

Wither View article feedback

This article is about the mob. For other uses, see [Wither \(disambiguation\)](#).

The **wither** is an [undead boss](#) mob spawned by building a specific structure using [soul sand](#) or [soul soil](#) and three [wither skeleton skulls](#). It is able to fly, fires explosive skulls at [players](#) and most non-undead mobs and becomes immune to [projectiles](#) below half health. It is the only source of [Nether stars](#), which are used to craft [beacons](#).

Contents

[Spawning](#)

[Drops](#)

[On death](#)

[Behavior](#)

[Spawning](#)

[Health and damage](#)

[Java Edition](#)

[Side heads behavior](#)

[Bedrock Edition](#)

[Wither Skull](#)

[Sounds](#)

[Data values](#)

[ID](#)

[Entity data](#)

[Achievements](#)

[Advancements](#)

[History](#)

[Java Edition](#)

[Bedrock Edition](#)

[Legacy Console Edition](#)

[New Nintendo 3DS Edition](#)

[Data history](#)

[Java Edition](#)

[Bedrock Edition](#)

[Issues](#)

Wither	
Normal Blue	
	
	Wither Armor
	
Java Edition: 300 ( × 150)	
Bedrock Edition: Health points Easy: 300 ( × 150) Normal: 450 ( × 225) Hard: 600 ( × 300)	
Armor points 4 ()	
Behavior Hostile	
Mob type  Undead  Monster	

Trivia

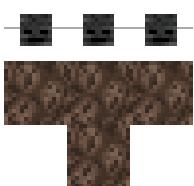
Gallery

[Renders](#)
[Screenshots](#)
[Textures](#)
[In other media](#)

See also

[References](#)
[External links](#)
[Navigation](#)

Spawning



Wither build configuration. Soul soil can be used interchangeably with soul sand.

The wither is spawned by placing 4 blocks of soul sand and/or soul soil in a T shape, and putting 3 wither skeleton skulls on top of the three upper blocks. The last block placed must be one of the skulls (which can either be placed by hand or by a dispenser) then it will load a boss bar that takes 12 seconds to fully charge up, this then is followed by a large explosion. Air blocks are required on either side of the base soul sand/-soil. The orientation of the skulls does not matter, and the structure as a whole can be built upright, lying down, or upside-down. The wither spawns at the base soul sand/soil.

Drops

On death

On death, the wither always drops a Nether star. It drops 50 XP when killed by a player or tamed wolf.

Java Edition:

Decimal Fraction Distribution Expectation

Attack strength

Birth explosion:

Varies by proximity; maximum:
 Easy: 35.5 ($\heartsuit \times 17.75$)
 Normal: 69 ($\heartsuit \times 34.5$)
 Hard: 103.5 ($\heartsuit \times 51.75$)

Wither skull:

Easy: 5 ($\heartsuit\heartsuit\heartsuit$)
 Normal: 8 ($\heartsuit\heartsuit\heartsuit$)
 Hard: 12 ($\heartsuit \times 6$)
 Explosion: 5 ($\heartsuit\heartsuit\heartsuit$)

Wither:

Normal: Wither II for 10 seconds (1 (\heartsuit) per sec)
 total 10 ($\heartsuit\heartsuit\heartsuit\heartsuit$)
 Hard: Wither II for 40 seconds (1 (\heartsuit) per sec)
 total 40 ($\heartsuit \times 20$)

Dash attack: [BE only]

15 ($\heartsuit \times 7.5$)

Death explosion: [BE only]

Varies by proximity; maximum:
 Easy: 35.5 ($\heartsuit \times 17.75$)
 Normal: 69 ($\heartsuit \times 34.5$)
 Hard: 103.5 ($\heartsuit \times 51.75$)

Hitbox size

In Java Edition:

Height: 3.5 blocks

Width: 0.9 blocks

In Bedrock Edition:

Height: 3.0 blocks

Width: 1.0 blocks

Speed

0.6

Spawn

Built by player; 11 second spawn delay.

 There is a related tutorial page for this topic!

See [Tutorial:Defeating the wither](#).

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
 Nether Star	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		
	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
 Nether Star	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

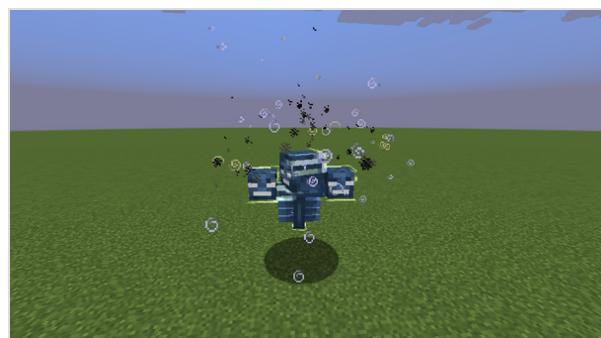
A Nether star, when dropped by a wither:

- takes 10 minutes (as opposed to 5 minutes normally) to [despawn](#) in [Java Edition](#)^[1]
- never [despawns](#) in [Bedrock Edition](#)

Behavior

Spawning

When spawned, the wither switches colors between black and blue as its health bar fills up. While in this state, the wither is invulnerable and neither moves nor attacks. When this state ends after 11 seconds or 220 game ticks, the wither creates a large [explosion](#) centered on itself, destroying nearby blocks and dealing tons of damage to nearby players and other [entities](#).



