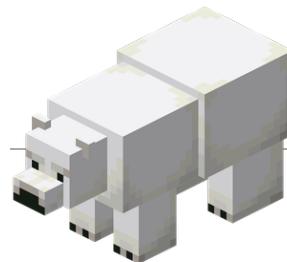
[In other media](#)

[References](#)

[External links](#)

Polar Bear

Adult Baby



Health points 30 (30 × 15)

Behavior Neutral (adult)
Passive (baby)
Hostile (adults near babies)

Mob type Animal

Attack strength Adults only:
Easy: 4 (2 hearts)
Normal: 6 (3 hearts)
Hard: 9 (4 hearts)

Hitbox size
Adult:
Height: 1.4 blocks
Width: 1.4 blocks

Baby:
Height: 0.7 blocks
Width: 0.7 blocks

Speed 0.25

Knockback resistance 60%

Navigation

Spawning

Polar bears spawn in snowy plains, ice spikes, frozen and deep frozen ocean biomes, and additionally/sometimes in frozen river, legacy frozen ocean, snowy slopes, jagged peaks, and frozen peaks biomes in *Bedrock Edition*. They spawn in groups of up to two, above ice. In *Java Edition*, polar bears don't spawn on ice in snowy plains and ice spikes biomes. If there is a group, the second polar bear is a baby.

Polar Bear spawns in: [\[hide\]](#)

Category: Creature	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Frozen Ocean	$\frac{1}{1}$	100%	1–2	5	1–2
Deep Frozen Ocean	$\frac{1}{1}$	100%	1–2	5	1–2
Ice Spikes ^[note 1]	$\frac{1}{11}$	9.09%	1–2	1	1–2
Snowy Plains	$\frac{1}{11}$	9.09%	1–2	1	1–2
Frozen Peaks	—	—	—	1	1–2
Jagged Peaks	—	—	—	1	1–2
Frozen River	—	—	—	1	1–2
Snowy Slopes	—	—	—	1	1–2

- Despite attempts to spawn, it cannot spawn here in Java Edition.^[Java Edition only]

Drops

On death

On Java Edition, one of cod or salmon is selected. On Bedrock Edition, both drops are rolled.^[1]

Java Edition:

Decimal Fraction Distribution Expectation

Spawn	Snowy Plains Ice Spikes Frozen Ocean Deep Frozen Ocean Frozen River ^[BE only] Snowy Slopes ^[BE only] Jagged Peaks ^[BE only] Frozen peaks ^[BE only]
Usable items	Lead

Item	Quantity / Chance / Average												
	Default			Looting I			Looting II			Looting III			
	Raw Cod[A]	0–2	50.00%	0.75	0–3	62.50%	1.12	0–4	68.75%	1.50	0–5	70.83%	1.88
	Cooked Cod[B]	0–2	50.00%	0.75	0–3	62.50%	1.12	0–4	68.75%	1.50	0–5	70.83%	1.88
	Raw Salmon[A]	0–2	16.67%	0.25	0–3	20.83%	0.38	0–4	22.92%	0.50	0–5	23.61%	0.62
	Cooked Salmon[B]	0–2	16.67%	0.25	0–3	20.83%	0.38	0–4	22.92%	0.50	0–5	23.61%	0.62

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

B. 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			
	Raw Cod[A]	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	Cooked Cod[B]	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	Raw Salmon[A]	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	Cooked Salmon[B]	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00

A. Only when *not* on fire.

B. Only when on fire.

- 1–3 from player or tamed wolves kills.

Killing a baby polar bear yields no items or experience.

Behavior

Polar bears can be passive, neutral, or hostile depending on the situation. Baby polar bears are passive, and adults are neutral; becoming hostile when a player either directly attacks it or when the player comes close to or attacks any baby polar bears near it (unless killed in one hit^[JE only]).

If a baby polar bear is attacked, unless killed in one hit^[JE only], all adults within a 41×21×41 area become hostile toward the player or mob, regardless of difficulty, although in Peaceful difficulty their attacks do zero damage to players.

In *Java Edition*, attacking an adult who is within a 16×8×16 area of a cub also provokes other adults within a 21×21×21 area of the attacked adult.

Polar bears also attack foxes.

- Adult polar bears attack any fox that stays near it for a while, hitting it once every few seconds. Baby polar bears are more aggressive and attack foxes within 16 blocks.

