Snow Golem   re article feedback

v t For other uses, see _Snow (disambiguation)_ and _Golem_.

A **snow golem** is a buildable passive mob that throws snowballs at monsters, which provokes them into attacking it. Depending on the biome temperature, it also either produces a trail of snow or takes heat damage and dies.

Contents

Snow Golem	
Normal Sheared	
Health points	4 (❤❤)
Behavior	Passive[note 1]
Attack strength	**Ranged:** ⚪ Snowball: 3 (❤❤) (Blaze only) 0 (⬤) (Other)
Hitbox size	In _Java Edition_: Height: 1.9 blocks Width: 0.7 blocks In _Bedrock Edition_: Height: 1.8 blocks Width: 0.4 blocks
Speed	0.2

External link

Navigation

Spawn	When created by a player, enderman, or dispenser
Usable items	🪢 Lead ✂ Shears

Creation

See also: Tutorial:Snow golems

Snow golems are created by stacking two snow blocks vertically, and then placing a carved pumpkin or jack o'lantern on top of the stack. The pumpkin may be placed by the player, a dispenser, or an enderman.[1] Snow golems cannot be made by pistons. The building pattern also works when arranged sideways or upside-down, as long as the pumpkin is the last block placed.

The snow golem spawns at the location of the snow block as its feet when created horizontally.

Snow golem build configuration. Jack o'lanterns can also be used.

Drops

Sheared

A snow golem drops 1 🎃 carved pumpkin when sheared.

On death

Java Edition:

Decimal Fraction Distribution Expectation

A snow golem after shearing the carved pumpkin from its head.

Item		Quantity / Chance / Average										
		Default			**Looting I**			**Looting II**			**Looting III**		
🔆	Snowball	0–15	93.75%	7.50	0–15	93.75%	7.50	0–15	93.75%	7.50	0–15	93.75%	7.50

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average										
		Default			**Looting I**			**Looting II**			**Looting III**		
🔆	Snowball	0–15	93.75%	7.50	0–15	93.75%	7.50	0–15	93.75%	7.50	0–15	93.75%	7.50

Behavior

See also: Tutorial:Snow farming

Snow golems wander aimlessly and try to avoid water, obstacles, and environmental hazards, but are immune to damage from powder snow. They are also immune to fall damage.

Snow golems search for the nearest monster and attack it.

Snow golems take 1 (🧡) damage per tick when in contact with rain or water and in biomes with a temperature greater than 1.0. Examples include savannas,[*Java Edition only*] badlands, deserts, and biomes in the Nether. The Fire Resistance effect allows them to survive in these biomes.

As a snow golem moves, it leaves a trail of snow on the ground if the blocks can support it[2]. In *Java Edition*, this happens in any biome. In *Bedrock Edition*, however, the snow trail is not generated in biomes with a high temperature value; examples include jungles, mushroom fields, savannas, stony peaks, deserts, badlands, and biomes in the Nether. If the `mobGriefing` game rule is `false`, the snow trail does not appear.

Biome Category	Biome Name	Snow trail?	Death?
Warm	Desert	No	Yes
Warm	Hell	No	Yes
Warm	Mesa	No	Yes
Warm	Savanna	No	Yes
Warm	Mesa (Bryce)	No	Yes
None	Ocean	Yes	No
None	Deep Ocean	Yes	No
Medium	Plains	No	No
Medium	Forest	Yes	No
Medium	Swampland	No	No
Medium	River	Yes	No
Medium	Mushroom Island	No	No
Medium	Beach	No	No
Medium	Jungle	No	No
Medium	Birch Forest	Yes	No
Medium	Roofed Forest	Yes	No
Medium	Sunflower Plains	No	No
Medium	Flower Forest	Yes	No
Cold	Extreme Hills	Yes	No
Cold	Taiga	Yes	No
Cold	The End	Yes	No
Cold	Stone Beach	Yes	No
Cold	Mega Taiga	Yes	No
Cold	Mega Spruce Taiga	Yes	No
Snow-Covered	FrozenOcean	Yes	No
Snow-Covered	FrozenRiver	Yes	No
Snow-Covered	Ice Plains	Yes	No
Snow-Covered	Ice Mountains	Yes	No
Snow-Covered	Cold Beach	Yes	No
Snow-Covered	Cold Taiga	Yes	No
Snow-Covered	Ice Plains Spikes	Yes	No

Snow golem biome statistics.

Snow golems move toward all monsters (except ghasts) and throw snowballs at them up to 10 blocks away, provoking them, regardless of whether they attack the player.[3] When captured, they throw snowballs up to 16 blocks away. They throw one snowball per second. Thrown snowballs do not deal damage except to blazes, but they still knock back any mobs that they hit.

