Elder Guardian ᵛ re article feedback

v t 7his article is about the mob in the base game. For the joke mob, see *Plaguewhale Slab*. For other uses, see *Guardian (disambiguation)*.

An **elder guardian** is a large hostile mob and a variant of the guardian. It is the largest and strongest aquatic mob. It attacks the same way as a normal guardian, and it also applies Mining Fatigue to players in a large radius around itself. They are only found in ocean monuments; three of them generate in each one.

Elder Guardian	
Extended Retracted	
Health points	80 (❤ × 40)
Behavior	Hostile
Mob type	🟩 Monster 🟫 Aquatic
Attack strength	**Laser:** Easy: 5 (❤❤❤) Normal: 8 (❤❤❤❤) Hard: 12 (❤ × 6) — **Spikes:** Easy and Normal: 2 (❤) Hard: 3 (❤❤)
Hitbox size	Height: 1.9975 blocks Width: 1.9975 blocks
Spawn	🏠 Ocean Monument
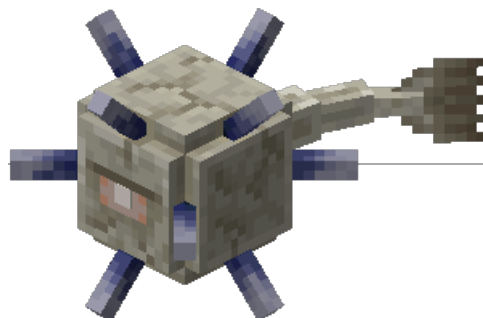
Contents

External links

Navigation

Spawning

Three elder guardians spawn naturally during the generation of each ocean monument:

- One in the top room of the monument.
- One in each of the two wings of the monument.

They are spawned *with* the ocean monument and thus they do not respawn.

Drops

MCPE-57215 causes the elder guardian not to drop random fish in *Bedrock Edition*.

Java Edition:

Decimal Fraction Distribution   Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
Wet Sponge[A]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
Tide Armor Trim	0–1	20.00%	0.20	0–1	20.00%	0.20	0–1	20.00%	0.20	0–1	20.00%	0.20
Prismarine Shard	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
Prismarine Crystals	0–1	33.33%	0.33	0–2	33.33%	0.50	0–3	33.33%	0.67	0–4	33.33%	0.83
Raw Cod[B][C]	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25
Raw Cod[A][C]	0–2	50.75%	0.52	0–3	51.05%	0.77	0–4	51.35%	1.03	0–5	51.65%	1.28
Cooked Cod[B][D]	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25
Cooked Cod[A][D]	0–2	50.75%	0.52	0–3	51.05%	0.77	0–4	51.35%	1.03	0–5	51.65%	1.28
Raw Salmon[A][C]	0–1	0.62%	0.01	0–1	0.88%	0.01	0–1	1.12%	0.01	0–1	1.38%	0.01
Cooked Salmon[A][D]	0–1	0.62%	0.01	0–1	0.88%	0.01	0–1	1.12%	0.01	0–1	1.38%	0.01
Pufferfish[A]	0–1	0.33%	0.00	0–1	0.46%	0.00	0–1	0.58%	0.01	0–1	0.71%	0.01
Tropical Fish[A]	0–1	0.05%	0.00	0–1	0.07%	0.00	0–1	0.09%	0.00	0–1	0.11%	0.00

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

B. Only dropped when *not* killed by a player or a tamed wolf.

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

D. 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		
	Wet Sponge[A]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
	Tide Armor Trim	0–1	20.00%	0.20	0–1	20.00%	0.20	0–1	20.00%	0.20	0–1	20.00%	0.20
	Prismarine Shard	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	Prismarine Crystals	0–1	33.33%	0.33	0–2	33.33%	0.50	0–3	33.33%	0.67	0–4	33.33%	0.83
	Raw Cod[B]	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.
B. MCPE-122487 — Killing guardians on fire/lava does not drop cooked fish

- 10 – when killed by a player or tamed wolf.

