

# Warden

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

A **warden** is a completely blind hostile mob, summoned by sculk shriekers in the deep dark. It relies on vibrations and its sense of smell to detect players and entities to attack, and will despawn if it does not detect anything for long enough. If a warden successfully detects a target, it will rapidly strike them with its arms, or fire damaging sonic beams which pass through blocks and ignore armor.

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*Java Edition*

*Bedrock Edition*

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Warden	
	
<b>Health points</b>	500 (❤ × 250)
<b>Behavior</b>	Hostile
<b>Mob type</b>	 Monster
<b>Melee:</b>	
Easy:	16 (❤ × 8)
Normal:	30 (❤ × 15)
Hard:	45 (❤ × 22.5)
<b>Attack strength</b>	
<b>Ranged:</b>	(ignores armor and Protection)
Easy:	6 (❤️❤️)
Normal:	10 (❤️❤️❤️)
Hard:	15 (❤ × 7.5)
<b>Hitbox size</b>	Height: 2.9 blocks Width: 0.9 blocks
	<b>While digging/emerging:</b> Height: 1 block Width: 0.9 blocks
<b>Knockback resistance</b>	100%
<b>Spawn</b>	When a player activates naturally generated sculk shriekers four times or

[Animations](#)  
[Screenshots](#)  
[Mojang images](#)  
[Concept artwork](#)  
[Textures](#)  
[In other media](#)  
    [Official media](#)  
    [Merchandise](#)

more

## References

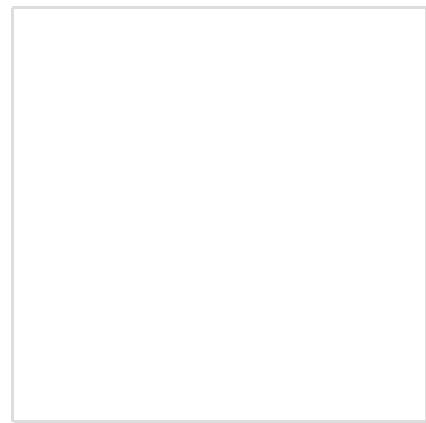
## External links

## Navigation

# Spawning

Wardens do not follow the standard [mob spawning](#) rules. Instead, a warden is spawned when a player in [Survival](#), [Adventure](#) or [Creative](#) mode activates any number of naturally generated [sculk shriekers](#) four times (see details below).

Each player has a *warning level*, which increases every time that player activates a naturally generated sculk shrieker. This is not specific to any sculk shrieker. A sculk shrieker that has already been activated by a player before activates the same way it does normally, and the warning level does not reset if the player were to activate a new sculk shrieker. The distance between the shriekers doesn't matter. The shrieker spawns a warden 4.5 seconds after the warning level reaches 4, or immediately if the sculk shrieker is destroyed. If the warning level is already at 4, it stays at 4 and spawns another warden.



A warden emerges from the ground after being summoned by [sculk shriekers](#).

The [light level](#) does not have an effect on shrieker activation or warden spawning, regardless of the warning level.

When a shrieker attempts to spawn a warden, it makes up to 20 attempts to spawn the warden within an  $11 \times 13 \times 11$  cubic area centered on the shrieker. During each attempt, the game picks a random column (i.e. a stack of blocks parallel to the Y axis), and then picks the highest valid block in that column. A valid block is any block that has a complete top surface (i.e. the top face is a grid-aligned square meter surface with no holes), and that a warden can be placed directly on top of without having the warden collide with any existing blocks or entities. A warden can't spawn if the bottom block that it would occupy has a [liquid](#) inside it, but it can spawn with 1 or more liquids in the blocks above that. So, a [pressure plate](#) with [water](#) flowing on top would be a valid location for the shrieker to spawn the warden (this would place the warden with its feet in the water, one block above the pressure plate).

In [Java Edition](#), warden spawning can be toggled on or off with the [game rule](#) `dowardenSpawning`.

# Drops

## On death

[Java Edition](#):

## Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Sculk Catalyst	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

*Bedrock Edition:*

## Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Sculk Catalyst	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

- 5 experience if killed by either a player or a tamed wolf.

## Behavior

After spawning, wardens wander randomly and move toward nearby vibrations originating from players, mobs, and non-mob sources including projectiles and minecarts. A warden also periodically sniffs the area around it, allowing it to zero in on targets even if they don't create vibrations. As wardens sniff, pick up vibrations, or are touched by other players or mobs, they become increasingly agitated.

Similar to sculk, the bright blue parts of the warden's texture are emissive with Vibrant Visuals, easily noticeable in the dark where they spawn.

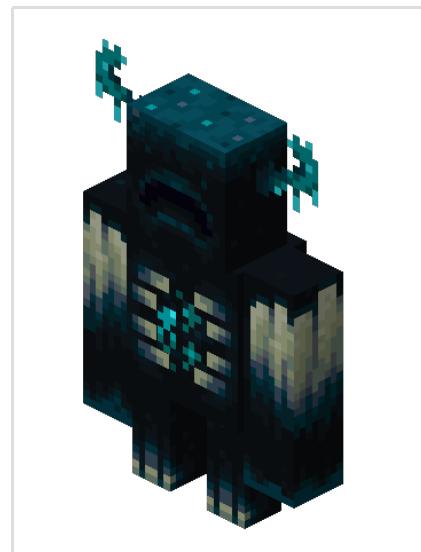
### Idle

A warden can fit inside any space that is 1 block wide and 3 blocks tall, allowing it to chase players and mobs through small corridors.

Wardens are immune to damage from fire or lava, and are immune to knockback. They pursue through blocks that are usually avoided by other mobs, including rails<sup>[1]</sup>, cacti, or magma blocks.

A warden listens to all vibrations within a 15 block radius ovoid shape, except those from other wardens, armor stands, dying mobs, and players in Creative or Spectator mode. Like with sculk sensors, they cannot detect vibrations from a sneaking player that is moving, jumping, falling or shooting a projectile. A warden has a 2-second cooldown between detecting vibrations.

A warden is aware of all targetable entities within a 49×51×49 box around itself. If the warden has a targetable entity, is not investigating any disturbances, and is otherwise idle, it pathfinds toward the closest entity, prioritizing players over mobs. While pathfinding, the warden can begin a 'sniff' behavior and



A warden is blind and seeks out targets by sensing vibrations and by sniffing.

animation. This takes around 4.2 seconds and has a 5-10 seconds cooldown. A warden can still sniff out sneaking players, despite not being able to detect vibrations from them.

A warden prefers to track down the most suspicious targets, rather than the ones closest to it.<sup>[2]</sup>

## Inflicting Darkness

A warden, whether angered or not, gives 13 seconds of [Darkness](#) to all players within a 20 block ovoid radius of it every 6 seconds. The souls in its chest make a low heartbeat that occurs in tandem with the [Darkness](#) effect.[\[more information needed\]](#) The heartbeat speeds up as the warden becomes increasingly agitated.<sup>[3]</sup>

## Suspense

Wardens keep track of how angry they are at each suspect as a number from 0 to 150. When a warden notices a vibration, it adds anger to the player or mob that caused the vibration. It adds 10 anger if the vibration was from a projectile or 35 anger for other vibrations. However, if two projectiles from the same player/mob are heard by the warden within five seconds, it instead adds the full 35 anger toward that player/mob. Wardens do not add anger toward a mob/player if the projectile was shot from more than 30 blocks away, although the projectile does count toward the counter of two projectiles. Anger decays at a rate of 1 per second and immediately clears if the targeted player switches to [Creative](#) or [Spectator](#) modes, the target or warden leaves the dimension, or if the target dies.

