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¹For other uses, see *Strider* (disambiguation).

A **strider** is a passive mob found in the Nether. It can walk on lava and be saddled by the player, being directed via a warped fungus on a stick.

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Strider

Idle Shivering Saddled



Health points 20 (❤️ × 10)

Behavior	Passive
1. Aggression	<p>Aggression is the use of force or violence to harm or threaten another person. It can be physical or verbal.</p> <p>Aggression is often a result of anger or frustration. It can be a learned behavior, or it can be a natural response to a threat.</p> <p>Aggression can be a problem in many situations, such as in the workplace, in school, or in the home. It can lead to physical injury, emotional distress, and even death.</p> <p>There are many ways to deal with aggression. One way is to avoid the person who is aggressive. Another way is to talk to them about their behavior. A third way is to seek help from a professional, such as a therapist or a counselor.</p>
2. Assertiveness	<p>Assertiveness is the ability to express your thoughts and feelings in a clear and direct way. It is a healthy way to communicate and to stand up for yourself.</p> <p>Assertiveness is not the same as aggression. Aggression is about harming or threatening another person. Assertiveness is about expressing your own needs and feelings without harming others.</p> <p>Assertiveness is a skill that can be learned. It involves using "I" statements, such as "I feel" or "I think." It also involves listening to others and respecting their rights.</p> <p>Assertiveness can be helpful in many situations, such as in the workplace, in school, or in the home. It can help you to get what you need and to resolve conflicts peacefully.</p>
3. Passivity	<p>Passivity is the tendency to let others control your life. It is a lack of assertiveness and a failure to stand up for yourself.</p> <p>Passivity can be a result of fear or a lack of confidence. It can also be a learned behavior, or it can be a natural personality trait.</p> <p>Passivity can be a problem in many situations, such as in the workplace, in school, or in the home. It can lead to being taken advantage of, to feeling resentful, and to a lack of fulfillment.</p> <p>There are many ways to deal with passivity. One way is to start by expressing your own needs and feelings. Another way is to practice assertiveness. A third way is to seek help from a professional, such as a therapist or a counselor.</p>







Mob type  Animal

Hitbox size


Adult:	Height: 1.7 blocks Width: 0.9 blocks
Baby:	Height: 0.85 blocks Width: 0.45 blocks

Speed 0.175

Spawn




-  Lava sea
-  Delta
-  Nether Wastes
-  Crimson Forest
-  Warped Forest
-  Soul Sand Valley
-  Basalt Deltas

Usable items

-  Saddle
-  Warped fungus on a stick

External links

Navigation

-  [Lead](#)
-  [Shears](#)
-  [Warped fungus](#)

Spawning






Striders can spawn in every [Nether](#) biome. Groups of 2 to 4 striders spawn on spaces of [lava](#) that have an [air](#) block above. In *Java Edition*, striders are the only [passive mob](#) in the Nether, so spawning attempts are made every 400 [game ticks](#). In *Bedrock Edition*, striders share the animal population cap with [hoglins](#), and their spawn rate depends on the biome, being impacted by the ability of other mobs to spawn at a given coordinate.

For every strider that spawns, there is a 1 in 10 chance for an additional [baby](#) strider to spawn riding on top of the previous strider. This behavior is limited to one strider.^[1] A baby strider on the adult strider continues to grow, although it does not dismount the adult strider once it has grown up.

Adult striders also have a 1 in 30 chance of spawning being [ridden](#) by a [zombified piglin](#), forming a [strider jockey](#). When this happens, the strider spawns with a [saddle](#) and the zombified piglin spawns wielding a [warped fungus on a stick](#) instead of a [golden sword](#) or [spear](#). The zombified piglin does not despawn naturally and does not count toward the mob cap. On [Peaceful](#) difficulty, the zombified piglin despawns immediately, leaving a saddled strider.^[2]

If a strider spawns under [lava](#), it rises out of the [lava](#). In *Bedrock Edition*, baby striders spawn more commonly than adult striders do, including when spawned by a spawn egg.