Polar bears attack by rearing on their back legs and mauling down with their front paws. Their swimming speed is equal to the player's, making them difficult to get away from if they are attacking in water.

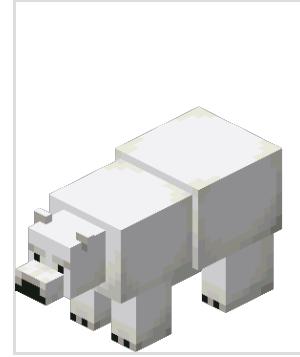
Polar bears are immune to freezing damage from powder snow.

Unlike most animal mobs, polar bears cannot breed. Baby polar bears can only be found when they naturally spawn. A baby polar bear eventually turns into an adult after 24000 ticks (20 minutes), and their growth cannot be sped up.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
Polar Bear groans	Friendly Mobs	Friendly Mobs	Randomly from an adult polar bear	entity.polar_bear.ambient	subtitles.entity.polar_bear.ambient	1.0	0.8-1.2	16	
Baby Polar Bear hums	Friendly Mobs	Friendly Mobs	Randomly from a baby polar bear	entity.polar_bear.ambient_baby	subtitles.entity.polar_bear.ambient_baby	1.0	1.3-1.7	16	
Polar Bear dies	Friendly Mobs	Friendly Mobs	When a polar bear dies	entity.polar_bear.death	subtitles.entity.polar_bear.death	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
Polar Bear hurts	Friendly Mobs	Friendly Mobs	When a polar bear is damaged	entity.polar_bear.hurt	subtitles.entity.polar_bear.hurt	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
Footsteps	Friendly Mobs	Friendly Mobs	While a polar bear is walking	entity.polar_bear.step	subtitles.block.generic.footsteps	0.15	1.0	16	
Polar Bear roars	Friendly Mobs	Friendly Mobs	When a polar bear attempts to attack something	entity.polar_bear.warning	subtitles.entity.polar_bear.warning	1.0	0.8-1.2 (Baby: 1.3-1.7) [sound 1]	16	



A polar bear attacking.

1. Except a second copy of warning3, which is 0.72-1.08 (Baby: 1.17-1.53)

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	?	Friendly Mobs	Randomly from an adult polar bear	mob.polarbear.idle	?	1.0	0.8-1.2	
	?	Friendly Mobs	Randomly from a baby polar bear	mob.polarbear_baby.idle	?	1.0	1.3-1.7	
	?	Hostile Mobs	When a polar bear dies	mob.polarbear.death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	When a polar bear is damaged	mob.polarbear.hurt	?	0.7	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	While a polar bear is walking	mob.polarbear.step	?	0.7	1.0	
	?	Hostile Mobs	When a polar bear attempts to attack something	mob.polarbear.warning	?	1.2	1.0	

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Polar Bear	polar_bear	freezeImmuneEntityTypes followableFriendlyMobs	entity.minecraft.polar_bear

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Polar Bear	polar_bear	28	mob.polarbear	entity.polar_bear.name

Entity data

Polar bears have entity data associated with them that contains various properties.

Java Edition:

Main article: [Entity format](#)

Entity data

Additional fields for mobs that can become angry

Additional fields for mobs that can breed

Tags common to all entities

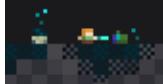
Tags common to all mobs

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					
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[[show](#)]

Advancements

[[hide](#)]

Icon	Advancement	In-game description	Actual requirements (if different)
	It Spreads	Kill a mob near a Sculk Catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this advancement.

Advancements that apply to all mobs:

[[show](#)]

History

 This section is missing information about:

- Did the texture change late in the PS4 edition?
- Render of MCPE-43578

Please expand the section to include this information. Further details may exist on the [talk page](#).

Development

March 7, 2016 (https://twitter.com/jeb_/status/706860591424671744)	Jeb hints at a neutral mob with a light gray "base texture" color.
April 8, 2016 (https://twitter.com/jeb_/status/718368993015414784)	Jeb tweets a picture of the polar bears.

