

Rabbit

re article feedback

For other uses, see *Rabbit (disambiguation)*.

A **rabbit** is an uncommon passive mob and is a source of rabbit's foot, rabbit hide, and raw rabbit.

Contents

Spawning

Variants

Drops

Breeding

On death

Behavior

Breeding

Variations

The Killer Bunny

Toast

Sounds

Data values

ID

Entity data

Achievements

Advancements

History

Development

Java Edition

Bedrock Edition

Legacy Console Edition

New Nintendo 3DS Edition

Data history

Issues

Trivia

Gallery

Animations

Mojang screenshots

Screenshots

Textures

In other media

References

External links

Navigation

Spawning

Rabbits spawn above grass, snow blocks or sand in specific biomes. They spawn in small groups of 1 adult and 1–2 babies.

They generate individually after the generation of the world.

Rabbit

Brown White Black White Spotted
Gold Salt The Killer Bunny Toast



Adult



Baby



Health points 3 (♥♥)

Armor points **The Killer Bunny only:**
8 (🛡️🛡️🛡️)

Behavior Passive (normal)
Hostile (killer bunny) ^[JE only]

Mob type 🐾 Animal

Attack strength **The Killer Bunny only:**
Easy: 5 (♥♥♥)
Normal: 8 (♥♥♥♥)
Hard: 12 (♥ × 6)

Hitbox size **In Java Edition:**
Adult:
Height: 0.5 blocks
Width: 0.4 blocks
Baby:
Height: 0.25 blocks
Width: 0.2 blocks
In Bedrock Edition:
Adult:
Height: 0.402 blocks
Width: 0.402 blocks

Rabbit spawns in: [hide]

Category: Creature	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Desert	12 ¹ / ₁₃	92.31%	2–3	4	2–3
Snowy Plains	10 ¹ / ₁₁	90.91%	2–3	4	2–3
Ice Spikes	10 ¹ / ₁₁	90.91%	2–3	4	2–3
Grove	8 ¹ / ₁₃	61.54%	2–3	8	2–3
Snowy Slopes	4 ¹ / ₉	44.44%	2–3	8	2–3
Cherry Grove	2 ¹ / ₅	40%	2–3	2	2–3
Meadow	2 ¹ / ₅	40%	2–3	2	2–3
Flower Forest	4 ¹ / ₄₄	9.09%	2–3	4	2–3
Old Growth Pine Taiga	4 ¹ / ₆₀	6.67%	2–3	—	—
Old Growth Spruce Taiga	4 ¹ / ₆₀	6.67%	2–3	—	—
Taiga	4 ¹ / ₆₀	6.67%	2–3	4	2–3
Snowy Taiga	4 ¹ / ₆₀	6.67%	2–3	4	2–3
Frozen River	—	—	—	4	2–3
Frozen Ocean	—	—	—	4	2–3
Jagged Peaks	—	—	—	4	2–3
Snowy Beach	—	—	—	4	2–3
Deep Frozen Ocean	—	—	—	4	2–3
Frozen Peaks	—	—	—	4	2–3

Baby:

Height: 0.268 blocks

Width: 0.268 blocks

Speed

0.3

Spawn

Snowy Plains
 Ice Spikes
 Snowy Slopes
 Grove
 Snowy Taiga
 Taiga
 Flower Forest
 Meadow
 Desert
 Cherry Grove
 Frozen River^[BE only]
 Snowy Beach^[BE only]
 Frozen Ocean^[BE only]
 Deep Frozen Ocean^[BE only]
 Jagged Peaks^[BE only]
 Frozen Peaks^[BE only]
 Old Growth Pine Taiga^[JE only]
 Old Growth Spruce Taiga

Usable items

Dandelion
 Carrot
 Golden Carrot
 Lead

Variants

Rabbits can naturally spawn as one of 6 variants: brown, white, black, white spotted, gold, and salt.