Strider spawns in: [\[hide\]](#)

Category: Creature	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
 Soul Sand Valley ^[note 1]	60/60	100%	2–4	20	2–4
 Warped Forest ^[note 1]	60/60	100%	2–4	20	2–4
 Basalt Deltas ^[note 1]	60/60	100%	2–4	20	2–4
 Crimson Forest ^[note 1]	60/60	100%	2–4	20	2–4
 Nether Wastes ^[note 1]	60/60	100%	2–4	20	2–4

1. Adult striders have a 3.3% chance to spawn being ridden by a zombified piglin holding a warped fungus on a stick.



An adult strider that spawned with a baby strider riding it.



A strider jockey.




Adult shivering strider riding an adult warm strider.

Drops

On death


Java Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	<u>String</u>	2–5	100.00%	3.50	2–6	100.00%	4.00	2–7	100.00%	4.50	2–8	100.00%	5.00

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	<u>String</u> ^[A]	2–5	100.00%	3.50	2–5	100.00%	3.50	2–5	100.00%	3.50	2–5	100.00%	3.50

A. MCPE-112761 — Strider drops are not affected by Looting

Striders wearing a saddle always drop the saddle upon death, regardless of if they spawn wearing it or if a player puts it on them. The saddle can be removed by using shears on the strider. When an adult strider is killed by a player or tamed wolf, 1–3 experience is dropped. Killing a baby strider yields no items or experience.


Behavior

Lava does not damage striders, and they can walk on top of it without sinking.

Upon being harmed by another mob, striders attempt to flee for a few seconds while making "retreat" noises.

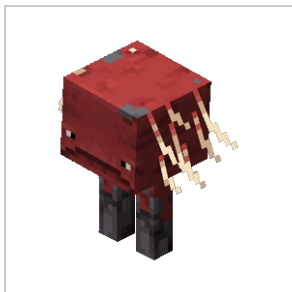
Striders are damaged by water, rain, and splash water bottles, which deal damage by 1 (♥) per splash water bottle or half-second in water or rain. While in water, they slowly sink while taking damage. Striders still take damage from rain even if they are in lava. However, they are not harmed when standing in a filled cauldron as a baby. They also cannot be harmed by snowfall or snowballs. They take extra damage from freezing in powder snow.

Unlike piglins and hoglins, striders can exist safely in the Overworld, as long as they are kept away from water and rain. Striders outside of lava change to a dull purple color, change their expression to more of a frown, shiver, and their legs become slightly shorter. They also move slower when outside of lava.^[3]

If a strider has the  Speed effect applied to it, it moves faster on both land and lava (though its land speed is still considerably slower). If a zombified piglin is riding a strider, the strider pursues the player if the zombified piglin is angered.

Due to a bug,^[4] striders that fall from a height take fall damage when landing in lava.^[*JE only*]

A baby strider on an adult strider still grows into an adult. Apart from this, adult striders riding other adult striders do not spawn naturally. Baby striders not riding on an adult follow the closest adult strider.



A strider walking.



A strider shivering and slowed down on land.

Riding

Main article: Riding

The player can ride on an adult strider using a saddle.

Similar to how pigs are controlled using a carrot on a stick, striders move forward automatically while their direction is influenced using a warped fungus on a stick, at a speed of 4.24 m/s^[*JE only*] / 3.71 m/s^[*BE only*] if on a flat lava surface (such as the Nether lava sea) or 1.78 m/s^[*JE only*] / 1.64 m/s^[*BE only*] if on land. They walk especially slowly against the lava flow direction.

When a warped fungus on a stick is used, the strider enters a boost for a random duration between 140 to 980 game ticks (7 to 49 seconds)^[*JE only*] / 320 game ticks (16 seconds)^[*BE only*]. Each boost

takes 1 point of durability from the warped fungus on a stick. If the durability of the warped fungus on a stick reaches 0, it turns into a fishing rod.

