Cave Spider

re article feedback

v t For other uses, see Spider (disambiguation).

A **cave spider** is a smaller spider variant that behaves similarly, but has less health and inflicts Poison with its attacks. They are only spawned by spawners in various structures.

Contents

Cave Spider	
Health points	12 (❤ × 6)
Behavior	Neutral (if light level 12 or above) Hostile (if light level 11 or below)
Mob type	🟩 Monster 🟫 Arthropod
Attack strength	**Melee:** Easy: 2 (❤) Normal: 2 (🖤) Hard: 3 (🖤🖤) 🟢 **Venom:** 1 (🖤) per 1.25 seconds Normal: 🟢 Poison for 7 seconds (🖤🖤🖤) Hard: 🟢 Poison for 15 seconds (❤ × 6)
Hitbox size	Height: 0.5 blocks Width: 0.7 blocks
Speed	0.3
Spawn	🏚 Mineshaft: from monster spawners.

🗺 Trial Chambers: from trial spawners.

Spawning

The cave spider is one of the only two mobs in the game to spawn exclusively from spawners, the other being the breeze.

Monster spawners

Cave spiders spawn from monster spawners in mineshafts at a light level of 0. These monster spawners are surrounded by cobwebs in corridors.

Size of a cave spider (left) compared to a regular spider (right).

Trial spawners

Cave spiders have a 25% chance to be selected as the "small melee" mob for trial spawners in trial chambers.

Spider jockeys

Main article: Spider Jockey

ℹ️ **This feature is exclusive to *Bedrock Edition*.**

There is a 1% chance for a cave spider to spawn with a skeleton riding it, forming a cave spider jockey. The skeleton has an 80% chance to be replaced by a stray, bogged, parched, or wither skeleton in the biomes where they spawn. Similar to regular spiders, the skeleton controls how both mobs move. Cave spider jockeys can fit through smaller gaps than spider jockeys.

Drops

*See also: Tutorial:Cave Spider farming*

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average										
		Default			Looting I			Looting II			Looting III		
	String	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
	Spider Eye[A]	0–1	33.33%	0.33	0–2	66.67%	0.83	0–3	83.33%	1.33	0–4	88.89%	1.83

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		
	String	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	Spider Eye[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.

- 5 when killed by a player or tamed wolf.

Behavior

Cave spiders inherit their behavior from spiders:

- They are neutral if under daylight or in light levels of 12 or above, otherwise hostile toward players and iron golems. Once they become hostile, light does not affect them.
- They attack by leaping and biting.
- They are unaffected by cobwebs and Poison.
- They are scared of armadillos.

They have some distinctions from regular spiders:

- They can fit through a space that is one block wide and $\frac{1}{2}$ block tall.
- They can go through the spaces between two different types of (unconnected) fences.
- They cannot spawn with status effects in Hard difficulty.[*Java Edition only*]
- They flip 90° upon death.[*Bedrock Edition only*][1]

Being arthropods, they are weak against weapons with the Bane of Arthropods enchantment.

Unlike other neutral mobs, cave spiders don't count towards the AngryAt tag.[2][3][4]

The red eyes of cave spiders are emissive with Vibrant Visuals, making them easily distinguishable in the dark caves where they spawn.

Poison

On Normal or Hard difficulty, cave spiders inflict Poison upon attacking.[5] On Normal difficulty, the Poison lasts for 7 seconds and causes 6 (♥♥♥) damage. On Hard difficulty, it lasts for 15 seconds and causes 12 (♥ × 6). Poison damage is not taken when the player's health is at 1 (♥).