A warden adds 35 anger toward any mob that directly touches it. This effect has a 1-second cooldown.

When it finishes sniffing, a warden adds 35 anger to the nearest mob or player within a 6 block radius horizontally and 20 blocks vertically, a cylindrical volume centered on the warden.

Once a warden reaches 80 anger with a target, it roars for 4.2 seconds, adds another 20 anger, and pursues the target. In this angered state, the warden chases the target normally despite being blind. A warden also enters its hostile state and adds 100 anger if directly attacked by a mob. If the attacking player or mob is within 5 blocks, it skips its roaring animation altogether and immediately gives chase.

A warden is biased toward player vibrations, attacks, and contact - even if a warden is angrier at another mob, it still attacks the player first as long as they have angered the warden as well. This is not true of any other mob.<sup>[4]</sup>

After 60 seconds of being "calm" and not detecting any vibrations or sniffing any mobs, as well as immediately after being spawned by a command block with status effects, a warden burrows back into the ground and despawns. If the warden is floating on a liquid, it instead immediately despawns without any burrowing animation. During its emerging/burrowing animation, a warden cannot detect any vibrations and can take damage only from `/kill`, though it can still be pushed by entities, pistons, or liquids. [Named](#) wardens do not despawn.

Unlike most hostile mobs, wardens do not despawn randomly when more than 32 blocks from a player, nor do they immediately despawn when more than 128 blocks from a player.



A warden roars before pursuing its target.

## Attacks

A warden's melee attack has a cooldown of 36 ticks (1.8 seconds) and disables shields for 5 seconds, dealing 16 ( $\heartsuit \times 8$ ) to 45 ( $\heartsuit \times 22.5$ ) health points depending on the difficulty.



The warden's sonic boom attack on a chicken

If a warden cannot reach its target, it switches to its ranged attack: a sonic boom. It does so when the following are true:

- It has been 10 seconds since the warden detected the target
- It has been 5 seconds since the warden last used a melee or ranged attack
- The target is within a 14 block radius horizontally and 20 blocks vertically of the warden in an ovoid shape.

The sonic boom aims directly at the **only** target, making it impossible to dodge, passing through all blocks and entities.

A warden takes 1.7 seconds to charge and unleashes the attack, which instantly hits the target as long as the target is within attack range. The attack takes an additional 1.3 seconds to cool down before the warden can use melee attacks again for a total of 3 seconds. The sonic boom is visible via green-blue particles that are projected out of the warden's chest. This attack bypasses all forms of armor, including: shields, armor enchantments (such as Protection), the shell of a closed shulker (the shell on the living mob, not the shulker shell item), the wind armor of a breeze, and the natural armor of a wither.<sup>[verify]</sup> Wolf armor loses durability when hit by a sonic boom, but normal armor does not. Only the 85%<sup>[Java Edition only]</sup> or 95%<sup>[Bedrock Edition only]</sup> magic damage resistance of a witch and the Resistance effect can reduce the damage from a sonic boom.

## Sounds

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Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Warden whines	Hostile Mobs	Randomly while calm	entity.warden.ambient	subtitles.entity.warden.ambient	4.0	0.8-1.2	16	
	Warden groans angrily	Hostile Mobs	Randomly while agitated	entity.warden.agitated	subtitles.entity.warden.agitated	4.0	0.8-1.2	16	
	Warden rages	Hostile Mobs	Randomly while angry	entity.warden.angry	subtitles.entity.warden.angry	4.0	0.8-1.2	16	
	Warden groans angrily	Hostile Mobs	When a warden fails to spawn underwater	entity.warden.agitated	subtitles.entity.warden.agitated	5.0	1.0	16	
	Warden takes notice angrily	Hostile Mobs	When all of a warden's spawn attempts fail	entity.warden.listening_angry	subtitles.entity.warden.listening_angry	5.0	1.0	?	
	Warden lands hit	Hostile Mobs	When a warden attacks something	entity.warden.attack_impact	subtitles.entity.warden.attack_impact	10.0	0.8-1.2	16	
	Warden dies	Hostile Mobs	When a warden dies	entity.warden.death	subtitles.entity.warden.death	4.0	0.8-1.2	16	
	Warden hurts	Hostile Mobs	When a warden is damaged	entity.warden.hurt	subtitles.entity.warden.hurt	4.0	0.8-1.2	16	
	Warden emerges	Hostile Mobs	When a warden spawns	entity.warden.emerge	subtitles.entity.warden.emerge	5.0	1.0	16	
	Warden digs	Hostile Mobs	When a warden despawns	entity.warden.dig	subtitles.entity.warden.dig	5.0	1.0	16	
	Warden's heart beats	Hostile Mobs	Periodically depending on anger	entity.warden.heartbeat	subtitles.entity.warden.heartbeat	5.0	0.8-1.2	16	
	Warden takes notice	Hostile Mobs	When a warden notices a vibration or smell while calm	entity.warden.listening	subtitles.entity.warden.listening	10.0	0.8-1.2	16	
	Warden takes notice angrily	Hostile Mobs	When a warden notices a vibration or smell while agitated or angry	entity.warden.listening_angry	subtitles.entity.warden.listening_angry	10.0	0.8-1.2	16	
	Warden approaches	Hostile Mobs	When a warden is called by a	entity.warden.nearby_close	subtitles.entity.warden.nearby_close	5.0	1.0	16	

			sculk shrieker once					
Warden advances	Hostile Mobs	When a warden is called by a sculk shrieker twice	entity.warden.nearby_closer	subtitles.entity.warden.nearby_closer	5.0	1.0	16	
Warden draws close	Hostile Mobs	When a warden is called by a sculk shrieker thrice	entity.warden.nearby_closest	subtitles.entity.warden.nearby_closest	5.0	1.0	16	
Warden's tendrils click	Hostile Mobs	When a warden detects a vibration	entity.warden.tendril_clicks	subtitles.entity.warden.tendril_clicks	5.0	0.8-1.2	16	
Warden roars	Hostile Mobs	When a warden targets a mob	entity.warden.roar	subtitles.entity.warden.roar	3.0	1.0	16	
Warden sniffs	Hostile Mobs	When a warden sniffs for nearby entities	entity.warden.sniff	subtitles.entity.warden.sniff	3.75	1.0	16	
Warden booms	Hostile Mobs	When a warden casts a sonic boom	entity.warden.sonic_boom	subtitles.entity.warden.sonic_boom	3.0	1.0	16	
Warden charges	Hostile Mobs	When a warden prepares a sonic boom	entity.warden.sonic_charge	subtitles.entity.warden.sonic_charge	3.0	1.0	16	
Footsteps	Hostile Mobs	While a warden is walking	entity.warden.step	subtitles.block.generic.footsteps	3.0	1.0	16	