While boosted, the strider gradually accelerates to its peak speed of 9.12 m/s ^[*JE only*] / 7.98 m/s^[*BE only*] until halfway through the boost, and then decelerates to its default speed by the end of the boost. Specifically, the speed of the strider increases by $1 + 1.15 \times \sin(\frac{t}{t_0} \pi)$ times the original speed, where t

is the time already passed since the start of the boost,

and t_0 is the total duration of the boost. No matter how many ticks the boost lasts, the average speed of the strider during a full boost cycle is roughly 7.34 m/s ^[*JE only*] / 6.42 m/s^[*BE only*].

Striders also follow players holding a warped fungus or a warped fungus on a stick.

Unlike underwater boats, players riding striders are not dismounted if the strider submerges in lava, and striders rise back up to the surface if this happens. However, players risk getting burned by the lava while submerged. In *Bedrock Edition*, players can start riding a strider that is fully submerged in lava.

A strider ridden into flowing lava slowly rises to the top. Fall damage does not affect striders that have dropped onto flowing lava, unlike the bug^[4] for lava source blocks. When ridden over land, striders automatically walk up any one block high slope. They also cross any 1-wide block gap or air space that is only one block higher - diagonally up - when ridden directly upward and not completely sideways to the slope.

To safely dismount from a strider, a player who does not have Fire Resistance may face a solid block within reach before dismounting to dismount onto that block,^[5] instead of at the strider's location (which is usually in lava^[6]).^[*JE only*]^[7]

A strider can still be equipped with a saddle while another mob is riding it.

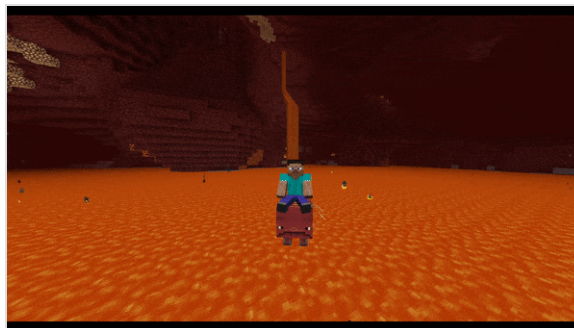
Breeding

Main article: Breeding

If striders are given warped fungus, they breed to create baby striders, granting the player 1–7 experience orbs. The parent striders have a cooldown of about 5 minutes before they can breed again. All babies obtained through breeding take 20 minutes to grow up. The growth of baby striders can be accelerated using warped fungus; each use takes 10% off of the remaining time to grow up.

Sounds

Java Edition:



A player riding a strider (click to see animation).

Sounds [hide]								
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u>	Volume	Pitch	Attenuation distance
	Strider chirps	Friendly Mobs	Randomly	entity .strider .ambient	subtitles .entity .strider .ambient	1.0	0.8-1.2 (Baby: 1.3-1.7)	16
	Strider eats	Friendly Mobs	When a Strider is fed a <u>warped fungus</u>	entity .strider .eat	subtitles .entity .strider .eat	1.0	0.8-1.2	16
	Strider warbles	Friendly Mobs	Randomly while a player is holding a <u>warped fungus</u> or <u>warped fungus on a stick</u>	entity .strider .happy	subtitles .entity .strider .happy	1.0	0.8-1.2 (Baby:1.3-1.7)	16
	Strider dies	Friendly Mobs	When a strider dies	entity .strider .death	subtitles .entity .strider .death	1.0	0.8-1.2 (Baby: 1.3-1.7)	16
	Strider hurts	Friendly Mobs	When a strider is damaged	entity .strider .hurt	subtitles .entity .strider .hurt	1.0	0.8-1.2 (Baby: 1.3-1.7)	16
	Strider retreats	Friendly Mobs	Randomly for 10 seconds after a strider is damaged	entity .strider .retreat	subtitles .entity .strider .retreat	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Footsteps	Friendly Mobs	While a strider is walking on land	entity .strider .step	subtitles .entity .generic .footsteps	0.25	1.0	16
	Footsteps	Friendly Mobs	While a strider is walking on <u>lava</u>	entity .strider .step_lava	subtitles .entity .generic .footsteps	0.2	1.0	16
	<i>None</i> [sound 1]	Friendly Mobs	When a strider equips a saddle	entity .strider .saddle	<i>None</i> [sound 1]	0.5	1.0	16
	Saddle snips away	Friendly Mobs	When a saddle is removed from a strider using shears	item .saddle .unequip	subtitles .item .saddle .unequip	1.0	1.0	16

