

Witch • Re article feedback

v t For other uses, see [Witch \(disambiguation\)](#).

"Wizard" redirects here. For the spell-casting illager, see [Evoker](#). For the other unimplemented spell-casting illager, see [Illusioner](#). For the mob in Minecraft Dungeons, see [Dungeons:Soul Wizard](#).

Witches are hostile mobs that use potions in combat, using various splash potions for offense and drinkable potions for defense.

Contents

[Spawning](#)

[Drops](#)

[Behavior](#)

[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](#)

[Screenshots](#)

[Mojang screenshots](#)

[Textures](#)

[In other media](#)

[References](#)

[Navigation](#)

Spawning

Main article: [Tutorial:Witch farming](#)

Witch

Idle Drinking



Java Edition



Bedrock Edition



Health points 26 (× 13)

Behavior Hostile

Mob type Monster

A witch may spawn in the Overworld above opaque blocks at a light level of 0 in all biomes except for mushroom fields and deep dark. In *Bedrock Edition*, witches also do not spawn in rivers, frozen rivers, and snowy plains. Witches always spawn individually. Witches are the only mobs that can spawn in the small area around a swamp hut.

Swamp biomes feature swamp huts, which spawn a witch and a black cat inside during world generation, and both never despawn. After world generation, only witches can spawn in the hut, provided that the entire hut is inside a swamp biome.

In *Java Edition*, only witches spawn in the 7×7×9 volume that is the hut, which is the size of the roof and one block over the porch, from one level below the floor of the hut to two blocks above the roof.

In *Bedrock Edition*, the hut has a hardcoded spawn spot on which witches spawn: the spawn spot is the same for every hut.

Some witches always spawn as part of raids starting from wave 4 in *Bedrock Edition* or wave 3 or 4 in *Java Edition* depending on the world difficulty.

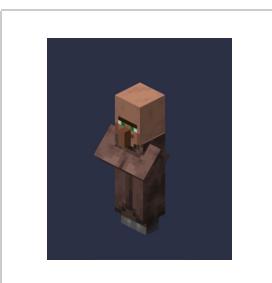
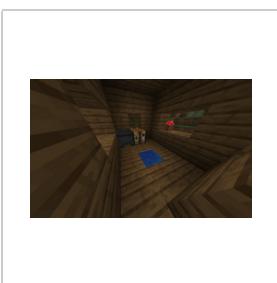
A villager transforms into a witch when lightning strikes within four blocks from it. A witch transformed from a villager does not despawn naturally and cannot be changed back into a villager. This witch attacks the player with its potions even if the player traded with it before.

Witch spawns in: [hide]

	 Splash Potion of Harming:
	Damage varies by proximity, Maximum: 6 (❤️❤️)
Attack strength	 Splash Potion of Poison:
	The duration of the effect varies by proximity, Maximum: 1 (💔) per 1.25 sec
	 Poison for max. 45 sec (💔 × 18)
	In Java Edition: Height: 1.95 blocks Width: 0.6 blocks
Hitbox size	In Bedrock Edition: Height: 1.9 blocks Width: 0.6 blocks
Speed	0.25
Spawn	Light level of 0  Swamp Hut When lightning strikes near a villager. Raids

Category: Monster		Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size	
Bamboo Jungle	5/515	0.97%	1	5	1	
Meadow	5/515	0.97%	1	5	1	
Windswept Hills	5/515	0.97%	1	5	1	
Eroded Badlands	5/515	0.97%	1	5	1	
Frozen Peaks	5/515	0.97%	1	5	1	
Jagged Peaks	5/515	0.97%	1	5	1	
Grove	5/515	0.97%	1	5	1	
Old Growth Birch Forest	5/515	0.97%	1	5	1	
Snowy Beach	5/515	0.97%	1	5	1	
Stony Peaks	5/515	0.97%	1	5	1	
Snowy Slopes	5/515	0.97%	1	5	1	
Sparse Jungle	5/515	0.97%	1	5	1	
Birch Forest	5/515	0.97%	1	5	1	
Flower Forest	5/515	0.97%	1	5	1	
Beach	5/515	0.97%	1	5	1	
Taiga	5/515	0.97%	1	5	1	
Lush Caves	5/515	0.97%	1	5	1	
Wooded Badlands	5/515	0.97%	1	5	1	
Snowy Taiga	5/515	0.97%	1	5	1	
Forest	5/515	0.97%	1	5	1	
Windswept Gravelly Hills	5/515	0.97%	1	5	1	
Badlands	5/515	0.97%	1	5	1	
Windswept Forest	5/515	0.97%	1	5	1	
Pale Garden	5/515	0.97%	1	5	1	
Ice Spikes	5/515	0.97%	1	5	1	
Stony Shore	5/515	0.97%	1	5	1	
Old Growth Spruce Taiga	5/515	0.97%	1	5	1	
Dark Forest	5/515	0.97%	1	5	1	
Desert	5/515	0.97%	1	5	1	
Cherry Grove	5/515	0.97%	1	5	1	
Mangrove Swamp	5/516	0.97%	1	5	1	
Frozen River	5/516	0.97%	1	—	—	

