

Fox • Re article feedback

▼ t R For other uses, see *Fox (disambiguation)*.

A **fox** is a neutral mob found in taigas and similar biomes. It hunts small animals, can carry items in its mouth and will eat anything that is edible. A fox will trust and defend a player that spawned it through breeding, but will run away from non-sneaking players in any other circumstance.

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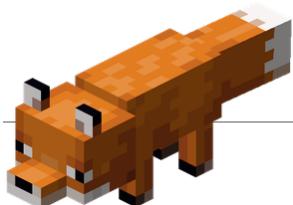
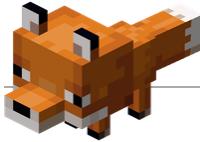
Issues

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Screenshots

Fox	
<u>Regular</u> Snow	
	Adult
	Baby
	Health points 10 (❤️❤️❤️)
Behavior	Passive (wild or trusting) Neutral (trusting a different player)
Mob type	 Animal
Attack strength	Easy and Normal: 2 (❤) Hard: 3 (❤️)
Hitbox size	Adult: Height: 0.7 blocks Width: 0.6 blocks Baby: Height: 0.35 blocks Width: 0.3 blocks
Speed	0.3

[Development images](#)[Textures](#)[Official artwork](#)[In other media](#)

References

External links

Navigation

 [Grove](#) [Snowy Taiga](#) [Old Growth Pine Taiga](#) [Old Growth Spruce Taiga](#) [Taiga](#) [Glow Berries](#) [Lead](#) [Sweet Berries](#)

Spawning

Foxes spawn in groups of two to four, and can spawn on [grass blocks](#), [coarse dirt](#), [podzol](#), [snow blocks](#), and [snow](#). In *Bedrock Edition*, they can spawn on any block. 5% of them spawn as babies.

Foxes have two color variants, red and snow, which depend on the [biome](#) they spawn in. Red foxes spawn in [taigas](#), [old growth pine taigas](#), and [old growth spruce taigas](#), while snow foxes spawn in [groves](#) and [snowy taigas](#).

When [bred](#), the color of the baby fox that is spawned depends on the color of its parents, regardless of the biome it is born in.

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

Category: Creature		Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size	
 Taiga	$\frac{8}{60}$	13.33%	2–4	8	2–4	
 Old Growth Pine Taiga	$\frac{8}{60}$	13.33%	2–4	8	2–4	
 Old Growth Spruce Taiga	$\frac{8}{60}$	13.33%	2–4	8	2–4	

Snow Fox spawns in: [\[hide\]](#)

Category: Creature		Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size	
 Grove	$\frac{4}{13}$	30.77%	2–4	8	2–4	
 Snowy Taiga	$\frac{8}{60}$	13.33%	2–4	8	2–4	

Holding items

Foxes have a 20% chance to spawn (via [spawn egg](#) or naturally) with one of the following items in their mouth:

Item	Chance	
	JE	BE
 Emerald	5%	
 Rabbit's Foot	10%	
 Rabbit Hide	10%	
 Egg	15%	20%
 Wheat	20%	
 Leather	20%	
 Feather	20%	15%

Drops

An adult fox drops 1–3 experience orbs when killed by a player or tamed wolf. Upon successful breeding, 1–7 are dropped. Killing a baby fox yields no experience.

Foxes always drop any item they pick up and are still holding (they cannot drop food that they have eaten, for example) and drop items they spawn with naturally with a 100% chance, so:

Drop	Chance	
	JE	BE
 Emerald	1%	
 Rabbit's Foot	2%	
 Rabbit Hide	2%	
 Egg	3%	4%
 Wheat	4%	
 Leather	4%	
 Feather	4%	3%

If a fox is killed while holding a totem of undying, then the fox consumes the totem and revives itself instead of dropping the totem.

Behavior

Foxes occasionally make loud screeches during nighttime, unless a trusted player is near them. Baby foxes follow adult foxes.

During the night, foxes sometimes go to nearby villages.

Foxes flee from nearby wolves, polar bears or players unless the player is trusted or approaches them while sneaking. They take no damage or speed reduction while moving through sweet berry

bushes.



An animation showing a fox's jump during an attack on a [chicken](#).

Foxes attack [chickens](#), [rabbits](#), [cod](#), [salmon](#) and [tropical fish](#), and [baby turtles](#) while they are on land. Foxes don't attack [players](#), [wolves](#), [polar bears](#), [zoglings](#), "Johnny" [vindicators](#), [wardens](#) or [goats](#) even if they are being attacked by them.

