

Bee • [Edit article feedback](#)

For other uses, see [Bee \(disambiguation\)](#).

A **bee** is a flying arthropodan neutral mob that lives in a [bee nest](#) or [beehive](#), and fills it with harvestable [honey](#) using nectar it gathers from [flowers](#). Attacking a bee, or interfering with its home without proper precautions, causes it and all nearby bees to attack using their stingers. If a bee attacks something, it will lose its stinger and eventually die.

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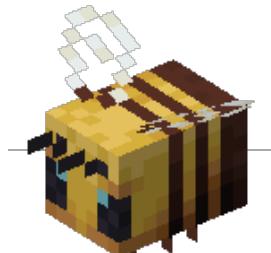
Bee

Normal Nectar Angry

Angry with nectar



Java Edition



Bedrock Edition



Health points 10 (██████)

Behavior Neutral

Mob type Animal

Arthropod

Attack strength Melee:
Easy: 2 (♥)

Normal: 2 (♥)

Hard: 3 (♥)

Venom:

Normal: Poison I for 10 sec (████████)

Hard: Poison I for 18 sec (██████████)

[Textures](#)
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Spawning

Bees are the only [arthropod](#) mob that can spawn in any difficulty including Peaceful.

Natural generation

Naturally generated [bee nests](#) generate with 3 bees in them.

Naturally-generated birch or oak trees have equal chances to generate with a [bee nest](#), depending on the biome:

Biome	Chance	
	JE	BE
Meadow	100%	
Plains Sunflower plains	5%	
Mangrove Swamp	5%	4%
Flower forest	2%	3%
Forest Birch forest Old growth birch forest	0.2%	0.035%
Cherry Grove	5%	?%

Saplings

Birch, [cherry](#), and [oak](#) trees grown from [saplings](#) that are within 2 blocks of any 1- or 2-block tall [flowers](#), [flowering azalea](#), [cherry leaves](#), [flowering azalea leaves](#), [mangrove propagule](#), [spore blossom](#), [pink petals](#), or [chorus flower](#) have a 5% chance of having a [bee nest](#) containing 2–3 bees.

[Mangroves](#) grown from [mangrove propagules](#) have a 1% chance of having a bee nest containing 2–3 bees. Unlike birch, cherry and oak trees, no flowers are required for a bee nest to generate.^[1]

Drops

On death

Upon death, adult bees drop 1–3 [experience](#) when killed by a [player](#) or a [tamed wolf](#). Like other baby animals, killing a baby bee yields no experience.

sec (× 7)

In [Java Edition](#):

Adult:

Height: 0.6 blocks
Width: 0.7 blocks

Baby:

Height: 0.3 blocks
Width: 0.35 blocks

In [Bedrock Edition](#):

Adult:

Height: 0.5 blocks
Width: 0.55 blocks

Baby:

Height: 0.25 blocks
Width: 0.275 blocks

[Speed](#) 0.6

[Spawn](#) Naturally generated

Flower

Mangrove Propagule

Flowering Azalea

Flowering Azalea Leaves

Cherry Leaves

Pink Petals

Wildflowers

Spore Blossom

Cactus Flower

Chorus Flower

Lead

Usable items

Breeding

Upon breeding with any flower successfully, 1–7 is dropped.

Behavior

Bees do not fly (like ghasts or the ender dragon), but instead hover a few blocks above the ground similar to bats and parrots.

Bees are considered arthropods and take increased damage from the Bane of Arthropods enchantment.^[2] They also take damage when touching water.^[3]

Bees can be attached to a lead, even when angered. They can still attack while attached.

Bees usually venture up to 22 blocks from their beehive to collect nectar from a viable plant or to attack someone. Bees can venture farther away if necessary.

Bees do not take damage from sweet berry bushes.

