

Polar Bear

re article feedback

For other uses, see *Bear*.

Polar bears are large neutral mobs that live in icy biomes. Adult polar bears are protective of their babies, attacking players that get too close or attack any babies near them.

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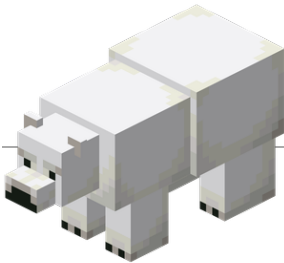
In other media

References

External links

Polar Bear

Adult Baby



Health points 30 (♥ × 15)

Behavior	Neutral (adult)		
	Passive (baby)		
	Hostile	(adults	near
		babies)	

Mob type  Animal

Attack strength	Adults only:
	Easy: 4 (♥♥)
	Normal: 6 (♥♥♥)
	Hard: 9 (♥♥♥♥♥)

Hitbox size	Adult:
	Height: 1.4 blocks
	Width: 1.4 blocks
	Baby:
	Height: 0.7 blocks
	Width: 0.7 blocks

Speed 0.25





Knockback resistance 60%

Navigation

Spawning

Polar bears spawn in snowy plains, ice spikes, frozen and deep frozen ocean biomes, and additionally/ sometimes in frozen river, legacy frozen ocean, snowy slopes, jagged peaks, and frozen peaks biomes in *Bedrock Edition*. They spawn in groups of up to two, above ice. In *Java Edition*, polar bears don't spawn on ice in snowy plains and ice spikes biomes. If there is a group, the second polar bear is a baby.

Polar Bear spawns in: [\[hide\]](#)

Category: Creature	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
 <u>Frozen Ocean</u>	1⁄1	100%	1–2	5	1–2
 <u>Deep Frozen Ocean</u>	1⁄1	100%	1–2	5	1–2
 <u>Ice Spikes</u> ^[note 1]	1⁄11	9.09%	1–2	1	1–2
 <u>Snowy Plains</u>	1⁄11	9.09%	1–2	1	1–2
 <u>Frozen Peaks</u>	—	—	—	1	1–2
 <u>Jagged Peaks</u>	—	—	—	1	1–2
 <u>Frozen River</u>	—	—	—	1	1–2
 <u>Snowy Slopes</u>	—	—	—	1	1–2

1. Despite attempts to spawn, it cannot spawn here in Java Edition.^[*Java Edition only*]


Drops


On death


On *Java Edition*, one of cod or salmon is selected. On *Bedrock Edition*, both drops are rolled.^[1]


Java Edition:

Decimal Fraction Distribution Expectation


 Snowy Plains


 Ice Spikes

 Frozen Ocean

 Deep Frozen Ocean

 Frozen River^[*BE only*]

 Snowy Slopes ^[*BE only*]





 Jagged Peaks ^[*BE only*]

 Frozen peaks ^[*BE only*]

Spawn

Usable items

 Lead





Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	<u>Raw Cod</u> ^[A]	0–2	50.00%	0.75	0–3	62.50%	1.12	0–4	68.75%	1.50	0–5	70.83%	1.88
	<u>Cooked Cod</u> ^[B]	0–2	50.00%	0.75	0–3	62.50%	1.12	0–4	68.75%	1.50	0–5	70.83%	1.88
	<u>Raw Salmon</u> ^[A]	0–2	16.67%	0.25	0–3	20.83%	0.38	0–4	22.92%	0.50	0–5	23.61%	0.62
	<u>Cooked Salmon</u> ^[B]	0–2	16.67%	0.25	0–3	20.83%	0.38	0–4	22.92%	0.50	0–5	23.61%	0.62

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

B. 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		
	<u>Raw Cod</u> ^[A]	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	<u>Cooked Cod</u> ^[B]	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	<u>Raw Salmon</u> ^[A]	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	<u>Cooked Salmon</u> ^[B]	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00

A. Only when *not* on fire.

B. Only when on fire.

- 1–3 from player or tamed wolves kills.

Killing a baby polar bear yields no items or experience.