Foxes attack either by running against or by pouncing. Like [rabbits](#) and [goats](#), foxes can pounce more than one block high without status effects or player input. Similar to goats, they do not attack the player when hit. A fox prepares to pounce by tilting and lowering its head and lowering its body to become shorter. Then it leaps up to four blocks^[verify] into the air, jumping over [fences](#) and [walls](#) if needed. If the target mob moves from its location during this sequence, the pounce misses the target. In [Bedrock Edition](#), foxes also shake side to side before pouncing and their legs wave while in midair.

lowering its body to become shorter. Then it leaps up to four blocks^[verify] into the air, jumping over [fences](#) and [walls](#) if needed. If the target mob moves from its location during this sequence, the pounce misses the target. In [Bedrock Edition](#), foxes also shake side to side before pouncing and their legs wave while in midair.

Foxes can safely fall 5 blocks before they start to accumulate fall damage, unlike most mobs, which can only fall 3 blocks safely.

While foxes are capable of jumping over fences and walls, they cannot see through them.^[1] A fox does not try to attack a mob on the same y-level if there is a fence between them.

Red foxes prefer to attack chickens, rabbits and baby turtles, all of which are on land, over cod, salmon, and tropical fish; conversely, snow foxes prefer to attack cod, salmon and tropical fish over land-dwelling creatures.

A fox that pounces into a [snow layer](#) becomes momentarily stuck, remaining face-down, emitting [particles](#) while shaking, and returning to normal shortly after.

Foxes swim to attack fish in water for food. Baby foxes following adults into the water cannot swim and may eventually drown.

Foxes attempt to run toward the closest attackable mob, even if attached to a [lead](#), but do not attempt to break the lead. A fox wakes up from sleeping to attack a mob.

Wild wolves are aggressive toward foxes when within 18^[JE only]/16^[BE only] blocks. In [Java Edition](#), adult [polar bears](#) also sneak toward foxes to attack them; in [Bedrock Edition](#) adult polar bears attack foxes within 16 blocks. In [Java Edition](#), baby polar bears, though normally passive to players, also attempt to attack foxes within 16 blocks or when their adult polar bear attacks one.



A snow fox stuck in a snow layer when attacking.

Sleeping

Foxes are one of the few mobs in the game that can sleep, along with cats, villagers and bats.

During the day, if a thunderstorm is not occurring, foxes attempt to find a space with a sky light level of 14 or less and sleep. Block light has no effect on this. While it sleeps, it slowly moves its head up and down. A fox wakes if approached by a player or mob. Foxes do not flee if a player approaches while sneaking until the player gets on an adjacent block.

If the sky light at the fox's position becomes 15 or above, either due to a block above being destroyed or the fox being moved, the fox wakes up.

Foxes can drop and pick up items in their sleep.

Trusting foxes can fall asleep even if attached to a lead. They can also be moved with leads while sleeping.

Foxes do not sleep if they are within 12 blocks of an armor stand, or a camera in Minecraft Education.

Sitting

A fox sits down sometimes during the day if the fox cannot find a shaded area to sleep. The fox sits for a short time, then hops back up. Foxes sit down even when attached to a lead or in a boat. Foxes that have not been bred by the player always sit while in the Nether, even while attached to a lead.

Holding items

If any item is on the ground near a fox, it travels to the item and picks it up, and the item appears in the fox's mouth. However, usually a fox chooses to attack a mob over picking up an item. This behavior is not limited to food and animal products; a fox can pick up any item that the player can pick up. However, they prefer to pick up food items, and if they have already picked up non-food items, they drop the non-food items to pick up food instead. A fox can also swap a food item it is holding for a different food item.

A fox eats any food item it picks up (besides cake) after 30 seconds and the fox is affected by any side effects from the food, such as poison or teleportation. For example, if a fox eats an enchanted golden apple, it obtains the Absorption, Resistance, Fire Resistance and Regeneration. If a fox eats any type of soup or stew, an empty bowl is dropped. If a fox eats a chorus fruit, it teleports accordingly.

If there is a stage 3 or 4 sweet berry bush within a 16 block radius of a fox, it sprints toward the bush and eats the sweet berries, dropping the item it was holding. However, if the fox stands on a solid block directly above the sweet berry bush and is already holding an item, the fox will harvest the sweet berries, making them drop, but will not eat them nor drop the item it was holding. Foxes are not damaged or slowed by sweet berry bushes.



