Stray   ⚲ re article feedback

v t *This article is about the snowy skeleton variant. For other skeletons, see Skeleton (disambiguation). For untamed cats, see Stray cat.*

A **stray** is a skeleton variant that spawns in various snow-covered biomes. They behave very similarly to skeletons, except they fire tipped arrows of Slowness from their bows and do not freeze in powder snow.

Contents

Stray	
Idle Aiming	

Health points	20 (❤ × 10)
Armor points	0 (🛡)
Behavior	Hostile
Mob type	🟫 Undead 🟩 Monster
Attack strength	**Ranged:** 🏹 Bow: **In *Java Edition*:** Easy: 2 (❤) - 4 (❤❤) Normal: 3 (❤❤) - 5 (❤❤❤) Hard: 4 (❤❤) - 8 (❤❤❤❤) **In *Bedrock Edition*:** Easy and Normal: 1 (❤) - 4 (❤❤), depending on proximity Hard: 1 (❤) - 5 (❤❤❤), depending on proximity 🏹 Arrow of Slowness : 💀 Slowness for 30 seconds ⎯⎯⎯⎯⎯ **Melee:** Easy: 2 (❤) Normal: 2 (❤)

Navigation

Spawning

A stray may spawn directly under the sky in snowy plains, or ice spikes, replacing 80% of skeletons. Additionally, a stray may spawn in frozen rivers, frozen oceans, deep frozen oceans, legacy frozen oceans, snowy slopes, jagged peaks and frozen peaks in *Bedrock Edition*. Strays do not spawn naturally from monster spawners in *Java Edition*.

Stray spawns in: [hide]

	Hard: 3 (❤️) ☠️ Slowness for 9 seconds [*BE only*]
Hitbox size	**In *Java Edition*:** Height: 1.99 Blocks Width: 0.6 Blocks **In *Bedrock Edition*:** Height: 1.9 Blocks Width: 0.6 Blocks
Spawn	When a skeleton freezes. 🏔️ Snowy Plains at night or during thunderstorms. 🏔️ Ice Spikes at night or during thunderstorms. 🌊 Frozen Ocean at night and during thunderstorms.[*BE only*] 🌊 Deep Frozen Ocean at night and during thunderstorms.[*BE only*] 🏞️ Frozen River at night and during thunderstorms.[*BE only*] 🌊 Legacy Frozen Ocean at night and during thunderstorms.[*BE only*] 🏔️ Snowy Slopes at night and during thunderstorms.[*BE only*] 🏔️ Jagged Peaks at night and during thunderstorms.[*BE only*] 🏔️ Frozen Peaks at night and during thunderstorms.[*BE only*] 🟫 Trial Chambers: from trial spawners.
Natural equipment	🏹 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*]

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Ice Spikes	$^{80}/_{515}$	15.53%	4	96	1–2
Snowy Plains	$^{80}/_{520}$	15.38%	4	96	1–2
Jagged Peaks	—	—	—	96	1–2
Deep Frozen Ocean	—	—	—	96	1–2
Frozen Peaks	—	—	—	96	1–2
Frozen Ocean	—	—	—	96	1–2
Frozen River	—	—	—	96	1–2
Snowy Slopes	—	—	—	96	1–2

Converting

When a skeleton is kept inside powder snow for 7 seconds (140 game ticks), it begins shaking. After another 15 seconds (300 game ticks), it becomes a stray. A converted stray appears with full health even if the original skeleton did not have full health. Items being held or worn by a skeleton when it becomes a stray remain unchanged. Unlike regular skeletons, bogged and parched do not turn into strays, but take freezing damage instead.

Trial spawners

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

Spider jockeys

> ⓘ **This feature is exclusive to _Bedrock Edition_.**

Spiders and cave spiders spawned in biomes where strays can spawn (spiders cannot naturally spawn in snowy plains) have a 1% chance to spawn as a spider jockey, with an 80% chance of the rider being a stray. In _Java Edition_, stray spider jockeys cannot spawn naturally, but the skeleton rider can convert into a stray and continue as a stray spider jockey.

