

# Armorer

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This article is about the villager profession. For the LEGO minifigure, see [Armorsmith](#).

An **armorer** is a villager that trades foundry items and sells iron, chain, and diamond armor. Armorers wear a welding mask, iron shoulder pads, dark brown gloves, and a dark brown apron.

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## Spawning

An unemployed villager turns into an armorer when an unclaimed [blast furnace](#) is nearby.

### Natural generation

The workstation of armorers, the [blast furnace](#), generates in armorer houses in [villages](#).

### Drops

In [Java Edition](#), an armorer can drop various items by throwing them as a gift towards a nearby player with the [Hero of the Village](#) effect. The gift is randomly selected from the following list:

- Chainmail Helmet
- Chainmail Chestplate
- Chainmail Leggings
- Chainmail Boots

### Trading

*Main article: [Trading](#)*

Armorer	
<small>Plains Desert Savanna Taiga Snowy Jungle Swamp</small>	
<b>Workstation</b>	Blast Furnace
<b>Buys</b>	Coal Iron Ingot Lava Bucket Diamond
<b>Sells</b>	Iron Armor Bell Chainmail Armor Enchanted Diamond Armor Shield

Armorer									
Level	Java Edition		Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot						
Novice	40%	100%	1	15 × Coal	Emerald	16	2	0.05	
	40%	25%	2	5 × Emerald	Iron Helmet	12	1	0.2	
	40%	25%		9 × Emerald	Iron Chestplate	12	1	0.2	
	40%	25%	4	7 × Emerald	Iron Leggings	12	1	0.2	
	40%	25%		4 × Emerald	Iron Boots	12	1	0.2	
Apprentice	50%	100%	3	4 × Iron Ingot	Emerald	12	10	0.05	
	50%	33%	4	36 × Emerald	Bell	12	5	0.2	
	50%	33%		3 × Emerald	Chainmail Leggings	12	5	0.2	
	50%	33%		Emerald	Chainmail Boots	12	5	0.2	
Journeyman	40%	100%	5	Lava Bucket	Emerald	12	20	0.05	
	40%	100%	6	Diamond	Emerald	12	20	0.05	
	40%	33%	7	Emerald	Chainmail Helmet	12	10	0.2	
	40%	33%		4 × Emerald	Chainmail Chestplate	12	10	0.2	
	40%	33%		5 × Emerald	Shield	12	10	0.2	
Expert	100%	50%	8	19–33 × Emerald <sup>[t 1]</sup>	Enchanted Diamond Leggings <sup>[t 2]</sup>	3	15	0.2	
	100%	50%		13–27 × Emerald <sup>[t 3]</sup>	Enchanted Diamond Boots <sup>[t 2]</sup>	3	15	0.2	
Master	100%	50%	9	13–27 × Emerald <sup>[t 3]</sup>	Enchanted Diamond Helmet <sup>[t 2]</sup>	3	30	0.2	
	100%	50%		21–35 × Emerald <sup>[t 4]</sup>	Enchanted Diamond Chestplate <sup>[t 2]</sup>	3	30	0.2	

1. The price of this trade is the base price, 14 emeralds, plus the random enchantment level chosen (5–19).
2. When creating an enchantment offer, the game uses a random enchantment level from 5 to 19. The enchantments are never treasure enchantments.
3. The price of this trade is the base price, 8 emeralds, plus the random enchantment level chosen (5–19).
4. The price of this trade is the base price, 16 emeralds, plus the random enchantment level chosen (5–19).

## Villager trade rebalance

 This section describes an experimental feature in Java Edition and Bedrock Edition.

This feature is not enabled in-game by default and requires enabling the "Villager Trade Rebalance" experimental data pack in Java Edition or the "Villager Trade Rebalancing" setting in the "Experiments" section in Bedrock Edition.

Enabling the villager trade rebalance experiment changes the trades of armorer. Notably:

- Buying diamond armor now also requires a small amount of diamonds.
- Most master-level armorers buy iron blocks and pay 4 emeralds for them.
- Chainmail armor is exclusively sold by jungle and swamp armorers.
- The savanna armorer sells cursed diamond armor at reduced prices.
- The taiga armorer can swap one piece of diamond armor for another. Damaged, enchanted, and cursed armor are accepted, making 8 the minimum number of diamonds required for a full set.