Rabbits of the following colors spawn in the following biomes:

- Gold:
 - Desert
- White, White Spotted:
 - Snowy Plains
 - Ice Spikes
 - Snowy Taiga
 - Grove
 - Snowy Slopes
 - Frozen Ocean^[BE only]
 - Frozen River^[BE only]
 - Snowy Beach^[BE only]
- Black, Brown, Salt:
 - Flower Forest
 - Taiga
 - Meadow
 - Old Growth Pine Taiga^[JE only]
 - Old Growth Spruce Taiga^[JE only]
 - Cherry Grove

Gold rabbits are the most common rabbit color and are found only in deserts. White and white spotted rabbits are also quite












common and spawn in some snowy biomes. Default rabbit colors such as black, brown and salt can also spawn in any other non-snowy biome via [spawn eggs](#), [commands](#), [monster spawners](#) or breeding.

In *Java Edition*, rabbits can also be found in [old growth taigas](#).

In *Bedrock Edition*, up to three baby rabbits spawn in flower forests and rabbits can also spawn in frozen aquatic biomes: [snowy beaches](#), [frozen oceans](#), and [frozen rivers](#).

The [wolves](#) and [foxes](#) found in taigas and mountainous biomes may kill rabbits, so rabbits are generally more plentiful in the desert, flowery, or icy biomes.

The killer bunny^[*Java Edition only*] does not spawn naturally and must instead be spawned using the command /summon minecraft:rabbit ~ ~ ~ {RabbitType:99}.

	Desert	Forest	Taiga	Frozen	Snowy plains	Mountain
Biome	 Desert	 Flower Forest	 Taiga  Old Growth Taiga ^{[<i>JE only</i>]}  Snowy Taiga	 Frozen River  Legacy Frozen Ocean ^{[<i>BE only</i>]}  Snowy Beach ^{[<i>BE only</i>]}  Frozen Ocean ^{[<i>BE only</i>]}	All  snowy plains variants	 Meadow Grove  Snowy Slopes  Jagged Peaks ^{[<i>BE only</i>]}  Frozen Peaks ^{[<i>BE only</i>]}

Drops





Breeding

Upon successful [breeding](#), 1–7 is dropped.

On death

Java Edition:

Decimal Fraction Distribution Expectation





Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
 Rabbit Hide		0–1	50.00%	0.50	0–2	75.00%	1.00	0–3	87.50%	1.50	0–4	91.67%	2.00
 Raw Rabbit		1	100.00%	1.00	1–2	100.00%	1.50	1–3	100.00%	2.00	1–4	100.00%	2.50
 Cooked Rabbit ^{[<i>A</i>]}		1	100.00%	1.00	1–2	100.00%	1.50	1–3	100.00%	2.00	1–4	100.00%	2.50
 Rabbit's Foot ^{[<i>B</i>]}		0–1	10.00%	0.10	0–1	13.00%	0.13	0–1	16.00%	0.16	0–1	19.00%	0.19

A. Only when on fire or killed with a weapon enchanted with [Fire Aspect](#).

B. 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		
	Rabbit Hide	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 Rabbit	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 Rabbit ^[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
	Rabbit's Foot ^[B]	0–1	10.00%	0.10	0–1	13.00%	0.13	0–1	16.00%	0.16	0–1	19.00%	0.19

- A. Only when on fire.
- B. Only when killed by a [player](#).
- 1–3 upon player kills.

Killing a baby rabbit yields no items or experience.

Behavior

Rabbits hop around aimlessly instead of walking. They can jump up to almost 2 blocks in height. They slowly approach [players](#) holding [carrots](#), [golden carrots](#) or [dandelions](#) within 8 blocks. They do not follow [players](#) holding a [carrot on a stick](#).^[1] Rabbits also jump off of cliffs to reach carrots but do not go into [lava](#) for them. They randomly flee around if attacked.

All non-hostile rabbits avoid [players](#) within 8 blocks and [wolves](#) within 10 blocks. They also avoid most [monsters](#) within 4 blocks except [ghasts](#)^[*JE only*], [hoglins](#), [magma cubes](#)^[*JE only*], [phantoms](#)^[*JE only*], [shulkers](#)^[*JE only*], [slimes](#)^[*JE only*], undead mounts ([camel husks](#), [skeleton horses](#), [zombie horses](#) and [zombie nautiluses](#)), and the [ender dragon](#).^[2] Notably, rabbits do not try to avoid [foxes](#) and [cats](#), and only run from them when attacked.