A bee can fly horizontally and vertically upward through scaffolding but does not fly downward. A bee does not fly through an open trapdoor or regular door on its own (a bee can be led through a door with a flower) but babies can fly through the gap above a fence gate in a 1×2 doorway. In Java Edition, Bees also spin on scaffolding if they are on top of it and cannot go anywhere.^[4]

Despite being flying mobs, bees can destroy turtle eggs when on top of them.^[5]

Pollinating

Bees leave their nest during the day. They fly around their nests and are attracted to flowers (except closed eyeblossoms), flowering azaleas, flowering azalea leaves, mangrove propagules, pink petals, cherry leaves, spore blossoms, chorus flowers, cactus flowers, and wildflowers, which are the valid plants for the bee to gather nectar from. Bees can gather nectar from wither roses but receive the wither effect. As a result, bees can die.^[6] Bees can also gather nectar from open eyeblossoms, but get poisoned as result; they completely ignore closed eyeblossoms and are unable to gather nectar from them. Bees also completely ignore flowers in flower pots.^{[7][8]}

After circling a flower for more than 400 ticks, a bee collects nectar. However, if the bee gets damaged, it ceases its efforts to collect nectar. A bee carrying nectar has nectar spots on its abdomen and drops nectar particles to fertilize plants below the bee.

Bees that have nectar may pollinate wheat crops, potato crops, carrot crops, beetroot crops, melon stems, sweet berry bushes, pumpkin stems, cave vines, torchflower crops, and pitcher crops^[Bedrock Edition only] that they fly over. When one of these plants gets pollinated, it advances to another growth stage, similar to using bone meal. To pollinate a plant, a bee must be 1 to 2 blocks directly above the plant and must have a valid home hive. A bee can fertilize plants 10 times each time they have nectar. There is an approximately 5% chance each tick to attempt fertilization.

Afterward, the bee flies back into its hive/nest to make honey. It takes about 2 minutes for the bee to do this.

Housing

See also: [Tutorial:Honey farming](#)

Bees live together in colonies and take any bee nest or beehive that has enough space as its home. One

bee nest/beehive can house up to 3 bees. Homeless bees search for empty beehives by wandering around generally in a northwest direction. Bees can enter a beehive from any side, but exit only from the front. One-way bee-gates can be made by using this mechanic.

Bees return to their nest when it rains and during the night. This behavior extends to biomes that don't rain, such as the desert. They stay in their nest or hive for at least 2400 game ticks (2 minutes) before coming back out. Bees in a nest/hive retain their data (health, name, etc.).



A bee going into a bee nest.

Breaking a nest or hive without Silk Touch releases all bees contained inside. If the nest or hive is harvested using a tool enchanted with Silk Touch, the bees are contained in the dropped item and can exit the nest/hive when it is placed again.

When a bee that has nectar enters and then leaves its nest or hive, the honey level of the nest/hive is increased by one; there is a 1% chance it is increased by two. When the honey level of that hive reaches 5, the player can harvest honeycombs or honey bottles. The honey level resets back to 0 when a honeycomb or honey bottle is harvested.

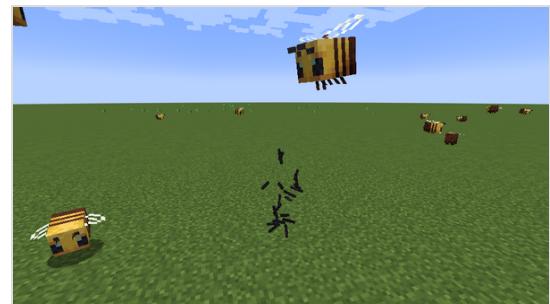
Because there is neither daylight cycle nor weather in the Nether and the End, bees work without resting in these dimensions. This behavior is distinct from that of the villagers, which follow their daily routine according to the time in the Overworld, regardless of which dimension they are in.

Attacking

Main article: Damage

All bees nearby are angered when an individual bee is attacked (unless the bee attacked is killed in one hit), honey or honeycombs are collected (unless a campfire is placed under the nest), or a bee nest/beehive is destroyed. Even destroying newly-placed uninhabited beehives anger nearby bees. Hitting or walking on a beehive does not anger bees; only destroying it angers them. When destroyed, a beehive releases any bees that it contained. If the beehive is destroyed with a Silk Touch tool, bees kept within the hive remain neutral, while those outside the hive also remain neutral.

Bees attack and swarm the player as a group when angered, and the eyes of angered bees turn red. Collecting a honeycomb or a honey bottle from a nest or hive causes the bees that are currently in that nest or hive to leave and swarm the player unless a campfire is placed below the hive. Bees attack only once, similar to llamas, and non-aggressive pandas.



