

Slime View article feedback

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

Slimes are cube-shaped hostile mobs that spawn deep underground in particular chunks, aboveground in swamps, or when an Oozing-affected entity dies. They move by jumping, chase after their targets, and usually deal damage on touch. Slimes spawn in different sizes, and larger ones split into smaller ones on death.

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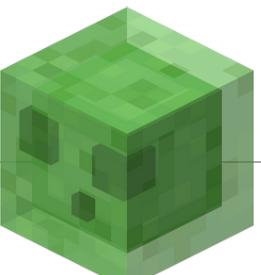
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Issues

Trivia

 Slime

Big: 16 (♥ × 8)
Semi-large: 9 (♥♥♥)
Health points
Medium: 4 (♥♥)
Small: 1 (♥)
Behavior Hostile
Mob type  Monster
Big:
Easy: 3 (♥♥)
Normal: 4 (♥♥)
Hard: 6 (♥♥♥)
Semi-large:
Easy: 2.5 (♥ × 1.25)
Normal: 3 (♥♥)
Hard: 4.5 (♥ × 2.25)
Medium:
Easy and Normal: 2 (♥)
Hard: 3 (♥♥)
Small:
0 (♥)
Attack strength
Hitbox size
Big:
Height: 2.08 blocks
Width: 2.08 blocks
Semi-large:
Height: 1.5625 blocks

Gallery

- [Screenshots](#)
- [Mojang screenshots](#)
- [Textures](#)
- [In other media](#)

See also

External links

References

Navigation

Spawning

See also: [Tutorial:Slime farming](#)

Slimes spawn naturally in 3 sizes: small, medium, and large. A fourth size, known as semi-large, only spawns from [trial spawners](#) and never naturally. Slimes have an [NBT](#) tag, [Size](#), which determines their size.

Small, medium, and big slimes have their [Size](#) set to 0, 1, and 3 respectively. Using the [/summon](#) or [/data](#) commands, a slime can be given any [Size](#) in the range from 0 to 126 (inclusive). [\[verify for Bedrock Edition\]](#)

A slime needs a space of $2.04 \times 2.04 \times 2.04$ blocks to spawn, which must be clear of solid and liquid obstructions. When a slime attempts to spawn, the game checks to see if the space requirement is followed. Therefore, small and medium slimes are not able to spawn in 2-block tall areas even though it would normally be enough room for other small mobs. Any block within the space, even a [glass pane](#), can prevent slimes from spawning.

- A [button](#) or any block without a collision hitbox can prevent a mob from spawning on the block below it, but does not count as an obstruction. This is because the game looks for an [air](#) block above it when trying to spawn a mob.
- In [Java Edition](#), the space is centered on the top face of the block the slime spawns on.
 - It should be noted that a [trapdoor](#) is treated like a full-block when the game looks for space to spawn mobs. Therefore, the effective spawning space the slime needs is $3 \times 2.1 \times 3$ blocks.
- In [Bedrock Edition](#), the space is centered in the northwest corner of a block. This means the effective spawning region is $2 \times 2 \times 2$ blocks. [\[verify for Bedrock Edition\]](#)

The random distribution of slime sizes is affected by [regional difficulty](#): chances range from 33% for each size at the low difficulty to 16% small, 33% medium, and 50% big with higher difficulty.

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

Width: 1.5625 blocks

Medium:

Height: 1.04 blocks

Width: 1.04 blocks

Small:

Height: 0.52 blocks

Width: 0.52 blocks

[\[needs testing in Bedrock Edition\]](#)

Spawn

 Swamp

 Mangrove Swamp

 Slime chunks

 Trial Chambers: from [trial spawners](#).

When an entity with the [Oozing](#) effect dies.



A $2.04 \times 2.04 \times 2.04$ block space.