1. MC-184399


Bedrock Edition:

Sounds [hide]							
Sound	<div>Closed captions<div><div>[upcoming: BE 26.0]</div></div></div>	Source	Description	Identifier	Translation key <div><div>[upcoming: BE 26.0]</div></div>	Volume	Pitch
	?	Friendly Mobs	Randomly	mob.strider.idle	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a Strider is fed a warped fungus	mob.strider.eat	?	1.0	0.8-1.2
	?	Friendly Mobs	Randomly while a player is holding a warped fungus or warped fungus on a stick	mob.strider.tempt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a strider dies	mob.strider.death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a strider is damaged	mob.strider.hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	Randomly for 10 ^[verify] seconds after a strider is damaged	mob.strider.panic	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	While a strider is walking on land	mob.strider.step	?	0.25	1.0
	?	Friendly Mobs	While a strider is walking on lava	mob.strider.step_lava	?	0.2	1.0
	?	Friendly Mobs	When a strider equips a saddle	mob.horse.leather	?	1.0	1.0
	?	Friendly Mobs	When a saddle is removed from a strider using shears	mob.unsaddle	?	1.0	1.0


Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Strider	strider	can_equip_saddle dismounts_underwater followable_friendly_mobs freeze_hurts_extra_types	entity.minecraft.strider

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Strider	strider	125	mob strider strider_adult strider_baby	entity.strider.name

Entity data

Striders have entity data associated with them that contains various properties.

Java Edition:

Main article: Entity format


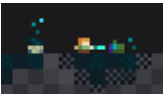

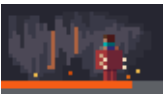
Entity data

Additional fields for mobs that can breed
Tags common to all entities
Tags common to all mobs

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					
		<u>It Spreads</u>	Kill a mob next to a <u>catalyst</u>	Kill any mob that drops <u>experience</u> near a <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . Mobs that drop no <u>experience</u> are ignored for this achievement.	10	Bronze
		<u>Feels Like Home</u>	Take a Strider for a loooong [<i>sic</i> (https://en.wikipedia.org/wiki/Sic)] ride on a lava lake in the <u>Overworld</u> .	In the Overworld, use a strider to ride on a lava lake for a distance of 50 blocks from the point where the ride starts.	20	Silver

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	<u>This Boat Has Legs</u>	Ride a Strider with a Warped Fungus on a Stick	Use a warped fungus on a <u>stick</u> while riding a <u>strider</u> , decreasing its durability.
	<u>Feels Like Home</u>	Take a Strider for a loooong [<i>sic</i> (https://en.wikipedia.org/wiki/Sic)] ride on a lava lake in the Overworld	While riding a <u>strider</u> , travel 50 blocks on lava in the Overworld. <i>Only horizontal displacement is counted. Traveling in a circle for more than 50 blocks doesn't count.</i>
	<u>It Spreads</u>	Kill a mob near a Sculk Catalyst	Kill <i>any</i> mob that drops experience near a <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . Mobs that drop no <u>experience</u> are ignored for this advancement.
	<u>The Parrots and the Bats</u>	Breed two animals together	Breed a pair of <i>any</i> of these 27 animals: [show] A mule must be the result of <u>breeding</u> a <u>horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.
	<u>Two by Two</u>	Breed all the animals!	Breed a pair of <i>each</i> of these 26 animals: [show] A trader llama does not count as a <u>llama</u> , and a <u>mule</u> must be the result of breeding a <u>horse</u> and a <u>donkey</u> 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:

[\[show\]](#)

Videos

History



This section would benefit from the addition of more images.

Please remove this notice once you have added suitable images to the article.




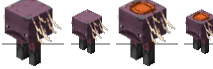




The specific instructions are: *Strider jockey with warped fungus on a stick*

Development

**March
25, 2020**



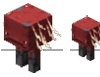
Three (<https://twitter.com/kingbdogz/status/1242860019219128320>) different (<https://twitter.com/kingbdogz/status/1242864488296198144>) screenshots (<https://twitter.com/kingbdogz/status/1242854683460481026>) are released of what was then revealed to be a strider.