Sounds

Java Edition:

Sounds								[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**
	Spider hisses [sound 1]	Hostile Mobs	Randomly	entity .spider .ambient [sound 1]	subtitles .entity .spider .ambient [sound 1]	1.0	0.8-1.2	16
	Spider dies [sound 1]	Hostile Mobs	When a cave spider dies	entity .spider .death [sound 1]	subtitles .entity .spider .death [sound 1]	1.0	0.8-1.2	16
	Spider hurts [sound 1]	Hostile Mobs	When a cave spider is damaged	entity .spider .hurt [sound 1]	subtitles .entity .spider .hurt [sound 1]	1.0	0.8-1.2	16
	Footsteps	Hostile Mobs	While a cave spider is walking	entity .spider .step [sound 1]	subtitles .generic .block .footsteps	0.15	1.0	16

1. The cave spider reuses all of the spider's sound events instead of having its own, resulting in these somewhat 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.spider .say`	?	1.0	0.8-1.2
	?	Hostile Mobs	When a cave spider dies	`mob.spider .death`	?	1.0	0.8-1.2
	?	Hostile Mobs	When a cave spider is damaged	`mob.spider .say`	?	1.0	0.8-1.2
	?	Hostile Mobs	While a cave spider is walking	`mob.spider .step`	?	0.35	0.9-1.1

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]

Cave Spider	`cave_spider`	`arthropod`
		`no_anger_from_wind_charge`
		`sensitive_to_bane_of_arthropods`
			`entity.minecraft.cave_spider`

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]

Cave Spider	`cave_spider`	40	`arthropod`
			`cavespider`
			`mob`
			`monster`
				`entity.cave_spider.name`

Entity data

Cave spiders have entity data associated with them that contains various properties.

Java Edition:

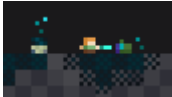> Main article: *Entity format*

Entity data
Tags common to all entities
Tags common to all mobs

Bedrock Edition:

> See Bedrock Edition level format/Entity format.

Achievements

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other			[hide]		
		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
		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]
	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

Java Edition

Java Edition Beta			[hide]
1.8	**Pre-release**	Added cave spiders.	

Java Edition			[hide]
1.0.0	**Beta 1.9 Prerelease 2**	Cave spiders now drop 0-1 spider eye when killed by a player or tamed wolf.	
		The cave spider's health points have been reduced from 20 (❤ × 10) to 12 (❤ × 6).	
	Beta 1.9 Prerelease 4	Cave spiders are now immune to the Poison status effect.	
		Cave spiders are now considered arthropods.	
1.2.1	**12w06a**	Cave spiders now swim extremely fast with the water stream toward the player, but seem to be almost not moving against the water stream.	
		Cave spiders can now climb ice blocks.	
1.7.2	**1.7**	Cave spiders no longer attack after being provoked by players in Creative mode.	
1.8	**14w06a**	Cave spiders no longer draw a line of sight through opaque blocks.	
		Cave spiders have been given the new AI that regular spiders have received.	
	14w11a	Cave spiders now run away from creepers that are about to explode.	
	?	The cave spider's venom is no longer neutralized by splash potions of weakness, which may or may not be a bug.	
1.8.1	**pre1**	Cave spiders no longer run away from creepers that are about to explode.	
October 16, 2017 (https://twitter.com/JasperBoerstra/status/919922884063256576)		Jasper Boerstra tweets an image of an updated cave spider texture.	
1.14	**18w43a**	The texture of cave spiders has been changed.	
1.16	**20w10a**	Firework damage now provokes cave spiders.[6]	
1.19	**22w11a**	Fixed texture mapping of cave spiders.[7]	
1.20.3 ——— **Experiment** ——— **Update 1.21**	**23w45a**	Cave spiders now spawn in trial chambers behind the "Update 1.21" experimental data pack.	
1.20.5	**24w03a**	Cave spiders are now scared of armadillos when not in a rolled up state.	
1.20.5 ——— **Experiment** ——— **Update 1.21**	**24w04a**	Cave spiders no longer retaliate against attacks from the breeze.	

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.11.0	**build 1**	Added cave spiders with their jockey variant.	
v0.12.1	**build 1**	Cave spiders now have a walking sound.	
		Cave spiders can now spawn with wither skeletons riding them when spawning as a spider jockey in the Nether.	
		Cave spiders now drop spider eyes.	
v0.14.0	**build 1**	Cave spiders can be ridden by baby zombies and baby zombie villagers.	
v0.15.0	**build 1**	Cave spiders can now spawn with strays riding them when spawning as a spider jockey in snowy biomes with a view of the sky.	
		Cave spiders can be ridden by baby husks.	

Pocket Edition			[hide]
1.1.0	**alpha 1.1.0.0**	The cave spider's Poison time from attack has been changed to be based on difficulty.	