A fox harvesting sweet berries without eating them.

Although visually holding items in its mouth, they are functionally being held in its main hand; therefore, the fox is affected by any effects of a given held item. A sword increases its damage, and a totem of undying saves it from death, for instance. If a fox picks up a weapon or an item with enchantments, such as Looting and Fire Aspect, these items affect the fox's attack as if the fox is wielding the weapon in its main hand, although the item retains its durability when used by the fox. If a fox is holding a totem of undying, it receives the effects after taking fatal damage. In Bedrock Edition, if a fox wields a sword with the Fire Aspect enchantment while attacking a mob on a campfire or a soul campfire, it ignites the campfire and does critical damage to the entity.

Foxes do not pick up items when `gamerule mobGriefing` is set to `false`.



A fox with an egg inside its mouth.

Breeding

When sweet berries or glow berries are used on two foxes, the foxes breed, producing a baby fox. If a red fox is bred with a snow fox, the baby has a 50% chance of being either a red or snow fox.

Trust

Breeding two adults with sweet berries or glow berries produces a baby fox that trusts the player that bred it and does not flee from that player as it grows up; however, because baby foxes also follow nearby adult foxes, an adult running away from the player may cause the baby to do the same.

Naturally spawned baby foxes do not trust players.

Foxes attack specific mobs that hurt a player they trust. When attacking phantoms, foxes do not jump to attack.

In *Bedrock Edition*, foxes that trust a player attack any mob that harms their trusted player, including other players. In *Java Edition*, foxes defend the player from the following damage sources:[2]

- melee attacks from players and mobs except dolphins, iron golems, wolves, bees, polar bears, killer bunnies, slimes, magma cubes, hoglins, or zoglins.[3]
- projectile damage from arrows, fireballs or wind charges.
- defensive damage from pufferfish.

Foxes do not retaliate against players who harm them, but they still attack players who damage players they trust.

Trusting foxes retreat from polar bears and wolves but not tamed wolves. A tamed wolf whose owner attacks a trusting fox also attacks the fox.

The player can summon a neutral fox in singleplayer with the command `/summon fox ~ ~ ~ {Trusted:[I;<player UUID>]}`, where `<player UUID>` is the UUID of the player as an int-array, with commas separating the 4 integers. Like other neutral mobs, foxes are passive in Peaceful difficulty. Unlike other neutral mobs, a neutral fox is not aggravated by firework damage. [4]



A fox that trusts a different player attacking the player.



A trusting fox, notice it does not run from the player or attack the chicken next to it.



A trusting fox attacking a zombie that hit the player it trusts.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Fox squeaks	Friendly Mobs	Randomly while awake	entity .fox .ambient	subtitles .entity .fox .ambient	varies [sound 1]	0.8-1.2	16	
	Fox screeches	Friendly Mobs	Randomly at night while awake and no players are cubically within 16 blocks of the fox's hitbox	entity .fox .screech	subtitles .entity .fox .screech	varies [sound 2]	0.8-1.2	32	
	Fox snores	Friendly Mobs	Randomly while sleeping	entity .fox .sleep	subtitles .entity .fox .sleep	0.8	0.8-1.2	16	
	Fox angers [sound 3]	Friendly Mobs	When a trusted player is attacked by an attackable mob	entity .fox .aggro	subtitles .entity .fox .aggro	0.65	1.0	16	
	Fox bites	Friendly Mobs	When a fox attacks something	entity .fox.bite	subtitles .entity .fox.bite	0.6	1.1	16	
	Fox dies	Friendly Mobs	When a fox dies	entity .fox .death	subtitles .entity .fox .death	0.9	0.8-1.2	16	
	Fox eats	Friendly Mobs	When a fox eats an item	entity .fox.eat	subtitles .entity .fox.eat	0.65	1.0	16	
	Fox hurts	Friendly Mobs	When a fox is damaged	entity .fox.hurt	subtitles .entity .fox.hurt	0.75	0.8-1.2	16	
	Fox sniffs	Friendly Mobs	When a fox is running to a berry bush	entity .fox .sniff	subtitles .entity .fox .sniff	0.6	1.0	16	
	Fox spits	Friendly Mobs	When a fox drops an item	entity .fox.spit	subtitles .entity .fox.spit	0.7	1.0	16	
	Fox teleports	Friendly Mobs	When a fox teleports by eating a chorus fruit	entity .fox .teleport	subtitles .entity .fox .teleport	1.0	1.0	16	