If `/gamerule mobGriefing` is true and **MoreCarrotTicks** is less than or equal to 0, rabbits find and eat mature [carrot crops](#)^[*Java Edition only*] / [carrot crops](#) with growth stage greater than 1^[*Bedrock Edition only*]. This reduces the growth stage by one, removing the crop completely when the growth stage reaches 0.

Wild [wolves](#), [foxes](#), and stray [cats](#) are hostile to rabbits.

Breeding

Rabbits can be [bred](#) using [carrots](#), [golden carrots](#) or [dandelions](#).

Baby rabbits usually inherit the same type of fur as one of the parents (47.5% chance of each), but there is a 5% chance for the baby to have the fur type matching the current biome. Baby rabbits grow to adulthood after 20 minutes, although their growth can be slowly accelerated using carrots, golden carrots or dandelions; each use reduces 10% of the remaining time to grow up.

Despite their hostile nature, killer bunnies can breed with other rabbits and with each other, having the unusual chance of creating a baby killer bunny.

A [Toast](#) rabbit does not produce a [Toast](#) rabbit baby, however.

In [Bedrock Edition](#) and [Minecraft Education](#), baby rabbits follow their parents; this behavior is absent in [Java Edition](#).^[3]

Variations



The six natural types of rabbits. The cream rabbit is looking at the player.

Rabbits typically spawn using one of six different skins. Skins include regular brown fur, white fur with red eyes (white), black mottled fur, black and white spotted fur, cream fur, and salt and pepper fur. The [biome](#) determines the skin used:

- Rabbits in snowy biomes have 80% white fur and 20% black and white fur.
- Rabbits in deserts have 100% cream fur.
- Rabbits in other biomes have 50% brown fur, 40% salt fur, and 10% black fur.
- Rabbits with specific skins can be spawned using `/summon minecraft:rabbit ~`

`~ ~ {RabbitType: (Number from 0 - 5)}[Java Edition only] or /summon rabbit ~ ~ ~ in_desert (gold)/in_snow (white)[Bedrock Edition only].`

- While it is possible to go above 5, this results in rabbits with skins identical to `RabbitType: 0`, except for `RabbitType: 99`, the Killer Bunny.

There are two special variants of rabbits:

The Killer Bunny

This feature is exclusive to *Java Edition*.

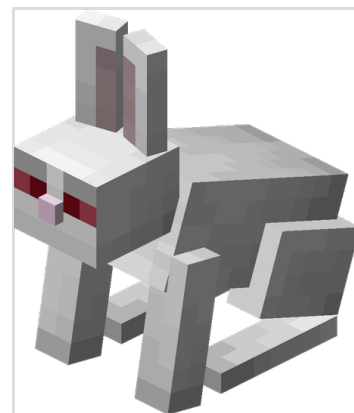
The **killer bunny** is an unused hostile variant of the rabbit exclusive to *Java Edition* that is hostile toward players and wolves. It has pure white fur and horizontal red eyes, compared to a normal rabbit's vertical eyes. It can be spawned only by using the `/summon minecraft:rabbit ~ ~ ~ {RabbitType:99}` command. It appears with a nameplate over its head reading "The Killer Bunny".

If the killer bunny finds any player within a 16-block radius, it hops toward the player much faster than a normal rabbit. It moves in a style similar to that of a spider. Once it closes in, it jumps at the player, dealing 8 (♥♥♥♥) damage on Normal difficulty. If the player strikes at the killer bunny, it runs away for a brief moment, then returns to lunging at the player.

If it cannot find a player, the killer bunny actively seeks out and attacks any wolves, including tamed wolves.

On peaceful difficulty, the killer bunny does not despawn, despite its hostile nature. It still attacks wolves and tamed wolves, but not the player.