[Bedrock Edition:](#)

Sounds							<a href="#">[hide]</a>
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
?	Hostile Mobs	Randomly	mob.warden.idle	?	1.0	0.8-1.2	
	Hostile Mobs	Randomly <i>[more information needed]</i>	mob.warden.idle	?	3.0	1.0	
?	Hostile Mobs	Randomly when a warden notices something	mob.warden.agitated	?	10.0	0.8-1.2	
?	Hostile Mobs	Randomly when a warden targets an enemy	mob.warden.angry	?	10.0	0.8-1.2	
?	Hostile Mobs	When all of a warden's spawn attempts fail <i>[more information needed]</i>	mob.warden.listening_angry	?	10.0 [verify]	0.8-1.2 [verify]	
?	Hostile Mobs	When a warden attacks something	mob.warden.attack	?	10.0	1.0	
?	Hostile Mobs	When a warden spawns	mob.warden.emerge	?	5.0	1.0	
?	Hostile Mobs	When a warden dies	mob.warden.death	?	1.0	0.8-1.0	
?	Hostile Mobs	When a warden is damaged	mob.warden.hurt	?	1.0	0.8-1.0	
?	Hostile Mobs	When a warden despawns	mob.warden.dig	?	5.0	1.0	
?	Hostile Mobs	Periodically depending on anger	mob.warden.heartbeat	?	5.0	1.0	
?	Hostile Mobs	When a warden notices a vibration or smell while calm	mob.warden.listening	?	10.0	0.8-1.2	
?	Hostile Mobs	When a warden fails to spawn or notices a vibration or smell from a target while agitated or angry	mob.warden.listening_angry	?	10.0	0.8-1.2	
?	Hostile Mobs	When a warden is called by a sculk shrieker once	mob.warden.nearby_close	?	5.0	0.8-1.2	
?	Hostile Mobs	When a warden is called by a sculk shrieker twice	mob.warden.nearby_closer	?	5.0	0.8-1.2	
?	Hostile Mobs	When a warden is called by a sculk shrieker thrice	mob.warden.nearby_closest	?	5.0	0.8-1.2	
?	Hostile Mobs	When a warden detects a vibration	mob.warden.clicking	?	1.0	1.0	
?	Hostile Mobs	When a warden targets a mob	mob.warden.roar	?	10.0	1.0	
?	Hostile Mobs	When a warden sniffs for nearby entities	mob.warden.sniff	?	5.0	1.0	
?	Hostile Mobs	When a warden casts a sonic boom	mob.warden.sonic_boom	?	3.0	1.0	
?	Hostile Mobs	When a warden prepares a sonic boom	mob.warden.sonic_charge	?	3.0	1.0	

?	Hostile Mobs	While a warden is walking	mob.warden.step	?	1.0	0.8-1.2
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## Data values

### ID

*Java Edition:*

Name	Identifier	Translation key [hide]
Warden	warden	entity.minecraft.warden

*Bedrock Edition:*

Name	Identifier	Numeric ID	Family	Translation key [hide]
Warden	warden	131	mob monster warden	entity.warden.name

### Entity data

Wardens 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**

**anger:** Anger management of the warden.

└ **suspects:** List of suspects that have angered the warden.

  └ : A suspect.

    └ **anger:** The level of anger. It has a maximum value of 150 and decreases by 1 every second.

    └ **uuid:** The [UUID](#) of the entity that is associated with the anger, stored as four ints.

**listener:** The vibration event listener for this warden.

└ **event:** Exists only if there is an incoming vibration.

  └ **distance:** The distance between this vibration's source and the block.

  └ **game\_event:** The [resource location](#) of the vibration event that caused the current incoming vibration.

  └ **pos:** The coordinates of the source of this vibration.

    └ : X coordinate.

    └ : Y coordinate.

    └ : Z coordinate.

  └ **projectile\_owner:** If the vibration was caused by a projectile, this is the [UUID](#) of the entity that launched the projectile. Does not exist if vibration was not caused by a projectile.

  └ **source:** The [UUID](#) of the entity that caused the vibration. Does not exist if vibration was not caused by an entity.

  └ **event\_delay:** How many ticks remain until triggered by the vibration. Set to 0 if there is no incoming vibration

  └ **selector:** The data of the vibration selector. [\[more information needed\]](#)

  └ **tick:** The game time when the vibration occurs, or -1 if there is no vibration to choose from.

  └ [\[more information needed\]](#)

  └ **event:** Candidate game event, with the same structure as the **event** tag above.

[\[more information needed\]](#)

### Bedrock Edition:

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

## Achievements

<a href="#">[hide]</a>						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		<a href="#">It Spreads</a>	Kill a mob next to a <a href="#">catalyst</a>	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
		<a href="#">Sneak 100</a>	Sneak next to a Sculk Sensor without triggering it	Sneak next to a Sculk Sensor or Warden without triggering or aggravating it.	10	Bronze

Achievements that apply to all mobs:

[\[show\]](#)

## Advancements

Killing a warden does not grant the [Monster Hunter](#) advancement and is not required in order to complete the [Monsters Hunted](#) advancement.<sup>[5][6]</sup>

Icon	Advancement	In-game description	Actual requirements (if different)	<a href="#">[hide]</a>
	<a href="#">How Did We Get Here?</a>	Have every effect applied at the same time	<p>Have <i>all</i> of these 34 status effects applied to the player at the same time: <a href="#">[show]</a></p> <p>The source of the effects is irrelevant for the purposes of this advancement. Other status effects may be applied to the player, but are ignored for this advancement.</p> <p><i>See also: <a href="#">Tutorial:Advancement guide/Nether tab § How Did We Get Here?</a></i></p> <p><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></p>	
	<a href="#">Sneak 100</a>	Sneak near a Sculk Sensor or Warden to prevent it from detecting you	Sneak within 8 blocks from a <a href="#">sculk sensor</a> , or 16 blocks from a warden.	
	<a href="#">It Spreads</a>	Kill a mob near a Sculk Catalyst	Kill any mob that drops experience near a <a href="#">sculk catalyst</a> , with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this advancement.	

Advancements that apply to all mobs:

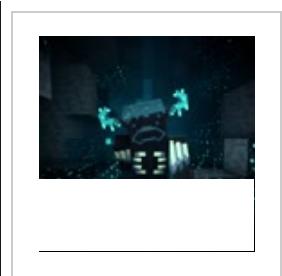
[[show](#)]

## Videos

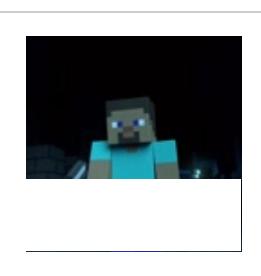
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### YouTube

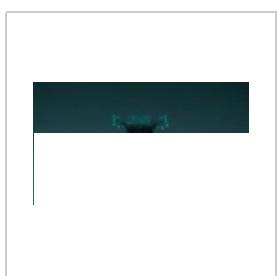
### Other



A warden running in ancient city.



Steve running away from a warden in an ancient city.



A warden with a bow tie, wooden cane and glowing sticks dancing from Minecraft's [YouTube](#).