The Invisibility effect does not cause stingers in stung players to disappear.

Bees do not deal any damage in Peaceful difficulty and are completely passive. They fly outside the beehive and search for flowers as usual.

If the player deflects a bee's attack with a shield, the bee continues attacking until it succeeds in hitting the player.

When a bee's attack on a player succeeds, the player is poisoned. A bee loses its stinger after a successful attack, cannot attack further and does not retreat to its nest (even at night), and dies approximately one

minute later. This can be delayed with potion effects (Regeneration/Resistance/Absorption) that have a 255 potency.

It is possible to (quickly) breed at least one angered bee with another, even if it or they had stung and lost the stinger. However, they remain angered and still die later due to being stingerless.

Bees also swarm and attack other mobs when damaged, for example, if a skeleton accidentally shoots a bee.

Bees become neutral if they fail to land a hit on their target within 25 seconds.



The stinging animation; the bee can remain upside down for longer periods of time if a distance is kept.

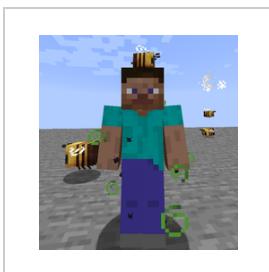


Prior to stinging



After stinging

In *Java Edition*, a bee's stinger is visible on the player as a small black dot after the bee successfully attacked.



Breeding

Main article: Breeding

Bees follow players holding any 1- or 2-block tall flowers (except closed eyeblossom), mangrove propagules, flowering azaleas, flowering azalea leaves, cherry leaves, pink petals, wildflowers, spore blossoms, cactus flowers or chorus flowers. If the player is standing still and being followed by bees, the bees go toward the player, face the player, and rest on the ground. They do this until the player moves.

If bees are given any of the blocks listed above (except open eyeblossom and wither rose), they enter love mode and pair up to create baby bees, granting the player 1-7 experience. The parent bees have a cooldown of 5 minutes (6000 ticks) before they can be bred again. Babies take 20 minutes (1 in-game day) to grow up. The growth of baby bees can be accelerated using flowers; each use reduces the remaining time by 10%. However, bees' growth timer and breeding cooldowns are frozen while working in a hive; thus, when rapidly growing a population, it may be desirable to temporarily remove the hives.

Wither roses and open eyeblossoms cannot be used for breeding bees or growing baby bees. Feeding a bee a wither rose inflicts it with the Wither effect for 2 seconds (40 game ticks), while feeding a bee an open eyeblossom inflicts it with Poison for 1.25 seconds (25 game ticks). Closed eyeblossoms cannot be used to lead, breed or grow bees.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Bee buzzes	Friendly Mobs	While a bee is passive and moving horizontally	entity.bee.loop	subtitles.entity.bee.loop	varies [sound 1] [sound 2]	0.98-1.14 (Baby: 1.54-1.7) [sound 3]	6	
	Bee buzzes angrily	Friendly Mobs	While a bee is hostile and moving horizontally	entity.bee.loop_aggressive	subtitles.entity.bee.loop_aggressive	0.8 [sound 2]	0.98-1.14 (Baby: 1.54-1.7) [sound 3]	10	
	Bee stings	Friendly Mobs	When a bee stings something	entity.bee.sting	subtitles.entity.bee.sting	1.0	1.0/0.8	16	
	Bee dies	Friendly Mobs	When a bee dies	entity.bee.death	subtitles.entity.bee.death	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Bee hurts	Friendly Mobs	When a bee is damaged	entity.bee.hurt	subtitles.entity.bee.hurt	0.4	0.8-1.2 (Baby: 1.3-1.7) [sound 4]	16	
	Bee buzzes happily	Friendly Mobs	While a bee is collecting pollen	entity.bee.pollinate	subtitles.entity.bee.pollinate	0.8	1.0	12	

- loop1 and 2 are multiplied by 0.6; loop3 and 4 are 0.65; loop5 is 0.7 and 0.75
- Multipled by the bee's horizontal velocity (capped at 0.5) × 1.2
- The bee's horizontal velocity (capped between 0.7-1.1 (Baby: 1.1-1.5)), linearly interpolated between 0.7 and 1.1 (Baby: 1.1 and 1.5)
- Can be multiplied by 1.0 or 1.2 for each sound