Behavior

Polar bears can be passive, neutral, or hostile depending on the situation. Baby polar bears are passive, and adults are neutral; becoming hostile when a player either directly attacks it or when the player comes close to or attacks any baby polar bears near it (unless killed in one hit^[JE only]).

If a baby polar bear is attacked, unless killed in one hit^[JE only], all adults within a 41×21×41 area become hostile toward the player or mob, regardless of difficulty, although in Peaceful difficulty their attacks do zero damage to players.

In *Java Edition*, attacking an adult who is within a 16×8×16 area of a cub also provokes other adults within a 21×21×21 area of the attacked adult.

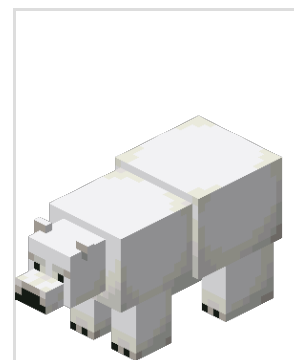
Polar bears also attack foxes.

- Adult polar bears attack any fox that stays near it for a while, hitting it once every few seconds. Baby polar bears are more aggressive and attack foxes within 16 blocks.

Polar bears attack by rearing on their back legs and mauling down with their front paws. Their swimming speed is equal to the player's, making them difficult to get away from if they are attacking in water.

Polar bears are immune to freezing damage from powder snow.

Unlike most animal mobs, polar bears cannot breed. Baby polar bears can only be found when they naturally spawn. A baby polar bear eventually turns into an adult after 24000 ticks (20 minutes), and their growth cannot be sped up.



A polar bear attacking.

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>
	Polar Bear groans	Friendly Mobs	Randomly from an adult polar bear	entity.polar_bear.ambient	subtitles.entity.polar_bear.ambient	1.0	0.8-1.2	16
	Baby Polar Bear hums	Friendly Mobs	Randomly from a baby polar bear	entity.polar_bear.ambient_baby	subtitles.entity.polar_bear.ambient_baby	1.0	1.3-1.7	16
	Polar Bear dies	Friendly Mobs	When a polar bear dies	entity.polar_bear.death	subtitles.entity.polar_bear.death	1.0	0.8-1.2 (Baby: 1.3-1.7)	16
	Polar Bear hurts	Friendly Mobs	When a polar bear is damaged	entity.polar_bear.hurt	subtitles.entity.polar_bear.hurt	1.0	0.8-1.2 (Baby: 1.3-1.7)	16
	Footsteps	Friendly Mobs	While a polar bear is walking	entity.polar_bear.step	subtitles.block.generic.footsteps	0.15	1.0	16
	Polar Bear roars	Friendly Mobs	When a polar bear attempts to attack something	entity.polar_bear.warning	subtitles.entity.polar_bear.warning	1.0	0.8-1.2 (Baby: 1.3-1.7) [sound 1]	16

Bedrock Edition:

Data values

ID

Name	Identifier	Entity tags	Translation key [hide]
 Polar Bear	polar_bear	freeze_immune_entity_types followable_friendly_mobs	entity.minecraft.polar_bear

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Polar Bear	polar_bear	28	mob polarbear	entity.polar_bear.name

Java Edition:

Main article: Entity format

Tags common to all mobs

Achievements

Advancements

History

Development

March 7, 2016 (https://twitter.com/jeb_/status/706860591424671744)	Jeb hints at a neutral mob with a light gray "base texture" color.
April 8, 2016 (https://twitter.com/jeb_/status/718368993015414784)	Jeb tweets a picture of the polar bears.