Wither when spawned with its blue shield.

It is the largest individual explosion that the player can cause in [Java Edition](#) without commands, with a blast power of 7, more than that of a [charged creeper](#) or an [end crystal](#). It is accompanied by a [global sound event](#) (a sound that is played for everyone, no matter how far away they are from the wither^[UE only] [2]). After this, the wither attacks nearby mobs and can take damage.

Health and damage

In *Java Edition*, the wither's health is 300 ($\heartsuit \times 150$), regardless of difficulty.

In *Bedrock Edition*, wither's health depends on difficulty:

- 300 ($\heartsuit \times 150$) on Easy
- 450 ($\heartsuit \times 225$) on Normal
- 600 ($\heartsuit \times 300$) on Hard

The wither is immune to fire, lava, drowning, and freezing. Like other undead mobs, the wither is harmed by the Instant Health effect and healed by the Instant Damage effect as well as affected by weapons with the Smite enchantment. It is immune to all other status effects, and cannot be damaged by other undead mobs.

Upon taking damage, the wither breaks all blocks within a $3 \times 4 \times 3$ area around it, including blast-resistant blocks like obsidian, crying obsidian, and ancient debris, dropping them as items if possible. The wither is the only mob in the game that can destroy obsidian. (See [Tutorial:Obsidian farming](#))

The wither cannot break the following blocks:

- Allow^[BE & edu only]
- Barrier
- Bedrock
- Border^[BE & edu only]
- Command Blocks
- Deny^[BE & edu only]
- End Gateway^[JE only]
- End Portal
- End Portal Frame
- Jigsaw Block^[JE only]
- Light Blocks
- Moving Piston
- Nether Portal^[JE only]
- Reinforced Deepslate
- Structure Block
- Structure Void^[BE & edu only]
- Test Block^[JE only]
- Test Instance Block^[JE only]

In *Java Edition*, these blocks are listed under the wither_imimmune tag.



The color difference between the ender dragon's boss bar and that of the wither.

The wither's block-breaking behavior makes suffocation ineffective under most circumstances. However, the blocks listed above, as well as some natural structures that include them (like the exit portal), can be used to suffocate the wither due to their wither immunity.

The wither is hostile toward all mobs except:

- Agents^[BE & edu only]
- Ghosts^[3]
- Undead mobs:
 - The wither does not attack an undead rider, but attacks the chicken, thereby damaging the rider.
 - Other withers
 - Phantoms
 - Skeletons and their variants
 - Skeleton horses and zombie horses
 - Zombie nautiluses
 - Camel husks
 - Zoglins and zombified piglins
 - Zombies and their variants
- Mobs with the Invulnerable NBT tag.

Armadillos are afraid of withers (and other undead mobs) and hide in their shell if a wither is nearby.

If the wither is idle, it simply hovers and is unable to gain altitude. On Normal or Hard difficulty, it fires blue skulls in random directions until it finds a target.

The color of the wither's bossbar depends on the edition: dark purple in Java Edition or light purple in Bedrock Edition. It appears whenever a player is within the vicinity of a wither. All withers display a boss bar on the screen, with a limit of five boss bars. A renamed wither displays its changed name above its boss bar. The fog around a player darkens when a wither is loaded.

Additionally, the wither's side heads shoot targets slightly slower than the main head. The interval for smaller heads is 2–3 seconds, while the main head's always 2. [more information needed]

Java Edition

Attacking

Upon noticing a mob or a player within 40 blocks, the wither hovers above it and rapidly shoots black wither skulls. The wither always tries to fly 5 blocks above, and within 3 blocks horizontally from its target. Each head fires independently, allowing a wither to attack up to three different



The wither attacking a villager.

mobs/players at the same time. The wither skulls try to fly toward the middle of the target's eye height and its feet vertically and the middle of its hitbox horizontally.



Wither with 'wither armor' effect, after half health depleted.

The main head controls the wither's movement and fires a black wither skull toward its target every 2 seconds, with a 0.1% chance to shoot a blue wither skull instead of the default black one. When the line of sight to its target is blocked, the wither stops firing wither skulls but still pathfinds toward the target. Side heads find a new target and fire black wither skulls toward the new target.

The wither skulls from the main head spawn 3 blocks above its body vertically and the middle of its hitbox horizontally. The wither skulls from the side heads spawn 2.2 blocks above its feet vertically, 1.3 blocks offset from the middle of its hitbox horizontally.