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	?	Friendly Mobs	When a bee dies	mob.bee.death	?	0.6	0.9-1.1 (Baby: 1.4-1.6)	
	?	Friendly Mobs	When a bee is damaged	mob.bee.hurt	?	0.6	0.9-1.1 (Baby: 1.4-1.6)	
	?	Friendly Mobs	While a bee is passive and moving horizontally	mob.bee.loop	?	0.6	1.0 (Baby: 1.5)	
	?	Friendly Mobs	While a bee is hostile and moving horizontally	mob.bee.aggressive	?	0.6	1.0 (Baby: 1.5)	
	?	Friendly Mobs	While a bee is collecting pollen	mob.bee.pollinate	?	0.85	1.0 (Baby: 1.5)	
	?	Friendly Mobs	When a bee stings something	mob.bee.sting	?	0.6	0.8-1.0 (Baby: 1.3-1.5)	

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Bee	bee	arthropod beehive_inhabitants fall_damage_immune followable_friendly_mobs sensitive_to_bane_of_arthropods	entity.minecraft.bee

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Bee	bee	122	arthropod bee mob pacified	entity.bee.name

Entity data

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

Java Edition:

Main article: Entity format

Entity data

Additional fields for mobs that can become angry

Additional fields for mobs that can breed

Tags common to all entities

Tags common to all mobs

CannotEnterHiveTicks: Time left in ticks until the bee can enter a beehive. Used when the bee is angered and released from the hive by a player, but the hive is smoked by a campfire.

CropsGrownSincePollination: How many crops the bee has grown since its last pollination. Used to limit number of crops it can grow.

flower_pos: Block location, as 3 integers, of the flower that the bee is circling.

HasNectar: 1 or 0 (true/false) - true if the bee is carrying nectar.

HasStung: 1 or 0 (true/false) - true if the bee has stung a mob or player.

hive_pos: Block location, as 3 integers, of the bee's hive.

TicksSincePollination: Number of ticks passed since the bee's last pollination.

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					
		Bee our guest	Use a <u>Campfire</u> to collect <u>Honey</u> from a <u>Beehive</u> using a <u>Bottle</u> without aggravating the bees.	—	15	Bronze
		Total Beelocation	Move and place a <u>Bee Nest</u> , with 3 bees inside, using <u>Silk Touch</u> .	—	30	Silver
		It Spreads	Kill a mob next to a <u>catalyst</u>	Kill any mob that drops <u>experience</u> near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . Mobs that drop <u>no experience</u> are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

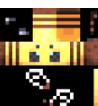
Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	<u>It Spreads</u>	Kill a mob near a Sculk Catalyst	Kill <i>any</i> mob that drops experience near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no experience</u> are ignored for this advancement.	
	<u>Bee Our Guest</u>	Use a <u>Campfire</u> to collect Honey from a Beehive using a Glass Bottle without aggravating the Bees	Use a <u>glass bottle</u> on a <u>beehive</u> or bee nest while not angering the <u>bees</u> inside.	
	<u>The Parrots and the Bats</u>	Breed two animals together	Breed a pair of <i>any</i> of these 27 animals: [show] 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 are ignored for this advancement.	
	<u>Total Beelocation</u>	Move a <u>Bee Nest</u> , with 3 <u>Bees</u> inside, using <u>Silk Touch</u>	Unlike most other advancements, this advancement is granted upon breaking the nest, rather than it entering your inventory.	
	<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:

[\[show\]](#)