Biomes and corresponding armor								[Collapse]
Appearance	Desert	Plains	Savanna	Snowy	Taiga	Jungle	Swamp	
Expert	Iron Leggings with Thorns	Iron Leggings with Protection I	Iron Leggings with Curse of Binding	Iron Helmet with Aqua Affinity	Diamond Leggings	Chainmail Helmet with Unbreaking I	Chainmail Helmet with Mending	
	Iron Boots with Thorns	Iron Boots with Protection I	Iron Boots with Curse of Binding		Diamond Boots	Chainmail Chestplate with Unbreaking I	Chainmail Chestplate with Mending	
	Iron Helmet with Thorns	Iron Helmet with Protection I	Iron Helmet with Curse of Binding		Diamond Helmet	Chainmail Leggings with Unbreaking I	Chainmail Leggings with Mending	
	Iron Chestplate with Thorns	Iron Chestplate with Protection I	Iron Chestplate with Curse of Binding	Iron Boots with Frost Walker I	Diamond Chestplate	Chainmail Boots with Unbreaking I	Chainmail Boots with Mending	
	Diamond Chestplate with Thorns	Diamond Leggings with Protection I	Diamond Helmet with Curse of Binding	Diamond Helmet with Aqua Affinity	Diamond Chestplate with Blast Protection I	Chainmail Helmet with Projectile Protection I	Chainmail Helmet with Respiration I	
Master	Diamond Leggings with Thorns	Diamond Boots with Protection I	Diamond Chestplate with Curse of Binding	Diamond Boots with Frost Walker I	Diamond Leggings with Blast Protection I	Chainmail Boots with Feather Falling I	Chainmail Boots with Depth Strider I	
	Emerald	Emerald	Emerald	Emerald	Emerald	Emerald	Emerald	

Desert Armorer (Trade Rebalance)									
Level	Java Edition		Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot	Probability					
Novice	100%	100%	1	15 × Coal	Emerald	Iron Boots	12	2	0.05
	100%	100%	2	5 × Iron Ingot	Emerald	Iron Helmet	12	2	0.05
Apprentice	50%	50%	3–4	4 × Emerald	Iron Boots	12	5	0.05	
	50%	50%		5 × Emerald	Iron Helmet	12	5	0.05	
	50%	50%		7 × Emerald	Iron Leggings	12	5	0.05	
	50%	50%		9 × Emerald	Iron Chestplate	12	5	0.05	
Journeyman	67%	67%	5–6	Lava Bucket	Emerald	12	20	0.05	
	67%	67%		5 × Emerald	Shield	12	10	0.05	
	67%	67%		36 × Emerald	Bell	12	10	0.2	
Expert	50%	50%	7–8	8 × Emerald	Enchanted Iron Boots[t 1]	3	15	0.05	
	50%	50%		9 × Emerald	Enchanted Iron Helmet[t 1]	3	15	0.05	
	50%	50%		11 × Emerald	Enchanted Iron Leggings[t 1]	3	15	0.05	
	50%	50%		13 × Emerald	Enchanted Iron Chestplate[t 1]	3	15	0.05	
Master	67%	67%	9–10	16 × Emerald + 4 × Diamond	Enchanted Diamond Chestplate[t 1]	3	30	0.05	
	67%	67%		16 × Emerald + 3 × Diamond	Enchanted Diamond Leggings[t 1]	3	30	0.05	
	67%	67%		Block of Iron	4 × Emerald	12	30	0.05	