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average									
		Default			Looting I			Looting II			Looting III		
Bone	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	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
Arrow of Slowness[A]	Arrow of Slowness[A]	0–1	50.00%	0.50	0–1	75.00%	0.75	0–1	87.50%	0.88	0–1	91.67%	0.92

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

Bedrock Edition:

Decimal Fraction Distribution   Expectation

Item		Quantity / Chance / Average										
		Default			**Looting I**			**Looting II**			**Looting III**		
	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
	Arrow of Slowness[A]	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25

A. Only when killed by a player.

- Any picked-up equipment has a 100% chance of dropping and drops with the same damage level it had when picked up.
- Any naturally spawned equipment, including the bow, has an 8.5% chance of dropping (9.5% with Looting I, 10.5% with Looting II and 11.5% with Looting III). It is damaged and may be enchanted.
- 5 experience orbs when killed by a player or tamed wolf and an extra   1–3 if the stray has armor.

Behavior

Strays behave the same as normal skeletons but make noises with an echoing effect and shoot tipped arrows that inflict Slowness for 30 seconds on any target that they hit. In *Bedrock Edition*, strays that are underwater use a melee attack that inflicts Slowness. Strays do not take damage from freezing in powder snow, but they are not immune to Slowness. A stray holding a tipped arrow or spectral arrow in its off-hand always shoots that type of arrow instead, and the arrow held is not consumed.

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.
- Unable to swim in water, but do not drown.
- A threat to armadillos, causing them to hide in their shell.

As they are also under the "skeletons" entity type tag, if a stray 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.

Like bogged and parched, the eyes of strays are emissive with Vibrant Visuals.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Stray rattles	Hostile Mobs	Randomly	`entity.stray .ambient`	`subtitles.entity .stray.ambient`	1.0	0.8-1.2	16	
	Stray hurts	Hostile Mobs	When a stray is damaged	`entity.stray.hurt`	`subtitles.entity .stray.hurt`	1.0	0.8-1.2	16	
	Stray dies	Hostile Mobs	When a stray dies	`entity.stray.death`	`subtitles.entity .stray.death`	1.0	0.8-1.2	16	
	Footsteps	Hostile Mobs	While a stray is walking	`entity.stray.step`	`subtitles.block .generic.footsteps`	0.15	1.0	16	
	Skeleton shoots [sound 1]	Hostile Mobs	When a stray shoots an arrow	`entity.skeleton .shoot`[sound 1]	`subtitles.entity .skeleton.shoot` [sound 1]	1.0	$\frac{5}{6}$-1.25	16	
	Skeleton converts to Stray	Hostile Mobs	When a skeleton converts to a stray	`entity.skeleton .converted_to_stray`	`subtitles.entity .skeleton .converted_to_stray`	2.0	0.8-1.2	16	

1. The stray reuses the skeleton's sound events instead of having its own, resulting in these unintuitive subtitles - see MC-98316

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.stray.ambient`	?	1.0	0.8-1.2	
	?	Hostile Mobs	When a stray is damaged	`mob.stray.hurt`	?	1.0	0.8-1.2	
	?	Hostile Mobs	When a stray dies	`mob.stray.death`	?	1.0	0.8-1.2	
	?	Hostile Mobs	While a stray is walking	`mob.stray.step`	?	1.0	1.0	
	?	Players	When a stray shoots an arrow[sound 1]	`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	

1. MCPE-172385

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key	[hide]

Stray	stray	`burn_in_daylight`
		`can_breathe_under_water`
		`freeze_immune_entity_types`
		`ignores_poison_and_regen`
		`inverted_healing_and_harm`
		`no_anger_from_wind_charge`
		`skeletons`
		`undead`
		`wither_friends`
		`sensitive_to_smite`
			`entity.minecraft.stray`	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]