Category: Monster		Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size	
Swamp	5/516	0.97%	1	5	1	
Jungle	5/517	0.97%	1	5	1	
Lukewarm Ocean	5/520	0.96%	1	5	1	
Warm Ocean	5/520	0.96%	1	5	1	
Sunflower Plains	5/520	0.96%	1	5	1	
Deep Cold Ocean	5/520	0.96%	1	5	1	
Deep Frozen Ocean	5/520	0.96%	1	5	1	
Snowy Plains	5/520	0.96%	1	—	—	
Ocean	5/520	0.96%	1	5	1	
Deep Lukewarm Ocean	5/520	0.96%	1	5	1	
Plains	5/520	0.96%	1	5	1	
Deep Ocean	5/520	0.96%	1	5	1	
Savanna Plateau	5/520	0.96%	1	5	1	
Frozen Ocean	5/520	0.96%	1	5	1	
Windswept Savanna	5/520	0.96%	1	5	1	
Savanna	5/520	0.96%	1	5	1	
Cold Ocean	5/520	0.96%	1	5	1	
Old Growth Pine Taiga	5/540	0.93%	1	5	1	
Dripstone Caves	5/610	0.82%	1	5	1	
River	5/615	0.81%	1	—	—	



The rooftop and scale of a swamp hut, as well as the spawning zone from *Java Edition*. The spawn area matches the roof, plus the porch.

The side of a swamp hut in *Java Edition*, showing the scale of it and its proper height.

Witches spawn on the northwest corner of the spawn spot in *Bedrock Edition*, which is marked with a block of lapis lazuli in this picture.

A villager gets struck by lightning.

Drops

Java Edition:**Decimal Fraction Distribution Expectation**

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Redstone Dust	4–8	100.00%	6.00	4–9	100.00%	6.50	4–10	100.00%	7.00	4–11	100.00%	7.50
 Glass Bottle	0–6	17.87%	0.29	0–9	21.98%	0.43	0–12	23.98%	0.57	0–15	24.64%	0.71
 Glowstone Dust	0–6	17.87%	0.29	0–9	21.98%	0.43	0–12	23.98%	0.57	0–15	24.64%	0.71
 Gunpowder	0–6	17.87%	0.29	0–9	21.98%	0.43	0–12	23.98%	0.57	0–15	24.64%	0.71
 Spider Eye	0–6	17.87%	0.29	0–9	21.98%	0.43	0–12	23.98%	0.57	0–15	24.64%	0.71
 Sugar	0–6	17.87%	0.29	0–9	21.98%	0.43	0–12	23.98%	0.57	0–15	24.64%	0.71
 Stick	0–6	33.49%	0.57	0–9	40.51%	0.86	0–12	43.83%	1.14	0–15	44.91%	1.43

Bedrock Edition:**Decimal Fraction Distribution Expectation**

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Redstone Dust	4–8	100.00%	6.00	4–9	100.00%	6.50	4–10	100.00%	7.00	4–11	100.00%	7.50
 Glass Bottle	0–6	17.87%	0.29	0–9	17.87%	0.38	0–12	17.87%	0.48	0–15	17.87%	0.57
 Glowstone Dust	0–6	17.87%	0.29	0–9	17.87%	0.38	0–12	17.87%	0.48	0–15	17.87%	0.57
 Gunpowder	0–6	17.87%	0.29	0–9	17.87%	0.38	0–12	17.87%	0.48	0–15	17.87%	0.57
 Spider Eye	0–6	17.87%	0.29	0–9	17.87%	0.38	0–12	17.87%	0.48	0–15	17.87%	0.57
 Sugar	0–6	17.87%	0.29	0–9	17.87%	0.38	0–12	17.87%	0.48	0–15	17.87%	0.57
 Stick	0–6	33.49%	0.57	0–9	33.49%	0.76	0–12	33.49%	0.95	0–15	33.49%	1.14