Java Edition

Java Edition			[hide]
1.10	16w20a	  Added polar bears.	
	pre1	Adult polar bears now jump in water , if on fire .	
	pre2	Polar bears now have sounds : <code>entity.polar_bear.baby_ambient</code> , <code>entity.polar_bear.ambient</code> , <code>entity.polar_bear.death</code> , <code>entity.polar_bear.hurt</code> , <code>entity.polar_bear.step</code> , and <code>entity.polar_bear.warning</code> .	
1.13	18w19a	Polar bears can now spawn on top of ice .	
1.14	18w43a	  The textures of polar bears and baby polar bears have now been changed.	
	19w07a	Polar bears now attack foxes .	
	19w14a	Polar bears are no longer a valid mob for earning the Monster Hunter advancement and are no longer required to complete the Monsters Hunted advancement.	
1.15	19w39a	 Due to a bug, the baby polar bear model is currently broken. ^[2]	
	19w40a	 The baby polar bear model has now been fixed.	
1.16	20w10a	Firework damage now provokes polar bears. ^[3]	
1.17	21w13a	Polar bears are now immune to freezing .	
		Now drop cooked cod or salmon instead of raw cod or salmon if on fire when killed or killed by a fire source .	
1.20.5	23w51a	Changed the baby polar bear ambient subtitle so that it more clearly indicates that a baby polar bear made it, as opposed to an adult. ^[4]	
1.21	24w21a	Adult polar bears now only panic from cactus , freezing , fire and lightning bolt damage.	
1.21.2	24w33a	 Due to a bug, the baby polar bear model is currently broken. ^[5]	
	24w34a	 The baby polar bear model has now been fixed.	

Bedrock Edition

Pocket Edition			[hide]	
1.0.0	alpha 0.17.0.1	  Added polar bears.		
1.1.0	alpha 1.1.0.0	Polar bears no longer hurt players in Peaceful difficulty.		
Bedrock Edition				
1.4.0	beta 1.2.14.2	Polar bears can now spawn on top of ice.		
1.10.0	beta 1.10.0.3	  The textures of polar bears and baby polar bears have now been changed.		
1.13.0	beta 1.13.0.1	Adult polar bears now attack foxes.		
1.17.0	beta 1.16.230.54	Polar bears are now immune to freezing.		
1.19.80	Preview 1.19.80.20	Adult polar bears can no longer ride boats and boats with chests naturally. However, they can still ride boats using the /ride command.		
Upcoming Bedrock Edition				
26.0	Preview 26.0.23	Baby polar bears now attack foxes. Baby polar bears now also no longer become hostile towards the player.		

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU43	CU33	1.36	1.36	1.36	Patch 13	1.0.1	  Added polar bears.
TU69		1.76	1.76	1.76	Patch 38		Polar bears can now spawn on top of ice. [verify]

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
1.7.10	  Added polar bears.	

Data history

Java Edition

Java Edition			[hide]
1.11	16w32a	The entity ID has now been changed from PolarBear to polar_bear.	
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version.	[more information needed]

Bedrock Edition

<i>Pocket Edition</i>		[hide]
1.1.0	alpha 1.1.0.0	The entity ID has now been changed from polarbear to polar_bear.

Issues

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

Trivia

- Adding polar bears to *Minecraft* was a request by [Jeb](#)'s wife, she was told they'd be added "if they ever had a bear of their own". Once their son was born, he was named "Björn" (Swedish for "bear"), and polar bears were added.^[6]
- Unlike most other baby mobs, baby polar bears have a unique sound effect that is not just a sped-up version of the regular polar bear sound effects; this is also reflected in [subtitles](#).
- During the development of the frozen ocean biome, polar bears were removed from spawning, due to being deemed too "sad". They were added back in because it is more accurate to the polar bear's real life status.^[7]

Gallery

Screenshots

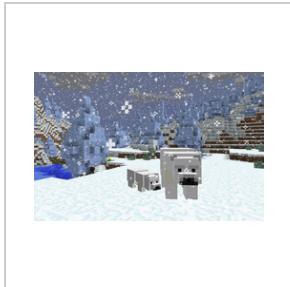


A polar bear on its hind legs, attacking the player.

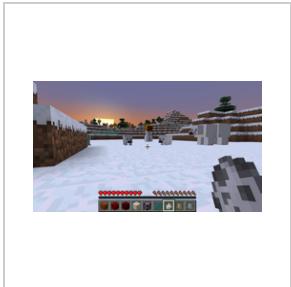
Mojang screenshots



Two polar bears standing on ice in a snowy flat world.



Development teaser screenshot by Jeb.

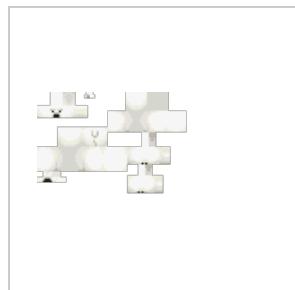


Polar bears featured on 16w20a banner.