## History

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[Jump to version history](#)

For the Nether Update, Mojang planned to add a "blind piglin that could only respond to sounds" that could be found within a "new biome".<sup>[7]</sup> This idea was then later reused for the warden instead.

The warden was developed by Brandon Pearce. During early development, the planned mechanics and abilities of the warden were significantly different to the final version. Planned and then scrapped ideas for the warden include:

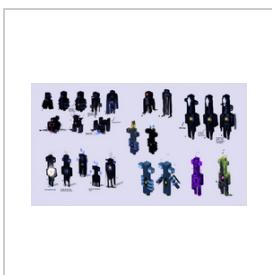
- If the player managed to get out of the warden's attack and pathfinding range but still be within its detection range, the warden would use a "mind-altering" attack that would cause the player to move erratically (walking forward would cause the player to go backward, etc.) and deal damage overtime. The mechanic was eventually scrapped due to being deemed too complicated.<sup>[8][9]</sup>
- The warden would destroy blocks or burrow through them. The former was rejected due to the developers wanting to limit the number of "destructive" mobs there are in the game and the latter was rejected due to being too difficult to implement.<sup>[9]</sup>
- The warden could hide the player's hunger bar and health bar.<sup>[10]</sup>
- Brandon wanted the warden to be immune to damage to discourage players from fighting it, but he didn't think that would work for a sandbox game.<sup>[11]</sup>
- The warden originally burned when exposed to daylight.<sup>[12]</sup>

The warden is the most concepted and worked through mob in Minecraft in terms of sound design.<sup>[13]</sup> When Brandon Pearce was first developing the warden, sound design was important to him, and the warden was designed with that in mind.<sup>[14]</sup> Brandon originally wanted players to hear their own "heartbeat" as the warden got closer for anticipation, but he thought that it felt out of place and didn't make sense to hear the player's heartbeat. His solution was for something else to make the heartbeat, and thus the warden itself gained a heartbeat sound.<sup>[15]</sup>

## Early concepts and prototypes

There were multiple prototypes for what ultimately became the warden.<sup>[16]</sup> According to Jasper Boerstra, it went through 175 different concept iterations to ensure that the warden was "something really special".<sup>[17]</sup> The very first warden iteration created was a modified cow that made the lights and torches flicker and served as the main prototype for the darkness effect.<sup>[18]</sup>

Some known concepts and names for the warden from this time were the "shade",<sup>[19]</sup> the "stalker" and the "hollowed".<sup>[16]</sup>



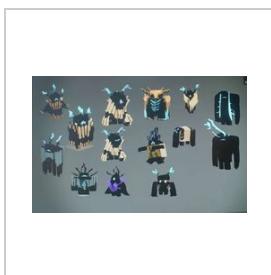
Various early concepts for the warden, including some concept art for the shade and the stalker. Two concepts resemble a wither.



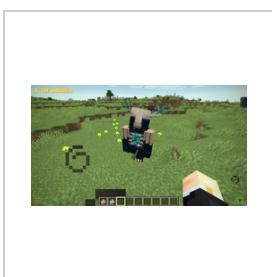
A concept of the warden with an ethereal style.



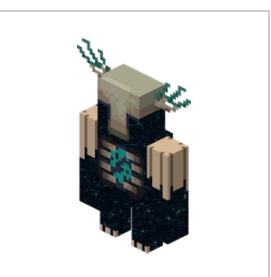
A concept of the warden, using the current sculk colors. This one floated or hovered.



Iterations of the warden, using the current sculk colors.



Early texture of the final warden iteration.  
[20]



A recreated render of a warden with this early texture.

## Shade

The **shade** was a vaguely humanoid translucent mob with glowing eyes. It was meant to be a more ambient mob, which would stand in darkness with only its eyes visible and would slowly fade away as the player approached it. It would also imitate the noise of other mobs, making it sound as though they were right behind the player.

Rather than an iteration on the warden, by then called the "stalker", the shade had come to be a completely separate mob to the stalker, though in some concepts it was meant to be sort of complementary, living in the ancient cities and helping the stalker by tricking players into alerting it. It was eventually scrapped due to a feeling that it would grow to become annoying rather than creepy, and so the team could better focus on developing the stalker.<sup>[21]</sup>

It is unknown whether the shade was ever implemented into the game as a prototype.



Concept art of the early "shade" prototype.

## Stalker

Another early prototype was the **stalker**. Several pieces of concept art were created for this iteration of the mob, and a prototype of the original stalker design was programmed into the game.

The first stalker iteration was a mob that could spawn anywhere deep underground. Stalkers could make torches flicker off and on when nearby.<sup>[22]</sup> The stalker was tall and asymmetrical with a glowing core, sometimes referred to as a chest crystal.<sup>[7]</sup> It occurred in totems throughout the deep dark. The stalker would stand completely still to trick players into taking its core and aggravating it.

A later version of the stalker could transform into a form that was less wide and tall when chasing an entity or player, while its regular form was meant to disguise as a treasure totem. This iteration got scrapped as it was considered too clunky and goofy, and was insufficiently scary.

The vibration-sensing aspect, which was developed in this version, however, was passed down to and refined in the later iterations.<sup>[23][24]</sup>

The sounds iterated for the stalker.<sup>[25]</sup>

Sounds									<a href="#">[hide]</a>
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
?	?	Hostile Mobs	Sounds a stalker makes	?	?	?	?	?	



Early concept art of the stalker prototype.



The stalker with a rearranged form.



The in-game model of an early iteration of the stalker.<sup>[7]</sup>



The stalker in-game, with both it and the sculk using brown textures similar to soul sand and rust sculk concept art.



Ditto.



A stalker, one standing and two in 1 block tall mode.



The in-game prototype of the stalker, being able to transform.



A recreated render of the stalker in the earliest known screenshots. Its legs were thicker than in later iterations.



A recreated render of the initial stalker design



A recreated render of a later version of the stalker, in vertical form



A recreated render of the one block tall form of the stalker



A recreated render of a stalker transforming

## Hollowed

Later on, the stalker was renamed to hollowed. Several pieces of concept art were also created for the hollowed design iteration. A prototype of the hollowed design was programmed into the game.

The hollowed was designed with the intent of inciting [tryptophobia](#) and had white flesh with holes in it. According to [Brandon Pearce](#), its design was an experiment to see how far the boundaries of *Minecraft* could be pushed and to try and draw a line as to what would be acceptable. The design had to ultimately be toned down multiple times due to said metaphorical line being crossed. The visuals for this iteration were ultimately scrapped, as they were considered too uncanny and overall frightening for *Minecraft*. After many back-and-forths between the developers, the directors and art team, a design similar to the current one was landed on, with the mechanics remaining mostly the same.<sup>[26][27]</sup>

The sounds created for the hollowed were even more unsettling and scarier than what had been created for the current warden iteration.<sup>[28]</sup>

Sounds									<a href="#">[hide]</a>
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
?	?	Hostile Mobs	Sounds a hollowed makes	?	?	?	?	?	



Early concepts of the warden, featuring a "weird smiling creature".



More early concepts of the warden, involving particles.