Behavior

Elder guardians do not swim around as much as normal guardians, and they do not swim away when approached by a player they are targeting, unlike regular guardians. Like normal guardians, elder guardians attempt to attack the player, squid, glow squid, and axolotls.

The elder guardian's eye follows and stares at any nearby players and always looks directly at its target. The eye still follows a player under the effects of Invisibility or in Spectator mode, though the elder guardian does not attack.

Elder guardians are considered aquatic mobs, and thus are affected by the Impaling enchantment.[*Java Edition only*] [*until JE Combat Tests*]
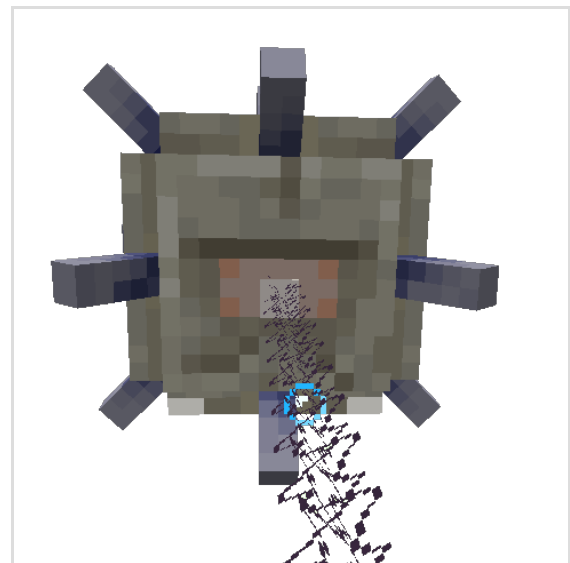
Laser

The elder guardian has three methods of attacking, including firing its laser, inflicting Mining Fatigue, and a defensive thorn-like attack.

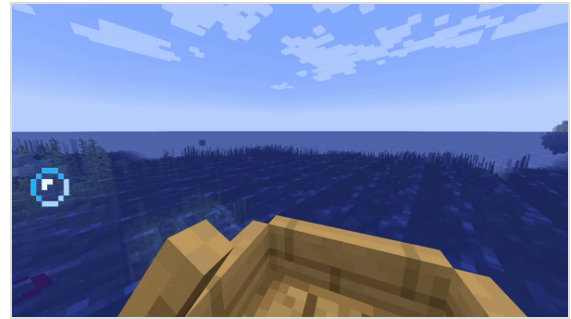The elder guardian pathfinds toward an ocean monument if it is not within one.

An elder guardian attacks axolotls that are not playing dead. Otherwise, an elder guardian does not attack mobs that attack it, although the attacking mob takes damage from the elder guardian's natural spikes defense.

The elder guardian, like a normal guardian, does not take suffocation damage when out of the water for a prolonged period of time.

Elder guardians cannot ride boats.

Laser

The laser takes several seconds to charge, doing no damage and allowing the player to move away in the meantime. As it charges, it changes from purple to bright yellow. Once charged, the beam flashes green, abruptly ends, and deals 12 (❤ × 6) damage on Hard difficulty. The

elder guardian swims around for a few seconds before firing again. The beam cannot be dodged and has a maximum range of approximately 14 blocks. Once the player is out of range, if the beam is obstructed by solid

Cursing player in Java Edition.

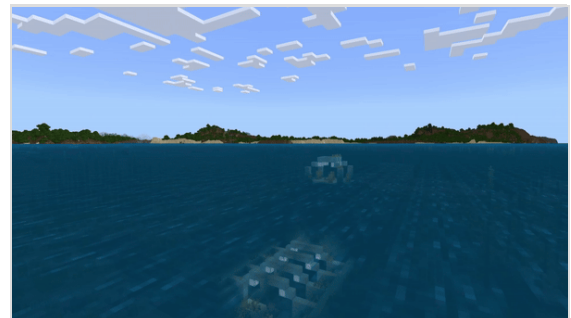blocks, or if the player has a shield, the guardian's beam disengages from the player and deals no damage.