Java Edition

<i>Java Edition</i>		[hide]
1.16	20w13a	 Added striders and baby striders.
		 Adult striders can be ridden by <u>zombified piglins</u> and baby striders.
		 A shivering animation exists for when a strider is out of <u>lava</u> .
	20w14a	Striders now move faster to resemble a <u>boat</u> 's speed on <u>water</u> .
		<u>Subtitles</u> have been added for strider <u>sounds</u> .
	20w15a	 Striders now turn purple when outside of <u>lava</u> .
		Striders can now be <u>saddled</u> by <u>dispensers</u> .
		The texture of striders has been changed from  to  to remove an unused fin. The fin itself was not viewable in-game.
	20w17a	 The texture of the strider <u>saddles</u> have been changed. The front and back orientation of the saddle has been corrected. ^[8]
	20w18a	Striders can no longer spawn in stacks of 3 or higher; only an adult and baby strider or an adult strider and a <u>zombified piglin</u> .
		Zombified piglins that spawn riding striders no longer despawn.
		Walking logic was changed significantly.
		Player can now "safely" dismount, by looking at the block they want to dismount onto before dismounting.
	20w19a	The "Distance by Strider" <u>statistic</u> that displays the distance traveled while on a strider has been added.
	20w20a	Striders are now required for the "Two by Two" <u>advancement</u> .
	pre1	Striders are now damaged by splash and lingering <u>water bottles</u> . ^[9]
	pre3	Striders are now more common.
	pre7	 Each strider leg can now be textured individually. The textures of the legs on the <u>model</u> are now mirrored.
1.16.2	pre1	<u>Zombified piglins</u> now hold a <u>warped fungus on a stick</u> when spawned as a strider jockey.
		Striders now try to find their way to <u>lava</u> and avoid going out of lava.
		Fixed bug that allowed striders to walk on other mobs. ^[10]
1.17	21w13a	Striders now take extra damage when <u>freezing</u> .
1.19.4	pre2	Striders now have a weakness to freezing damage for the <u>/damage</u> command.

1.21.5	25w02a	The speed of striders was increased from 1.74 m/s to 1.78 m/s on land, and from 4.14 m/s to 4.24 m/s on lava.
	25w03a	Saddles now show the <u>enchantment glint</u> on the strider when enchanted.
1.21.6	25w20a	Saddles can now be removed from striders using <u>shears</u> .

Bedrock Edition

<i>Bedrock Edition</i> [hide]		
1.16.0	beta 1.16.0.57	 Added striders and baby striders.
		 Adult striders can be ridden by <u>zombified piglins</u> and baby striders.
	beta 1.16.0.63	Striders now move faster to resemble a <u>boat's</u> speed on <u>water</u> .
1.16.100	beta 1.16.100.54	<u>Zombified piglins</u> now hold a <u>warped fungus</u> on a <u>stick</u> when spawned as a strider jockey.
		Striders now have the correct health of 20 (♥ × 10) instead of 15 (♥ × 7.5).
		 Each strider leg can now be textured individually. The textures of the legs on the model are now mirrored.
1.17.0	beta 1.16.230.54	Striders now take extra damage when <u>freezing</u> .
	beta 1.17.0.52	Striders are now damaged by splash <u>water bottles</u> and lingering water bottles.
1.21.90	Preview 1.21.90.25	Saddles can now be removed from striders using <u>shears</u> .

Data history

<i>Java Edition</i> [hide]		
1.21.5	25w03a	The nbt tag Saddle has been removed, in favor of the new equipment field.

Issues

Issues relating to "Strider" 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%20summary%20~%20%22-depth%20strider%22%20AND%20%28summary%20~%20%22Strider%22%29%20ORDER%20BY%20resolution%20DESC). 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%20summary%20~%20%22-depth%20strider%22%20AND%20%28summary%20~%20%22Strider%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- Striders previously had a fin in their texture file. The fin was not visible in-game and was removed in 20w15a.