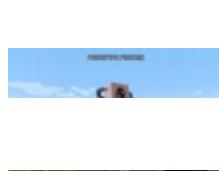
Concept of the warden being "overtaken" by the "hollowed".



An in-game prototype of the hollowed.



Vibration particles of the hollowed. First starting off as one pixel, then four pixels encircled by a ring then bigger circles.



An in-game prototype of the hollowed



A recreated render of the hollowed prototype design

## Announcement

<u><a href="https://twitter.com/Minecraft/status/1312427526946521088">October 3, 2020 (<a href="https://twitter.com/Minecraft/status/1312427526946521088">https://twitter.com/Minecraft/status/1312427526946521088</a>)</a></u>	 The warden was announced at <a href="#">Minecraft Live 2020</a> .
<u><a href="https://twitter.com/kingbdogz/status/1313449116068917249">October 6, 2020 (<a href="https://twitter.com/kingbdogz/status/1313449116068917249">https://twitter.com/kingbdogz/status/1313449116068917249</a>)</a></u>	A set of teaser images regarding the warden's size and behavior were posted on <a href="#">Brandon Pearce's Twitter</a> .
<u><a href="https://www.youtube.com/watch?v=w6zLprHZOk&amp;t=6476s">October 16, 2021 (<a href="https://www.youtube.com/watch?v=w6zLprHZOk&amp;t=6476s">https://www.youtube.com/watch?v=w6zLprHZOk&amp;t=6476s</a>)</a></u>	 New spawning conditions and textures for the warden were revealed at <a href="#">Minecraft Live 2021</a> .
<u><a href="https://twitter.com/kingbdogz/status/1464376460085501960">November 26, 2021 (<a href="https://twitter.com/kingbdogz/status/1464376460085501960">https://twitter.com/kingbdogz/status/1464376460085501960</a>)</a></u>	The warden was revealed to have a sense of smell; it can detect and pathfind toward the general location of a player or mob through a "smelling" action. It also prioritizes smelling the player or mob that it is most suspicious of, rather than the one closest to it. <sup>[29][30]</sup>
<u><a href="https://twitter.com/kingbdogz/status/1472119177712447490">December 18, 2021 (<a href="https://twitter.com/kingbdogz/status/1472119177712447490">https://twitter.com/kingbdogz/status/1472119177712447490</a>)</a></u>	The warden's emerging animations were showcased.
<u><a href="https://youtu.be/cd7cVNeb0Uk?t=74">January 22, 2022 (<a href="https://youtu.be/cd7cVNeb0Uk?t=74">https://youtu.be/cd7cVNeb0Uk?t=74</a>)</a></u>	 The warden's texture from between Minecraft Live 2020 and 2021 was showcased in the <a href="#">The Secrets of Minecraft</a> series.

## Java Edition

		<b><i>Java Edition</i></b>	[hide]
	<b>Deep Dark Experimental Snapshot 1</b>	 Added wardens.	
	<u><a href="#">22w11a</a></u>	Removed wardens.	
		Re-added wardens.	
		Wardens are no longer considered undead.	
		 Wardens have been given a new attacking animation.	
		Increased warden's vertical reach from 3 blocks to 4 blocks.	
	<u><a href="#">22w12a</a></u>	Wardens no longer slow down in water.	
		Wardens are now immune to fire and lava.	
		 Warden textures have been changed. The tusks on the chest have been separated and new overlays have been added.	
		Nametagged wardens no longer burrow.	
	<u><a href="#">22w13a</a></u>	Wardens can now pass over rails. <sup>[31]</sup>	
		Wardens now become angry at all living mobs that bump into it, not just players.	
	<u><a href="#">22w14a</a></u>	Wardens now slow down in water and are affected by bubble columns again.	
<b>1.19</b>		 Wardens now charge and release a ranged attack when the target is found to be well beyond the melee attack's range. This attack can penetrate walls.	
	<u><a href="#">22w15a</a></u>	Wardens can now smell players from further away.	
		The vertical range in which wardens get angry has been increased from 6 to 20 blocks.	
		Reverted the warden's vertical reach back to how it was before 22w12a. <sup>[32]</sup>	
	<u><a href="#">22w16a</a></u>	Decreased the warden's vertical reach again, from 3 to 2 blocks.	
		Added the game rule <code>doWardenSpawning</code> .	
		Wardens now drop one sculk catalyst upon death.	
		The amount of damage dealt by its ranged attack has been decreased from 30 ( $\heartsuit \times 15$ ) to 10 ( $\heartsuit\heartsuit\heartsuit\heartsuit$ ).	
	<u><a href="#">22w17a</a></u>	The cooldown for their ranged attack has been decreased from 5 to 2 seconds.	
		The ranged attack can bypass shields and armor.	
	<u><a href="#">22w18a</a></u>	 Updated the textures of the sonic boom particle.	
		The warden's ranged attack is now affected by difficulty.	
		Sculk shriekers now need to be activated four times to summon the warden.	
	<u><a href="#">pre3</a></u>	Sonic boom attack damage is no longer reduced by the <code>Protection</code> enchantment.	

## Bedrock Edition

Bedrock Edition		[hide]
<a href="https://twitter.com/kingbdogz/status/1469019573936656385">December 9, 2021 (https://twitter.com/kingbdogz/status/1469019573936656385)</a>		 Development of deep dark content, including the warden, was revealed for Bedrock.
<a href="https://twitter.com/marcio_o_s/status/1471913396228534282">December 17, 2021 (https://twitter.com/marcio_o_s/status/1471913396228534282)</a>		A new burrowing animation was showcased.
<b>1.18.30</b> Experiment Wild Update	<b>Preview 1.18.30.33</b>	Added wardens behind the "Wild Update" experimental toggle.  At that time, there were no hit or death sound effects, and some of its features were outdated compared to the latest Java Edition snapshots.
	<b>Preview 1.19.0.21</b>	Wardens are now available without having to enable experimental gameplay.  Added hurt, death, and angry listening sound effects.  Wardens can now preserve anger levels toward despawned entities.  Wardens no longer get angry toward other wardens or inanimate objects.
	<b>Preview 1.19.0.27</b>	Wardens now charge and release a ranged attack when the target is found to be well beyond the melee attack's range. This attack can penetrate walls.  Wardens can now smell players from further away.  The vertical range in which wardens get angry has been increased to 6 to 20 blocks.  Wardens now gets angry at all living mobs that bump into it, not just players.  Wardens now prioritize attacking players over other mobs.
	<b>Preview 1.19.0.29</b>	Wardens now drop one sculk catalyst upon death.  The amount of damage dealt by its ranged attack has been decreased from 30 ( $\heartsuit \times 15$ ) to 10 ( $\heartsuit\heartsuit\heartsuit\heartsuit$ ).  The cooldown for their ranged attack has been decreased from 5 to 2 seconds.  The ranged attack can bypass shields and armor.