1. 1.0 for all except `idle1`, which is 0.8
2. 0.9 for all except `screech4`, which is 0.8
3. [MC-212623](#)

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	Fox squeaks	Friendly Mobs	Randomly while awake	mob.fox.ambient	?	1.0 [sound 1]	0.8-1.2 (Baby: 1.3-1.7)	
	Fox screeches	Friendly Mobs	Randomly at night while awake and no players are cubically within 16 blocks of the fox's hitbox	mob.fox.screech	?	1.8 [sound 2]	0.8-1.2 (Baby: 1.3-1.7)	
	Fox snores	Friendly Mobs	Randomly while sleeping	mob.fox.sleep	?	0.8	0.8-1.2 (Baby: 1.3-1.7)	
	Fox angers	Hostile Mobs	When a trusted player is attacked by an attackable mob	mob.fox.aggro	?	0.65	0.8-1.2 (Baby: 1.3-1.7)	
	Fox bites	Hostile Mobs	When a fox attacks something	mob.fox.bite	?	0.6	0.88-1.32 (Baby: 1.43-1.87)	
	Fox dies	Friendly Mobs	When a fox dies	mob.fox.death	?	0.9	0.8-1.2 (Baby: 1.3-1.7)	
	Fox eats	Friendly Mobs	When a fox eats an item	mob.fox.eat	?	0.65	0.8-1.2 (Baby: 1.3-1.7)	
	Fox hurts	Friendly Mobs	When a fox is hurt	mob.fox.hurt	?	0.75	0.8-1.2 (Baby: 1.3-1.7)	
	Fox sniffs	Friendly Mobs	<i>Unused sound event</i> [sound 3]	mob.fox.sniff	?	0.6	0.8-1.2 (Baby: 1.3-1.7)	
	Fox spits	Friendly Mobs	<i>Unused sound event</i> [sound 3]	mob.fox.spit	?	0.7	0.8-1.2 (Baby: 1.3-1.7)	
	Shulker teleports	Hostile Mobs	When a fox teleports by eating a chorus fruit	mob.shulker.teleport	?	1.0	1.0	

1. Except for `idle1`, which is 0.8
2. Except for `screech4`, which is 1.6
3. [MCPE-127356](#)
4. [MCPE-233151](#)

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Fox	fox	<code>followable_friendly_mobs</code> <code>powder_snow_walkable_mobs</code>	<code>entity.minecraft.fox</code>

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Fox	fox	121	<code>fox</code> <code>lightweight_mob</code>	<code>entity.fox.name</code>

Entity data

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

Java Edition:

Main article: Entity format

Entity data

Additional fields for mobs that can breed

Tags common to all entities

Tags common to all mobs

Crouching: 1 or 0 (true/false) – Whether the fox is crouching.

Sitting: 1 or 0 (true/false) – Whether the fox is sitting.

Sleeping: 1 or 0 (true/false) – Whether the fox is sleeping.

Trusted: A list of players that the fox trusts. For a list with more than 2 elements, only the first and the last are considered.

└ : The UUID of each trusted player, stored as four ints.

Type: ID of the fox's type.

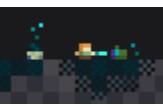
Variant	Identifier	[Expand]
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Bedrock Edition:

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

Achievements

[\[hide\]](#)

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops <u>experience</u> near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no <u>experience</u> are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

[\[hide\]](#)

Icon	Advancement	In-game description	Actual requirements (if different)
	It Spreads	Kill a mob near a Sculk Catalyst	Kill <i>any</i> mob that drops <u>experience</u> near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . Mobs that drop no <u>experience</u> are ignored for this advancement.
	The Parrots and the Bats	Breed two animals together	Breed a pair of <i>any</i> of these 27 animals: [show] A mule must be the result of breeding a <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.
	Two by Two	Breed all the animals!	Breed a pair of <i>each</i> of these 26 animals: [show] A trader llama does not count as a <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:

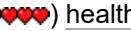
[\[show\]](#)

History

Announcement

September 26, 2018 (https://twitter.com/Minecraft/status/1044587405779451906)	 Foxes are announced to be part of the biome vote at MINECON Earth 2018.
September 29, 2018 (https://youtube.com/watch?v=HoMDyRqMNMA)	Foxes are showcased at MINECON Earth 2018.
September 29, 2018 (https://twitter.com/Minecraft/status/1046097775199498245)	Taiga wins the biome vote, meaning foxes are to be added to the game.