- If commands are used to saddle a baby strider, and the player rides the baby strider in lava, the player takes fire damage due to not being high enough to avoid the lava.
- Mojang added striders to the game as the solution to the community request for lava boats.^[11] Prior to this, actual lava boats made of obsidian were briefly added as an April Fools prank.
- At one point in the strider's development, before it was added to the game, a strider out of lava would retract its legs and start to take damage while bouncing around until it died, similar to how fish suffocate when out of water. This feature was discarded for being "too sad".^[12]
- Striders were planned to have their own unique armor and saddle, but this was decided against.^[13]
- Striders were initially going to have a long tongue with which they could eat things, similar to frogs. The different items would all have various effects, such as swords hurting the strider, and TNT exploding.^[13]
- Part of the reason that striders drop string (from their bristles) was to answer the question of "how do piglins make crossbows?".^[12]
 - In *Minecraft Legends: Return of the Piglins*, striders shed the strings that piglins used to make crossbows.^[14]
- The bobbing animation that the strider makes while walking was initially an accident. However, the developers thought it was "quirky and fun", so it was added as a feature.^[12]
- Internally the strider was originally referred to as the derp-a-tron.^[15]



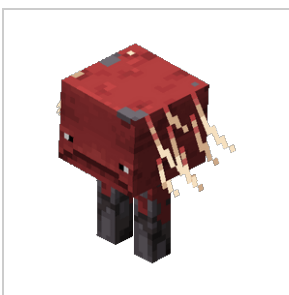
Strider's fin

Gallery

Renders



Idle



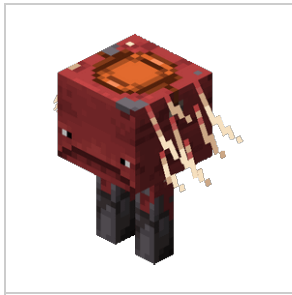
A strider walking



A strider shivering



A saddled strider idling



A saddled strider shivering



A cold strider shivering

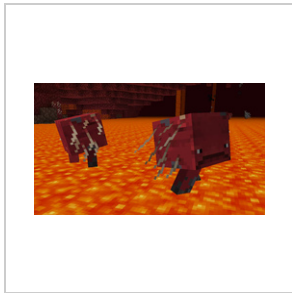
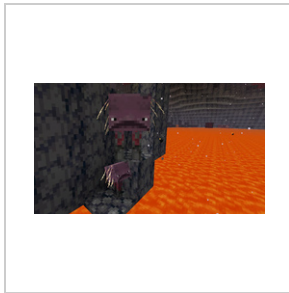
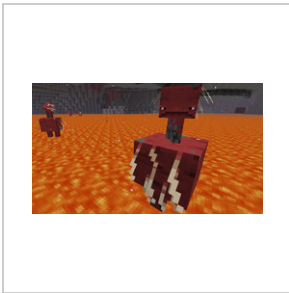
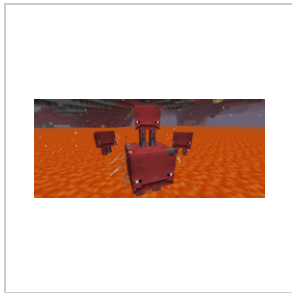


A cold strider walking while shivering



A saddled cold strider shivering

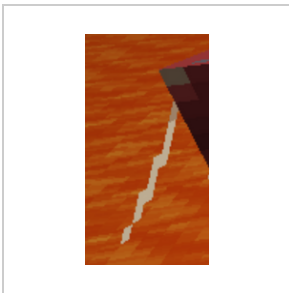
Mojang screenshots



Development Images



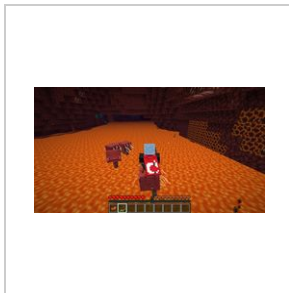
Strider teaser 1



Strider teaser 2



Strider teaser 3



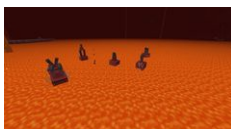
Kingbdogz riding a strider.