Bedrock Edition			[hide]
1.10.0	**beta 1.10.0.3**	The texture of cave spiders has been changed.	
1.19.0	**Preview 1.19.0.21**	Fixed texture mapping of cave spiders.[8]	
1.20.60 Experiment **Update 1.21**	**Preview 1.20.60.20**	Cave spiders now spawn in trial chambers behind the "Update 1.21" experimental toggle.	
1.20.70 Experiment **Armadillo and Wolf Armor**	**Preview 1.20.70.20**	Cave spiders now flee from armadillos that are not rolled up.	
1.20.70 Experiment **Update 1.21**	**Preview 1.20.70.21**	Cave spiders no longer retaliate against attacks from breezes.	

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU5	CU1	1.00	1.00	1.00	Patch 1	1.0.1		Added cave spiders. They are as large as regular spiders.
TU9								The size of cave spiders has been corrected.
TU12								Cave spiders now swim extremely fast with the water stream toward the player, but seem to be almost motionless against the water stream.
								Cave spiders can now climb ice blocks.
			1.90					The texture of cave spiders has been changed.

New Nintendo 3DS Edition

New Nintendo 3DS Edition	[hide]
0.1.0	Added cave spiders.

Data history

Java Edition

Java Edition		[hide]
1.11	16w32a	The cave spider's entity ID has been changed from CaveSpider to cave_spider.
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version.[more information needed]

Bedrock Edition

Pocket Edition		[hide]
1.1.0	alpha 1.1.0.0	The cave spider's entity ID has been changed from cavespider to cave_spider.

Issues

Issues relating to "Cave Spider" are maintained on the bug tracker. Issues should be reported and viewed there (https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCP E%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2 C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Cave%20Spider%22%2 9%20ORDER%20BY%20resolution%20DESC).

Trivia

- While a cave spider's hitbox is only 13.9% the volume of a normal spider's, its model's volume is 34.3% as large. The shadow is even larger: compared to the normal spider's shadow it has an area of 49%.
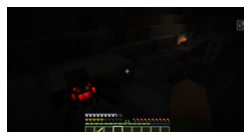
Gallery

Screenshots

A cave spider.

A cave spider and its monster spawner.

The health bar turns yellow-green when bitten by a cave spider.

Size comparison between a cave spider and a regular spider.

Picture of cave spider going through a 1×1×0.5 block.

Four cave spider monster spawners generated in close proximity.
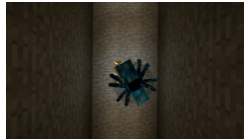

Cave spider monster spawner enclosed in an area, able to be safely killed.

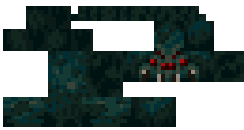Another cave spider farm generated in a mineshaft.

A group of cave spiders trying to swim after the player in a mineshaft.

A cave spider in *Xbox 360 Edition* before TU9, having the same size as a regular spider.

Textures

Cave spider texture file.

Spider eyes texture file.

In other media

Lego Minecraft Cave Spider.

Cave spider plush made by JINX.

"Spider Cave," an official T-Shirt design.

A Cave Spider, as it appears in Minecraft Dungeons.

A Cave Spider, as it appears in Minecraft Story Mode.

References

1. MCPE-41417 — resolved as "Won't Fix".
2. MC-256289 — AngryAt tag is not used by certain neutral mobs, causing them to forget their target upon reloading game
3. MC-195278 — If the "universalAnger" is set to true, certain neutral mobs don't fight back when you attack them
4. MC-187857 — New neutral mob behaviour improvements were not implemented for llamas, dolphins, and spiders in the daylight
5. "Your health hearts turn yellowish" (https://twitter.com/jeb_/status/109527533149630465) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), September 2, 2011
6. MC-111498 — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".
7. MC-127885 — resolved as "Fixed".
8. MC-127885 — resolved as "Fixed".

External links

- Meet the Cave Spider (https://www.minecraft.net/en-us/article/meet-cave-spider) – Minecraft.net on September 5, 2017

Navigation

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🧊 **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
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🐾 **Other entities**	[show]
Unimplemented	[show]
Joke	[show]

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