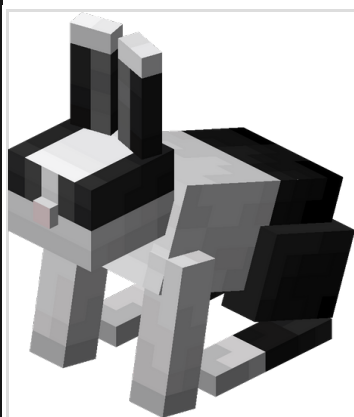
The killer bunny can be bred and leashed and follows players holding carrots, despite its hostile nature.



The current killer bunny texture

Toast

"Toast" redirects here. For messages displayed on-screen, see [Toasts](#), [Advancements](#), [Recipes](#), or [Tutorial hints](#).



The rabbit named "Toast" using a name tag

Naming a rabbit **Toast** (using either a name tag or a renamed spawn egg) re-textures it to have the appearance of a black dutch, with a large black and white patch and more black fur around the face than the natural white splotched rabbit. Other than its name and skin, Toast behaves exactly like a normal rabbit. When Toast rabbits are bred, whether with each other or with regular rabbits, their offspring do not have the Toast pattern; they have a pattern consistent with the parents' original coloring prior to renaming. If the player renames a killer bunny to Toast, it still attacks players and wolves. Like the killer bunny, Toast does not spawn naturally.

This rabbit is based on user xyzen420's girlfriend's missing rabbit (http://www.reddit.com/r/minecraftuggestions/comments/27hjog/to_themogminer_my_bunny_is_missing_please_help_me/), which [Ryan Holtz](#) (TheMogMiner) implemented as a memorial.^[4]

Sounds

Java Edition:

Sounds [hide]								
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u>	Volume	Pitch	<u>Attenuation distance</u>
	Rabbit squeaks	Friendly Mobs ^(regular) Hostile Mobs ^(killer bunny)	Randomly	entity. .rabbit. .ambient	subtitles.entity. .rabbit.ambient	0.25	0.8-1.2 (Baby: 1.3-1.7)	16
	Rabbit attacks	Hostile Mobs	When the killer bunny attacks something	entity. .rabbit. .attack	subtitles.entity. .rabbit.attack	1.0	0.8-1.2	16
	Rabbit dies	Friendly Mobs ^(regular) Hostile Mobs ^(killer bunny)	When a rabbit dies	entity. .rabbit. .death	subtitles.entity. .rabbit.death	0.5	0.8-1.2 (Baby: 1.3-1.7)	16
	Rabbit hurts	Friendly Mobs ^(regular) Hostile Mobs ^(killer bunny)	When a rabbit is damaged	entity. .rabbit.hurt	subtitles.entity. .rabbit.hurt	0.5	0.8-1.2 (Baby: 1.3-1.7)	16
	Rabbit hops	Friendly Mobs ^(regular) Hostile Mobs ^(killer bunny)	When a rabbit hops	entity. .rabbit.jump	subtitles.entity. .rabbit.jump	0.1	0.64-0.96	16

Bedrock Edition:

Sounds [hide]							
Sound	<u>Closed captions</u> <i>[<u>upcoming: BE 26.0</u>]</i>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u> <i>[<u>upcoming: BE 26.0</u>]</i>	Volume	Pitch
	?	Friendly Mobs	Randomly	mob.rabbit. .idle	?	0.2	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a rabbit dies	mob.rabbit. .death	?	0.4	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a rabbit is damaged	mob.rabbit. .hurt	?	0.4	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	<i>Unused sound event</i>	mob.rabbit.hop	?	0.1	1.0


Data values

ID

Java Edition:

Name	<u>Identifier</u>	<u>Entity tags</u>	<u>Translation key</u> [hide]
 Rabbit	rabbit	followable_friendly_mobs powder_snow_walkable_mobs	entity.minecraft.rabbit

Bedrock Edition:

Name	<u>Identifier</u>	<u>Numeric ID</u>	<u>Family</u>	<u>Translation key</u> [hide]
 Rabbit	rabbit	18	lightweight mob rabbit	entity.rabbit.name

Entity data

Rabbits have entity data associated with them that contain various properties.