1. The armor piece is always enchanted with Thorns I.

Jungle Armorer (Trade Rebalance)									
Level	Java Edition		Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot	Probability					
Novice	100%	100%	1	15 × Coal	Emerald	Chainmail Boots	12	2	0.05
	100%	100%	2	5 × Iron Ingot	Emerald	Chainmail Helmet	12	2	0.05
Apprentice	50%	50%	3–4	4 × Emerald	Chainmail Boots	12	5	0.05	
	50%	50%		5 × Emerald	Chainmail Helmet	12	5	0.05	
	50%	50%		7 × Emerald	Chainmail Leggings	12	5	0.05	
	50%	50%		9 × Emerald	Chainmail Chestplate	12	5	0.05	
Journeyman	67%	67%	5–6	Lava Bucket	Emerald	12	20	0.05	
	67%	67%		5 × Emerald	Shield	12	10	0.05	
	67%	67%		36 × Emerald	Bell	12	10	0.2	
Expert	50%	50%	7–8	8 × Emerald	Enchanted Chainmail Boots[t 1]	3	15	0.05	
	50%	50%		9 × Emerald	Enchanted Chainmail Helmet[t 1]	3	15	0.05	
	50%	50%		11 × Emerald	Enchanted Chainmail Leggings[t 1]	3	15	0.05	
	50%	50%		13 × Emerald	Enchanted Chainmail Chestplate[t 1]	3	15	0.05	
Master	67%	67%	9–10	9 × Emerald	Enchanted Chainmail Helmet[t 2]	3	30	0.05	
	67%	67%		8 × Emerald	Enchanted Chainmail Boots[t 3]	3	30	0.05	
	67%	67%		Block of Iron	4 × Emerald	12	30	0.05	

1. The armor piece is always enchanted with Unbreaking I.

2. The armor piece is always enchanted with Projectile Protection I.

3. The armor piece is always enchanted with Feather Falling I.

Plains Armorer (Trade Rebalance)									
Level	Java Edition		Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot	Probability					
Novice	100%	100%	1	15 × ⚭ Coal	Emerald	Iron Boots	12	2	0.05
	100%	100%	2	5 × ⚪ Iron Ingots	Emerald	Iron Helmet	12	2	0.05
Apprentice	50%	50%	3–4	4 × ⚪ Emerald	Iron Leggings	Iron Chestplate	12	5	0.05
	50%	50%		5 × ⚪ Emerald	Iron Boots	Iron Shield	12	5	0.05
	50%	50%		7 × ⚪ Emerald	Iron Chestplate	Enchanted Iron Boots[† 1]	3	15	0.05
	50%	50%		9 × ⚪ Emerald	Iron Leggings	Enchanted Iron Helmet[† 1]	3	15	0.05
Journeyman	67%	67%	5–6	Lava Bucket	Iron Boots	Enchanted Iron Leggings[† 1]	3	10	0.05
	67%	67%		5 × ⚪ Emerald	Iron Chestplate	Enchanted Iron Shield[† 1]	12	10	0.05
	67%	67%		36 × ⚪ Emerald	Iron Helmet	Bell	12	10	0.2
Expert	50%	50%	7–8	8 × ⚪ Emerald	Iron Boots	Enchanted Iron Chestplate[† 1]	3	15	0.05
	50%	50%		9 × ⚪ Emerald	Iron Leggings	Enchanted Iron Boots[† 1]	3	15	0.05
	50%	50%		11 × ⚪ Emerald	Iron Chestplate	Enchanted Iron Helmet[† 1]	3	15	0.05
	50%	50%		13 × ⚪ Emerald	Iron Boots	Enchanted Iron Leggings[† 1]	3	15	0.05
Master	67%	67%	9–10	16 × ⚪ Emerald + 3 × ⚪ Diamond	Iron Leggings	Enchanted Iron Chestplate[† 1]	3	30	0.05
	67%	67%		16 × ⚪ Emerald + 2 × ⚪ Diamond	Iron Chestplate	Enchanted Iron Boots[† 1]	3	30	0.05
	67%	67%		Block of Iron	Iron Boots	Enchanted Iron Leggings[† 1]	12	30	0.05