History

Java Edition

		Java Edition	[hide]
	19w34a	 Added bees and baby bees.	
	19w35a	Bees now try to avoid water. Bee nests now spawn less frequently, making bees rarer. Breeding bees now counts toward the "Two by Two" advancement.	
	19w36a	Bees are now affected by the Bane of Arthropods enchantment. Bees are now able to gather pollen from lilac, rose bush, and peony flowers.  The textures of bees have been tweaked. The gradation part for picking up the color has been removed and the translucent pixels are now fully transparent. ^[9] bee_angry_nectar now has same nectar pattern as bee_nectar, which has changed the textures from  to  ^[10] Bees no longer stop flying after reaching the player they are following.	
	19w45a	Bees now search up to 10 blocks away from itself in all directions to find a nest/hive to claim.	
	19w46a	Bees now exit beehives only from the front.	
	1.15.2	pre1 Bees no longer anger when a nearby nest/hive is destroyed using a Silk Touch tool. Bees now remember how many crops they have pollinated. Bees no longer stay in the hive/nest forever after riding a minecart or boat.	
	1.16	20w10a Firework damage now provokes bees. ^[11] 20w12a The maximum distance a bee can wander away from its home hive when randomly wandering has been reduced to around 22 blocks.	
	1.17	21w13a Bees now see flowering azalea and flowering azalea leaves as flowers.	
	1.19	22w11a Bees now see mangrove propagule as flowers. ^[12]	
Experiment Update 1.20	1.19.4	pre1 Bees now see cherry leaves , pink petals , and torchflowers as flowers. ^[13]	
	1.20.2	23w33a Bees now see spore blossom and chorus flower as flowers. ^[14]	
	1.20.5	24w11a Adjusted their flying behavior to keep them from overshooting their position when flying up and down.	
	1.21.2	24w33a Bees now wander around randomly for less time after exiting a nest/hive. If a bee has a known nest/hive, it travels less far from it, thus being less likely to get lost. Significantly increased the amount of time a bee can take to return to a known nest/hive before it gives up trying to return home. Bees are now a lot less likely to get stuck on corners or when they are close to a nest/hive they are trying to return to. Bees are also now a lot less likely to try and pathfind to a flower they cannot reach.	
	1.21.4	24w44a Bees now get the Wither effect when fed with wither roses , and the Poison effect when fed with eyeblossoms . 24w45a Bees are no longer attracted to closed eyeblossoms. Bees can no longer interact with closed eyeblossoms.	

	24w46a	Bees no longer get poisoned when they touch a closed eyeblossom. Leashed bees no longer enter beehives or bee nests.
1.21.5	25w02a	Are now attracted to, and can be bred using <u>wildflowers</u> .
	25w06a	Are now attracted to, and can be bred using <u>cactus flowers</u> .
1.21.9	25w34a	Bees no longer hide in their hive in the End when it is raining in the Overworld.

Bedrock Edition

Bedrock Edition			[hide]
1.14.0	beta 1.14.0.1	  Added bees.	
		  Bees and baby bees can become angry and attack the <u>player</u> .	
		  Bees and baby bees can gather nectar from <u>flowers</u> , and show the nectar on them after doing so.	
		  Bees and baby bees that have nectar can become angry and attack the player.	
1.16.0	beta 1.16.0.63	Bees no longer fly faster when swarming a player or <u>mob</u> .	
1.17.0	beta 1.16.230.50	Bees are now attracted to <u>flowering azalea</u> and <u>flowering azalea leaves</u> .	
	beta 1.17.0.56	Bees no longer gather nectar from sweet berry bushes.	
1.20.60	Preview 1.20.60.25	Bees no longer take damage when moving through sweet berry bushes.	
1.21.50	Preview 1.21.50.28	Bees now get the <u>Wither</u> effect when fed with <u>wither roses</u> .	
		Bees can no longer be tempted or collect nectar from closed <u>eyeblossoms</u> .	
		Feeding bees open <u>eyeblossoms</u> now applies the poison <u>effect</u> .	

Data history

Java Edition			[hide]
1.20.5	24w06a	Changed bee entity data: ▪ Changed FlowerPos (with x , y and z) to flower_pos . ▪ Changed HivePos (with x , y and z) to hive_pos .	

Issues

Issues relating to "Bee" 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%22Bee%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- Bees were made to be half a block in size because Mojang considered this size to be the cutest.^[15]
- Bees pollinate the top half of sunflowers.
- In reality, juvenile bees are helpless, worm-like larvae, not smaller versions of adults.
- Also in reality, bees collect both nectar and pollen by pollinating flowers. The pollen is used as a primary food source by the bee colony, but has little direct importance to the formation of honey, which is made from the nectar and serves as another food source. Also, in real life, bees are scared of smoke and don't exit the nest or hive.
- However, bees losing their stingers and dying after attacking the player is consistent with real bees, as in reality their stingers are barbed and attached to vital organs, so the stinger gets stuck and causes fatal injuries to the bee once it tries to fly away and the stinger detaches.