Stray	stray	46	`mob`
			`monster`
			`skeleton`
			`stray`
			`undead`
				`entity.stray.name`	

Entity data

Strays have entity data associated with them that contains various properties.
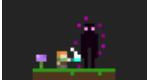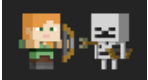
Java Edition:

   Main article: *Entity format*
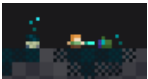
   Entity data

Tags common to all entities
Tags common to all mobs

Bedrock Edition:

   See Bedrock Edition level format/Entity format.

Achievements

						[hide]
Icon		**Achievement**	**In-game description**	**Actual requirements (if different)**	**Gamerscore earned**	**Trophy type (P̲S̲)**
PS4	**Other**					
		Monster Hunter	Attack and destroy a monster.	Kill *one* of these 41 monsters: [show] Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		Sniper Duel	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
		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

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	Not Today, Thank You	Deflect a projectile with a Shield	Block any projectile with a shield.	
	Monster Hunter	Kill any hostile monster	Kill *one* of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	
	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.	
	Monsters Hunted	Kill one of every hostile monster	Kill *each* of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	

Advancements that apply to all mobs:

[show]

History

Development

April 11, 2016 (https://twitter.com/jeb_/status/7195234943468257 28)	Jens Bergensten tweets an image of a new skeleton-type mob.

Java Edition

Java Edition		[hide]
1.10	**16w20a**	Added strays. When explaining the origin of the stray, Jeb stated, "They're based on a concept that emerged from a game jam the Bellevue team had, where they were just adding a bunch of stuff to Minecraft - whatever they wanted. Jason Major made a bunch of cool mobs and I thought these particular ones fitted [sic] really well with what we were already planning."[1]
		Added spawn eggs for strays, which strays can be spawned from.
	pre2	The spawn egg for strays has been removed.
		New sounds have now been added for strays, which allow them to have their own sounds. Previously, they had the same sounds as a regular skeleton.
1.11	**16w32a**	The spawn egg for strays has been re-added.
		The in-game name of strays is now "Stray" instead of "entity.Skeleton.name".
		Creepers no longer drop music discs when killed by strays.[2]
		Strays can no longer spawn from normal skeleton spawn eggs used in snowy biomes.
1.13	**18w19a**	Strays now sink underwater.
		Strays no longer drown underwater.
1.14	**18w43a**	The texture of strays has been changed.
		Creepers now drop music discs when killed by strays again.
	19w09a	Strays holding tipped arrows or spectral arrows in their off-hand now shoot that type of arrow.[3]
1.15	**19w37a**	Mobs that spawn wearing carved pumpkins or jack o'lanterns on Halloween no longer drop them.
1.17	**21w05a**	Skeletons now convert to strays when in powder snow.
	21w13a	Strays are now immune to freezing.
		Skeletons now only take 20 seconds to convert to strays when in powder snow, instead of 45.
1.20.3 — Experiment — **Update 1.21**	**23w45a**	Strays now spawn in trial chambers behind the "Update 1.21" experimental data pack.
1.20.5 — Experiment — **Update 1.21**	**24w04a**	No longer retaliates against attacks from the breeze.
1.21.2	**24w33a**	Now naturaly spawn with armor in the order of (most likely to least likely): helmet, chestplate, leggings, boots.[4]
1.21.4	**24w45a**	Prefer to pick bows from the ground as opposed to other items.
1.21.11	**pre1**	Strays can no longer pick up spears.

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.15.0	build 1	Added strays.	
v0.16.0	build 5	New sounds have now been added for strays, which allow them to have their own sounds. Previously, they had the same sounds as the regular skeleton.	

Pocket Edition			[hide]
1.0.0	alpha 0.17.0.2	The clothing of strays now has their own overlay and no longer glitch through their bones.	
	alpha 1.0.0.1	Strays can now drop tipped arrows of Slowness when killed by players.	