Kingbdogz reveals Strider information on Discord.



A cold strider in a warped forest.



Upside down striders.



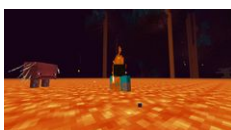
Adult and baby striders.



A strider with a jockey.



Striders in love.



Dismounting a strider into lava.

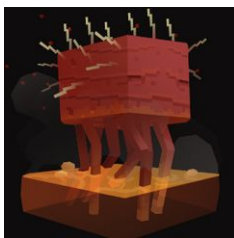


Riding a strider over lava.



Several striders on a lava sea. Note the blue shivering striders and the hoglins riding striders.

Concept artwork



Concept art of an early design of the strider.



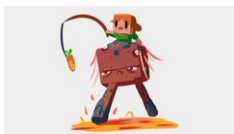
An early design of the strider by Jasper Boerstra, similar in appearance to a tardigrade.



An early, ghast-like design of the strider. Notice that there is no hair and one has six legs, while the other has nine.



Ditto



Concept art of Alex riding a strider. Notice the carrot on a stick instead of warped fungus on a stick.

Recreations



A recreation of the latter.



A recreation of a pre-release shivering strider.^[16]

Screenshots



Baby strider riding on an adult strider.



Striders are occasionally ridden by a zombified piglin when spawned.



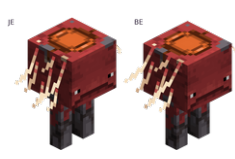
Striders can be ridden by baby zombified piglins too.



Three striders riding one another before 20w18a.



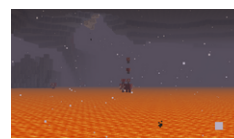
Strider out of the lava.



A comparison image of model differences between Java and Bedrock.



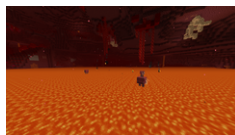
Player riding a strider, with nearby striders looking on.



Three baby striders stacked on top of an adult.



A baby strider riding an adult.



Several striders on a lava sea.

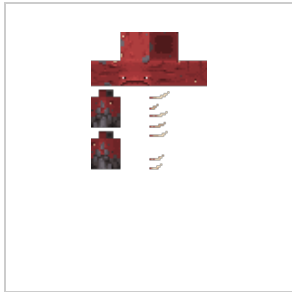


Piglin and a shivering strider



A player attracting multiple striders using a warped fungus on a stick.

Textures

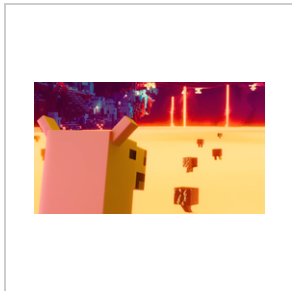


Strider texture file.

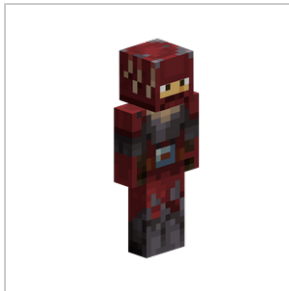


Cold strider texture file.

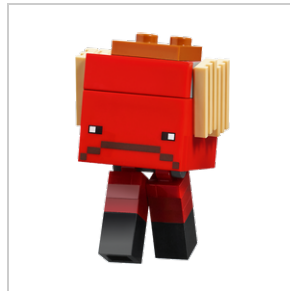
In other media



A camel looking at striders.



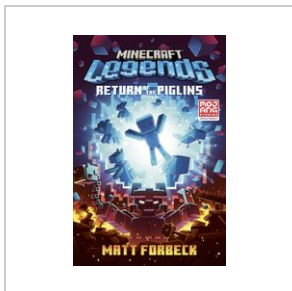
Strider Warrior, a hero dressed as a strider featured in *Minecraft Dungeons*.