Additionally, snow golems also attack creepers. They never intentionally attack the player. In *Bedrock Edition*, if a snowball hits the player, it deals knockback and makes tamed wolves and trusting foxes attack the snow golem.

In *Bedrock Edition*, a snow golem's snowballs can also set other mobs on fire if the shot flies through a lava block or a block that is on fire.

A snow golem is not provoked by another golem (snow or iron) attacking it, although an iron golem that is hit accidentally by a snow golem's snowball attacks the snow golem.

A snow golem wears its carved pumpkin like a helmet. Its actual head is hidden beneath the

pumpkin. Shearing a snow golem removes the pumpkin, revealing its derpy face and making it drop the pumpkin. The pumpkin is stored using the `Pumpkin` tag instead of `ArmorItems`; a snow golem does not display its `HandItems` or its `ArmorItems`. In *Java Edition*, after shearing the pumpkin, the player can give a snow golem a new pumpkin only by using a command, such as `/data`.

A group of snow golems throwing snowballs at a spider.

Provocation by other mobs

Entity	Snow golem actively attacks the mob?	Actively attacks the snow golem?	Notes
Bee	No	No	Bees retaliate if accidentally attacked.
Blaze	Yes	No	Blazes retaliate.
Bogged	Yes	No	Bogged retaliate in _Bedrock Edition_.
Breeze	Yes	No	Breezes deflect the snowballs.
Creaking	Yes	No	
Creeper	Yes[4][5]	No	Creepers retaliate.
Dolphin	No	No	Dolphins retaliate if accidentally attacked.
Drowned	Yes	Partial[_BE only_] No[_JE only_]	Drowned do not attack any mob that is not touching water during daytime.
Ender Dragon	Yes	No	
Enderman	Yes	No	Endermen teleport away when hit by a snowball.
Endermite	Yes	No	Endermites retaliate in _Java Edition_.
Evoker	Yes	Yes[_BE only_] No[_JE only_]	
Fox	No	No	In _Bedrock Edition_, trusting foxes attack the snow golem if the golem unintentionally attacks the player.
Ghast	No	No	Ghasts can still unintentionally damage the snow golem.
Giant[_JE only_]	Yes	No	Giants do not have any AI.
Goat	No	Randomly	
Guardian Elder Guardian	Yes	No	
Hoglin	Yes[_JE only_] No[_BE only_]	No	Hoglins retaliate.
Husk Zombie Zombie Villager	Yes	Yes[_BE only_] No[_JE only_]	Zombies retaliate in _Java Edition_.
Illusioner[_JE only_]	Yes	No	Illusioners retaliate.
Iron Golem	No	No	Iron golems retaliate if accidentally attacked.
Killer Bunny[_JE only_]	No	No	Killer bunnies retaliate if accidentally attacked.
Llama Trader Llama	No	No	Llamas retaliate if accidentally attacked.
Magma Cube	Yes	No	
Phantom	Yes	No	
Panda (aggressive)	No	No	Aggressive pandas retaliate if accidentally attacked.

Mob			
Piglin	Yes	No	Piglins retaliate.
Piglin Brute	Yes	No	Piglin brutes retaliate.
Pillager	Yes	No	Pillagers retaliate.
Polar Bear	No	No	Polar bears retaliate if accidentally attacked.
Pufferfish	No	No	Pufferfish can still damage the golem with its defense.
Ravager	Yes	No	Ravagers retaliate.
Shulker	Yes	No	Shulkers retaliate.
Silverfish	Yes	Yes[*BE only*] No[*JE only*]	
Skeleton Stray Wither Skeleton	Yes	No	Skeletons retaliate.
Slime	Yes	Yes[*BE only*] No[*JE only*]	
Spider Cave Spider	Yes	No	Spiders retaliate.
Vex	Yes	Partial	A vex attacks a snow golem immediately when an evoker summons three vexes.
Vindicator	Yes	Yes[*BE only*] No/Yes (if named "Johnny")[*JE only*]	
Villager	No	No	Villagers can accidentally damage the snow golem by setting off a firework.
Warden	Yes	Partial	A warden immediately retaliates when attacked by a snow golem, it also attacks when noticed.
Witch	Yes	Yes[*BE only*] No[*JE only*]	
Wither	Yes	Yes	
Wolf (wild)	No	No	Wild wolves retaliate if accidentally attacked.
Wolf (tamed)	No	No	Tamed wolves attack the snow golem if the owner attacks the golem.
Zoglin	Yes	Yes	
Zombie Nautilus	Yes[*BE only*] [*upcoming BE 26.0*] No[*JE only*]	No	
Zombified Piglin	Yes	No	Zombified piglins retaliate.
All other mobs	No	No	