1. The armor piece is always enchanted with Protection I.

Savanna Armorer (Trade Rebalance)									
Level	Java Edition		Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot	Probability					
Novice	100%	100%	1	15 × ⚭ Coal	Emerald	Iron Boots	12	2	0.05
	100%	100%	2	5 × ⚪ Iron Ingots	Emerald	Iron Helmet	12	2	0.05
Apprentice	50%	50%	3–4	4 × ⚪ Emerald	Iron Leggings	Iron Chestplate	12	5	0.05
	50%	50%		5 × ⚪ Emerald	Iron Boots	Iron Shield	12	5	0.05
	50%	50%		7 × ⚪ Emerald	Iron Chestplate	Enchanted Iron Boots[† 1]	3	15	0.05
	50%	50%		9 × ⚪ Emerald	Iron Boots	Enchanted Iron Helmet[† 1]	3	15	0.05
Journeyman	67%	67%	5–6	Lava Bucket	Iron Chestplate	Enchanted Iron Boots[† 1]	12	10	0.05
	67%	67%		5 × ⚪ Emerald	Iron Boots	Enchanted Iron Chestplate[† 1]	12	10	0.05
	67%	67%		36 × ⚪ Emerald	Iron Chestplate	Enchanted Iron Boots[† 1]	12	10	0.2
Expert	50%	50%	7–8	2 × ⚪ Emerald	Iron Leggings	Enchanted Iron Chestplate[† 1]	3	15	0.05
	50%	50%		3 × ⚪ Emerald	Iron Chestplate	Enchanted Iron Boots[† 1]	3	15	0.05
	50%	50%		5 × ⚪ Emerald	Iron Boots	Enchanted Iron Helmet[† 1]	3	15	0.05
	50%	50%		7 × ⚪ Emerald	Iron Chestplate	Enchanted Iron Boots[† 1]	3	15	0.05
Master	67%	67%	9–10	6 × ⚪ Emerald + 2 × ⚪ Diamond	Iron Chestplate	Enchanted Diamond Helmet[† 1]	3	30	0.05
	67%	67%		8 × ⚪ Emerald + 3 × ⚪ Diamond	Iron Chestplate	Enchanted Diamond Boots[† 1]	3	30	0.05
	67%	67%		Block of Iron	Iron Chestplate	Enchanted Diamond Helmets[† 1]	12	30	0.05

1. The armor piece is always enchanted with Curse of Binding.

Snowy Armorer (Trade Rebalance)									
Level	Java Edition		Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot	Probability					
Novice	100%	100%	1	15 × ⚭ Coal	Emerald	Iron Boots	12	2	0.05
	100%	100%	2	5 × ⚪ Iron Ingot	Emerald	Iron Helmet	12	2	0.05
Apprentice	50%	50%	3–4	4 × ⚪ Emerald	Iron Boots	12	5	0.05	
	50%	50%		5 × ⚪ Emerald	Iron Helmet	12	5	0.05	
	50%	50%		7 × ⚪ Emerald	Iron Leggings	12	5	0.05	
	50%	50%		9 × ⚪ Emerald	Iron Chestplate	12	5	0.05	
Journeyman	67%	67%	5–6	Lava Bucket	Emerald	12	20	0.05	
	67%	67%		5 × ⚪ Emerald	Shield	12	10	0.05	
	67%	67%		36 × ⚪ Emerald	Bell	12	10	0.2	
Expert	100%	100%	7	8 × ⚪ Emerald	Enchanted Iron Boots[t 1]	3	15	0.05	
	100%	100%	8	9 × ⚪ Emerald	Enchanted Iron Helmet[t 2]	3	15	0.05	
Master	67%	67%	9–10	12 × ⚪ Emerald + 2 × ⚪ Diamond	Enchanted Diamond Boots[t 1]	3	30	0.05	
	67%	67%		12 × ⚪ Emerald + 3 × ⚪ Diamond	Enchanted Diamond Helmet[t 2]	3	30	0.05	
	67%	67%		Block of Iron	4 × ⚪ Emerald	12	30	0.05	