A witch has an 8.5% chance of dropping a potion, if it is killed while drinking it and kill credit is given to a player or tamed wolf. The chance is increased by 1% for every level of Looting. The following potions can be drank by a witch and can therefore be dropped:

- [!\[\]\(5ba1bc70d78f05c00988641e5e513c62_img.jpg\) Potion of Healing](#)
- [!\[\]\(0d3dd579ab24f8020cd6c2659f3acb8c_img.jpg\) Potion of Fire Resistance](#)
- [!\[\]\(77aacc67724f470ed5556217e9f1530a_img.jpg\) Potion of Swiftness](#)
- [!\[\]\(2f0a16d48331670e3ba1ef62cc117e02_img.jpg\) Potion of Water Breathing](#)

5 experience is dropped when kill credit is given to a player or tamed wolf.

Behavior

A witch is occasionally surrounded by purple morning star-shaped particles. Every second, there is a 1.5% chance for 10 to 44 ornamental particles to appear above its head, representing shining stars named “witch” in *Java Edition* or “witchspell” in *Bedrock Edition*.



In *Java Edition*, any witch is given the Glowing status effect for three seconds when the bell block is rung within 32 blocks of it, regardless of whether it participates in raids or not. A witch is neither an illager nor a villager, although it resembles one.

A witch cannot use housing or the equipment in their swamp huts, and cannot open doors.

The magical effect made of purple particles that witches emit from time to time.

Witches don't attack villagers and wandering traders when participating in raids, although their potions can hit one by accident. Witches that participate in a raid seek out illagers and ravagers to throw splash potions of Regeneration with a duration of 45 seconds near them or Instant Health if they have a low health of 4 (                      <img alt="Heart icon" data-b

A witch can choose to equip and drink a potion each game tick ($\frac{1}{20}$ second) if it is not already drinking a potion. Drinking the potion takes 1.6 seconds^[1] and slows down its moving speed a little. The witch does not attack during this time.

- When the hitbox of the witch is 80% under water and the witch is lacking the Water Breathing status effect, there is a 15% chance of drinking a potion of Water Breathing.
- When the witch is on fire or the last damage taken by it in the past two seconds was fire damage, there is a 15% chance of drinking a potion of Fire Resistance.
- When the witch is not at full health, there is a 5% chance of drinking a potion of Healing which heals 4 (❤).^[2]
- When the witch is eleven or more blocks from a target and does not have the Speed effect, there is a 50% chance of drinking a potion of Swiftness.

Witches still can be killed through suffocation, cacti, or wither roses, but due to their frequent use of potions of Healing, this requires constant damage output for 40–50 seconds. Additionally, witches cannot drown or die from fire unless they already are at low health. Witches usually die in lava, even at full health, when drinking a potion of Healing first instead of potion of Fire Resistance.

When in a raid, if all the villagers in a village die or all the village beds are destroyed, witches jump and play unique sound effects in commemoration to their victory.

In Bedrock Edition, witches attack iron golems and snow golems or any mob that attacks it, including other witches and illagers, throwing harmful splash potions.

In Java Edition, witches drink a beneficial potion, often an instant-health healing potion, when they are attacked by evoker fangs, illager mobs or harming potions from other witches and join an illager patrol if sufficiently near to the pillager, vindicator, evoker and illusioner patrol captain mobs. Even though witches do not attack villagers or wandering traders during raids, the witches that join a patrol are hostile toward villagers, wandering traders and iron golems in the patrol sight.

With Vibrant Visuals, the green "lamp" in the witch's hat is emissive similar to spider and enderman eyes.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Witch giggles	Hostile Mobs	Randomly	entity.witch.ambient	subtitles.entity.witch.ambient	1.0	0.8-1.2 [sound 1]	16	
	Witch cheers	Hostile Mobs	When a witch wins a raid	entity.witch.celebrate	subtitles.entity.witch.celebrate	1.0	0.8-1.2	16	
	Witch drinks	Hostile Mobs	When a witch drinks a potion	entity.witch.drink	subtitles.entity.witch.drink	1.0	0.8-1.2	16	
	Witch dies	Hostile Mobs	When a witch dies	entity.witch.death	subtitles.entity.witch.death	1.0	0.8-1.2	16	
	Witch hurts	Hostile Mobs	When a witch is damaged	entity.witch.hurt	subtitles.entity.witch.hurt	1.0	0.8-1.2	16	
	Witch throws	Hostile Mobs	When a witch throws a splash potion	entity.witch.throw	subtitles.entity.witch.throw	1.0	0.8-1.2	16	