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Bamboo Jungle <small>[note 1]</small>	100/515	19.42%	4	100	1
Meadow <small>[note 1]</small>	100/515	19.42%	4	100	1
Stony Peaks <small>[note 1]</small>	100/515	19.42%	4	100	1
Eroded Badlands <small>[note 1]</small>	100/515	19.42%	4	100	1
Windswept Hills <small>[note 1]</small>	100/515	19.42%	4	100	1
Frozen Peaks <small>[note 1]</small>	100/515	19.42%	4	100	1
Grove <small>[note 1]</small>	100/515	19.42%	4	100	1
Jagged Peaks <small>[note 1]</small>	100/515	19.42%	4	100	1
Old Growth Birch Forest <small>[note 1]</small>	100/515	19.42%	4	100	1
Snowy Slopes <small>[note 1]</small>	100/515	19.42%	4	100	1
Beach <small>[note 1]</small>	100/515	19.42%	4	100	1
Birch Forest <small>[note 1]</small>	100/515	19.42%	4	100	1
Sparse Jungle <small>[note 1]</small>	100/515	19.42%	4	100	1
Flower Forest <small>[note 1]</small>	100/515	19.42%	4	100	1
Snowy Taiga <small>[note 1]</small>	100/515	19.42%	4	100	1
Taiga <small>[note 1]</small>	100/515	19.42%	4	100	1
Lush Caves <small>[note 1]</small>	100/515	19.42%	4	100	1
Wooded Badlands <small>[note 1]</small>	100/515	19.42%	4	100	1
Snowy Beach <small>[note 1]</small>	100/515	19.42%	4	100	1
Old Growth Spruce Taiga <small>[note 1]</small>	100/515	19.42%	4	100	1
Windswept Gravelly Hills <small>[note 1]</small>	100/515	19.42%	4	100	1
Windswept Forest <small>[note 1]</small>	100/515	19.42%	4	100	1
Forest <small>[note 1]</small>	100/515	19.42%	4	100	1
Pale Garden <small>[note 1]</small>	100/515	19.42%	4	100	1
Badlands <small>[note 1]</small>	100/515	19.42%	4	100	1
Stony Shore <small>[note 1]</small>	100/515	19.42%	4	100	1
Cherry Grove <small>[note 1]</small>	100/515	19.42%	4	100	1
Ice Spikes <small>[note 1]</small>	100/515	19.42%	4	100	1
Dark Forest <small>[note 1]</small>	100/515	19.42%	4	100	1
Desert <small>[note 1]</small>	100/515	19.42%	4	100	1
Mangrove Swamp <small>[note 2][note 3]</small>	100/516	19.38%	4	100	1

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Frozen River[note 1]	100/516	19.38%	4	100	1
Swamp[note 2][note 3]	100/516	19.38%	4	100	1
Jungle[note 1]	100/517	19.34%	4	100	1
Ocean[note 1]	100/520	19.23%	4	100	1
Cold Ocean[note 1]	100/520	19.23%	4	100	1
Sunflower Plains[note 1]	100/520	19.23%	4	100	1
Deep Cold Ocean[note 1]	100/520	19.23%	4	100	1
Lukewarm Ocean[note 1]	100/520	19.23%	4	100	1
Snowy Plains[note 1]	100/520	19.23%	4	100	1
Deep Frozen Ocean[note 1]	100/520	19.23%	4	100	1
Windswept Savanna[note 1]	100/520	19.23%	4	100	1
Deep Lukewarm Ocean[note 1]	100/520	19.23%	4	100	1
Warm Ocean[note 1]	100/520	19.23%	4	100	1
Frozen Ocean[note 1]	100/520	19.23%	4	100	1
Plains[note 1]	100/520	19.23%	4	100	1
Deep Ocean[note 1]	100/520	19.23%	4	100	1
Savanna Plateau[note 1]	100/520	19.23%	4	100	1
Savanna[note 1]	100/520	19.23%	4	100	1
Old Growth Pine Taiga[note 1]	100/540	18.52%	4	100	1
Dripstone Caves[note 1]	100/610	16.39%	4	100	1
River[note 1]	100/615	16.26%	4	100	1
Mangrove Swamp[note 2]	1/516	0.19%	1	—	—
Swamp[note 2]	1/516	0.19%	1	—	—

1. Spawn attempt succeeds only in slime chunks.
2. Slimes are spawned twice, once for slime chunks and once for the surface. [Java Edition only]
3. Slimes are spawned once, for both slime chunks and the surface. [Bedrock Edition only]

Swamps

Slimes can spawn in swamps and mangrove swamps between the altitudes of Y=51 and Y=69 (inclusive) when the provided light level is 7 or less. They spawn most often on a full moon, and never on a new moon.