Java Edition

<i>Java Edition</i>			[hide]
1.10	<u>16w20a</u>	 Added polar bears.	
	<u>pre1</u>	Adult polar bears now jump in water , if on fire .	
	<u>pre2</u>	Polar bears now have sounds: <code>entity.polar_bear.baby_ambient</code> , <code>entity.polar_bear.ambient</code> , <code>entity.polar_bear.death</code> , <code>entity.polar_bear.hurt</code> , <code>entity.polar_bear.step</code> , and <code>entity.polar_bear.warning</code> .	
<u>1.13</u>	<u>18w19a</u>	Polar bears can now spawn on top of ice .	
1.14	<u>18w43a</u>	 The textures of polar bears and baby polar bears have now been changed.	
	<u>19w07a</u>	Polar bears now attack foxes .	
	<u>19w14a</u>	Polar bears are no longer a valid mob for earning the Monster Hunter advancement and are no longer required to complete the Monsters Hunted advancement.	
<u>1.15</u>	<u>19w39a</u>	 Due to a bug, the baby polar bear model is currently broken. ^[2]	
	<u>19w40a</u>	 The baby polar bear model has now been fixed.	
<u>1.16</u>	<u>20w10a</u>	Firework damage now provokes polar bears. ^[3]	
<u>1.17</u>	<u>21w13a</u>	Polar bears are now immune to freezing .	
		Now drop cooked cod or salmon instead of raw cod or salmon if on fire when killed or killed by a fire source.	
<u>1.20.5</u>	<u>23w51a</u>	Changed the baby polar bear ambient subtitle so that it more clearly indicates that a baby polar bear made it, as opposed to an adult. ^[4]	
<u>1.21</u>	<u>24w21a</u>	Adult polar bears now only panic from cactus , freezing , fire and lightning bolt damage.	
<u>1.21.2</u>	<u>24w33a</u>	 Due to a bug, the baby polar bear model is currently broken. ^[5]	
	<u>24w34a</u>	 The baby polar bear model has now been fixed.	

Bedrock Edition

<i>Pocket Edition</i>			[hide]
<u>1.0.0</u>	<u>alpha 0.17.0.1</u>	  Added polar bears.	
<u>1.1.0</u>	<u>alpha 1.1.0.0</u>	Polar bears no longer hurt <u>players</u> in <u>Peaceful</u> difficulty.	
<i>Bedrock Edition</i>			[hide]
<u>1.4.0</u>	<u>beta 1.2.14.2</u>	Polar bears can now spawn on top of <u>ice</u> .	
<u>1.10.0</u>	<u>beta 1.10.0.3</u>	  The textures of polar bears and baby polar bears have now been changed.	
<u>1.13.0</u>	<u>beta 1.13.0.1</u>	Adult polar bears now attack <u>foxes</u> .	
<u>1.17.0</u>	<u>beta 1.16.230.54</u>	Polar bears are now immune to <u>freezing</u> .	
<u>1.19.80</u>	<u>Preview 1.19.80.20</u>	Adult polar bears can no longer ride boats and boats with chests naturally. However, they can still ride boats using the <code>/ride</code> command.	
<i>Upcoming Bedrock Edition</i>			[hide]
<u>26.0</u>	<u>Preview 26.0.23</u>	Baby polar bears now attack foxes.	
		Baby polar bears now also no longer become hostile towards the player.	

Legacy Console Edition

<i>Legacy Console Edition</i>							[hide]
<u>Xbox 360</u>	<u>Xbox One</u>	<u>PS3</u>	<u>PS4</u>	<u>PS Vita</u>	<u>Wii U</u>	<u>Switch</u>	
<u>TU43</u>	<u>CU33</u>	<u>1.36</u>	<u>1.36</u>	<u>1.36</u>	<u>Patch 13</u>	<u>1.0.1</u>	  Added polar bears.
<u>TU69</u>		<u>1.76</u>	<u>1.76</u>	<u>1.76</u>	<u>Patch 38</u>		Polar bears can now spawn on top of <u>ice</u> . ^{[verify]}

New Nintendo 3DS Edition

<i>New Nintendo 3DS Edition</i>	[hide]
<u>1.7.10</u>	  Added polar bears.

Data history

Java Edition

<i>Java Edition</i>			[hide]
<u>1.11</u>	<u>16w32a</u>	The entity ID has now been changed from <code>PolarBear</code> to <code>polar_bear</code> .	
<u>1.13</u>	<u>17w47a</u>	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 entity ID has now been changed from polarbear to polar_bear.