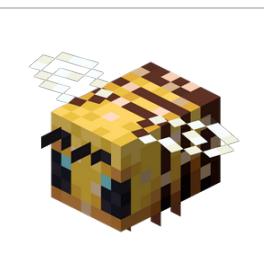
Gallery

Renders

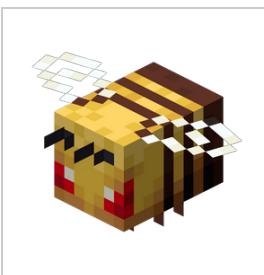
Idle



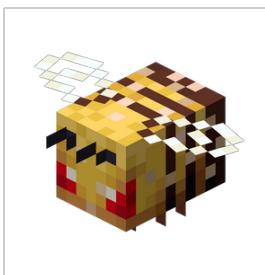
A bee.



A bee with nectar on it.



An angry bee.



An angry bee with nectar on it.

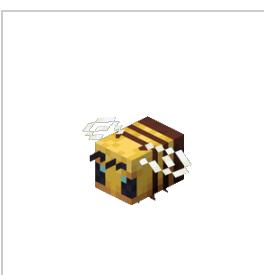
Animations



A bee flying in *Java Edition*.



A bee in *Bedrock Edition*.



A bee flying in *Bedrock Edition*.



A bee stinging.



A bee bobbing.

Screenshots



A naturally generated bee nest in a [village](#) in a [Superflat](#) world.



A [tree](#) with a [bee nest](#) in the center of a player-made garden of [crops](#).



A bee gathering nectar.

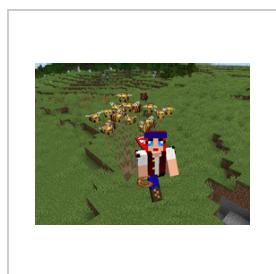


Bees attacking a [llama](#).



A bee in a forest.

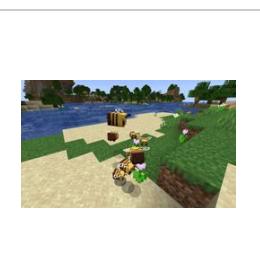
Mojang images



Bees on leads.



A bee.



Bees in a flower forest.



The inside of a bee.

Concept artwork



Old bee concept artwork and design iterations.



An unreleased bee texture and model.



A concept of a bee during development.



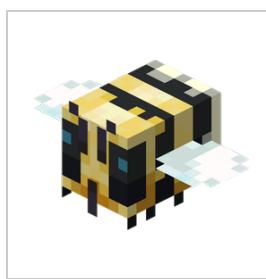
An old bee design from [Henrik Kniberg's video](#) (<https://youtu.be/I8vYcrgjLAo?t=1879>).



Concept art for bee-themed items in the character creator.

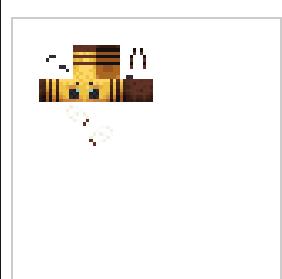


A recreation of one of the bees.

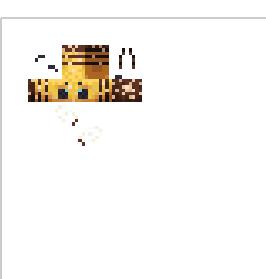


Ditto.

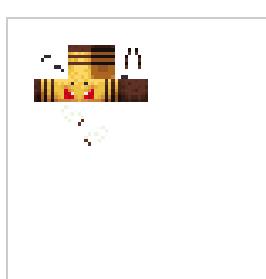
Textures



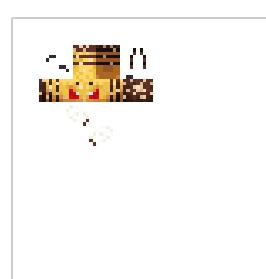
Bee texture file.