Java Edition

		Java Edition	[hide]
1.14	19w07a	 Added foxes, baby foxes, snow foxes, and baby snow foxes.	
		Foxes can no longer have armor equipped onto them with a dispenser .	
		The bounding box and eye height of foxes have been changed, which prevents them from drowning when swimming.	
	19w08a	Foxes that trusted the player in the previous snapshot no longer trust them.	
		Foxes now drop any item they're holding if they can pick up a food item .	
		Foxes no longer have a chance of dropping multiple of a held item when killed with the looting effect, rendering duplicating items in this fashion impossible.	
	19w09a	Special effects of certain food, such as spider eyes and chorus fruit , now apply to foxes when they consume the food.	
		Foxes now attack tropical fish and pufferfish .	
	19w12a	Advancement "Two by Two" now requires foxes.	
	19w14a	Fox model is no longer to the side of the shadow.	
		The baby fox model is no longer to the side of the shadow.	
	pre2	Foxes can now turn their heads.	
		The baby fox head is no longer off-center.	
	pre3	Foxes no longer get stuck after pouncing.	
		Foxes no longer walk/slide when sleeping.	
	pre4	Foxes now have 10 ( health, down from 20 ( × 10).	
1.14.3	pre3	Hostile foxes are no longer afraid when attacking wolves and players. ^[5]	
1.15	pre2	Foxes now spawn in all taiga variants.	
1.16	20w21a	The sound event used by foxes when teleporting (from having consumed a chorus fruit) is now distinct from the sound event used for players. ^[6]	
1.17	21w05a	Foxes now eat glow berries .	
		Foxes can now walk on top of powder snow without falling in.	
1.18	21w44a	Foxes can now spawn on podzol , coarse dirt , and snow blocks .	
1.20.2	23w32a	Sweet berries being eaten by foxes now emit a block_change vibration of frequency 11.	

Bedrock Edition

Bedrock Edition			[hide]
1.13.0	beta 1.13.0.1		Added foxes, baby foxes, snow foxes, and baby snow foxes.
1.16.220 Experiment Caves and Cliffs	beta 1.16.220.52		Foxes now eat glow berries.
1.17.0	beta 1.17.0.50		Foxes can now walk on top of powder snow without falling in.
1.20.80	Preview 1.20.80.21		Foxes now spawn less frequently in groves.
1.21.30	Preview 1.21.30.24		Foxes now have 10 (♥♥♥♥) health, down from 20 (♥ × 10).
1.21.50	Preview 1.21.50.20		Foxes can now pick up bundles.
1.21.60	Preview 1.21.60.21		Foxes now periodically play their "mad" sound while defending a player.
1.21.111	Preview 1.21.110.23		Foxes now consider honey bottles to be a food item and will prioritize picking them up the same way it does other food items.

Data history

Java Edition			[hide]
1.14	19w08a	The list tag that is used for the trusted players of foxes has been renamed from UUIDs to TrustedUUIDs.	

Issues

Issues relating to "Fox" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jqql=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%22Fox%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- The red fox (https://en.wikipedia.org/wiki/red_fox) (*Vulpes vulpes*) and the Arctic fox (https://en.wikipedia.org/wiki/Arctic_fox) (*Vulpes lagopus*) are two different species in real life, so they cannot produce fertile offspring like they can in-game.
- In the real world, some species of fox jump high to catch their prey by surprise, an action reflected in their *Minecraft* counterpart.
- When foxes were being added into *Minecraft*, a glitch made them look like boxes.^[7]
- Baby foxes are small enough that when they swim, they take drowning damage. This is noticeable when they attempt to attack fish.