1. These boots are always enchanted with Frost Walker I.

2. This helmet is always enchanted with Aqua Affinity.

Swamp Armorer (Trade Rebalance)									
Level	Java Edition		Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot	Probability					
Novice	100%	100%	1	15 × ⚭ Coal	Emerald	Chainmail Boots	12	2	0.05
	100%	100%	2	5 × ⚪ Iron Ingot	Emerald	Chainmail Helmet	12	2	0.05
Apprentice	50%	50%	3–4	4 × ⚪ Emerald	Chainmail Leggings	12	5	0.05	
	50%	50%		5 × ⚪ Emerald	Chainmail Chestplate	12	5	0.05	
	50%	50%		7 × ⚪ Emerald	Enchanted Chainmail Boots[t 1]	3	15	0.05	
	50%	50%		9 × ⚪ Emerald	Enchanted Chainmail Helmet[t 1]	3	15	0.05	
Journeyman	67%	67%	5–6	Lava Bucket	Emerald	12	20	0.05	
	67%	67%		5 × ⚪ Emerald	Shield	12	10	0.05	
	67%	67%		36 × ⚪ Emerald	Bell	12	10	0.2	
Expert	50%	50%	7–8	8 × ⚪ Emerald	Enchanted Chainmail Leggings[t 1]	3	15	0.05	
	50%	50%		9 × ⚪ Emerald	Enchanted Chainmail Chestplate[t 1]	3	15	0.05	
	50%	50%		11 × ⚪ Emerald	Enchanted Chainmail Boots[t 1]	3	15	0.05	
	50%	50%		13 × ⚪ Emerald	Enchanted Chainmail Helmet[t 2]	3	15	0.05	
Master	67%	67%	9–10	9 × ⚪ Emerald	Enchanted Chainmail Boots[t 3]	3	30	0.05	
	67%	67%		8 × ⚪ Emerald	Enchanted Chainmail Leggings[t 2]	3	30	0.05	
	67%	67%		Block of Iron	4 × ⚪ Emerald	12	30	0.05	

1. This armor piece is always enchanted with Mending.

2. This helmet is always enchanted with Respiration I.

3. These boots are always enchanted with Depth Strider I.

Taiga Armorer (Trade Rebalance)									
Level	Java Edition		Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot	Probability					
Novice	100%	100%	1	15 ×  Coal	Emerald	12	2	0.05	
	100%	100%	2	5 ×  Iron Ingot	Emerald	12	2	0.05	
Apprentice	50%	50%	3–4	4 ×  Emerald	Iron Boots	12	5	0.05	
	50%	50%		5 ×  Emerald	Iron Helmet	12	5	0.05	
	50%	50%		7 ×  Emerald	Iron Leggings	12	5	0.05	
	50%	50%		9 ×  Emerald	Iron Chestplate	12	5	0.05	
Journeyman	67%	67%	5–6	Lava Bucket	Emerald	12	20	0.05	
	67%	67%		5 ×  Emerald	Shield	12	10	0.05	
	67%	67%		36 ×  Emerald	Bell	12	10	0.2	
Expert	50%	50%	7–8	4 ×  Emerald +  Diamond Boots	Diamond Leggings	3	15	0.05	
	50%	50%		4 ×  Emerald +  Diamond Leggings	Diamond Chestplate	3	15	0.05	
	50%	50%		2 ×  Emerald +  Diamond Chestplate	Diamond Helmet	3	15	0.05	
	50%	50%		4 ×  Emerald +  Diamond Helmet	Diamond Boots	3	15	0.05	
Master	67%	67%	9–10	18 ×  Emerald + 4 ×  Diamond	Diamond Chestplate [t 1]	3	30	0.05	
	67%	67%		18 ×  Emerald + 3 ×  Diamond	Diamond Leggings [t 1]	3	30	0.05	
	67%	67%		Block of Diamond	42 ×  Emerald	12	30	0.05	

1. This armor piece is always enchanted with Blast Protection I.

## Sounds

### Java Edition

Sounds								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
Armorers works	Friendly Mobs	RANDOMLY while an  armorer is working	Randomly while an  armorer is working	entity.villager.work_armorer	subtitles.entity.villager.work_armorer	1.0	0.8-1.2	16

### Bedrock Edition

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
?	Blocks	RANDOMLY while an  armorer is working	RANDOMLY while an  armorer is working	block.blastfurnace.fire_crackle	?	3.0	0.6	

## Data values

Armorers have the data value `minecraft:armorer` in *Java Edition*.