More precisely, the game checks two factors:

1. If the light level is equal to or less than a random integer (from 0 to 7)
2. If the fraction of the moon that is bright is greater than a random number (from 0 to 1)

If these conditions are met and the altitude is acceptable, there is a 50% chance of spawning a slime.

The light level requirement for slime spawning in swamps is different from that of most hostile mobs, which spawn only at light level 0.^[1] This allows slimes in swamps to spawn in dimly-lit areas where most hostile mobs can't, allowing swamp-based slime farms to be built.

Slime chunks

Slimes spawn in the Overworld in slime chunks below the layer of Y=40 in groups of four^[JE only] or individually^[BE only], regardless of the lighting or weather conditions.

About $\frac{1}{10}$ of all chunks are generated as slime chunks, but they are not determined randomly. An algorithm is used to determine whether each chunk is a slime chunk. In Java Edition, whether a chunk at a particular set of coordinates becomes a slime chunk is determined by the world's seed. In Bedrock Edition, however, they are generated at the same coordinates in every world.

World generation preview

Seed

8759270181525013165	Submit
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To view other worldgen visualizations, visit [Chunkbase](#).

[Java Edition](#) [Bedrock Edition](#)

Java Edition

In [Java Edition](#), slime chunks are determined pseudo-randomly by combining their chunk coordinates with the [seed of the world](#).

This Java code can be used to print a message to the terminal indicating whether one specific chunk is a slime chunk. [\[verify for Java Edition\]](#)

```
import java.util.Random;

public class CheckSlimechunk {

    public static void main(String args[])
    {
        // the seed from /seed as a 64bit long literal
        long seed = 12345L;
        int xPosition = 4296;
        int zPosition = 843;
```

```
Random rnd = new Random(
    seed +
    (int) (xPosition * xPosition * 0x4c1906) +
    (int) (xPosition * 0x5ac0db) +
    (int) (zPosition * zPosition) * 0x4307a7L +
    (int) (zPosition * 0x5f24f) ^ 0x3ad8025fL
);

System.out.println(rnd.nextInt(10) == 0);
}
}
```

The chunk coordinates and the world seed are combined to make a specific RNG seed to generate a random integer between 0 and 9 (inclusive). If the random integer is 0, then the chunk is a slime chunk. World coordinates can be converted to chunk coordinates by dividing by 16 and then rounding down. The world coordinates and the chunk coordinates are both 32-bit integers (instances of `int`).

Bedrock Edition

In *Bedrock Edition*, the algorithm does not depend on the world seed, so the chunks that slimes can naturally spawn in inhabit the same coordinates for every world.^[2]

Trial spawners

Each trial chambers structure has a 25% chance to select slimes as the "small melee" mob for its trial spawners. This means only about 25% of trial chambers contain slime spawners within them.

Slimes from trial spawners spawn in sizes 1 (medium) and 2 (semi-large), unlike slimes that spawn in slime chunks and swamps, which come in sizes 0, 1 and 3 respectively.^[3]

During ominous trials, each ominous trial spawner has a $\frac{1}{7}$ chance to dispense lingering potions of Oozing, which spawn two medium slimes upon an affected entity's death. Any type of ominous trial spawner can dispense Oozing potions, regardless of the mob type it spawns.

Potions

If an entity inflicted with the Oozing effect dies, two medium-sized slimes appear at its death location.

In *Java Edition*, Oozing only spawns slimes in a $5 \times 5 \times 5$ cube up to the maximum entity cramming count (default to 24).

Drops

On death

From a single large slime, a player can expect an experience and slimeball yield of 12-28 and 0-32, respectively. The average yield from a single large slime is usually around 19 experience and 9 slimeballs.

Large slime

- Spawns two to four medium slimes on death

- 4 when killed by the player

Medium slime

- Spawns two to four small slimes on death
- 2 when killed by the player

Small slime

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
	1–2	100.00%	1.50	2–4	100.00%	3.00	3–6	100.00%	4.50	4–8	100.00%	6.00
 Slimeball[A] [B]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
 Slimeball[C]												

- A. Only if slime size is small.
 B. Only when *not* killed by a frog.
 C. Only when killed by a frog.