## Issues

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

## Trivia

- The warden is the most iterated mob in terms of designs with it having 175 iterations.<sup>[33]</sup> The second being the [bee](#) with it having 13 iterations as seen in [The World of Minecraft](#) book.
- Although the warden is supposed to be blind, [spectating](#) it reveals that it still has normal vision.<sup>[34]</sup>
- Brandon Pearce considers the warden as something entirely new, as it isn't a boss, a mini boss or a regular enemy, but a force of nature: "when a tornado is barreling towards you, you don't try to kill it - you

run away! The warden is exactly the same."<sup>[35]</sup>

- Brandon's thought process on finally giving the warden a drop after he was heavily against it was the warden should never drop something that is important or hard to get that would be worth going through the trouble of fighting it. In this case, fighting a warden is not worth a sculk catalyst. This change was made for renewability farms and tech players.<sup>[36]</sup>
- The warden and sculk were inspired by Lovecraftian horror, as the developers wanted to make something that wasn't traditionally scary (like jumpscares), but scary in a "mysterious and unknown" way.<sup>[37]</sup>
- In the sixth episode of The Secrets of Minecraft, it was joked that the warden's personal names are "Jonathan" and "William", depending on the scene, similar to how the player, the ender dragon or the wither all have personal joke names.<sup>[16]</sup> "Warden" itself was also jokingly broken down into "War! Dens!" in the description.
  - "Jonathan" can be seen on a blackboard for name suggestions alongside "the stalker" and "the hollowed".
  - It is also joked that the name "warden" was the result of calling it "William" and spelling it wrong.
  - In the tenth episode, both names were used when Narrator spotted the warden behind him.<sup>[38]</sup> He mistakenly called the warden Jonathan before correcting himself as William, foreshadowing Jonathan Minecraft, who appears in the eleventh and final episode leading into Around the Minecraft World in 80 Biomes.<sup>[39]</sup>
- Brandon Pearce stated in a tweet that the souls in the warden's chest is important to its lore.<sup>[40]</sup>
  - He also said that the warden is inspired by the mystery heard at the end of the Music Disc 11.<sup>[41]</sup>

## Gallery

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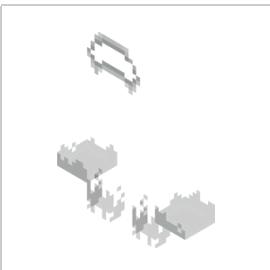
### Renders



A warden.



A warden with all its layers.



A warden's glowing texture layer.



A warden's pulsating spots.

### Animations



A newly spawned warden emerging from the ground



A warden burrowing into the ground before despawning



A warden idling



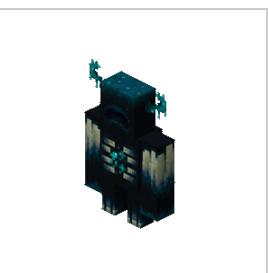
A warden walking



A warden sniffing



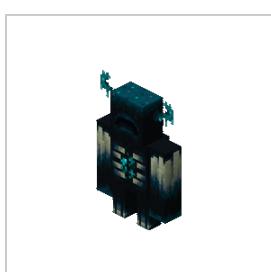
A warden hearing a vibration



A warden roaring



A warden performing its melee attack



A warden performing its sonic boom attack



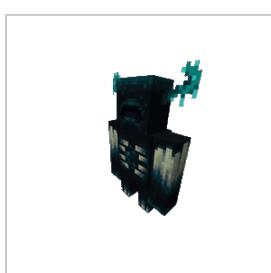
A warden hurt rotating in a 12-degree angle.



Ditto, but the warden rotates -12 degree when hurt.



A glitched warden hurt in Bedrock Edition; this no longer happens<sup>[42]</sup>



Warden's old melee attack animation from [Java Edition Deep Dark Experimental Snapshot 1](#).



A recreation of the warden's old animations from [Minecraft Live 2020](#).



The warden's sniffing animation on *Bedrock Edition* (left) and *Java Edition* (right) have different head movement in the last few seconds.

## Screenshots



A warden inspecting a zombie.



A warden fighting an iron golem.



Warden in an ancient city.



A warden.

## Mojang images



A warden in the deep dark.



A warden approaching the player.



A warden in Minecraft Live 2020.



A warden in Minecraft Live 2020.



The iron golem and warden next to each other.



Warden and rabbit.



Player and warden next to each other.



Warden emerging from the ground of the deep dark.



A warden within an ancient city.



The showcase of the new warden subtitles.



An alternative sonic boom animation made by Chi Wong as a joke.<sup>[43]</sup>



Chi Wong making the warden scarier by giving it a fishing rod referencing 1.8 PvP as a joke.



Chi animating the warden in Blender.



Warden's old digging animation revealed by Marcio.



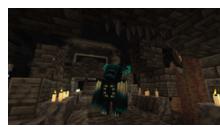
Behind the scenes of a warden in the Minecraft Live trailer.  
[44]



The warden using its sonic boom attack on a chicken.



Warden attacking Steve.



Warden in ancient city.



Warden in ancient city.

## Concept artwork



Sketches of the axolotl and warden.



A "scale of cuteness" depicting the axolotl, goat, and warden.



Mood concept art for the warden.



Sketches of the final iteration of the warden, as well as other iterations for its ears.



Ditto but warden is roaring at bunny instead of looking at it.



Early iterations of the warden's tendrils.



Ditto but the third warden has a different tendril shape.



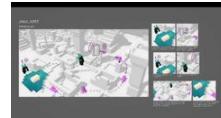
Ditto but the middle warden has another different tendril shape and color.



Early concepts of the warden's animations.



A warden in an ancient city standing with Alex.



A warden in an ancient city.



Ditto.



Concept art of Mojang's Mojavatar Maker with a warden head.

## Textures



Warden texture file.



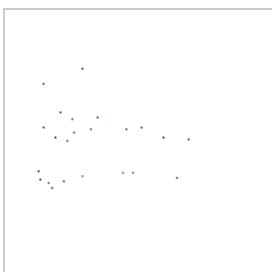
Warden bioluminescent layer texture file.



Warden heart layer texture file.



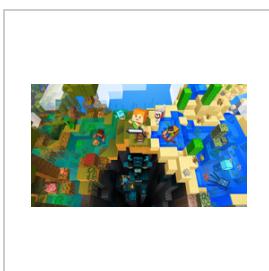
Warden pulsating spots 1 layer texture file.



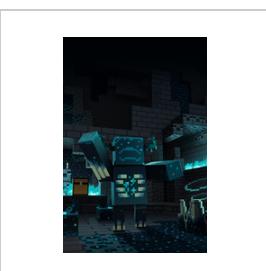
Warden pulsating spots 2 layer texture file.

## In other media

### Official media



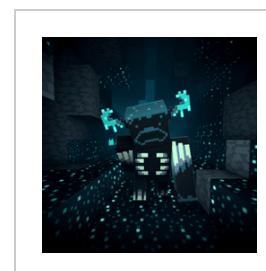
A warden in official artwork for [The Wild Update](#).



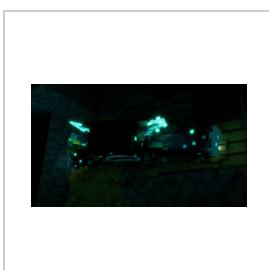
A warden in an ancient city.