1. Except for the second copy of ambient5, which is 0.72-1.08

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
?	?	Hostile Mobs	Randomly	mob.witch.ambient	?	1.0	varies [sound 1]	
	?	Hostile Mobs	Randomly while in a raid	mob.witch.ambient	?	3.0	varies [sound 1]	
?	?	Hostile Mobs	When a witch has won a raid	mob.witch.celebrate	?	1.0	0.8-1.2	
?	?	Hostile Mobs	When a witch drinks a potion	mob.witch.drink	?	1.0	1.0	
?	?	Hostile Mobs	When a witch dies	mob.witch.death	?	1.0	0.8-1.2	
?	?	Hostile Mobs	When a witch is damaged	mob.witch.hurt	?	1.0	0.8-1.2	
?	?	Hostile Mobs	When a witch throws a splash potion	mob.witch.throw	?	1.0	1.0	

1. 0.8-1.2 for all except the copy of ambient5, the first sound in the list, which is 0.56-0.84

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Witch	witch	raiders	entity.minecraft.witch

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Witch	witch	45	mob monster witch	entity.witch.name

Entity data

Witches have entity data associated with them that contains various properties. *Java Edition:*

Main article: Entity format

Entity data

Tags common to all entities
Tags common to all mobs
Tags common to all mobs spawnable in raids

Bedrock Edition:

See [Bedrock Edition level format/Entity format](#).

Achievements

[\[hide\]](#)

Icon						
PS4	Other	Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
		Monster Hunter	Attack and destroy a monster.	Kill one of these 41 monsters: [show] Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		We're being attacked!	Trigger a Pillager Raid.	Walk in a village with the Raid Omen effect applied in 30 seconds.	20	Bronze
		Taste of Your Own Medicine	Poison a witch with a splash potion.	Throw a splash potion of poison at a witch (by facing the witch and pressing the use key).	20	Silver
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	Monster Hunter	Kill any hostile monster	Kill one of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	
	Hero of the Village	Successfully defend a village from a raid	Kill at least one raid mob during a raid and wait until it ends in victory. <i>This is a hidden advancement, meaning that it can be viewed by the player only after completing it, regardless of if its child advancement(s), if any, have been completed.</i>	
	It Spreads	Kill a mob near a Sculk Catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this advancement.	
	Monsters Hunted	Kill one of every hostile monster	Kill each of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	
	Very Very Frightening	Strike a Villager with lightning	Hit a villager with lightning created by a trident with the Channeling enchantment, turning it into a witch.	

Advancements that apply to all mobs:

[\[show\]](#)

History

Development

September 13, 2012	Nathan Adams hints about adding the witch mob in the Pretty Scary Update because it is a halloween-themed mob that would act as the second ranged mob to be added to the game's Overworld ^{[3][4][5]} and that the witch's texture would be some variation of the villager 's to give it an "outcast villager" feeling. ^[6]
September 21, 2012 (http://www.reddit.com/r/Minecraft/comments/108s0s/witches_out_of_place/c6bcgy5)	As witches are based on the Slavic folk tales, Nathan Adams confirmed a suggestion made by Reddit user Mr_Pennybags in the Minecraft Reddit community that witches are to live in swamp witch huts.

Java Edition

		Java Edition	[hide]
		 <p>Added witches, hostile monster mobs based on the witch found in the Baba Yaga folk tale from Eastern Europe.^[7] The witch from Slavic folklore also lives in a swamp hut with foundations that resemble "chicken legs". When the subject of witches dropping sticks to represent magic wands was brought up, Nathan Adams jokingly replied that it is because witches are made of wood.^[8] He later explained^[9] that it was a reference to this scene (https://www.youtube.com/watch?v=dtDUmD9MYNg) from Monty Python and the Holy Grail.</p>	
	12w38a	 <p>Witches do not have unique sounds, fit through two block tall gaps despite being taller than two blocks with their hats and protect themselves from damage by drinking ordinary potions. Witches do not naturally spawn and can be spawned only in Creative mode using spawn eggs. Witches use splash potions, such as Poison, Weakness, Instant Harming or Slowness to fight the player.</p>	
1.4.2		<p>When drinking a potion, a witch's nose lifts and points forward. A witch's nose slightly wiggles when idle. Witches have small mouths hidden under their noses. During their potion-drinking animation, this mouth becomes visible from the side. Though witches are modeled after villagers, they do not share any attributes of villagers; they cannot utilize housing and cannot open doors.</p>	
		<p>Besides the rare equipment drops, witches now have common drops, including water bottles, glass bottles, sticks, redstone dust, glowstone dust, gunpowder and spider eyes.</p>	
		<p>Witches can no longer hurt themselves.</p>	
	12w38b	 <p>The texture of witches has been changed slightly. Their skin color is now pale.</p>	
		 <p>With the texture change of the witch's skin color, witches potion-drinking position are now also pale.</p>	
	12w39a	<p>The texture size for the witch has been changed from 64×126 to 64×128.</p>	
	12w40a	<p>Witches can now spawn in witch huts. This makes them present in the survival mode.</p>	
		<p>Witches no longer drop water bottles.</p>	
	13w18a	<p>Witches no longer attack when provoked by players in Creative mode.</p>	
1.6.1	13w23a	<p>The witch's regeneration rate has been decreased because the Instant Health status effect heals less, albeit this was reverted during the Java Edition Combat Tests.</p>	
1.7.2		<p>Witches can now drink and drop potions of Water Breathing, an effect added in this same version.</p>	
	13w37a	 <p>The potion-drinking position of witches has been changed.</p>	
	13w42a	<p>One or two witches can now spawn anywhere where the light level is 7 or less, including any biome at night and in poorly-lit caves.</p>	
	13w42b	<p>The spawn rate for the witch has been decreased a bit. They became rarer than endermen.</p>	