Wither roses

When a wither kills another mob, a wither rose is planted if the ground is grass block, dirt, coarse dirt, moss block, mud, netherrack, soul sand, or soul soil, or otherwise dropped as an item at that mob's location; however, it may be destroyed by other wither skulls. Wither roses are planted/dropped even when the game rule `doMobLoot` is set to `false`.^[4]

The wither has a passive regeneration rate of 1 (❤) every 20 ticks (1 second), and a direct killing blow on a target instantly heals 5 (❤️❤️).

Wither armor

When its health drops below half (150 (❤ × 75)), the wither gains a natural "wither armor" effect, which makes it immune to damage from arrows and thrown tridents and causes it to fly at the same height as the target. The armor disappears if it regenerates above half health.

Despite being immune to projectiles when it has "wither armor", it can still be hit by a warden's sonic boom attack because it is not a projectile, but an instant damage attack. It can also still be hit by explosive fireworks, shot with or without a crossbow.

Breaking blocks

When being damaged, the wither destroys a 3×4×3 area, with the lowest center block being the block where the wither's tail is located. The block where the wither tail is located is the block at the bottom center of the wither's hitbox (block position of the wither's coordinate).

The attack can destroy any block in the game except moving piston/blocks, unbreakable blocks, and liquids. Withers can do block breaking attacks every 20 ticks.

When a wither is damaged, it sets its block breaking counter to 20. Every time it gets processed, it first decreases the counter by 1, then check if the counter equals 0. If it is 0 after the decrement, it breaks the blocks around it.

Suffocation is processed before the block breaking, so if wither is suffocated or damaged by something else before it ticks, it breaks blocks 19 ticks after the damage instead of 20 ticks.

Side heads behavior

When one of the wither's side heads does not have a target, it locks onto a target randomly within line of sight and attempts to shoot a skull. Each head can lock onto different targets. When it has a target, it fires a black wither skull toward the target every 2–3 seconds. If the side head fails to fire a skull for 9.5–17.2 seconds, or the wither is damaged faster than 12 tick intervals, it fires a blue skull at a random direction. Each head has its own separate wither skull cooldowns. If reloaded, the side heads could possibly shoot at 7.5–17.2 seconds after reloading instead.

Every tick the wither gets processed:

1. It decreases its side head wither skull cooldown by 1
2. The game then checks through each side heads for the wither skull cooldown, if the wither skull cooldown equals to 0 after the decrement, it does the followings:
 1. Set the wither skull cooldown to 10 ~ 19
 2. Add 1 to blue wither skull counter
 3. If the blue wither skull counter is greater than 15 after the addition and the game difficulty is set to Normal or Hard:
 1. Shoots a blue wither skull in random direction
 2. Set blue wither skull counter to 0
 4. If the head has a target, it does the followings:
 1. Shoot a black wither skull toward the target
 2. Sets wither skull cooldown to 40 ~ 59
 3. Set blue wither skull counter to 0
 5. If it does not have a target, target a random target with line of sight

Bedrock Edition

The wither has different spawn and death animations, both of which involve the wither exploding. With Vibrant Visuals, the eyes and mouths of both the wither and its skulls are emissive, and during spawning, shooting, or explosions the blue texture is emissive. The charge overlay below half health is also emissive.

Attacking

Upon noticing a player or mob, the wither flies to a random location horizontally near the target, sometimes strafing a few blocks before settling, then hovers in place. It always attempts to be above the player's reaching distance (about 4 blocks). It shoots 3 black wither skulls and one blue wither skull before flying to another location. The time between each shot decreases when the wither reaches 500 ($\heartsuit \times 250$) and 400 ($\heartsuit \times 200$). At half health it fires skulls at the original rate, then once again shoots faster at 200 ($\heartsuit \times 100$) and 100 ($\heartsuit \times 50$). On Normal difficulty or higher, if

the wither has targeted an entity but cannot find a location to pathfind to, it shoots random blue skulls in a random direction along with the skulls directed toward the target.

A blue wither skull can be deflected by hitting it or using a projectile. If a deflected blue wither skull hits the wither, the wither takes damage.

Half health behavior

At half health, it crashes into the ground causing a large [explosion](#) that spawns 3 [wither skeletons](#) (except on Easy difficulty), as well as gaining wither armor. It then sometimes dashes into the ground destroying all the blocks around it, until it goes down approximately 40 blocks or reaches a block it cannot break.

Instead of flying to a random location, the wither moves by dashing toward its target, destroying blocks and damaging players or mobs in its path. When dashing, the wither pauses and tilts its body completely horizontal before moving at a high speed. It continues firing wither skulls like before, dashing after every second volley.

The wither's dash ability breaks all blocks in a 6x8x6 volume around it, rounded to the south-east if required. Despite the wither being able to destroy [obsidian](#) with blue skulls, the wither cannot dash through it.