Java Edition:

Main article: [Entity format](#)

Entity data

Additional fields for mobs that can breed

Tags common to all entities

Tags common to all mobs

MoreCarrotTicks: Set to 40 when a carrot crop is eaten, decreases by 0–2 every tick until it reaches 0. Rabbit can eat another crop only when it reaches 0.




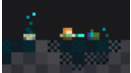
RabbitType: Determines the skin of the rabbit. Also determines if rabbit should be hostile.

Variant	Numerical ID	[Expand] Identifier
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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					
		Rabbit Season	Cook and Eat Rabbit Meat	—	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]
	It Spreads	Kill a mob near a Sculk Catalyst	Kill <i>any</i> 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.
	The Parrots and the Bats	Breed two animals together	Breed a pair of <i>any</i> of these 27 animals: [show] A mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.
	Two by Two	Breed all the animals!	Breed a pair of <i>each</i> of these 26 animals: [show] A trader llama does not count as a llama , and a mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.

Advancements that apply to all mobs:

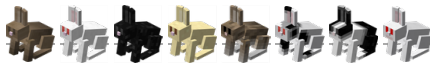






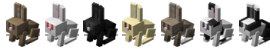
[show]

History

Development






May 19, 2009 (https://web.archive.org/web/0/http://notch.tumblr.com/post/109967000/should-minecraft-have-blood)	Bunnies were originally an idea for a mob in Survival Test. They would spawn randomly and jump around. When attacked, they would pop into many pieces and start bleeding.
May 20, 2009 (https://web.archive.org/web/0/http://notch.tumblr.com/post/110231748/thanks-for-the-feedback-on-the-blood)	Bunnies were ultimately rejected at the time due to negative feedback.
May 17, 2014 (https://twitter.com/TheMogMiner/status/467779413158166528)	Screenshots (https://web.archive.org/web/20220824081952/https://imgur.com/a/0Cphc) of rabbits were released by Ryan Holtz.
June 5, 2014 (https://twitter.com/TheMogMiner/status/474505685552873472)	Rabbits are revealed as a feature to be added to <i>Minecraft</i> .
June 6, 2014	Twitter user @xyZenTV asks (https://twitter.com/xyZenTV/status/474969697310343168) Ryan Holtz to add Toast to the game.
	Ryan Holtz accepts (https://twitter.com/TheMogMiner/status/474974995178094592) the Toast suggestion, and reveals he is planning for rabbits to have multiple skins, similar to <u>horses</u> and <u>cats</u> .
June 30, 2014	Holtz uploaded a "video" (https://youtube.com/watch?v=_k6b38B76p8) showcasing the mob's path-finding and animation.
	Holtz reveals (https://twitter.com/TheMogMiner/status/483636993780232192) a preview (https://web.archive.org/web/20221127202220/https://imgur.com/a/06kul) of the rabbit's drops.
July 1, 2014 (https://twitter.com/TheMogMiner/status/483968212527484928)	 Holtz reveals a hostile variant of rabbits, the "Killer Rabbit of Caerbannog".
July 2, 2014 (https://twitter.com/TheMogMiner/status/484302327822553088)	Holtz tweets a screenshot (https://web.archive.org/web/20140707075319/http://imgur.com/0At6LwP) of all six natural rabbit types, just prior to their introduction.