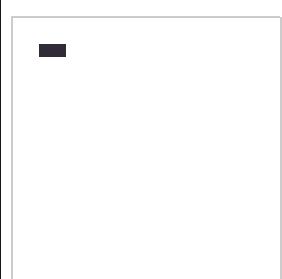
Bee nectar texture file.



Angry bee texture file.



Angry bee nectar texture file.

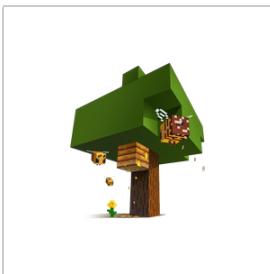


Bee stinger texture file.

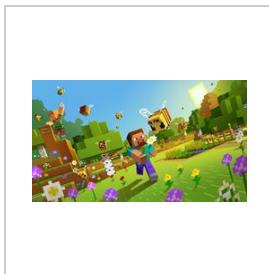
In other media



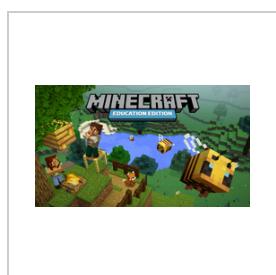
Artwork



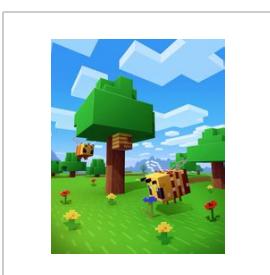
Artwork of a beehive on oak with bees around it.

Bees in promotional artwork for the Buzzy Bees Update.

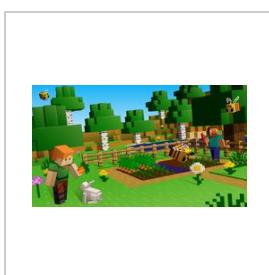
A Bee in Caves & Cliffs: Part I update artwork.



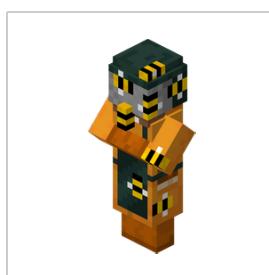
Bees in banner for Education Edition 1.14.31.



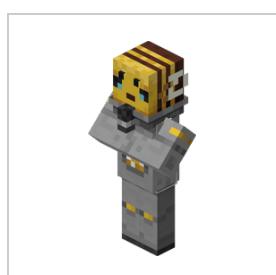
Artwork of a bee pollinating a cornflower.



Bees in one of the Minecraft backgrounds for Microsoft Teams



Several bees as drawn on an NPC.



Another bee-themed NPC.



Officially licensed bee plush.



Lego Minecraft minifigure



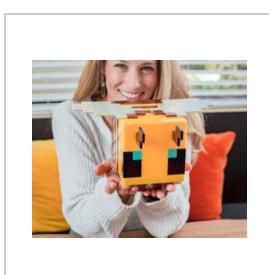
"Craft Without Limits," an official T-Shirt design featuring a bee.



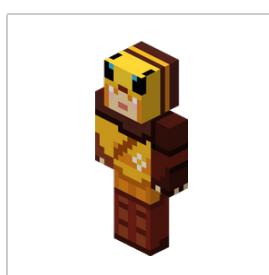
"Bee Pocket," a shirt design similar to Craft Without Limits, but with a pocket.

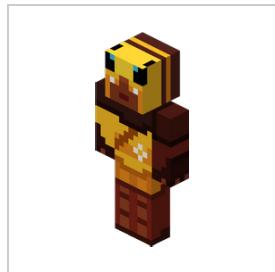


"I ❤️ Minecraft," an official hoodie design featuring two bees.

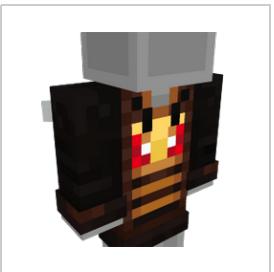


A woman holding an officially licensed bee moodlight.

Bee Friender, a skin featured in the Builders & Biomes skin pack.



Secondary Bee Friender.



Bee Jumper



Bee Shirt!



Plastic texture pack



The potato bee from [24w14potato](#).