A wither retains its anti-projectile armor after regenerating over 1/2 of its total HP, though it disappears after the game is restarted.^[5]

Wither roses

Wither roses always drop as an item when the wither kills a mob. Wither roses are dropped even when the [game rule](#) `doMobLoot` is set to false.^[6] The [wither rose](#) inflicts the [Wither effect](#) for a couple of seconds when stepped on.

Easy difficulty

On Easy difficulty, the wither does not inflict the wither effect or summon wither skeletons.

Wither Skull

Not to be confused with [Wither Skeleton Skull](#).

When attacking, the wither rapidly fires explosive projectiles called wither skulls, which look similar to its own heads, at its target. There are two types of wither skulls: a fast-moving black one, and a slower blue one.

- Black wither skulls explode with a blast power of 1, the same as a [ghast's](#) fireball, and cannot break blocks with a [blast resistance](#) above 4.
- Blue wither skulls have the same explosion strength, but move slower and are more

Wither Skull



Normal

destructive to terrain. They treat all breakable blocks as having a blast resistance lower than 0.8 (except reinforced deepslate), such as obsidian, ancient debris and blocks of netherite. Blue skulls are able to destroy water and lava source blocks, but cannot break unbreakable blocks like bedrock and end portal frames. In Minecraft Education, blue wither skulls deal increased damage, but with the same explosion radius.

If either type of wither skull hits a player or mob, it does 8 (♥♥♥) damage on Normal difficulty. It also inflicts Wither II for 10 seconds on Normal difficulty and 40 seconds on Hard, which turns the player's hearts black (██████████) and drains health, similarly to Poison. However, unlike Poison, it can kill the player.

Like other status effects, the Wither effect can be cured by drinking milk.

In Bedrock Edition and Legacy Console Edition, the blue skull can be deflected by hitting it with an empty hand, weapon, tool, throwable projectiles such as tridents, arrows, snowballs, and throwable potions and explosions. Deflected blue skulls can damage the wither if it hits the body, but not the heads. Killing a wither with a blue skull drops a wither rose as it is considered to be killed by a wither.



Dangerous

Hitbox size

Height: 0.3125 blocks

Width: 0.3125 blocks

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Wither angers [sound 1]	Hostile Mobs	Randomly	entity .wither .ambient	subtitles .entity .wither .ambient	1.0	0.8-1.2	16	
	Wither attacks	Hostile Mobs	When a wither breaks blocks upon taking damage	entity .wither .break_block	subtitles .entity .wither .shoot	2.0	0.8-1.2	16	
	Wither attacks	Hostile Mobs	When a wither shoots a wither skull	entity .wither .shoot	subtitles .entity .wither .shoot	2.0	0.8-1.2	16	
	Wither dies	Hostile Mobs	When a wither dies	entity .wither .death	subtitles .entity .wither .death	1.0	0.8-1.2	16	
	Wither hurts	Hostile Mobs	When a wither is damaged	entity .wither .hurt	subtitles .entity .wither .hurt	1.0	0.8-1.2	16	
	Wither released	Hostile Mobs	When a wither is finished charging up [sound 2]	entity .wither .spawn	subtitles .entity .wither .spawn	1.0	1.0	16 (technical) / ∞ (effective) [sound 3]	
	Explosion	Blocks	When a wither is finished charging up or a wither's wither skull explodes	entity .generic .explode	subtitles .entity .generic .explode	4.0	0.56-0.84	16	

1. [MC-212623](#)
2. Does not trigger at all if the `gamerule globalSoundEvents` is `false`
3. [MC-177741](#)

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
?	Hostile Mobs	Randomly	mob.wither.ambient	?	1.0	0.8-1.2		
?	Hostile Mobs	When a wither breaks blocks upon taking damage or dashes toward its target	mob.wither.break_block	?	1.0	1.0		
?	Hostile Mobs	When a wither shoots a wither skull	mob.wither.shoot	?	3.0	1.0		
?	Hostile Mobs	While a wither is dying	mob.wither.death	?	varies [sound 1]	0.8-1.2		
?	Hostile Mobs	When a wither is damaged	mob.wither.hurt	?	1.0	0.8-1.2		
?	Hostile Mobs	When a wither is finished charging up	mob.wither.spawn	?	1.0	1.0		
?	Blocks	When a wither is finished charging up, changes stages, is finished dying, or a wither's wither skull explodes	random.explode	?	4.0	1.0		

1. Is normally 1.0, but can be 0.75 or 0.5 [\[more information needed\]](#)

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key	[hide]
 Wither	wither	can_breathe_under_water fall_damage_immune freeze_immune_entity_types ignores_poison_and_regen inverted_healing_and_harm undead wither_friends sensitive_to_smite	entity.minecraft.wither	
 Wither Skull	wither_skull	impact_projectiles	entity.minecraft.wither_skull	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
 Wither	wither	52	mob monster skeleton undead wither	entity.wither.name	
 Wither Skull	wither_skull	89	None	entity.wither_skull.name	
 Wither Skull	wither_skull_dangerous	91	None	entity.wither_skull_dangerous.name	

Entity data**Java Edition:***Main article: [Entity format](#)*

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

Entity data**Tags common to all entities****Tags common to all mobs**

Invul: The number of ticks of invulnerability left after being initially created. 0 once invulnerability has expired.