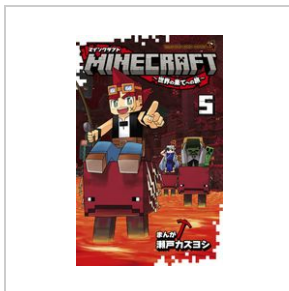
Lego Minecraft Strider.



An official Strider action figure.



A strider as it appears on the cover of *Minecraft Legends: Return of the Piglins*.



Several striders on the cover of *Minecraft: The Manga*.

References

1. [MC-176028](#) — Striders can spawn in stacks of three or more — resolved as "Fixed".
2. [MC-232869](#) — Adult striders can spawn with saddles in peaceful mode
3. This behavior is controlled by the `#strider_warm_blocks` block tag.
4. [MC-197177](#)

5. "How are Striders feeling for everyone? Recent snapshot their walking logic was changed quite a lot and should be far, far more consistent."

Another change is that dismounting Striders when looking at a nearby solid block will dismount you onto that solid block, making it safer!" (<https://twitter.com/kingbdogz/status/1256260637283569673>) – @kingbdogz (<https://twitter.com/kingbdogz>) on X (formerly Twitter), May 1, 2020

6. "Him and many other players do seem to die from dismounting 🤪" (<https://twitter.com/kingbdogz/status/1256262349343936513>) – @kingbdogz (<https://twitter.com/kingbdogz>) on X (formerly Twitter), May 1, 2020

7. MCPE-175573

8. MC-176116

9. MC-176188

10. MC-176034

11. "We are introducing the Strider in the Nether update. You've got one job, Strider! Or maybe you need more. Anyway, that's the deal with lava boats." (<https://feedback.minecraft.net/hc/en-us/articles/360005029872-Previously-Considered-Suggestions>) – Minecraft Feedback, April 2020.

12. "Meet the Strider" (<https://www.minecraft.net/en-us/article/meet-strider>) by Per Landin – Minecraft.net, July 7, 2020.

13. "Fun fact: Striders we're originally going to have it's own armor and a unique saddle for it. Also it was also planned to have a long tongue

Source: Minecraft Ideas Academy" (<https://twitter.com/CagilMartin1/status/1554866644132175872>) – @CagilMartin1 (<https://twitter.com/CagilMartin1>) on X (formerly Twitter), August 3, 2022, Discord: "once upon a time Striders were going to get their own armor and unique saddle" - Brandon Pearce

14. Matt Forbeck, *Minecraft Legends: Return of the Piglins*, Finding the Portal (chapter 8)

15. From Modder to Mojangstah: The kingbdogz Story - The Void Frogs Minecraft Podcast (<https://www.youtube.com/watch?v=gkbZWEUgsAM>) at 1:01:15

16. "Found some old 1.16 development screenshots. It's interesting seeing some of the small things that were tweaked that I've forgotten about (textures, items, etc).

One screenshot reminded me of a feature I wanted for one of the blocks, and now that I am reminded: I want it again!" (<https://twitter.com/Xilefian/status/1432379731668873225>) – @Xilefian (<https://twitter.com/Xilefian>) on X (formerly Twitter), August 30, 2021

External links

- "Meet the Strider" (<https://www.minecraft.net/en-us/article/meet-strider>) by Per Landin – Minecraft.net, July 7, 2020.
- "Mob Menagerie: Strider" (<https://www.minecraft.net/en-us/article/mob-menagerie--strider>) by Duncan Geere – Minecraft.net, January 16, 2023.

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
Neutral	 Villager  Wandering Trader  Zombie Horse
	<i>BE & edu only</i>  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
Hostile	 Zombified Piglin
	 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
Bosses	 Vindicator  Warden  Witch  Wither Skeleton  Zoglin  Zombie
	 Zombie Villager
	Bosses  Ender Dragon  Wither
	Mob types  Animal  Aquatic  Arthropod  Illager  Monster  Undead
	 Jockey ( Camel Husk  Chicken  Hoglin  Ravager
Other	 Skeleton Horseman  Spider  Strider  Zombie Horseman
	 Zombie Nautilus)  Mob variants  Mob conversion
	 Other entities [show]
Unimplemented [show]	
Joke [show]	

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