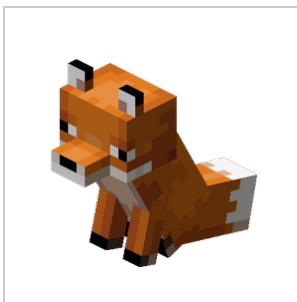
- There is a splash screen "In case it isn't obvious, foxes aren't players" in the game, which was added from the description of the bug [MC-166292](#).
- The first and third screeching sounds foxes make are the same. The first sound is the third in reverse, but higher-pitched, and the third is the first in reverse, but lower-pitched.
- Fox sounds are actually combined and heavily edited cat and dog sounds.^[8]

Gallery

Renders



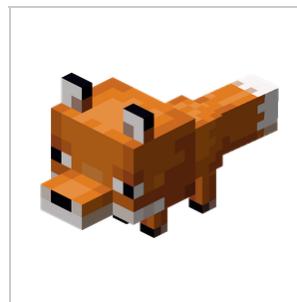
A fox.



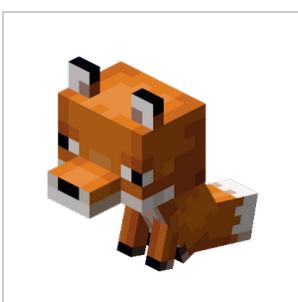
A sitting fox.



A sleeping fox.



A baby fox.



A sitting baby fox.



A sleeping baby fox.



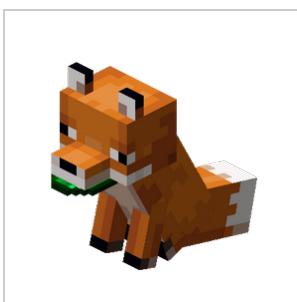
A crouching fox.



A fox stuck in snow.



A wiggling fox after it is stuck in snow.



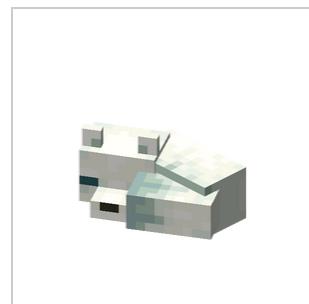
A sitting fox with an emerald in its mouth.



A snow fox.



A sitting snow fox.



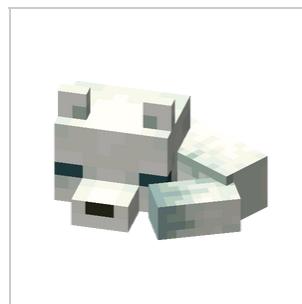
A sleeping snow fox.



A baby snow fox.



A sitting baby snow fox.



A sleeping baby snow fox.

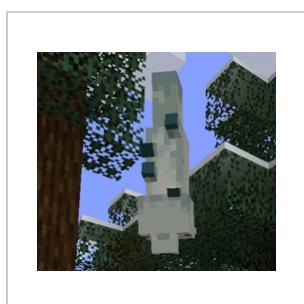
Screenshots



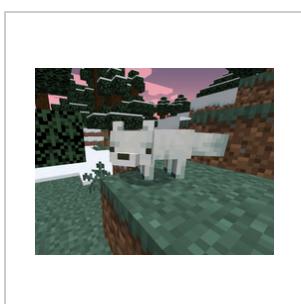
Sleeping foxes.

A sleeping fox with raw rabbit in its mouth.

A fox and a baby fox sleeping while holding player-dropped items.

A fox harvesting sweet berries from the sweet berry bush.

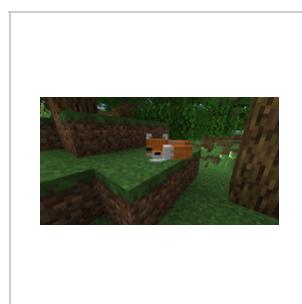
A leaping snow fox.



A snow fox in its natural habitat.

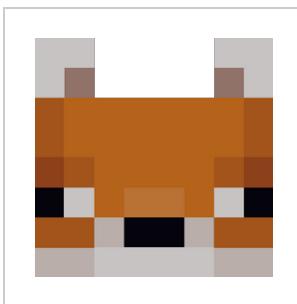


A snow fox attacking a chicken.

Fox sleeping with a feather in its mouth.



A fox attempting to pounce on a chicken and missing, then continuing its hunt.



All fox faces as a gif.

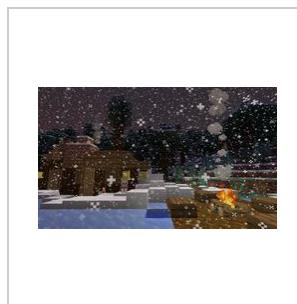
Development images



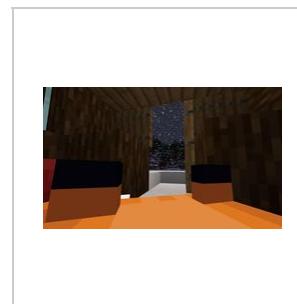
In early development, Cory Scheviak had problems with the model.