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
	1–2	100.00%	1.50	2–4	100.00%	3.00	3–6	100.00%	4.50	4–8	100.00%	6.00
 Slimeball[A] [B]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
 Slimeball[C]												

- A. Only if slime size is small.
 B. Only when *not* killed by a frog.
 C. Only when killed by a frog.
- 1 when killed by the player

Behavior

Slimes move by hopping, which they do every 10 to 30 ticks ($\frac{1}{2}$ to $1 \frac{1}{2}$ seconds). They can swim in water and climb ladders and scaffolding. Unlike other mobs, slimes continue moving when no players are nearby. Their exact routine is as follows:

The slime searches for a player (or, failing that, an [iron golem](#)) within 16 blocks (spherical) distance.

- If no target is found, the slime waits 10 to 30 ticks ($\frac{1}{2}$ to $1\frac{1}{2}$ seconds) between jumps, and changes direction randomly every 40 to 100 ticks (2 to 5 seconds).
- If a target is found, the delay before jumping is $\frac{1}{3}$ as long (3 to 10 ticks), and the slime's direction is set directly toward the target before jumping.

Unlike most [mobs](#), slimes do not pathfind toward their target, always approaching their target in a straight line without avoiding environmental hazards such as [lava](#), [cactus](#) or dangerous falls. This means they can easily get stuck in corners or behind walls, not knowing how to circumvent them. This behavior is shared by [magma cubes](#).

A slime's maximum health is equal to its size squared, and its dimensions are 0.51 [blocks](#) times its size in each dimension. When a slime attacks, it deals damage equal to its size, except for size 0 (smallest) slimes, which do no damage, and do not prevent [sleeping](#). Because small slimes still have a hostile AI, they continuously try to attack the player.

A slime's jump distance also depends on its size; a slime jumps a distance slightly farther than its length. When landing, a number (8 times the slime's size) of slime particles appear. Regardless of size, slimes always jump 1 block high.

When a slime larger than 0 dies, it spawns 2-4 new slimes equivalent to its size divided by 2, rounding down. A slime that was named with a [name tag](#) produces smaller slimes with the same name when it dies.

Slimes continuously damage all players, [snow golems](#)[Bedrock Edition only], and [iron golems](#) they collide with (although [damage immunity](#) reduces the actual damage to 1 attack every half second), unlike other mobs that damage only those targets they specifically attack^[4] and as a result they deal damage about twice as quickly as other mobs.

Slimes in [water](#) attempt to swim to the surface if possible. If forced to stay submerged, they eventually drown, splitting into smaller slimes that drown and finally drop slimeballs.

Slimes are immune to [Oozing](#).

Sounds

[Java Edition](#):



A slime jumping.

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Slime attacks	Hostile Creatures	When a slime attacks something	entity.slime.attack	subtitles.entity.slime.attack	1.0	0.8-1.2	16	
	Slime dies	Hostile Creatures	When a non-small slime dies	entity.slime.death	subtitles.entity.slime.death	Large: 1.2 Medium: 0.4	0.64-0.96	16	
	Slime dies	Hostile Creatures	When a small slime dies	entity.slime.death_small	subtitles.entity.slime.death	0.0	1.12-1.68	16	
	Slime hurts	Hostile Creatures	When a non-small slime is damaged	entity.slime.hurt	subtitles.entity.slime.hurt	Large: 1.2 Medium: 0.4	0.64-0.96	16	
	Slime hurts	Hostile Creatures	When a small slime is damaged	entity.slime.hurt_small	subtitles.entity.slime.hurt	0.0	1.12-1.68	16	
	Slime squashes	Hostile Creatures	When a non-small slime jumps	entity.slime.jump	subtitles.entity.slime.squish	Large: 1.2 Medium: 0.4	0.64-0.96	16	
	Slime squashes	Hostile Creatures	When a small slime jumps	entity.slime.jump_small	subtitles.entity.slime.squish	0.0	1.12-1.68	16	
	Slime squishes	Hostile Creatures	When a non-small slime lands	entity.slime.squish	subtitles.entity.slime.squish	Large: 1.2 Medium: 0.4	1.0-1.5	16	
	Slime squishes	Hostile Creatures	When a small slime lands	entity.slime.squish_small	subtitles.entity.slime.squish	0.0	1.0-1.5	16	