	14w03a	Villagers now turn into witches when struck by lightning.
	14w11a	Witches now run away from creepers that are about to explode.
	14w25a	 The potion-drinking position of witches has been changed.
1.8	14w29a	 The potion-drinking position of witches has been changed again.
	14w30a	 The potion-drinking position of witches has been changed, yet again.
	14w34d	The witch hut's spawning zone has been decreased or eliminated depending on the altitude of the hut.
1.8.1	pre1	Witches no longer run away from creepers that are about to explode due to performance issues. The witch hut's spawning zone height has been increased by 2.
	15w31a	 Witches now spawn individually and have a 50% chance of choosing a potion of <u>Swiftness</u> when relevant instead of a 43.75% chance.
1.9	15w47b	Added sounds for witches idling, taking damage, dying, drinking and throwing potions.
1.10	pre1	Witches now drink a potion of <u>fire resistance</u> if they do not already have the Fire Resistance effect and the most recent damage taken, within the past 2 seconds, was fire damage.
1.11	16w42a	Witches that spawn upon the world generation of <u>witch huts</u> no longer despawn. ^[10]
1.14	18w43a	 The texture of witches has been changed.
	18w47a	 With the texture change of witches, the witch's potion-drinking position has now also been changed.
	18w47a	Witches can now spawn as part of <u>raids</u> .
	18w47a	Witches no longer attack each other. ^[11]
	18w50a	Witches are now neutral <u>mobs</u> . This was confirmed by <u>Slicedlime</u> to be an unintentional change. ^[12]
		 The appearance of witches have been changed, adding a purple cowl. This was confirmed by Jasper Boerstra to be an unintentional change. The cowl was always in the texture map but it just was not rendered. Due to the new villager model system now it did. ^[13]

		Witches are once again hostile mobs.
	19w02a	The texture changes of the witch from 18w50a have been reverted. 
	19w13a	If a raid kills all the villagers or destroys all the beds in a village , raiding witches celebrate their victory by jumping and showing unique sounds. 
	19w42a	The potion-drinking position of witches has been changed. 
1.15	19w44a	The potion-drinking position of witches has been changed again. The potions now float above their arms. 
	19w45a	The potion-drinking position of witches has been changed, yet again. 
1.16	20w22a	When a villager that has been traded with is struck by lightning , the witch it becomes no longer despawns.
	pre1	When a villager is struck by lightning, the witch it becomes no longer despawns, regardless of if it has been traded with.
1.18	pre5	Changed the texture, to remove its hood.
1.19	22w17a	Changed its models, now the last two rows of pixels on its robes can render. 
1.20.2	23w31a	Witches drinking potions now emit an entity_action vibration of frequency 4. ^[14]
1.21	24w20a	Witches now always drop 4-8 redstone dust on death.