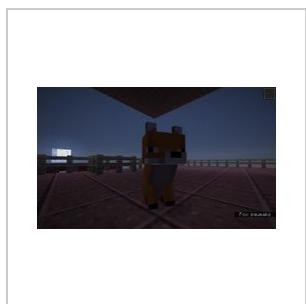
A recreation of Cory's failed model.



A fox peering out of a cozy cabin.



The head of a fox in a cozy cabin.



A fox sitting.



A fox sleeping.



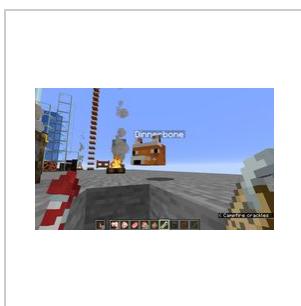
A group of foxes attacking a chicken.



A fox with a broken model.



A fox with an even more broken model.

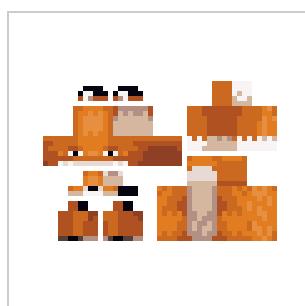


A fox with a broken model, upside down.

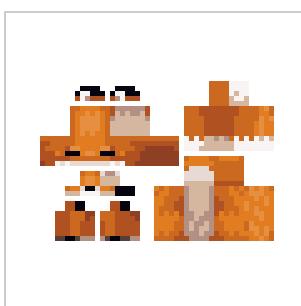


Foxes under a tree.

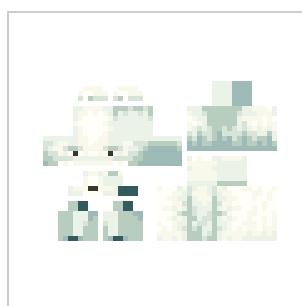
Textures



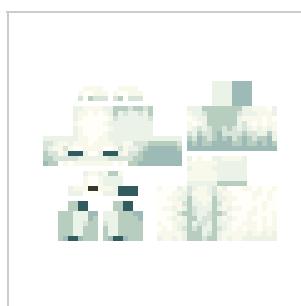
Fox texture file.



Sleeping fox texture file.



Arctic fox texture file.

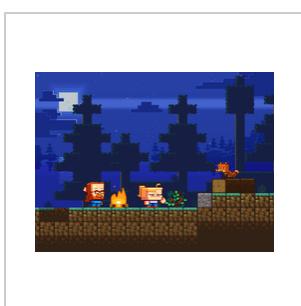


Sleeping arctic fox texture file.

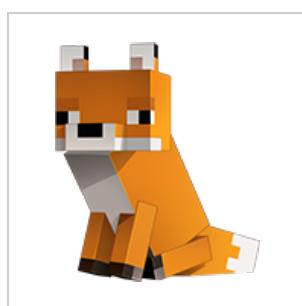
Official artwork



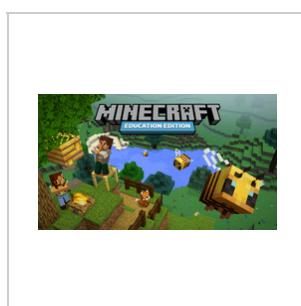
Fox from the biome vote video.



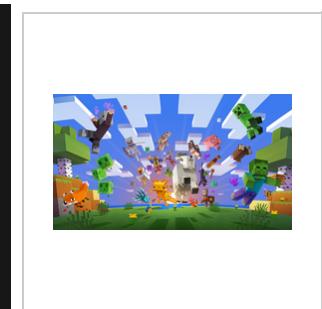
Fox from the biome vote video.



Official artwork of a Fox.



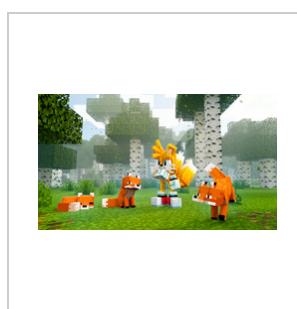
A Fox in promotional artwork for Education Edition 1.14.31.