Inflicting Mining Fatigue

In *Java Edition*, immediately after spawning and once each minute thereafter, the elder guardian searches for any player within a spherical radius of 50 blocks to afflict with Mining Fatigue III. In *Bedrock Edition*, the elder guardian inflicts any unafflicted player within range immediately.

When afflicted, the player sees a ghostly image of the elder guardian and hears a ghostly noise. The effect decreases a player's attack speed by 30% and decreases mining speed even more for 5 minutes. The attack targets players through blocks, even underground, and a potion of Invisibility offers no defense. This is not considered an attack in regards to the Thorns enchantment.

The image of the elder guardian is a particle effect that can be recreated by issuing the command `/particle minecraft:elder_guardian`.[*Java Edition only*]

Spikes defense

An elder guardian deals 2 (❤) (3 (❤❤) on Hard mode) damage every time it is hit while its spikes are extended, similar to the Thorns enchantment on armor. If cornered by a player or axolotl, the elder guardian usually extends its spikes and fires at point-blank range.

Cursing player in Bedrock Edition.

Sounds

Java Edition:

					Sounds				[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**	
	Elder Guardian moans	Hostile Mobs	Randomly while in water	`entity .elder_guardian .ambient`	`subtitles .entity .elder_guardian .ambient`	1.0	0.8-1.2	16	
	Elder Guardian flaps	Hostile Mobs	Randomly while out of water	`entity .elder_guardian .ambient_land`	`subtitles .entity .elder_guardian .ambient.land`	1.0	0.8-1.2	16	
	Elder Guardian curses	Hostile Mobs	When an elder guardian inflicts Mining Fatigue on a player	`entity .elder_guardian .curse`	`subtitles .entity .elder_guardian .curse`	1.0	1.0	16	
	Guardian shoots	Hostile Mobs	While an elder guardian uses its laser attack	`entity.guardian .attack`	`subtitles .entity .guardian .attack`	0.0-1.0 [sound 1]	0.7-1.2 [sound 2]	16 (technical) / ∞ (effective) [sound 3]	
	Elder Guardian dies	Hostile Mobs	When an elder guardian dies while in water	`entity .elder_guardian .death`	`subtitles .entity .elder_guardian .death`	1.0	0.8-1.2	16	
	Elder Guardian dies	Hostile Mobs	When an elder guardian dies while out of water	`entity .elder_guardian .death_land`	`subtitles .entity .elder_guardian .death`	1.0	0.8-1.2	16	
	Elder Guardian hurts	Hostile Mobs	When an elder guardian is damaged while in water	`entity .elder_guardian .hurt`	`subtitles .entity .elder_guardian .hurt`	1.0	0.8-1.2	16	
	Elder Guardian hurts	Hostile Mobs	When an elder guardian is damaged while out of water	`entity .elder_guardian .hurt_land`	`subtitles .entity .elder_guardian .hurt`	1.0	0.8-1.2	16	
	Elder Guardian flops	Hostile Mobs	While an elder guardian is on land	`entity .elder_guardian .flop`	`subtitles .entity .elder_guardian .flop`	1.0	1.0	16	

1. Increases quadratically from minimum to maximum as the attack goes on
2. Increases linearly from minimum to maximum as the attack goes on
3. MC-57057 — Guardian laser attack sound ignores distance

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 while in water	`mob .elderguardian .idle`	?	1.0	0.8-1.2
	?	Hostile Mobs	Randomly while out of water	`mob.guardian .land_idle`	?	1.0	0.8-1.2
	?	Hostile Mobs	When an elder guardian inflicts Mining Fatigue on a player	`mob .elderguardian .curse`	?	1.0	1.0
	?	Hostile Mobs	While an elder guardian uses its laser attack	`mob.guardian .attack_loop`	?	?	?
	?	Hostile Mobs	When an elder guardian dies	`mob .elderguardian .death`	?	1.0	0.8-1.2
	?	Hostile Mobs	When an elder guardian is damaged while in water	`mob .elderguardian .hit`	?	1.0	0.8-1.2
	?	Hostile Mobs	When an elder guardian is damaged while out of water	`mob.guardian .land_hit`	?	1.0	0.8-1.2
	?	Hostile Mobs	While an elder guardian is on land	`mob.guardian .flop`	?	1.0	1.0