Bedrock Edition			[hide]
1.5.0	beta 1.5.0.0	Strays now sink underwater.	
		Strays now use melee attacks that inflict Slowness and no longer use ranged attacks while underwater.	
1.9.0	beta 1.9.0.5	Strays now have a correct overlay model.	
1.10.0	beta 1.10.0.3	The texture of strays has now changed.	
1.16.0	beta 1.16.0.51	Strays can now pick up items.	
		Strays now use melee attacks when not holding a bow. Prior to this, strays used any items as ranged weapons to shoot arrows of Slowness normally.	
1.17.0	beta 1.16.230.54	Strays are now immune to freezing.	
	beta 1.17.0.54	Skeletons now convert to strays when in powder snow.	
	release	Strays don't drop wither skeleton skulls anymore if killed by a charged creeper.[5]	
1.20.60 — Experiment — Update 1.21	Preview 1.20.60.20	Strays now spawn in trial chambers behind the "Update 1.21" experimental toggle.	
1.20.70 — Experiment — Update 1.21	Preview 1.20.70.21	Strays no longer retaliate against attacks from breezes.	
1.21.90	Preview 1.21.90.26	Strays now spawn as riders in spider jockeys again. They did not since Pocket Edition 1.1.0 due to an identifier change.	

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU46	**CU36**	**1.38**	**1.38**	**1.38**	**Patch 15**	**1.0.1**		Added strays.
TU54	**CU44**	**1.52**	**1.52**	**1.52**	**Patch 24**	**1.0.4**		Strays now have their own sounds. Previously, they had the same sounds as a regular skeleton.
								Added stray spawn eggs, which strays can be spawned from.
								Strays can no longer spawn from normal skeleton spawn eggs used in snowy biomes.
TU69		**1.76**	**1.76**	**1.76**	**Patch 38**			Strays now sink underwater.
			1.90					Creepers now drop music discs when killed by strays.

New Nintendo 3DS Edition

New Nintendo 3DS Edition	[hide]
0.1.0	Added strays.

Data history

Java Edition

Java Edition			[hide]
1.11	**16w32a**	The entity ID `Skeleton` has been changed to `skeleton`, `wither_skeleton` and `stray` for those respective mob.	
		The `SkeletonType` tag[*verify*] has been removed.	
1.13	**17w47a**	Numeric IDs for entities were presumably deprecated in this version.[*more information needed*]	
1.20.3	**23w40a**	Strays are now part of the `#can_breathe_under_water` and `#undead` tags.	

Bedrock Edition

Pocket Edition		[hide]
1.1.0	**alpha 1.1.0.0**	The entity ID has now changed from `skeleton.stray` to `stray`.
26.0	**Preview 26.0.23**	Strays can no longer pick up spears.

Issues

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

Trivia

- Strays and other skeleton variants do not know how to use a crossbow, despite the same using method as a bow.

- According to the *Minecraft* website, the slowness arrows represent frozen arrows that freeze on impact.[1]
- The stray's fourth ambient sound is the skeleton's second ambient sound but partly edited.

Gallery

Renders

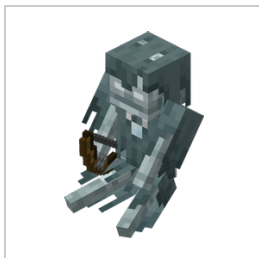**This article would benefit from the addition of isometric renders.**
Please remove this notice once you have added suitable isometric renders to the article.
The specific instructions are:
aiming render is replaced with targeting mode

A stray aiming.

A sitting stray.

A stray spider jockey in *Java Edition*.

A stray spider jockey in *Bedrock Edition*.