Sounds

Java Edition:

Sounds								[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**
None	*None* [sound 1]	*None*	*Unused sound event*	`entity .snow_golem .ambient`	*None*[sound 1]	1.0	0.8-1.2	16
	Snow Golem dies	Friendly Mobs	When a snow golem dies	`entity .snow_golem .death`	`subtitles .entity .snow_golem .death`	1.0	0.8-1.2	16
	Snow Golem hurts	Friendly Mobs	When a snow golem is damaged	`entity .snow_golem .hurt`	`subtitles .entity .snow_golem .hurt`	1.0	0.8-1.2	16
	Shears click	Players	When a snow golem is sheared	`entity .snow_golem .shear`	`subtitles .item .shears .shear`	1.0	1.0	16
	Snowball flies	Friendly Mobs	When a snow golem shoots a snowball	`entity .snow_golem .shoot`	`subtitles .entity .snowball .throw`	1.0	$\frac{1}{3}$-0.5	16

1. MC-97521

Bedrock Edition:

Sounds							[hide]
Sound	**Closed captions** [*upcoming: BE 26.0*]	**Source**	**Description**	**Identifier**	**Translation key** [*upcoming: BE 26.0*]	**Volume**	**Pitch**
	?	Friendly Mobs	When a snow golem dies	`mob .snowgolem .death`	?	1.0	0.8-1.2
	?	Friendly Mobs	When a snow golem is damaged	`mob .snowgolem .hurt`	?	1.0	0.8-1.2
	?	Friendly Mobs	When a snow golem is sheared	`mob.sheep .shear`	?	1.0	1.0
	?	Friendly Mobs	When a snow golem shoots a snowball	`mob .snowgolem .shoot`	?	1.0	0.33-0.5

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key	[hide]
⬛ Snow Golem	snow_golem	fall_damage_immune freeze_immune_entity_types	entity.minecraft.snow_golem	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
⬛ Snow Golem	snow_golem	21	mob snowgolem	entity.snow_golem.name	

Entity data

Snow golems have entity data associated with them that contain various properties.

Java Edition:

> *Main article: Entity format*

Entity data

Tags common to all entities
Tags common to all mobs

└── **Pumpkin** : 1 or 0 (true/false) - whether or not the Snow Golem has a pumpkin on its head.

Bedrock Edition:

> See Bedrock Edition level format/Entity format.

Achievements

Achievements that apply to all mobs:

[show]

Advancements

Advancements that apply to all mobs:

[show]

History

> ℹ️ **This section is missing information about: 1.14 pumpkin textures**
> Please expand the section to include this information. Further details may exist on the talk page.

Development

September 21, 2011	Snow golems were first showcased by Notch on Twitter as a new mob[6] that is "craftable, is friendly, and throws snowballs at enemies. Also melts in hot biomes."[7] and that it would "spread snow by walking around."[2]
	They were stated on Reddit to appear in Beta 1.9.[8]
	Notch originally planned to call this mob *Snowmen*. However, soon after revealing the name, Reddit user *Cuttleman* stated he would call them *Snow Golems*, a name Notch approved of and made official.[9]

Java Edition

Java Edition			[hide]
1.0.0	**Beta 1.9 Prerelease**	Added snow golems.	
		Snow golems flee when attacked.	
	Beta 1.9 Prerelease 2	Snow golems can be bred with wheat and attack other snow golems nearby. They also attack players holding wheat and continue attacking even after the wheat isn't being held anymore. However, they do not attack immediately.	
	Beta 1.9 Prerelease 3	Reverted the above changes.	
1.2.1	**12w06a**	Snow golems have a new path-finding AI and can form a wall to attack mobs.	
		Snow golems now take damage from rain and water.	
	12w07a	Snow golems now take damage in deserts, jungles, the Nether.	
1.6.1	**13w16a**	Added leads, which can be used to leash snow golems.	
1.8	**14w04a**	Snow golems can now be created by dispensing the pumpkin from a dispenser atop two snow blocks.	
	14w05b	Snow golems' pumpkin heads are no longer visible when they have the Invisibility effect.	
	14w25a	Snow golems can now be built sideways and upside-down instead of just upright.	
	14w26c	Jack o'lanterns can no longer be used to build snow golems.	
	14w33a	Snow golems now attack creepers, provoking them.	
1.8.1	**pre1**	Jack o'lanterns can now be used to build snow golems again.	
1.9	**15w31c**	Snow golems can no longer cause damage to ender dragons.	
	15w46a	Snow golems no longer create a trail of snow layers, if the game rule mobGriefing is set to false.	
	15w49a	Snow golems' pumpkin can now be removed with shears.	
	15w50a	Added sounds entity.snowman.ambient, entity.snowman.hurt, and entity.snowman.death.	
1.14	**18w43a**	The textures of snow golems have been changed.	
1.16	**20w07a**	Snow golems now drop a pumpkin when sheared.[10]	
	20w15a	Snow golems can now be sheared by dispensers.	
	pre1	Snow golems are now damaged by splash and lingering water bottles.[11]	
1.17	**21w13a**	Snow golems are immune to freezing.	
1.18	**pre6**	Snow golems now leave a snow trail in every biome.	
1.19.3	**22w44a**	Added spawn eggs for snow golems.[12]	