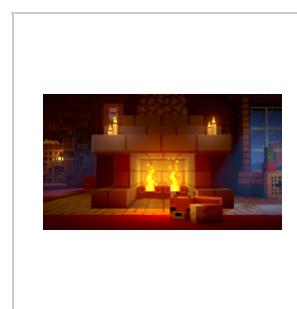
A Fox in promotional artwork for the first Caves & Cliffs update.



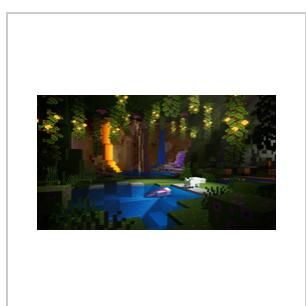
Fox in official artwork.



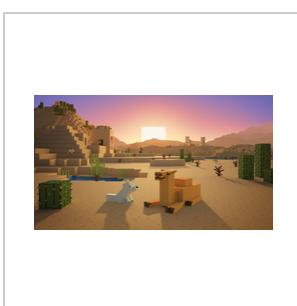
Three foxes and Tails from the Sonic the Hedgehog franchise.



Wallpaper of a fox sleeping in front of a fireplace.



A snow fox greeting an axolotl.



A camel resting with a fox.



The first preview of a sleeping fox.

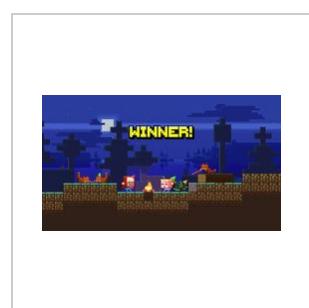


A fox eating berries.



GIF of a fox leaping into snow.

In other media



Fox from the *Minecon Earth 2018* biome vote.



A snow fox resting beside a campfire as seen in *Minecraft: Soothing Scenes* snow and the launcher.



Lego Minecraft Fox.



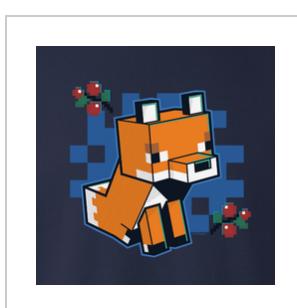
Lego minifigure of a character dressed as a fox.



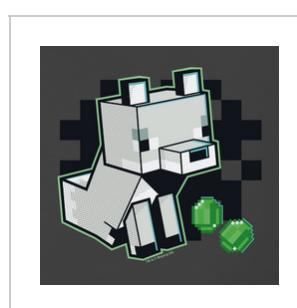
Lego Taiga Adventure set



Lego Fox Lodge set



Jolly Mobs Fox with Berries, an official T-Shirt design.



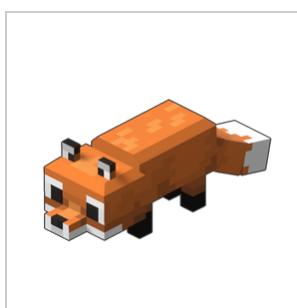
A similiar design, instead featuring a snow fox.



An official fox night light.



A fox as seen in *Minecraft Dungeons*.



A fox as seen in *Minecraft Legends*.

References

1. MC-144623 — Foxes can't see mobs that are in fenced areas or behind glass blocks — resolved as "Won't Fix".
2. MC-166787 — Trusted foxes still don't defend players from all types of attacks — resolved as "Won't Fix".
3. MC-172371 — Trusting foxes don't defend players from hoglins/zoglins
4. MC-111498 — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".

5. MC-147619 — Foxes that trust a player still avoid wolves and other players they're angry toward instead pursuing them — resolved as "Fixed".
6. MC-166292
7. "Village & Pillage: Ten Things You Probably Didn't Know About Minecraft" (<https://youtube.com/watch?v=EbPrkqn9PMA>) – Mojang on YouTube
8. "The Secrets of Minecraft: Death Sounds, Secret Animals, and Other Delights! @4:35" ([http://youtube.com/watch?v=n23fRyOfOOg&t=274s](https://youtube.com/watch?v=n23fRyOfOOg&t=274s)) – Minecraft on YouTube, November 19, 2021

External links

- "Mob Menagerie: Fox" (<https://www.minecraft.net/en-us/article/mob-menagerie--fox>) by Duncan Geere – [Minecraft.net](#), September 22, 2022.

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