Bedrock Edition

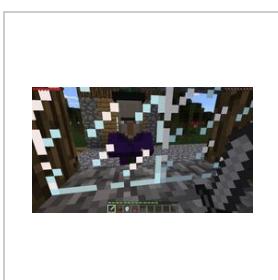
Pocket Edition Alpha		
[hide]		
v0.14.0	build 1	 Added witches after a teaser from Jason Major on Twitter. The hat model and head position are different from Java Edition's witches.
	build 2	 The model of witches has been changed.
	build 3	Witches now avoid <u>water</u> unless they have a target.
Bedrock Edition		
[hide]		
1.2.0	beta 1.2.0.2	Witches now have an 8.5% chance to <u>drop a potion</u> when drinking. Prior to this, they would always drop a potion when drinking.
1.10.0	beta 1.10.0.3	 The texture of witches has been changed.
1.11.0	beta 1.11.0.1	Witches can now spawn as part of <u>raids</u> .
1.13.0	beta 1.13.0.9	 When a <u>raid</u> kills all the <u>villagers</u> or destroys all the <u>beds</u> in a <u>village</u> , raiding witches celebrate their victory by jumping and laughing.
?		The targeting range of witches has been increased from 16 to 64 blocks.
1.20.40	Preview 1.20.40.22	The targeting range of witches has been reverted back to 16 blocks.
1.21.20	Preview 1.21.10.20	Witches now always drop 4-8 redstone dust on death.

Legacy Console Edition

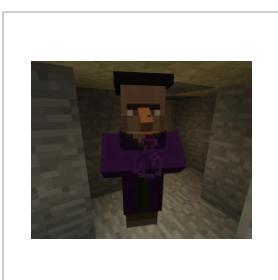
Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU19	CU7	1.12	1.12	1.12	Patch 1	1.0.1	 Added witches.
TU20	CU8	1.13	1.13	1.13			One or two witches can now spawn anywhere where the light level is 7 or less, including any biome at night and in poorly-lit caves.
TU31	CU19	1.22	1.22	1.22			Witches can now drink and drop potions of water breathing.
TU43	CU33	1.36	1.36	1.36			Villagers now turn into witches when struck by lightning.
		1.36	1.36	1.36	Patch 13		Sounds for witches have been added.
		1.90					 The texture of witches has been changed. They now use the texture from 18w50a.

New Nintendo 3DS Edition

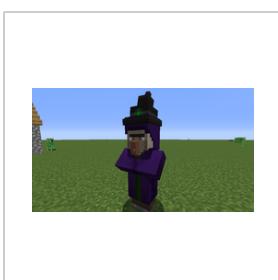
New Nintendo 3DS Edition		[hide]
0.1.0		Added witches.



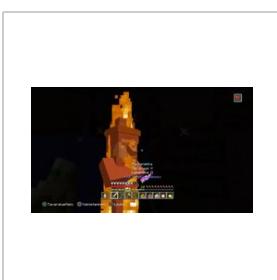
The first image of a witch in *Bedrock Edition*.



Witches drank potions with transparent textures before [The Update that Changed the World](#).



The witch with a cowl in *Java Edition* 18w50a.



The witch with a cowl from 18w50a on *PlayStation 4 Edition*.



A witch in promotional artwork for the [Pretty Scary Update](#).



A witch seen in the [Village and Pillage](#) artwork.



A witch stealing honey from a beehive in the [Buzzy Bees](#) update trailer.

Data history

<u>Java Edition</u>			[hide]
1.11	16w32a	The entity ID has been changed from Witch to witch.	
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version. [more information needed]	

Issues

Issues relating to "Witch" 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%20AND%20%28summary%20~%20%22Witch%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

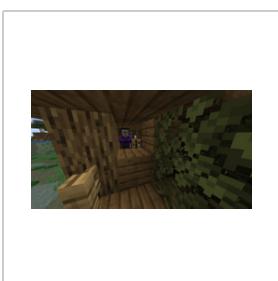
- Under specific circumstances, a witch can attack itself. This can be achieved by trapping a "Johnny" leader vindicator near the witch. However, the witch will only use healing and regeneration potions when attacking itself.[\[15\]](#)[\[16\]](#)

Gallery

Screenshots



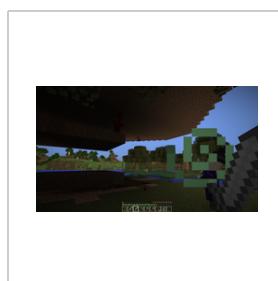
A witch throwing a potion at the player.



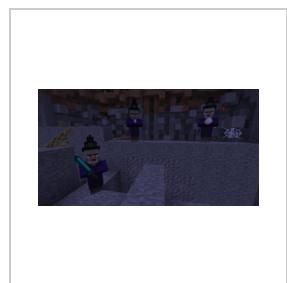
A witch in its [witch hut](#).



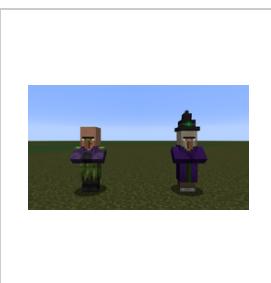
7 witches fighting in a thunderstorm.