| 1.20.5 | 24w06a | Wolves are no longer damaged by snowballs from snow golems.[13] |

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.12.1	build 1		Added snow golems.
	build 2		Snow golems now spawn wearing a pumpkin.
	build 3		Snow golems' pumpkin can now be removed with shears.
	build 9		Snow golems can now leave a trail of snow in plains biomes.
v0.14.0	build 1		Snow golems can now be created by dispensing the pumpkin from a dispenser atop two snow blocks.
v0.16.0	build 5		Added sounds entity.snowman.ambient, entity.snowman.hurt, and entity.snowman.death.

Pocket Edition		[hide]
1.0.5	alpha 1.0.5.0	Snow golems are no longer able to leave a trail of snow layers if the game rule mobGriefing is set to false.

Bedrock Edition		[hide]
?		The health of snow golems has been reduced from 10 to 4.
1.2.0	beta 1.2.0.2	The snow golem's face can now be seen only after shearing it.
1.10.0	beta 1.10.0.3	The textures of snow golems have been changed.
1.11.0	beta 1.11.0.1	Snow golems now take damage from walking over campfires.
1.16.100	beta 1.16.100.51	Snow golems now drop a pumpkin when sheared.[14]
1.17.0	beta 1.16.230.54	Snow golems are now immune to freezing.
	beta 1.17.0.52	Snow golems are now damaged by splash water bottles and lingering water bottles.
1.19.60	Preview 1.19.60.20	Added spawn eggs for snow golems.
1.20.40	Preview 1.20.40.22	Snow golems now produce a crumbling particle effect when constructed.
1.21.30	Preview 1.21.30.21	Snow golems can no longer be created with un-carved pumpkins.
		Snow golems no longer take damage in biomes with high temperatures if they have the Fire Resistance effect applied.

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU7	CU1	1.00	1.00	1.00	Patch 1	1.0.1	Added snow golems.	
TU11							The limit for snow golems in a world has been increased from 8 to 16.	
TU12							Snow golems have a new path-finding AI and can form a wall to attack mobs.	
							Snow golems now take damage in deserts, jungles, the Nether, and when in contact with rain and water.	
TU31	CU19	1.22	1.22	1.22	Patch 3		Snow golems can now be created by dispensing the pumpkin from a dispenser atop two snow blocks.	
							Snow golems can now be built sideways and upside-down instead of just upright.	
TU43	CU33	1.36	1.36	1.36	Patch 13		Added sounds for snow golems.	
TU46	CU36	1.38	1.38	1.38	Patch 15		Snow golems' pumpkin can now be removed with shears.	
			1.90				The textures of snow golems have been changed.	

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0		Added snow golems.

First screenshot of a snow golem, released by Notch on September 21, 2011.

Data history

Java Edition

Java Edition			[hide]
1.11	**16w32a**	Snow golems now use a byte data tag `Pumpkin` to determine whether they have a pumpkin head, allowing sheared snow golems to save and reload in their sheared state.	
		The entity ID has been changed from `SnowMan` to `snowman`.	
1.13	**17w47a**	Numeric IDs for entities were presumably deprecated in this version.[*more information needed*]	
	pre5	The entity ID has been changed from `snowman` to `snow_golem`.	

Bedrock Edition

Pocket Edition		[hide]
1.1.0	**alpha 1.1.0.0**	The entity ID has been changed from `snowgolem` to `snow_golem`.

Issues

Issues relating to "Snow Golem" 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%2 0AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%2 06%29%29%20AND%20%28summary%20~%20%22Snow%20Golem%22%29%20ORDER%20B Y%20resolution%20DESC).

Gallery

Screenshots

Creation of a snow golem.

A snow golem attacks a spider.
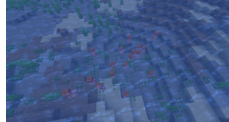
A large group of snow golems in a lake.