Wither skulls have entity data associated with them that contain various properties.

Entity data**Tags common to all entities****Tags common to all fireballs****Tags common to all projectiles**

dangerous^[note 1]: 1 or 0 (true/false) - If true, the wither skull renders as blue, moves more slowly, and ignores the hardness values of most blocks upon exploding.

1. Although blue wither skulls have existed since [12w37a](#), this field was not present until [23w41a](#).
[\[7\]](#)

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					
		Monster Hunter	Attack and destroy a monster.	Kill <u>one</u> of these 41 monsters: [show] Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this achievement.	10	Bronze
		The Beginning?	Spawn the Wither	Be within a 100.9×100.9×103.5 cuboid centered on the Wither when it is spawned.	20	Bronze
		The Beginning.	Kill the Wither	Be within a 100.9×100.9×203.5 cuboid centered on the Wither when it drops the nether star.	40	Silver

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	<u>Not Today, Thank You</u>	Deflect a projectile with a Shield	Block any projectile with a <u>shield</u> .	
	<u>Withering Heights</u>	Summon the Wither	Be within a 100.9×100.9×103.5 cuboid centered on the <u>wither</u> when it is spawned.	
	<u>Monster Hunter</u>	Kill any hostile monster	Kill <u>one</u> of these 41 <u>monsters</u> : [show] Other mobs may be killed, but are ignored for this advancement.	
	<u>It Spreads</u>	Kill a mob near a Sculk Catalyst	Kill <u>any</u> mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. <u>Mobs that drop no experience</u> are ignored for this advancement.	
	<u>Monsters Hunted</u>	Kill one of every hostile monster	Kill <u>each</u> of these 41 <u>monsters</u> : [show] Other mobs may be killed, but are ignored for this advancement.	

Advancements that apply to all mobs:

[\[show\]](#)

History

Java Edition

<i>Java Edition</i>		
1.4.2	<u>12w34a</u>	 Added withers. Withers currently do not spawn naturally. Withers have been left unfinished by Jeb and hidden in the code. They were discovered through the presence of its <u>skin</u> in the <u>/mobs/</u> folder. Withers can be spawned only with edited <u>monster spawners</u> , <u>mods</u> , or hacks, and can crash the JVM.
		When the wither's health is taken down to half, it now gains wither armor, which makes it immune to <u>arrows</u> . The projectile firing rate and movement speed of withers has been increased.
		<u>?</u> At PAX, Dinnerbone revealed that it would be possible to spawn withers by arranging <u>wither skeleton skulls</u> in some way. ^{[8][9]}
		<u>12w36a</u> Withers can now be spawned by arranging <u>soul sand</u> in a T shape and placing three wither skeleton skulls on top. The wither now drops 20 <u>experience</u> and a <u>Nether star</u> upon death.
	<u>12w37a</u>	Withers now make a massive explosion upon their creation after their <u>health</u> is fully charged. When there are no targets, the wither sometimes shoots <u>blue wither skulls</u> , which move slower and can destroy any block besides <u>bedrock</u> .
		<u>12w38a</u> Added a <u>sound</u> when withers break <u>blocks</u> .
	<u>12w42b</u>	The <u>experience</u> dropped by withers has been increased from 20 to 50 points.
	<u>1.4</u>	Various new sounds have been added for withers.
	1.4.4 <u>1.4.3</u>	The oversight where withers can be created in <u>Peaceful</u> difficulty has been fixed. Before this update, attempting to spawn the wither in peaceful resulted in a waste of <u>soul sand</u> and <u>skulls</u> . Withers can no longer destroy <u>End portals</u> , which are now supposed to be unbreakable.
		<u>1.5</u> <u>13w05a</u> Withers are no longer able to ride <u>minecarts</u> .
<u>April 1, 2013</u>		Added a pink wither to the april fools update, <u>Minecraft 2.0</u> . The pink wither is passive, starts with one head, and can be fed sugar to gain two more heads.
1.7.2	<u>13w37a</u>	Added <u>achievements</u> for spawning and killing the wither.
1.8	<u>14w04a</u>	The player can now spawn withers by <u>dispensing</u> the wither skulls.
	<u>14w05a</u>	The armor that protects the wither from arrows when it is taken down to half no longer turns red when the wither takes damage.
	<u>14w11b</u>	The hitbox of the wither has been changed.
	<u>14w20a</u>	Withers no longer break barriers.
	<u>14w25a</u>	Withers now move while invulnerable due to <u>MC-57569</u> . Withers can now be built sideways and upside-down instead of just upright and require air blocks next to the base soul sand. ^[10]