Java Edition



<i>Java Edition</i>		[hide]
1.8	14w27a	 Added rabbits.
		 Added baby rabbits.
	14w28a	The spawn rate of killer rabbits has been reduced from 1/1000 to 1/2500.
	14w29a	Killer rabbits no longer spawn in peaceful difficulty.
	14w31a	Rabbits now have sounds.
		 Rabbits now have a revised model that includes a tail.
		Rabbits can now take fall damage.
	14w34a	Rabbits can no longer be tamed and do not flee from players.
		 The texture of killer rabbits has been changed.
		"Killer Rabbit" has been renamed to "The Killer Bunny".
		The Killer Bunny now ignores creative mode players.
		The Killer Bunny no longer spawns without the use of commands. According to a later comment by Jeb, The Killer Bunny was removed from normal gameplay because "it's a tired joke and it's been referenced in so many games", another reason being "they're basically a random death event". ^[5]
1.8.1	pre1	 The white splotched rabbit's eye color has been changed from pink to black.
	pre1	 The textures of The Killer Bunny has been changed, removing the blood.
1.8.1	pre1	Rabbits now follow players holding dandelions or golden carrots.
1.9	15w46a	Rabbits are now smaller.
		The drop chance of rabbit's foot from rabbits has been increased from 2.5% to a 10% chance.
		Rabbits no longer spawn in all "usual" passive mob biomes. They now only spawn in deserts, flower forests, taiga, mega taiga, cold taiga, ice plains, ice mountains, ice plains spikes, and "hills" and "M" variants of these biomes.
		Rabbit spawn groups are now smaller and more sparse (weight 4 out of 44–52 rather than 10 out of 50–58).
		The speed of rabbits has been increased when they're panicking.
		Rabbits now avoid all players within 8 blocks and most hostile mobs within 4 blocks.
		The rabbit's avoidance range for wolves has been reduced from 16 blocks.
		Rabbits no longer prefer begging for food to mating.
		The health of rabbits has been reduced from 10 (♥♥♥♥♥) to 3 (♥♥).
		The speed of rabbits has been generally increased.
		The skins of rabbits now depend on their spawning biome. There is now a 5% chance a bred baby matches the biome rather than the parents.
		The crop eating of rabbits is now less destructive (used to completely destroy the crop block regardless of growth), but MoreCarrotTicks is now reduced and ignored.
1.14	15w47b	Added The Killer Bunny attack sounds.
	18w43a	Added illager beasts, which flee from rabbits.
		 The textures of rabbits have been changed.
		 The textures of baby rabbits have been changed.
1.18	18w44a	Illager beasts no longer flee from rabbits. ^[6]
	Experimental Snapshot 1	Rabbits now spawn in the newly added meadow, grove and snowy slopes biomes.
	experimental snapshot 2	Rabbits now spawn more frequently in meadows.

	21w37a	Rabbits can now spawn on snow blocks .
1.19.3	22w42a	Rabbits now have a 100% chance to drop raw rabbit when killed. ^[7]
1.19.4 <div>— Experiment — Update 1.20</div>	23w07a	Rabbits now spawn in cherry groves .
1.20.2	23w32a	Carrots being eaten by rabbits now emit a block_change vibration of frequency 11.

Bedrock Edition

Pocket Edition Alpha [hide]		
v0.13.0	build 1	 Added rabbits. They have all the changes that were later ported to Java Edition 1.9 .
		 Added baby rabbits.
		The spawn rate of rabbits has weight 20, while usual passive mobs have a weight of 100.
v0.15.0	build 1	 Rabbits named as "Toast" now use the Toast texture.
Bedrock Edition [hide]		
1.8.0	beta 1.8.0.8	Added stray cats , which try to attack and kill rabbits.
1.10.0	beta 1.10.0.3	 The textures of rabbits have been changed.
		 The textures of baby rabbits have been changed.
1.13.0	beta 1.13.0.1	Added foxes, which attack rabbits.
1.16.220 <div>— Experiment — Caves and Cliffs</div>	beta 1.16.220.50	Rabbits now spawn in groves .
1.17.40 <div>— Experiment — Caves and Cliffs</div>	beta 1.17.40.20	Rabbits now spawn in meadows and snowy slopes .
1.19.80 <div>— Experiment — Next Major Update</div>	Preview 1.19.80.20	Rabbits now spawn in cherry groves .
1.20.80	Preview 1.20.80.21	Rabbits now spawn more frequently in groves .

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	<div> Added rabbits.</div>
							<div> Added baby rabbits.</div>

New Nintendo 3DS Edition

New Nintendo 3DS Edition [hide]	
0.1.0	 Added rabbits.
	 Added baby rabbits.