Issues

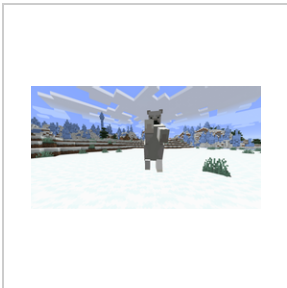
Issues relating to "Polar Bear" are maintained on the [bug tracker](https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Polar%20Bear%22%29%20ORDER%20BY%20resolution%20DESC%29). 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%22Polar%20Bear%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%22Polar%20Bear%22%29%20ORDER%20BY%20resolution%20DESC%29>).

Trivia

- Adding polar bears to *Minecraft* was a request by [Jeb's](#) wife, she was told they'd be added "if they ever had a bear of their own". Once their son was born, he was named "Björn" (Swedish for "bear"), and polar bears were added.^[6]
- Unlike most other baby mobs, baby polar bears have a unique sound effect that is not just a sped-up version of the regular polar bear sound effects; this is also reflected in [subtitles](#).
- During the development of the frozen ocean biome, polar bears were removed from spawning, due to being deemed too "sad". They were added back in because it is more accurate to the polar bear's real life status.^[7]

Gallery

Screenshots



A polar bear on its hind legs, attacking the player.

Mojang screenshots



Two polar bears standing on ice in a snowy flat world.



Development teaser screenshot by Jeb.



Polar bears featured on 16w20a banner.



Image from Rockenroll4life of a "Polar Beary Bush".

Textures

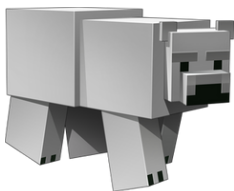


Polar bear texture file.

In other media



Image from 16w20a blog post.



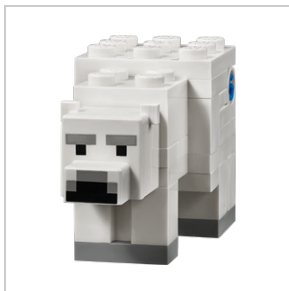
Artwork



Polar Bear attacking artwork.



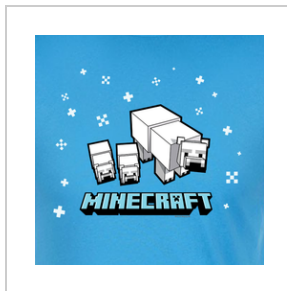
Artwork of a polar bear chasing a villager.



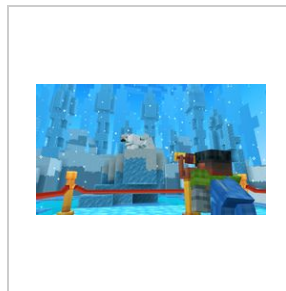
Lego Minecraft minifigure



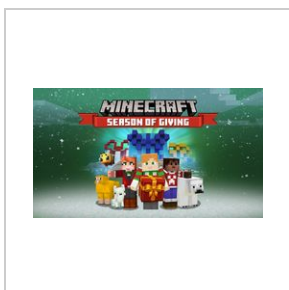
Lego Minecraft Baby Polar Bear minifigure



An official T-shirt design featuring a polar bear and two baby polar bears.



Sunny looking at polar bears in 15 Year Journey.



A polar bear on artwork for the *Season of Giving* promotion.

References

- MCPE-221508
- MC-161946
- MC-111498 — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".
- MC-185379
- MC-275221
- "We have a room in our house where all polar bear-related items end up. It's essentially the library, or a hallway, really, with all our books in it, and there are two chairs so you can sit and read if you want - but we have a polar bear tapestry on the wall, and lots of polar bear plushies. So it feels like a Polar Bear room. Jenny had been nagging me for a long time to add a bear to Minecraft. And so I told her - well, if we ever have a bear of our own, I'll add a bear in Minecraft. And then it turned true, because our son was born and we called him Björn - which means bear in Swedish! So I had to add a bear in the game. - JENS BERGENSTEN" (<https://www.minecraft.net/en-us/article/meet-polar-bear>) – Minecraft.net.
- "Polar bears were originally removed from iceberg biomes" (<https://clips.twitch.tv/DreamyCaringShingleNomNom>) by CBSUnstoppable – Twitch.

External links

- Polar bear article on Wikipedia

- ## Navigation

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