<u>1.8.1</u>	<u>pre3</u>	Barriers can no longer be broken by blue wither skulls.
<u>1.9</u>	<u>15w31a</u>	Withers now have a uniquely colored boss bar.
	<u>15w46a</u>	Wither health bar now starts at full health instead of filling up during the spawning animation.
	<u>15w49a</u>	Withers no longer move while invulnerable.
	<u>15w49a</u>	Withers no longer travel through portals.
<u>1.11</u>	<u>16w38a</u>	Structure blocks and structure voids can no longer be destroyed by withers. ^[11]
	<u>16w40a</u>	The tags xTile, yTile, zTile, inTile and inGround have been removed from the wither skull entity data.
		The wither life tag is no longer used for anything, but still saved/read.
<u>1.12</u>	<u>pre3</u>	Withers can no longer break piston extensions or end gateways.
<u>1.14</u>	<u>18w43a</u>	 The texture of withers has been changed.
		All mobs killed by withers now have one wither rose planted at their location upon death.
	<u>18w44a</u>	Withers now have loot tables.
	<u>19w12a</u>	Due to the rewriting of the sound system the wither spawning sound now always plays at full volume even if the player moves while it is playing.
<u>1.16</u>	<u>20w07a</u>	Withers can now also be summoned using soul soil.
	<u>pre3</u>	Withers can now be built sideways even at Y=0 and Y=1.
<u>1.17</u>	<u>20w46a</u>	Wither health bar once again fills up during the spawning animation instead of starting directly at full health.
	<u>21w17a</u>	Withers are now immune to freezing.
<u>1.18</u>	<u>21w37a</u>	Fixed bug where withers do not pursue players in survival mode unless attacked. ^[12]
	<u>21w41a</u>	 Tweaked the Wither Skull's texture to use the new Wither face from the Texture Update.
<u>1.19</u>	<u>Deep Dark Experimental Snapshot 1</u>	Added reinforced deepslate, which cannot be broken by withers.
<u>1.19.3</u>	<u>22w44a</u>	 Added spawn eggs for withers, which can be obtained only with commands as to avoid potential destruction of creative builds. ^[13]
<u>1.21.2</u>	<u>24w34a</u>	Wither skulls no longer go through the world border if hit.
<u>1.21.5</u>	<u>25w08a</u>	 The texture of wither spawn eggs has been changed.

Bedrock Edition

Pocket Edition Alpha			
[hide]			
v0.16.0	build 4	 Added withers. When withers are at half health, they spawn 4 wither skeletons . Withers attack differently and have twice the amount of health as <i>Java Edition</i> withers. Withers also trigger explosions when created, when at half health, and when killed, rather than just when created as in <i>Java Edition</i> .	
Pocket Edition			
[hide]			
1.0.2		Wither skulls from withers can now be deflected with a sword .	
Bedrock Edition			
[hide]			
1.10.0	beta 1.10.0.3	 The texture of withers has been changed.	
1.13.0	beta 1.13.0.9	All mobs killed by withers now have one wither rose planted at their location upon death.	
1.16.0	beta 1.16.0.51	Withers can now also be summoned using soul soil instead of soul sand . Added piglins , which attack withers.	
1.17.0	beta 1.17.0.56	Withers are now immune to freezing .	
1.19.60	Preview 1.19.60.20	 Added spawn eggs for withers.	
1.21.70	Preview 1.21.70.24	 The texture of wither spawn eggs has been changed.	

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU19	CU7	1.12	1.12	1.12	Patch 1	1.0.1	 Added withers.
TU24	CU12	1.16	1.16	1.16			The armor that protects the wither from arrows when it is taken down to half no longer turns red when the wither takes damage. [is this the correct version?]
TU31	CU19	1.22	1.22	1.22	Patch 3	1.0.4	The player can now spawn withers by dispensing the wither skulls.
							Withers can now be built sideways and upside-down instead of just upright.
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Wither health bar now starts at full health instead of filling up during the spawning animation.
							The maximum amount of boss mobs that can be loaded at once has been increased from 1 to 5. This means outside the end it is possible to have up to 5 withers instead of only 1 and in the End it is possible to have up to 4 only if the ender dragon is alive.
TU60	CU51	1.64	1.64	1.64	Patch 30	1.0.11	The behavior of withers has been changed to match the behavior of withers in Pocket Edition Alpha v0.16.0.
							Withers now blow up and spawn <u>wither skeletons</u> at half health. Upon death, withers stop moving and slowly grow in size while turning white until they explode. They also do the dash attack like in <i>Bedrock Edition</i> and the amount of health that they get when spawning also depends on the difficulty.
							Withers are no longer able to regenerate health.
							Wither health bar once again fills up during the spawning animation instead of starting directly at full health.