Data history

Java Edition [hide]		
1.11	16w32a	The entity ID of rabbits has been changed from Rabbit to rabbit.
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version. ^{[<i>more information needed</i>]}

Issues

Issues relating to "Rabbit" 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%22Rabbit%22%29%20ORDER%20BY%20resolution%20DESC%29) (<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%22Rabbit%22%29%20ORDER%20BY%20resolution%20DESC%29>).

Trivia

- The Killer Bunny is a reference to the [Killer Rabbit of Caerbannog](#) from the British comedy film *Monty Python and the Holy Grail*.
 - Internally, the texture file for the Killer Bunny is called `caerbannog.png`.
- The Killer Bunny was suggested by Twitter user [@88bully](#).^[8]
- The death sound for the rabbit is called `bunnymurder.ogg`.

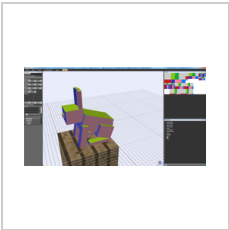
Gallery

Animations



A brown rabbit running.

Mojang screenshots



Ryan Holtz modeling the rabbit.



Ryan Holtz texturing the rabbit.



The first image of a rabbit tweeted by Ryan Holtz.



The second image of a rabbit tweeted by Ryan Holtz.



The third image of a rabbit tweeted by Ryan Holtz.



The fourth image of a rabbit tweeted by Ryan Holtz.



The fifth image of a rabbit tweeted by Ryan Holtz.



A rabbit looking at the player.



First image of Toast.



Second image of Toast.



Third image of Toast.



Fourth image of Toast.



The first image of The Killer Bunny.



The second image of The Killer Bunny.



A pen of rabbits.

Screenshots



Baby rabbits.



The second texture of The Killer Bunny, similar to a normal white rabbit.



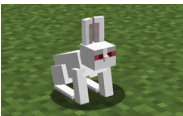
All of the available rabbit skins.



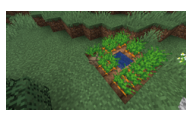
The Killer Rabbit of Caerbannog as a baby.



The third texture of The Killer Bunny, with blood on its mouth and paws.

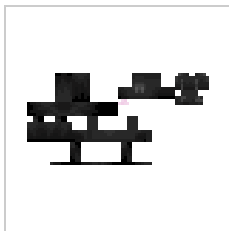


The Killer Bunny.

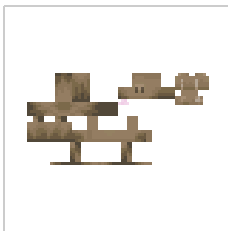


A rabbit eating a carrot.

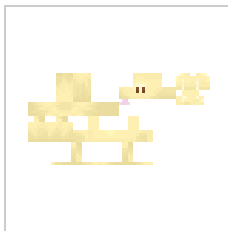
Textures



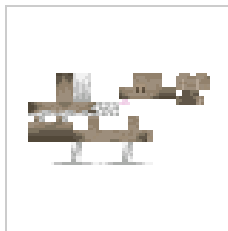
Black rabbit texture file.



Brown rabbit texture file.



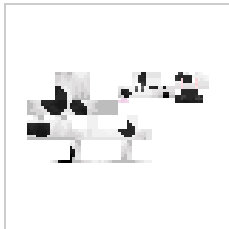
Gold rabbit texture file.



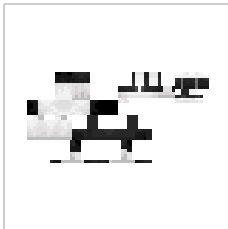
Salt rabbit texture file.



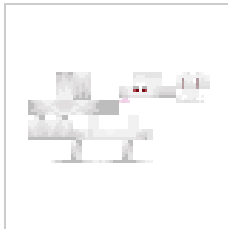
White rabbit texture file.



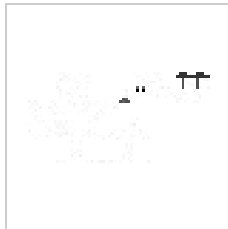
White spotted rabbit texture file.



Toast rabbit texture file.