Data values

ID

Java Edition:

Name	**Identifier**	**Entity tags**	**Translation key**	[hide]
🪟 Elder Guardian	elder_guardian	`aquatic axolotl_always_hostiles can_breathe_under_water not_scary_for_pufferfish sensitive_to_impaling`	entity.minecraft.elder_guardian	

Bedrock Edition:

Name	**Identifier**	**Numeric ID**	**Family**	**Translation key**	[hide]
🪟 Elder Guardian	elder_guardian	50	`aquatic guardian_elder mob monster`	entity.elder_guardian.name	

Entity data

Elder guardians have entity data associated with them that contains various properties.

Java Edition:

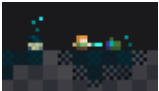> Main article: *Entity format*

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 (PS)
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
		The Deep End	Defeat an Elder Guardian	—	30	Silver
		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]
	How Did We Get Here?	Have every effect applied at the same time	Have *all* of these 34 status effects applied to the player at the same time: [show] The source of the effects is irrelevant for the purposes of this advancement. Other status effects may be applied to the player, but are ignored for this advancement. *See also: Tutorial:Advancement guide/Nether tab § How Did We Get Here?* *This is a hidden advancement, meaning that it can be viewed by the player only after completing it, regardless of if its child advancement(s), if any, have been completed.*
	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]

Videos

History

Java Edition

Java Edition			[hide]
1.8	**14w25a**		Added elder guardians.
	14w26a	Guardians and elder guardians are no longer immune to lava and fire.	
1.9	**15w43a**	The drop chances for raw fish and prismarine crystals have been changed for elder guardians. Instead of a 33% chance of fish then a 33% chance of crystals only if the fish drop failed with both percentages adjusted by Looting, it's 40% fish, 40% crystals, and 20% neither, with the amount increased by Looting.	
		Elder guardians now drop dry sponges (on any kill).	
	15w43b	The drop chances for raw fish and prismarine crystals have been changed again for guardians. Now, the drop chances are 50% fish, 33% crystals, and 16.7% neither.	
	15w43c	The sponge drop of elder guardians has been restored to requiring a player kill, but is still dry rather than wet.	
1.10	**16w20a**	An elder guardian spawn egg has been added.	
	pre2	The elder guardian spawn egg has been removed.	
1.11	**16w32a**	The elder guardian spawn egg has been re-added.	
		The in-game name of elder guardians is now "Elder Guardian" instead of "Guardian".	
	16w33a	Elder guardians now drop wet sponges on player kills, rather than dry sponges.[1]	
	16w38a	Elder guardian's common drop of raw fish now drop as cooked fish, if killed while on fire.	
1.14	**18w43a**		The texture of elder guardians has been changed.
1.15	**19w34a**	Elder guardians now take damage on magma blocks.	
1.16	**20w14a**	Elder guardians are now required for the "Monsters Hunted" advancement.	
1.17	**21w11a**		The texture of the elder guardian has been tweaked, so that a floating pixel present in the tailfin no longer exists.
	21w13a	Now drop cooked cod or salmon instead of raw cod or salmon if on fire when killed or killed by a fire source.	
1.19.4 — **Experiment** — **Update 1.20**	**23w04a**	Elder guardians now drop 0–1 tide armor trim smithing templates upon death.	

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.16.0	build 1	Added elder guardians.	
		Elder guardians are considered boss mobs in the blog post for this update,[2] but in-game they behave the same as their Java counterparts.	
	build 5	An elder guardian spawn egg has been added.	

Pocket Edition			[hide]
1.1.0	alpha 1.1.0.0	The entity ID has been changed from guardian.elder to elder_guardian.	