Image from Rockenroll4life of a "Polar Beary Bush".

Textures



Polar bear texture file.

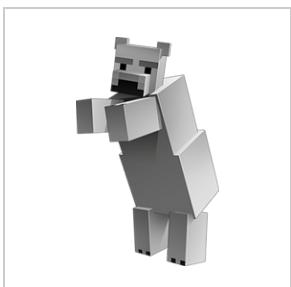
In other media



Image from 16w20a blog post.



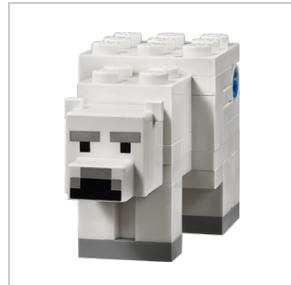
Artwork



Polar Bear attacking artwork.



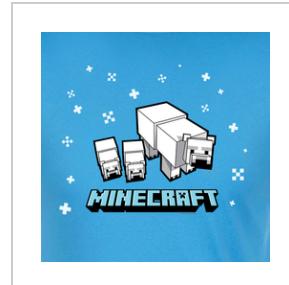
Artwork of a polar bear chasing a villager.



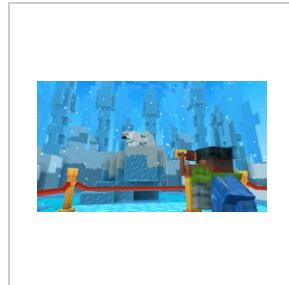
[Lego Minecraft minifigure](#)



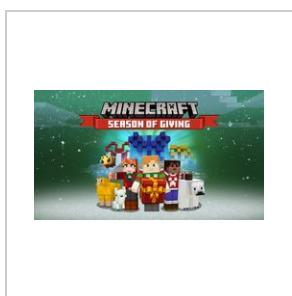
[Lego Minecraft Baby Polar Bear minifigure](#)



An official T-shirt design featuring a polar bear and two baby polar bears.



[Sunny looking at polar bears in 15 Year Journey.](#)



A polar bear on artwork for the *Season of Giving* promotion.

References

1. [MCPE-221508](#)
2. [MC-161946](#)
3. [MC-111498](#) — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".
4. [MC-185379](#)
5. [MC-275221](#)
6. "We have a room in our house where all polar bear-related items end up. It's essentially the library, or a hallway, really, with all our books in it, and there are two chairs so you can sit and read if you want - but we have a polar bear tapestry on the wall, and lots of polar bear plushies. So it feels like a Polar Bear room. Jenny had been nagging me for a long time to add a bear to Minecraft. And so I told her - well, if we ever have a bear of our own, I'll add a bear in Minecraft. And then it turned true, because our son was born and we called him Björn - which means bear in Swedish! So I had to add a bear in the game. - JENS BERGENSTEN" (<https://www.minecraft.net/en-us/article/meet-polar-bear>) – Minecraft.net.
7. "Polar bears were originally removed from iceberg biomes" (<https://clips.twitch.tv/DreamyCaringShingleNomNom>) by CBSUnstoppable – Twitch.

External links

- [Polar bear article on Wikipedia](#)

- "Meet the Polar Bear" (<https://www.minecraft.net/en-us/article/meet-polar-bear>) by Marsh Davies – [Minecraft.net](https://www.minecraft.net), January 10, 2017.
- "Mob Menagerie: Polar Bear" (<https://www.minecraft.net/en-us/article/mob-menagerie--polar-bear>) by Duncan Geere – [Minecraft.net](https://www.minecraft.net), February 9, 2023.

Navigation

Entities																													
Mobs																													
		Allay	Armadillo	Axolotl	Bat	Camel	Camel Husk	Cat																					
		Chicken	Cod	Copper Golem	Cow	Donkey	Frog																						
		Glow Squid	Happy Ghast	Horse	Mooshroom	Mule	Ocelot																						
Passive		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																										
		Bee	Cave Spider	Dolphin	Drowned	Enderman	Fox	Goat																					
Neutral		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																						
Hostile		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																						
		Jockey	(Camel Husk)	Chicken	Hoglin	Ravager																							
		Skeleton Horseman	Spider	Strider	Zombie Horseman																								
		Zombie Nautilus)	Mob variants	Mob conversion																									
Other entities																													
Unimplemented																													
Joke																													
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