Witches fighting in a [witch farm](#).



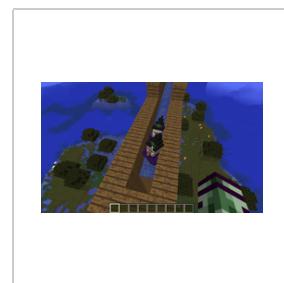
Three witches holding items.



Witch and villager difference.



Witch with a black cat.

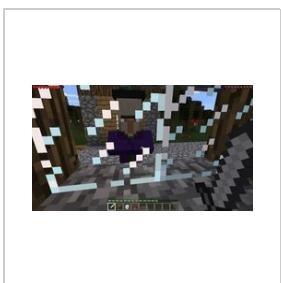


A top view of the top of a witch farm where the mobs are raised up by the water and sign tube, then pushed off the edge with water.



Witches standing on lily pads in a swamp.

Mojang screenshots



First image of a witch in *Bedrock Edition*.

Textures



Witch texture file.

In other media



This article is a work in progress.

Please help [expand](#) and [improve](#) it. The [talk page](#) may contain suggestions.

Note:

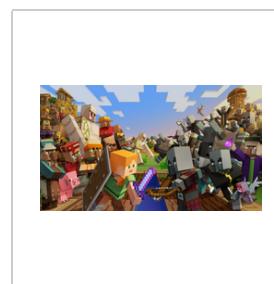
Witch concept from Minecraft Mobestiary.



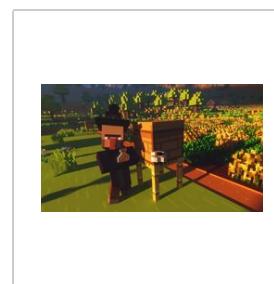
A witch in promotional artwork for the [Pretty Scary Update](#).



Artwork of a witch.



A witch seen in the [Village and Pillage](#) artwork.



A witch stealing honey from a beehive in the [Buzzy Bees](#) update trailer.



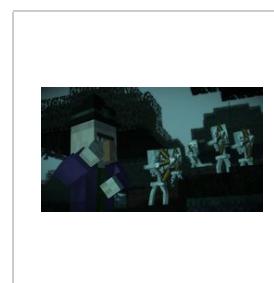
Efe encounters a witch, in [Minecraft: Mobspotter's Encyclopedia](#).



A witch as it appears in [New Pets on the Block!](#)



Witch's Robe, unlocked by completing [Time for Stew](#).



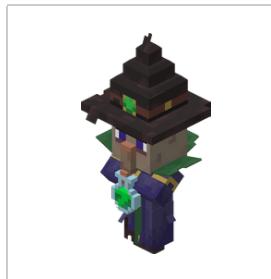
A Witch as it appears in [Minecraft Story Mode](#).



A Witch as it appears in Minecraft Dungeons.



Witch artwork in Minecraft Earth.



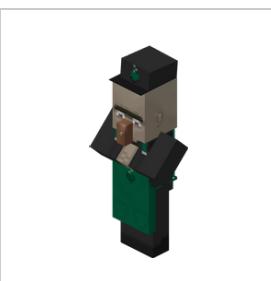
Witch as it appears in Minecraft Legends.



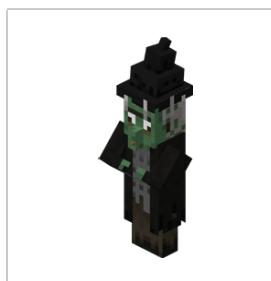
The Viler Witch, a unique variation that appears in Minecraft Earth.



The Healing Witch Boost figure for Minecraft Earth.



City texture pack



Halloween mash-up pack



LEGO minifigure



"Phantoms, Witches, and Ghasts, OH MY!" an official T-Shirt.