Bedrock Edition			[hide]
1.2.0	?	Elder guardians no longer play flopping sounds when on land.	
1.6.0	beta 1.6.0.5	Elder guardians now drop wet sponges rather than dry.	
1.10.0	beta 1.10.0.3	The texture of elder guardians has been changed.	
1.13.0	beta 1.13.0.4	Added the elder guardian ghost, currently unused.	
1.17.0	beta 1.17.0.50	The texture of the elder guardian has been tweaked, so that a floating pixel present in the tailfin no longer exists.	
1.19.80 Experiment Next Major Update	Preview 1.19.80.21	Elder guardians now drop 0–1 tide armor trim smithing templates upon death.	
1.20.40	Preview 1.20.40.20	Elder guardians once again play flopping sounds when on land.	

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU31	CU19	1.22	1.22	1.22	Patch 3	1.0.1	Added elder guardians.	
TU43	CU33	1.36	1.36	1.36	Patch 13		Elder guardians now drop dry sponges rather than wet.	
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Elder guardians now have their own spawn egg.	
							Elder guardians now drop wet sponges again rather than dry.	
							Elder guardian's common drop of raw fish now drop as cooked fish, if killed while on fire.	
TU56	CU48	1.55	1.55	1.55	Patch 26	1.0.6	Elder guardians now drop dry sponges again rather than wet.	
							Elder guardian's common drop of raw fish no longer drop as cooked fish, if killed while on fire. [is this the correct version?]	
TU69		1.76	1.76	1.76	Patch 38		Elder guardians now drop wet sponges again rather than dry.	

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
1.3.12		Added elder guardians.

Data history

| Java Edition			[hide]
1.11	**16w32a**	The entity ID has been changed from `Guardian` to `elder_guardian` and the `Elder` tag has been removed.	
1.13	**17w47a**	Numeric IDs for entities were presumably deprecated in this version.[*more information needed*]	

Issues

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

Trivia

- The elder guardian's status as a boss or simply a powerful mob was historically ambiguous. While it lacks important characteristics of a boss, chiefly a health bar, it has been grouped with boss mobs and addressed as one by Mojang before.[3][4] The elder guardian was also marketed as a boss in *Pocket Edition*, having been introduced in the Boss Update. Jeb later stated that it is intended as a miniboss rather than a full boss and that this is why it does not have a health bar.[5]
- The elder guardian's eye is the "head" part of the mob's model, giving the illusion of a dynamic eye.
- According to Jeb, elder guardians were introduced to encourage players to solve the temple maze rather than dig through it easily. He acknowledges there are ways around it, but players still have to solve the challenge in a different way.[4]

    - Also according to Jeb, the "jumpscare" by an elder guardian is unintentional; instead, he added it to provide a visual cue as to why players get slowed down by Mining Fatigue.[4]
- In *Bedrock Edition*, elder guardians make their underwater death sounds if killed on land.
- According to a post Jeb made on Bluesky, the elder guardian drops a sponge to make sure a player can get at least three from an ocean monument without a sponge room.[6]
- Despite being classified as only a monster, the elder guardian was referred to as an "animal of the deep" in a *Minecraft* video about them.[7]

Gallery

Screenshots
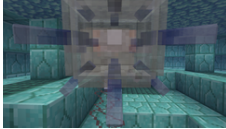
A special effect of the elder guardian, which gives Mining Fatigue III for 5 minutes.
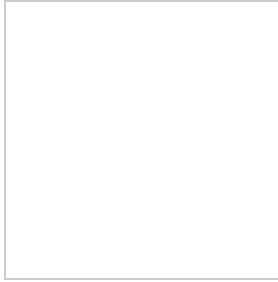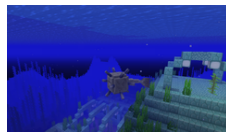

The elder guardian's Mining Fatigue effect.

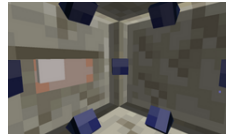An elder guardian spawned inside an ocean monument.