Three snow golems that were built by endermen.

The view from inside a snow golem's head. Its real face can be seen.
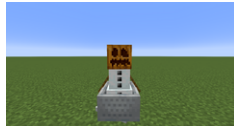
A snow golem riding in a minecart.

A sheared snow golem.

A snow golem at night.

Textures

Snow golem texture file.

Programmer Art

In other media

The Icy Golem, a unique variation of a snow golem featured in Minecraft Story Mode.

Melon Golem, another unique version featured in Minecraft Earth.
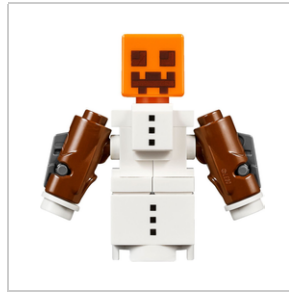
Lego Minecraft snow Golem.

A snow golem as it appears in the City texture pack.

A snow golem as it appears in the Greek Mythology mash-up pack

A snow golem as it appears in the Halloween mash-up pack.

Party Snow Golem, a skin featured in the first Birthday skin pack.
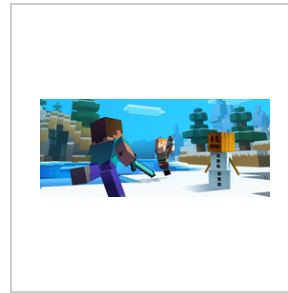
Official artwork of a snow golem under attack.
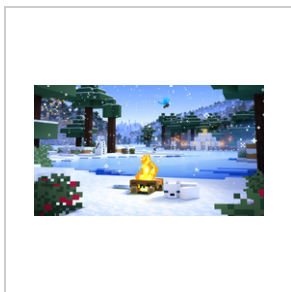
Three snow golems as seen in *Minecraft: Soothing Scenes* snow and the *Launcher*.

Pixel art animation of a snow golem melting to death.

Pixel art animation of an unmasked snow golem throwing a snowball.
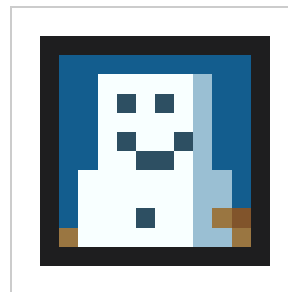
Icon of a snow golem used on the Minecraft Marketplace.

[Sunny](#) and several snow golems marveling at a *Minecraft* brand gingerbread house.

Notes

1. Can unintentionally throw a snowball at the player, dealing knockback in *Bedrock Edition*.

References

1. Endermen can make snow golems. (https://www.reddit.com/r/Minecraft/comments/korjk) – Reddit, u/CHLGV, September 23, 2011
2. "Also, they spread snow by walking around. Nice." (https://twitter.com/notch/status/116449906658516992) – @notch (https://twitter.com/notch) (Markus Persson) on X (formerly Twitter), September 21, 2011
3. "What is a snow golem's range?" (https://gaming.stackexchange.com/questions/54362/what-is-a-snow-golems-range) by Ullallulloo – Arqade, March 8, 2012. "I tested this by making a hall in creative mode and blocking a zombie in a small chamber on one end and letting a snow golem go on the other. He ran forward until he was **10 blocks away** and started pelting the zombie with snowballs until I quit the game."
4. MC-73964 — Snow golems attack creepers
5. MCPE-102634 — Snow golems attack creepers
6. " Got frustrated with AWS, so I made a new mob! :D" (https://twitter.com/notch/status/116449292859883520) – @notch (https://twitter.com/notch) (Markus Persson) on X (formerly Twitter), September 21, 2011
7. "It will be craftable, is friendly, and throws snowballs at enemies. Also melts in hot biomes." (https://twitter.com/notch/status/116449606983880705) – @notch (https://twitter.com/notch) (Markus Persson) on X (formerly Twitter), September 22, 2011
8. http://www.reddit.com/r/Minecraft/comments/kmro7/mojang_potentially_releasing_something_tomorrow/c2li04x
9. http://www.reddit.com/r/Minecraft/comments/kml6r/notchs_new_snowman_mob_is_craftable_and_throws/
10. MC-94094
11. MC-106968
12. MC-189872 — resolved as "Fixed".
13. MC-72151 — Snow Golem's snowballs damage wolves instead of pushing them — resolved as "Fixed".
14. MCPE-66967

External link

- Snowman article on Wikipedia

Navigation

	Snow		[hide]
Items	Powder Snow Bucket	Snowball	
Blocks	Powder Snow	Snow	Snow Block
Mobs	Golem		
Weather	Snowfall		

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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