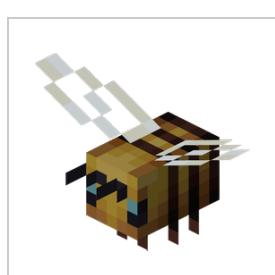
Ari with several bees in the Buzzy Bees section of [15 Year Journey](#).



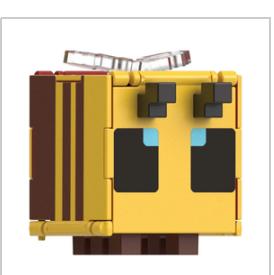
Bee in [A Minecraft Movie](#).



A bee waving hello with its wings.



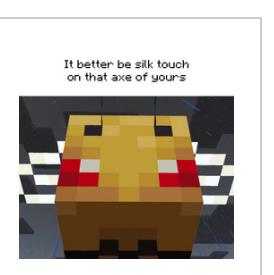
A render of the bee waving hello



Bee figure of Flippin' Figs



Bee pixel art.



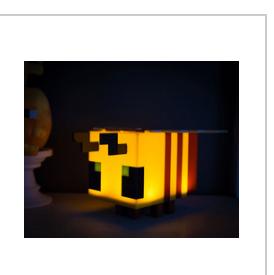
Angry bee.

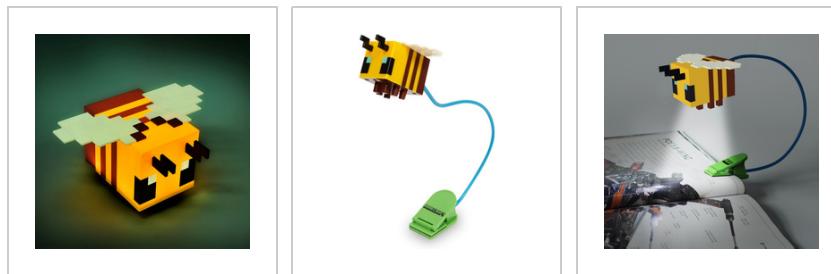


A bee as it appears in the Minecraft Movie live event.



A bee plushy laying on a couch with a plushy of [Steve](#) in the background.





See also

- [Bee Nest](#)
- [Beehive](#)
- [Honey Bottle](#)
- [Honeycomb](#)

References

1. [MC-249937](#) — Propagules grown without a flower nearby can generate bee nests in the mangrove tree — resolved as "Works As Intended".
2. "Minecraft Snapshot 19w36a" (<https://www.minecraft.net/en-us/article/minecraft-snapshot-19w36a>) — Minecraft.net, July 3, 2019.
3. [MC-167148](#) — Bees take damage upon contact with water — resolved as "Works As Intended".
4. [MC-271388](#) — Bees spin on scaffolding
5. [MC-248332](#)
6. [MC-159396](#) — Bees target wither roses and die — resolved as "Works As Intended".
7. [MC-168267](#)
8. [MCPE-109956](#)
9. [MC-159560](#)
10. [MC-159743](#)
11. [MC-111498](#) — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".
12. [MC-249147](#) — Bees pollinate and follow players holding the mangrove propagule (sapling) — resolved as "Works As Intended".
13. [MC-260051](#)
14. [MC-214126](#) — Bees don't pollinate themselves with spore blossoms or chorus flowers — resolved as "Fixed".
15. "MINECON Live 2019" (<https://youtube.com/watch?v=OZqNaEX8208&t=38m40s>) — Minecraft on YouTube, September 28, 2019

External links

- [Bee article on Wikipedia](#)
- [Mob Menagerie: Bee \(<https://www.minecraft.net/en-us/article/bee>\)](#) — Minecraft.net on September 15, 2023

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		Mobs																												
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		Sheep	Skeleton Horse	Sniffer	Snow Golem	Squid	Strider	Tadpole	Tropical Fish	Turtle	Villager	Wandering Trader	Zombie Horse	Agent	NPC	BE & edu only														
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	Blaze	Bogged	Breeze	Creaking	Creeper	Elder Guardian				
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Mob types		Animal	Aquatic	Arthropod	Illager	Monster	Undead	Jockey	Camel Husk	Chicken	Hoglin	Ravager	Skeleton Horseman																	
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