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
1.3.12	 Added withers.	

Data history

Java Edition

<i>Java Edition</i>			[hide]
1.11	16w32a	The entity ID has been changed from WitherBoss to wither.	
		The projectile entity ID has been changed from WitherSkull to wither_skull.	
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version.	[more information needed]
1.20.3	23w40a	Withers are now part of the #can_breathe_under_water and #undead tags.	

Bedrock Edition

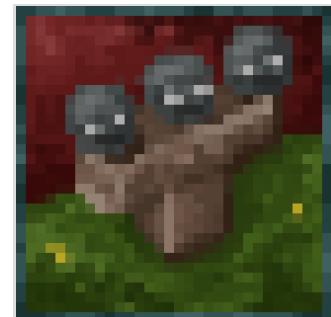
<i>Pocket Edition</i>			[hide]
1.1.0	alpha 1.1.0.0	The entity ID has been changed from wither.boss to wither.	

Issues

Issues relating to "Wither" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Wither%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- The wither was originally supposed to shoot flaming skulls, but the game would not stop crashing despite the best efforts of the developers. So, the skulls were changed to no longer be on fire.^[14]
- According to Jeb, the wither was inspired by [Terraria](#) (<https://terraria.wiki.gg/wiki/Terraria>), which has a summonable boss mechanic. The name itself is inspired by a poison spell in another game made by Jeb called *Whispers in Akarra*.^[15]
- There is a [painting](#) showing the [soul sand](#) and [wither skeleton skull](#) formation needed to spawn a wither.
 - Similarly, the wither appears on the four sides of [chiseled red sandstone](#).
- If the wither is damaged by the void, it frantically attempts to fire blue skulls.
- Above half health, the wither always attempts to stay a few blocks above the mob it is targeting. This means that attempting to build or climb up to hit the wither using a sword is essentially impossible.
 - If the wither is after a blaze and the blaze tries to fly up to it, the wither attempts to keep rising above the blaze, thus making both of them rise higher until they hit a ceiling or until the [blaze despawns](#) or dies.
- Although the wither is 3.5 blocks tall, 3 blocks wide, and 1 block thick, its hitbox is only 3.5 blocks tall, 1 block wide, and 1 block thick.



The painting depicting how to spawn a wither

- The true dimensions of the wither are: 2.844 blocks tall (varies), 3 blocks wide, and 1.719 blocks long (also varies).
- An enemy called the wither storm appears in *Minecraft: Story Mode*. It was created by replacing the center block of soul sand with a command block.
- Despite not having visible feet, withers can make footstep sounds.^[16]
- In Java Edition 3D Shareware v1.34, withers drop red keys.
- According to Quinn Richter, Marketplace Partner Manager, the wither's name is "Simmons?", similar to the ender dragon's name being "Jean?".^[17]
- On the webpage for the 10th anniversary of Minecraft, an image of the wither is referred to internally as a ghast.^[18]

Gallery

Renders



The wither and its armor.

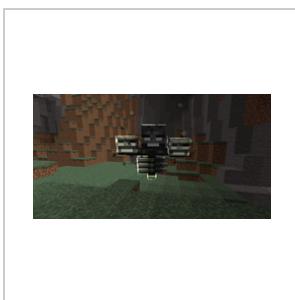


The wither prepares for explosion with the invulnerable status after summoned.

Screenshots



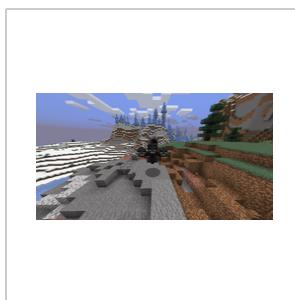
The withering effect after being damaged by a wither skull.



The "wither armor" that blocks arrows.



A larger image to show how to summon the wither.



The pit created after the wither has charged.



The wither attacking horses.



The wither attacking a sheep.



The wither attacking a village.



A wither summoning set-up.



Image from [Dinnerbone](#) of a wither being built horizontally.

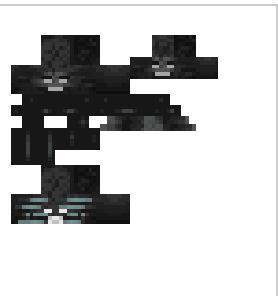


A player avoiding a wither by using the [Invisibility](#) effect.

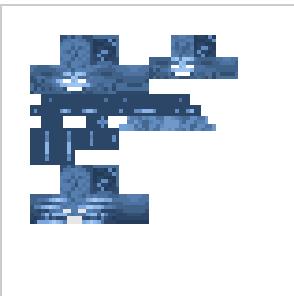


First image of a wither being built in [Bedrock Edition](#).

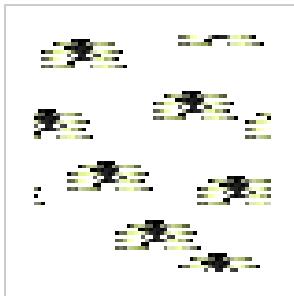
Textures



Wither texture file.