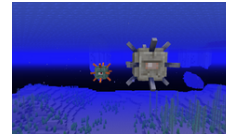An elder guardian spreading its spikes.
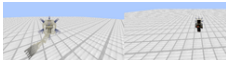

An elder guardian's laser.

An elder guardian in full view.

The inside of an elder guardian (spikes retracted).

Size comparison between an elder and a normal guardian.

The elder guardian curse ghastly image shows the elder guardian's full model.

Mojang screenshots

A player avoiding an elder guardian by using the Invisibility effect.

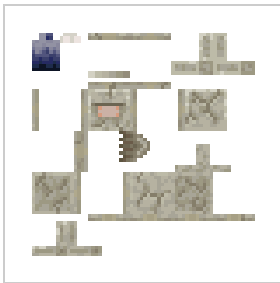A player avoiding an elder guardian by using the Invisibility effect.

A group of axolotls attacking an elder guardian on Minecraft Live 2020.

An elder guardian in a monument.

Textures

Elder guardian texture file.

In other media
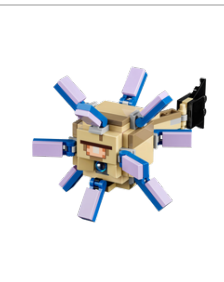

Official artwork of an elder guardian.

An elder guardian in promotional artwork for the Boss Update.

Minecraft Mobestiary's page about elder guardians.

Lego Minecraft elder guardian.

Narrator and MARILLA attempting to battle an elder guardian.

Animatic of Steve fighting an elder guardian, from the Trails & Tales trailer.

References

1. MC-92294
2. "SNEAK PEEK: BOSS UPDATE COMING TO POCKET & WIN 10" (https://www.mojang.com/2016/0 8/sneak-peek-boss-update-is-coming-to-pocket-and-windows-10/) (Archive (https://web.archive.org/w eb/20190710073327/https://www.mojang.com/2016/08/sneak-peek-boss-update-is-coming-to-pocke t-and-windows-10/)) by Owen Hill – mojang.com (https://www.mojang.com/), August 29, 2016.
3. "What do you think are the greatest weaknesses and strengths of Minecraft's bosses from a design perspective?" (https://twitter.com/kingbdogz/status/1248264777924775938) – @kingbdogz (https://tw itter.com/kingbdogz) on X (formerly Twitter), April 9, 2020
4. "Meet the Elder Guardian" (https://www.minecraft.net/en-us/article/meet-elder-guardian) by Emily Richardson – Minecraft.net, November 6, 2017.
5. "Why are their eyes so big? | The Story Of The Elder Guardian" (https://youtube.com/watch?v=gs-rM m5luB8&t=278s) – Minecraft on YouTube, August 24, 2025
6. "@jebox.bsky.social hello, was the sponge drop from elder guardians meant to be a placeholder? a few famous people have been saying so but i couldn't find a source for it. keep up the good work, loved your cameo!" (https://bsky.app/profile/camcamburger.bsky.social/post/3lqxwreiins25) – @camcamburger.bsky.social (https://bsky.app/profile/camcamburger.bsky.social) on Bluesky, June 6, 2025
   "No? The sponge drop was added to them to make sure that even if a monument doesn't have a sponge room, you will at least get 3 of them." (https://bsky.app/profile/jebox.bsky.social/post/3lrb26wj 5fc2w) – @jebox.bsky.social (https://bsky.app/profile/jebox.bsky.social) (Jens Bergensten) on Bluesky, June 10, 2025
7. "Why are their eyes so big? | The Story Of The Elder Guardian" (https://youtube.com/watch?v=gs-rM m5luB8&t=56s) – Minecraft on YouTube, August 24, 2025

External links

- "Meet the Elder Guardian" (https://www.minecraft.net/en-us/article/meet-elder-guardian) by Emily Richardson – Minecraft.net, November 6, 2017.
- "Mob Menagerie: Elder Guardian" (https://www.minecraft.net/en-us/article/elder-guardian) by Duncan Geere – Minecraft.net, June 26, 2025.

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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