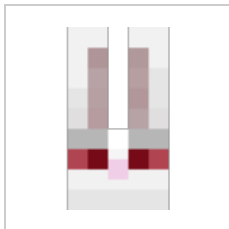
The Killer Bunny texture file.



White rabbit texture file in Bedrock Edition 1.9.



A gif of all rabbit faces.

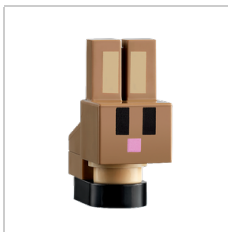


Killer Bunny's face.

In other media



LEGO Minecraft Black Rabbit.



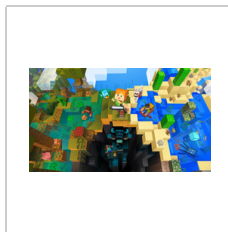
LEGO Minecraft Baby Brown Rabbit.



The LEGO Minecraft Rabbit Ranch set.



LEGO Minecraft Killer Rabbit.



A rabbit in the official artwork for The Wild Update.



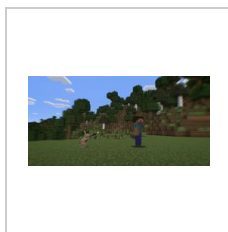
Artwork of a brown rabbit.



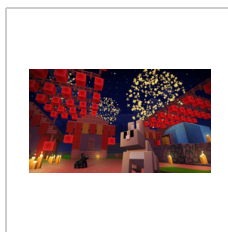
Artwork of a brown baby rabbit.



Jumbo Rabbit from Minecraft Earth.



A rabbit preparing to shoot Steve with a crossbow in the trailer for Around the Minecraft World in 80 Biomes.^[9]



Rabbits celebrating Lunar New Year.



A rabbit beside Baron
Sweetcheeks

1. MC-207993
2. MC-304535 — Rabbits are not scared of certain monsters
3. MC-158608 — resolved as "Works As Intended".
4. ["@xyZenTV The skin only appears when you name the rabbit Toast using a name tag, it isn't in the random pool."](https://twitter.com/TheMogMiner/status/483935152133775360) (<https://twitter.com/TheMogMiner/status/483935152133775360>) – [@TheMogMiner](https://twitter.com/TheMogMiner) (<https://twitter.com/TheMogMiner>) (Ryan Holtz) on X (formerly Twitter), July 1, 2014
5. "Who framed the killer rabbit?" (<https://www.minecraft.net/en-us/article/who-framed-killer-rabbit>) by [Marsh Davies](#) – [Minecraft.net](#), November 25, 2016.
6. "FYI, I asked Josh to remove this feature again. Although funny, being scared of rabbits doesn't fit with the Beast's lore." (https://twitter.com/jeb_/status/1057291072286658560) – [@jeb_](https://twitter.com/jeb_) (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), October 30, 2018
7. MC-96449 — resolved as "Fixed".
8. [@88bully @xyZenTV You, I like you. I like the way you think. However, no promises. Promises are made to be broken."](https://twitter.com/TheMogMiner/status/475038423011835904) (<https://twitter.com/TheMogMiner/status/475038423011835904>) – [@TheMogMiner](https://twitter.com/TheMogMiner) (<https://twitter.com/TheMogMiner>) (Ryan Holtz) on X (formerly Twitter), June 6, 2014
9. "Trailer - Around the Minecraft World in 80 Biomes" (<https://youtube.com/watch?v=85xXgFHIE>) – [Minecraft on YouTube](#), November 6, 2022

- "Mob Menagerie: Rabbit" (<https://www.minecraft.net/en-us/article/rabbit>) by Duncan Geere – Minecraft.net, November 15, 2024.

[hide]

Mobs Camel Camel Husk Husk Parched Rabbit

[hide]

[hide]

	Allay	Armadillo	Axolotl	Bat	Camel	Camel Husk	Cat	Chicken	Cod
	Copper Golem	Cow	Donkey	Frog	Glow Squid	Happy Ghost	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					
	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							
	Blaze	Bogged	Breeze	Creaking	Creeper	Elder Guardian	Endermite	Evoker	
	Ghost	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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