A witch toy

References

1. In the current Java combat test "8c" version, the witch drinks in one second.
2. It heals 6 (❤️) in the current Java combat test version.
3. "While talking with @jeb_ about some stuff he's doing, I realized the perfect mob to add for halloween; it'd be our second ranged one too!" (<https://twitter.com/Dinnerbone/status/246183173145387008>) – @Dinnerbone (<https://twitter.com/Dinnerbone>) (Nathan Adams) on X (formerly Twitter), September 13, 2012
4. "Uhh. Second overworld ranged mob!" (<https://twitter.com/Dinnerbone/status/246183485675540480>) – @Dinnerbone (<https://twitter.com/Dinnerbone>) (Nathan Adams) on X (formerly Twitter), September 13, 2012
5. "How do you even draw a witch anyway? Pointy nose? In a blocky world it'd look like Pinocchio!" ([http://twitter.com/Dinnerbone/status/247990344317300736](https://twitter.com/Dinnerbone/status/247990344317300736)) – @Dinnerbone (<https://twitter.com/Dinnerbone>) (Nathan Adams) on X (formerly Twitter), September 18, 2012

6. "I decided to go for a less traditional witch look and have an "offshoot villager" kinda thing. It has a magical nose that wiggles, too." (<https://twitter.com/Dinnerbone/status/248054501494370304>) – [@Dinnerbone](https://twitter.com/Dinnerbone) (<https://twitter.com/Dinnerbone>) (Nathan Adams) on X (formerly Twitter), September 18, 2012
7. "The Last Ten Years: Ten Things You Probably Didn't Know About Minecraft" (<https://youtube.com/watch?v=sriHoJkuDUw>) – Minecraft on YouTube, May 31, 2019
8. "Don't you know that witches are made out of wood?" (https://reddit.com/r/Minecraft/comments/6dzw5k/do_witches_drop_sticks_toRepresent_magic_wands/di6kuop?context=1) – [u/Dinnerbone](https://reddit.com/u/Dinnerbone) (<https://reddit.com/u/Dinnerbone>) on Reddit
9. "You almost got the joke!" (https://reddit.com/r/Minecraft/comments/6dzw5k/do_witches_drop_sticks_toRepresent_magic_wands/di72swb?context=1) – [u/Dinnerbone](https://reddit.com/u/Dinnerbone) (<https://reddit.com/u/Dinnerbone>) on Reddit
10. MC-108664 — resolved as "Fixed".
11. MC-248071 — Witches no longer attack each other after 1.14 — resolved as "Works As Intended".
12. Comment by Slicedlime on his 18w50a update video. (<https://www.youtube.com/watch?v=YJI9JISe0Wg&lc=UgzdWx9REsLZcJDmQlh4AaABA.8onKc7qCsPC8onNcrWpObE>)
13. "The cowl on the witch is not intended. The cowl was always in the texture map but it just wasn't rendered. Due to the new villager model system now it does." (<https://twitter.com/JasperBoerstra/status/1073198417361424384>) – [@JasperBoerstra](https://twitter.com/JasperBoerstra) (<https://twitter.com/JasperBoerstra>) (Jasper Boerstra) on X (formerly Twitter), December 13, 2018
14. MC-261420 — Sculk sensor and calibrated sculk sensor don't detect a witch drinking a potion — resolved as "Fixed".
15. MC-110386
16. MC-268709 — Ravagers and witches attack themselves when a "Johnny" patrol leader is nearby

Navigation

Entities														
Mobs														
[hide]														
[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
Neutral	Strider	Tadpole	Tropical Fish	Turtle	Villager	Wandering Trader	Zombie Horse	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
Hostile	Evoker	Ghast	Guardian	Hoglin	Husk	Magma Cube	Endermite	Phantom	Piglin Brute	Pillager	Ravager	Shulker	Breeze	Creaking
	Parched	Skeleton	Slime	Stray	Vex	Vindicator	Silverfish	Skeleton	Stray	Vex	Vindicator	Warden	Creeper	Elder Guardian
Bosses	Witch	Wither Skeleton	Zoglin	Zombie	Zombie Villager	Ender Dragon	Wither	Animal	Aquatic	Arthropod	Illager	Monster	Undead	Jockey
	Spider	Strider	Zombie Horseman	Zombie Nautilus	Mob variants	Camel Husk	Chicken	Hoglin	Ravager	Skeleton Horseman				Mob conversion
[show]														
[show]														
Other entities														
Unimplemented														

Joke[\[show\]](#)[\[hide\]](#)**Villager professions**

Villagers
Armorer Butcher Cartographer Cleric Farmer
Fisherman Fletcher Leatherworker Librarian Mason
Shepherd Toolsmith Weaponsmith Nitwit
Blast Furnace Smoker Cartography Table Brewing Stand

Workstations

Composter	Barrel	Fletching Table	Cauldron	Lectern
Stonecutter	Loom	Smithing Table	Grindstone	

Mechanics

Raid
Trading

JE only
Zombie siege

Structures

Igloo
Village

Evoker	Iron Golem	Pillager	Ravager	Vindicator
Wandering Trader	Witch	Zombie Villager		

Related mobs

Illusioner
JE only

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