## History

### Java Edition

Java Edition			[hide]
1.8	14w02a	Added armorers as a career of the "blacksmith" profession.	
1.14	18w50a	Added the new armorer profession.	

### Bedrock Edition

Pocket Edition			[hide]
1.0.4	alpha 1.0.4.0	Added armorers as a career of the "Blacksmith" profession. [verify]	
Bedrock Edition			[hide]
1.10.0	beta 1.10.0.3	Added the new armorer profession.	

## Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU31	CU19	1.22	1.22	1.22	Patch 3	1.0.1	Added armorers as a career of the "Blacksmith" profession.	
		1.91					 Added the new armorer profession.	

## Issues

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

## Gallery

### Renders

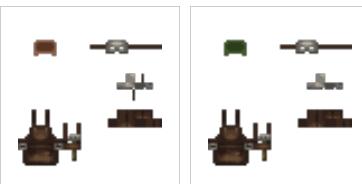
 This section would benefit from the addition of isometric renders.

Please remove this notice once you have added suitable isometric renders to the article.  
The specific instructions are:  
*Lying renders for other biome outfits.*



Lying desert armorer

### Textures



Armorer outfit texture

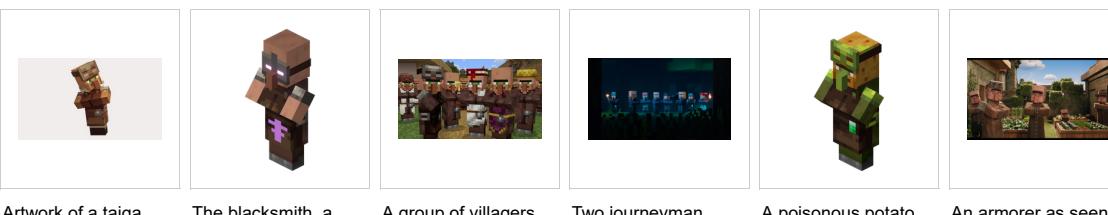
Zombie armorer outfit texture

### Screenshots



Makena trading with an armorer.

### In other media



Artwork of a taiga armorer.

The blacksmith, a mob in *Minecraft Dungeons* based off armorers.

A group of villagers, staring at a player.

Two journeyman armorers in The Monster in the Woods.

A poisonous potato armorer featured in Java Edition 24w14potato.

An armorer as seen in *A Minecraft Movie*.

## Navigation

[hide]														
Villager professions														
Armorer  Butcher  Cartographer  Cleric  Farmer  Fisherman  Fletcher  Leatherworker  Librarian  Mason Shepherd  Toolsmith  Weaponsmith  Nitwit														
Workstations														
Blast Furnace  Smoker  Cartography Table  Brewing Stand  Composter  Barrel  Fletching Table  Cauldron Lectern  Stonecutter  Loom  Smithing Table  Grindstone														
Mechanics														
Raid  Trading <b>JE only</b> Zombie siege														
Structures														
Igloo  Village Evoker  Iron Golem  Pillager  Ravager  Vindicator  Wandering Trader  Witch  Zombie Villager														
Related mobs														
<b>JE only</b> Illusioner														
<b>Entities</b>														
<b>Mobs</b>														
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 <b>Passive</b> Skeleton Horse  Sniffer  Snow Golem  Squid  Strider  Tadpole  Tropical Fish  Turtle  Villager  Wandering Trader Zombie Horse														
<b>BE &amp; edu only</b> Agent  NPC														
<b>Neutral</b> 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														
<b>Hostile</b> 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														
<b>Bosses</b> Ender Dragon  Wither														
<b>Mob types</b> Animal  Aquatic  Arthropod  Illager  Monster  Undead <b>Other</b> Jockey  Camel Husk  Chicken  Hoglin  Ravager  Skeleton Horseman  Spider  Strider  Zombie Horseman Zombie Nautilus  Mob variants  Mob conversion														
<b>Other entities</b>														
<b>Unimplemented</b>														
<b>Joke</b>														

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