A stray cave spider jockey.
[*Bedrock Edition* only]
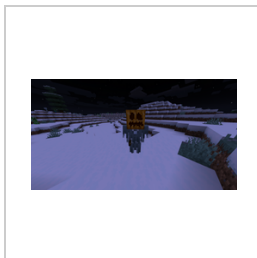

A stray riding a skeleton horse.

Screenshots

A stray being compared to its variants in *Java Edition*.
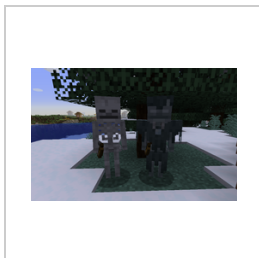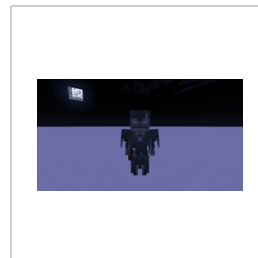

A stray standing next to a normal skeleton.

Stray wearing a pumpkin on Halloween.

Stray without a bow.

A stray in a superflat world.

Several strays spawned during an ominous trial

Developer images

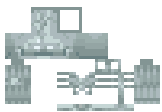One of the first images of strays, as tweeted by Jeb.

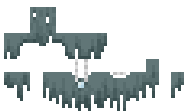

Two strays, one in full gold armor. Note the old texture.

First image of a stray in *Bedrock Edition*.

Textures

Stray texture file.

Stray overlay texture file.
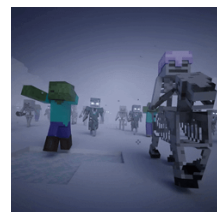
In other media

Artwork of a stray.

Lego Minecraft stray.

The potato stray from 24w14potato.

An artwork from minecraft.net

Animation of a stray falling into powder snow.

Stray action figure.

See also

- Skeleton
- Husk
- Bogged
- Parched

References

1. "Meet the Stray" (https://www.minecraft.net/en-us/article/meet-stray) by Marsh Davies – Minecraft.net, December 14, 2016.
2. MC-112579
3. MC-106133
4. "[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.
5. MCPE-35876

External links

- "Meet The Stray" (https://www.minecraft.net/en-us/article/meet-stray) by Marsh Davies – Minecraft.net, December 14, 2016.

Navigation

Entities	[hide]

Mobs [hide]

Passive	Allay · Armadillo · Axolotl · Bat · Camel · Camel Husk · Cat · Chicken · Cod · Copper Golem · Cow · Donkey · Frog · Glow Squid · Happy Ghast · Horse · Mooshroom · Mule · Ocelot · Parrot · Pig · Rabbit · Salmon · Sheep · Skeleton Horse · Sniffer · Snow Golem · Squid · Strider · Tadpole · Tropical Fish · Turtle · Villager · Wandering Trader · Zombie Horse ***BE** & **edu** only* Agent · NPC
Neutral	Bee · Cave Spider · Dolphin · Drowned · Enderman · Fox · Goat · Iron Golem · Llama · Nautilus · Panda · Piglin · Polar Bear · Pufferfish · Spider · Trader Llama · Wolf · Zombie Nautilus · Zombified Piglin
Hostile	Blaze · Bogged · Breeze · Creaking · Creeper · Elder Guardian · Endermite · Evoker · Ghast · Guardian · Hoglin · Husk · Magma Cube · Parched · Phantom · Piglin Brute · Pillager · Ravager · Shulker · Silverfish · Skeleton · Slime · Stray · Vex · Vindicator · Warden · Witch · Wither Skeleton · Zoglin · Zombie · Zombie Villager
Bosses	Ender Dragon · Wither
Mob types	Animal · Aquatic · Arthropod · Illager · Monster · Undead

| **Other** | Jockey (Camel Husk Chicken Hoglin Ravager Skeleton Horseman Spider Strider Zombie Horseman Zombie Nautilus) Mob variants Mob conversion |

Other entities [show]

Unimplemented [show]

Joke [show]

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