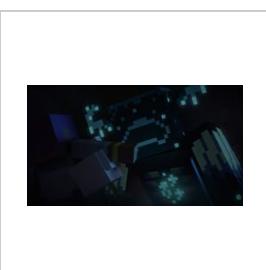
Warden artwork.



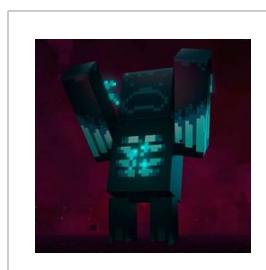
Looping animation of the Warden running through a tunnel outside an ancient city.



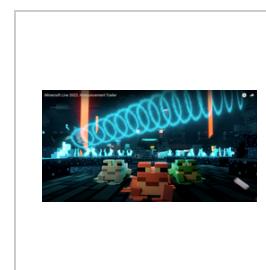
A warden burrowing through blocks.<sup>[45]</sup>



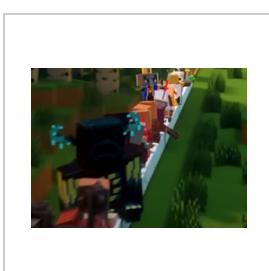
The Warden inspecting Efe and a chicken



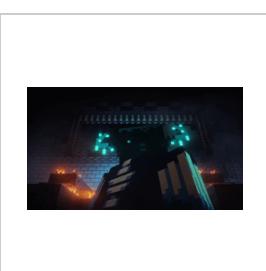
Warden in the Minecraft Live announcement trailer



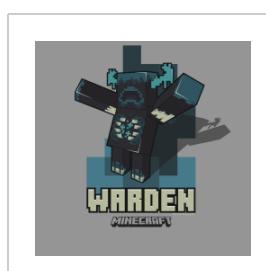
Warden shooting a sonic boom



A warden riding a minecart in the Minecraft Live announcement trailer



The warden sniffing



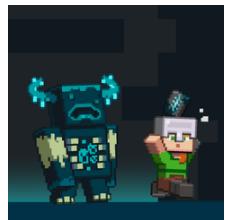
Warden with different rib cage design from merch



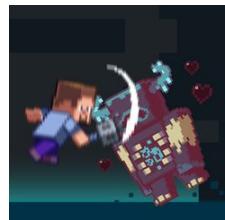
Surprised warden (<https://knowyourmeme.com/memes/surprised-patrick>) from official Minecraft Discord



Pixel art version of the warden made by Nekofresa



Warden chasing Alex holding the silence armor trim



Steve slaying the warden with a mace



Pixel art of the Warden used on a banner for the Minecraft Marketplace



A sleep paralysis demon in the form of a warden.



A warden under a bed



A warden skulking in the streets

## Merchandise



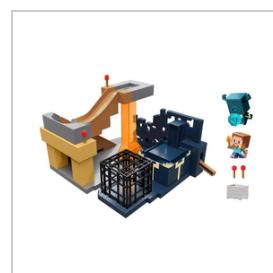
Warden action figure, produced by Mattel.



Lego Minecraft warden.



Minecraft Mini Mode Warden



**Minecraft Mini Mode Rise of the Warden Playset**



Warden figure of Flippin' Figs

## References

1. MC-249642 — Wardens can't pass over rails — resolved as "Fixed".
2. "Also currently it sniffs out the mob/player that it is most suspicious of, rather than the nearest mob/player." (<https://twitter.com/kingbdogz/status/1464376942791213059>) – [@kingbdogz](https://twitter.com/kingbdogz) (<https://twitter.com/kingbdogz>) on X (formerly Twitter), November 26, 2021
3. "Currently the Warden's heartbeat gets faster the angrier or "close" it is to find its prey. In real time, this has really felt like it mimics the panic level of the player itself — the closer the Warden is to finding you, the more anxious you're probably going to be." (<https://twitter.com/kingbdogz/status/1449816849655472128>) – [@kingbdogz](https://twitter.com/kingbdogz) (<https://twitter.com/kingbdogz>) on X (formerly Twitter), October 17, 2021
4. MC-251045 — resolved as "Works As Intended".
5. "No" (<https://twitter.com/kingbdogz/status/1412819085239492616>) – [@kingbdogz](https://twitter.com/kingbdogz) (<https://twitter.com/kingbdogz>) on X (formerly Twitter), July 7, 2021
6. MC-249515 — resolved as "Works As Intended".
7. "Meet the Warden" (<https://www.minecraft.net/en-us/article/meet-warden>) by Per Landin – Minecraft.net, June 3, 2022.
8. "I think something a little more.. mind altering." (<https://twitter.com/kingbdogz/status/1320772725066076165>) – [@kingbdogz](https://twitter.com/kingbdogz) (<https://twitter.com/kingbdogz>) on X (formerly Twitter), October 26, 2020
9. "Podcast: Warden Iterations with kingbdogz" (<https://youtube.com/watch?v=uraHClYRjsM&t=4531s>) – Minecraft Ideas Academy @ 1:15:31 on YouTube, November 22, 2022
10. "Fun fact: One warden prototype hid your hunger and health bar. That would have been scary Source: Minecraft Ideas Academy" (<https://twitter.com/CagilMartin/status/1554743654182715392>) – [@CagilMartin](https://twitter.com/CagilMartin) (<https://twitter.com/CagilMartin>) on X (formerly Twitter), August 3, 2022
11. "Fun fact: Kingbdogz originally wanted the warden to be invincible to discourage combat but he scrapped that idea. Source: Minecraft Ideas Academy" (<https://twitter.com/CagilMartin/status/1556533751571947520>) – [@CagilMartin](https://twitter.com/CagilMartin) (<https://twitter.com/CagilMartin>) on X (formerly Twitter), August 8, 2022
12. "1. It will not. This is both for design reasons (we want it to be something more "physical", like motion), and for technical reasons. 2. It will probably investigate the location it "felt/heard" the vibration. 3. Nope, but in the current design it will burn in sunlight." (<https://twitter.com/kingbdogz/status/1395834612191006726>) – [@kingbdogz](https://twitter.com/kingbdogz) (<https://twitter.com/kingbdogz>) on X (formerly Twitter), May 22, 2021
13. "Hey thats a looooong story. Probably the most concepted and worked through entity(s) in Minecraft, in sound design. Hoping to share some WIPs and behind the scenes in the future." (<https://twitter.com/slamp0000/status/1540777334596374528>) – [@slamp0000](https://twitter.com/slamp0000) (<https://twitter.com/slamp0000>) on X (formerly Twitter), June 26, 2022
14. "I want to talk about the heartbeat in the Warden videos: when developing the Warden for the first time, sound design was super important to me and the mob was designed with that in mind. Part of me wanted to hear the player's "heartbeat" as the Warden got closer, for anticipation" (<https://twitter.com/kingbdogz/status/1449816845209554946>) – [@kingbdogz](https://twitter.com/kingbdogz) (<https://twitter.com/kingbdogz>) on X (formerly Twitter), October 18, 2021
15. "That would be the opposite of immersive though. Do Steve or Alex have heartbeats? Would it even make sense to hear it? In my opinion no. It feels too out of place. My solution instead was, what if something else made that heartbeat sound? Thus the Warden gained a heartbeat." (<https://twitter.com/kingbdogz/status/1449816847382163462>) – [@kingbdogz](https://twitter.com/kingbdogz) (<https://twitter.com/kingbdogz>) on X (formerly Twitter), October 18, 2021
16. "The Secrets of Minecraft: How We're Making the Warden" (<https://youtube.com/watch?v=cd7cVNeb0Uk>) – Minecraft on YouTube, January 21, 2022
17. "Minecraft Now: The Warden and Mangroves" (<https://youtube.com/watch?v=pI6HFSu2W8Y&t=657>) – Minecraft on YouTube, June 30, 2022
18. "The Scariest Cow Ever Created The Story Of The Warden" (<https://youtube.com/watch?v=PiGKxxvCkUw&t=276>) – Minecraft @ 4:36 on YouTube, March 30, 2024
19. "Minecraft Now: Wild Update and Farlands ft AntVenom!" (<https://youtube.com/watch?v=n9TpuPGH9hk&t=1285s>) – Minecraft on YouTube, May 19, 2022