Invulnerable wither texture file.



Wither armor texture file.

In other media



[Efe and Zuri](#) defeating the wither.



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



Artwork of the Wither used on the 10th anniversary website.
[18]



Wither pictured in the [Mobestiary](#).



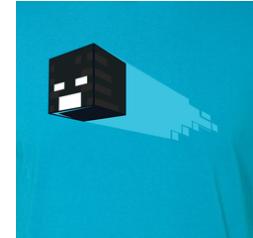
The Wither on the cover of [Castle Redstone](#).



[LEGO Minecraft](#) wither.



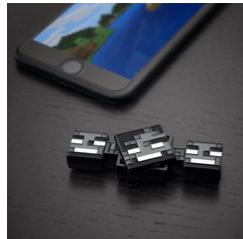
"Acid Wither," an official T-Shirt design.



"Jolly Mobs Flying Head," another T-Shirt design.



A painting of the Wither as seen in [A Minecraft Movie](#).



A wither-themed spinner produced by [ThinkGeek](#).

See also

- [Ender dragon](#), the other boss mob in [Minecraft](#)
- [Tutorial:Defeating the wither](#), a [tutorial](#) explaining different tactics to fight and kill the wither

References

1. MC-125027 — Nether stars despawn after 10 minutes. — resolved as "Works As Intended".
2. MC-177741 — Wither sounds play for all players
3. MC-162557 — Withers no longer attack ghasts — resolved as "Works As Intended".

4. [MC-154922](#)
5. [MCPE-161643](#) – After healing a wither boss over 1/2 HP, it still retains its anti-projectile shield
6. [MCPE-73842](#)
7. [MC-81656](#)
8. "Minecraft 1.4 - How to Spawn Wither Mob - Mojang PAX 2012 Live @ 3:07" (<https://youtube.com/watch?v=lqciEbjYd-I&t=03m07s>) – Accelerated Ideas on YouTube
9. <http://www.twitch.tv/pax2/b/330745811> (at 3:57:47)
10. [MC-60792](#)
11. [MC-106747](#) — Wither bosses break structure blocks / structure voids.
12. [MC-29274](#)
13. [MC-189872](#) — resolved as "Fixed".
14. "Minecraft's Top 10 Bugs" (<https://www.minecraft.net/en-us/article/minecrafts-top-10-bugs>) by Marsh Davies – [Minecraft.net](https://www.minecraft.net), August 16, 2017.
15. "Meet the Wither" (<https://www.minecraft.net/en-us/article/meet-wither>) by Marsh Davies – [Minecraft.net](https://www.minecraft.net), February 13, 2017.
16. [MC-92623](#)
17. "Ask Mojang #4: To The Moon! @ 3:40" (https://youtube.com/watch?v=gtL_hkE_LVE&t=220) – Minecraft on YouTube, November 8, 2019
18. "Celebrate with Us" (<https://www.minecraft.net/en-us/10th-anniversary>) – [minecraft.net](https://www.minecraft.net).

External links

- [Meet the Wither](#) (<https://www.minecraft.net/en-us/article/meet-wither>) – [Minecraft.net](https://www.minecraft.net) on February 13, 2017

Navigation

Entities														
Mobs														
Allay Armadillo Axolotl Bat Camel Camel Husk Cat														
Chicken Cod Copper Golem Cow Donkey Frog														
Glow Squid Happy Ghast Horse Mooshroom Mule Ocelot														
Parrot Pig Rabbit Salmon Sheep Skeleton Horse														
Sniffer Snow Golem Squid Strider Tadpole Tropical Fish														
Turtle Villager Wandering Trader Zombie Horse														
BE & edu only Agent NPC														
Bee Cave Spider Dolphin Drowned Enderman Fox														
Goat Iron Golem Llama Nautilus Panda Piglin														
Polar Bear Pufferfish Spider Trader Llama Wolf														
Zombie Nautilus Zombified Piglin														
Blaze Bogged Breeze Creaking Creeper Elder Guardian														
Endermite Evoker Ghast Guardian Hoglin Husk														
Magma Cube Parched Phantom Piglin Brute Pillager														
Ravager Shulker Silverfish Skeleton Slime Stray Vex														
Vindicator Warden Witch Wither Skeleton Zoglin Zombie														
Zombie Villager														

Bosses	Ender Dragon	Wither				
Mob types	Animal	Aquatic	Arthropod	Illager	Monster	Undead
Other	Jockey	(Camel Husk)	Chicken	Hoglin	Ravager	

Skeleton Horseman Spider Strider Zombie Horseman

Zombie Nautilus) Mob variants Mob conversion

Other entities

[\[show\]](#)

Unimplemented

[\[show\]](#)

Joke

[\[show\]](#)

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