20. "The Scariest Cow Ever Created | The Story Of The Warden @ 3:12" (<https://youtube.com/watch?v=PiGKxxvCkUw&t=192>) – Minecraft on YouTube, March 30, 2024
21. "Podcast: Warden Iterations with kingbdogz" (<https://youtube.com/watch?v=uraHClYRjsM&t=2860s>) – Minecraft Ideas Academy on YouTube, November 22, 2022
22. "The Scariest Cow Ever Created The Story Of The Warden" (<https://youtube.com/watch?v=PiGKxxvCkUw&t=92>) – Minecraft @ 1:32 on YouTube, March 30, 2024
23. "Some ideas we had for early iterations of the Warden. Stalkers were going to have a glowing item in the middle of its chest that you would also randomly find throughout the biome floating on totems. The idea was stalkers would stand perfectly still to "fake" those glowing items." ([@kingbdogz \(<https://twitter.com/kingbdogz>\) on X \(formerly Twitter\), January 22, 2022](https://twitter.com/kingbdogz/status/1484953764205318147))
24. "Podcast: Warden Iterations with kingbdogz" (<https://youtube.com/watch?v=uraHClYRjsM&t=3855s>) – Minecraft Ideas Academy @ 1:04:15 on YouTube, November 22, 2022
25. "The Scariest Cow Ever Created The Story Of The Warden" (<https://youtube.com/watch?v=PiGKxxvCkUw&t=107>) – Minecraft @ 1:47 on YouTube, March 30, 2024
26. "146 - From Modding to Mojang with Kingbdogz // The Spawn Chunks: A Minecraft Podcast" (<https://youtube.com/watch?v=9leQqqIWwU0&t=5264>) – The Spawn Chunks @ 2:55 on YouTube, June 21, 2021
27. "Podcast: Warden Iterations with kingbdogz" (<https://youtube.com/watch?v=uraHClYRjsM&t=4067s>) – Minecraft Ideas Academy @ 1:07:47 on YouTube, November 22, 2022
28. "The Scariest Cow Ever Created The Story Of The Warden" (<https://youtube.com/watch?v=PiGKxxvCkUw&t=171>) – Minecraft @ 2:48 on YouTube, March 30, 2024
29. "Kinda. Wardens have no capability to detect players through vision. It technically has no idea where the player is, a system tells the Warden a general location that the player MIGHT be, not exactly. Only when the warden suspects a mob enough that it knows their exact position" ([@kingbdogz \(<https://twitter.com/kingbdogz>\) on X \(formerly Twitter\), November 26, 2021](https://twitter.com/kingbdogz/status/1464376460085501960))
30. "Also currently it sniffs out the mob/player that it is most suspicious of, rather than the nearest mob/player." ([@kingbdogz \(<https://twitter.com/kingbdogz>\) on X \(formerly Twitter\), November 26, 2021](https://twitter.com/kingbdogz/status/1464376942791213059))
31. MC-249642 — resolved as "Fixed".
32. MC-250192 — resolved as "Works As Intended".
33. "Minecraft Now: The Warden and Mangroves" (<https://youtube.com/watch?v=pl6HFSu2W8Y&t=657>) – Minecraft on YouTube, June 30, 2022
34. MC-249500 — resolved as "Works As Intended".
35. "I'd actually consider it something entirely new. The Warden is a force of a nature, not a boss. When a tornado is barreling towards you, you don't try to kill it - you run away! The Warden is exactly the same." ([@kingbdogz \(<https://twitter.com/kingbdogz>\) on X \(formerly Twitter\), October 4, 2020](https://twitter.com/kingbdogz/status/1312579202076626944))
36. "The key is that the Warden should never drop something that is important or hard to get that would be worth going through the trouble of fighting it. In this case though, fighting a Warden is not worth a Sculk Catalyst. This change is only made for renewability farms/tech players" ([@kingbdogz \(<https://twitter.com/kingbdogz>\) on X \(formerly Twitter\), April 28, 2022](https://twitter.com/kingbdogz/status/1519355948518854656))
37. "Minecraft 1.19: The Deep Dark – Not So Scary After All! (If You're The Warden)" (<https://youtube.com/watch?v=rpKieiahBBU>) – Minecraft on YouTube, August 12, 2022
38. "The Secrets of Minecraft's Deep Dark" (<https://youtube.com/watch?v=Z4haZTbU9ZA&t=310s>) – Minecraft on YouTube, June 24, 2022
39. "The FINAL Secrets of Minecraft!!" (<https://youtube.com/watch?v=CSdQ61dEizl&t=15s>) – Minecraft on YouTube, July 22, 2022

40. "In terms of character, the souls in its chest were incredibly important to its lore and, likewise with the color palette. It all comes together to tell a story that I think can be really more unsettling than any of these previous iterations, despite it being less "gory"." (<https://twitter.com/kingbdogz/status/1484988496876126210>) – @kingbdogz (<https://twitter.com/kingbdogz>) on X (formerly Twitter), January 23, 2022
41. "Ask Mojang #11: All About Caves & Cliffs" ([https://youtube.com/watch?v=pH\\_6-ZVOUAk](https://youtube.com/watch?v=pH_6-ZVOUAk)) – Minecraft on YouTube, October 30, 2020
42. MCPE-153967
43. "Minecraft Now: Wild Update and Farlands ft AntVenom! @ 24:35" (<https://youtube.com/watch?v=n9TpuPGH9hk&t=1475>) – Minecraft on YouTube, May 19, 2022
44. "Everything WRONG with our videos: MINECRAFT LIVE! (PART 1) @ 10:59" (<https://youtube.com/watch?v=QKXIt8ptw1w&t=659s>) – Element Animation on YouTube, March 25, 2023
45. "Minecraft Live 2022: A Warden's Song" (<https://youtube.com/watch?v=0cpQC5jVMDg&t=109s>) – Minecraft on YouTube

## External links

- "Meet the Warden" (<https://www.minecraft.net/en-us/article/meet-warden>) by Per Landin – Minecraft.net, June 3, 2022.
- "Mob Menagerie: Warden" (<https://www.minecraft.net/en-us/article/warden>) by Duncan Geere – Minecraft.net, April 9, 2024.

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