[Bedrock Edition:](#)

Sounds							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
?	Friendly Mobs	When a slime dies	mob.slime.small	?	1.0	0.8-1.2	
	Friendly Mobs	When a slime is damaged	mob.slime.small	?	1.0	0.8-1.2	
?	Hostile Mobs	When a non-small slime jumps or lands	mob.slime.big	?	1.0	0.64-0.96	
?	Friendly Mobs	When a small slime jumps or lands	mob.slime.small	?	1.0	0.64-0.96	
None	None [sound 1]	None	When a slime attacks something	mob.attack	None[sound 1]	1.0	0.8-1.2
?	Hostile Mobs	Unused sound event	mob.slime.attack	?	1.0	1.0	

1. Empty events do not have this parameter set.

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Slime	slime	frog_food no_anger_from_wind_charge non_controlling_rider	entity.minecraft.slime

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Slime	slime	37	mob monster slime	entity.slime.name

Entity data

Slimes 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

Size: The size of the slime. Note that this value is zero-based, so 0 is the smallest slime, 1 is the

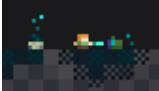
next larger, etc. The sizes that spawn naturally are 0, 1, and 3 (though size 2 slimes can spawn from trial spawners and the oozing effect). Values that are greater than 126 get clamped to 126.

wasOnGround: 1 or 0 (true/false) - true if the slime is touching the ground.

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 one 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

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	Monster Hunter	Kill any hostile monster	Kill one of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	
	It Spreads	Kill a mob near a Sculk Catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this advancement.	
	Monsters Hunted	Kill one of every hostile monster	Kill each of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	

Advancements that apply to all mobs:

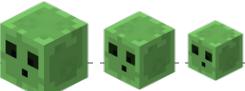
[\[show\]](#)

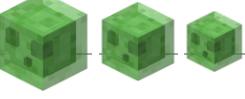
Video

Note: This video is from 2012. Since then, slime spawning in swamps has been added to the game.

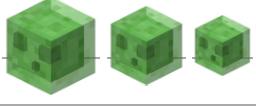
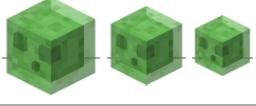
History

Java Edition

Java Edition Alpha		
		[hide]
<u>v1.0.11</u>	 Added slimes. <p>Slimes are the fifth hostile mob added to the game.</p> <p>There are three sizes of slimes: small, medium, and big. Their exact size values in comparison to modern slimes is unknown.</p> <p>On death, non-tiny slimes split into smaller slimes only if they are dealt exactly the same damage as their remaining health.</p> <p>Small slimes drop 0 - 2 slimeballs.</p> <p>Slimes spawn only below Y=32</p>	
<u>v1.0.12</u>	<p>Big and medium slimes no longer spawn in Peaceful.</p> <p>Slimes now have sound effects.</p> <p>The targeting and attacking of slimes has been fixed.</p>	
<u>v1.0.13</u>	 The texture of slimes has been changed. <p>Slimes now spawn only below Y=16</p>	
<u>v1.0.13_01</u>	Big and medium slimes are rarer now, as they have a spawn chance of 1 in 50.	
<u>v1.0.14</u>	<p>All sizes of slime now have a 1 in 10 chance to spawn.</p> <p>Slime spawning is now tied to slime chunks. For any given chunk there is a 1 in 100 chance of it being a slime chunk.</p>	
<u>v1.0.17</u>	<p>Slimes now spawn in multiplayer.</p> <p>Slime chunks are more common. For any given chunk there is a 1 in 30 chance of it being a slime chunk.</p>	
<u>v1.1.1</u>	Slime chunks are more common. For any given chunk there is a 1 in 10 chance of it being a slime chunk.	
<u>v1.2.0</u>	Slime spawning is disabled with the introduction of biomes. The slime mob was not included on the biome mob spawn list.	
Java Edition Beta		
		[hide]
<u>1.3</u>	<p>Slimes can spawn again.</p> <p>Despite a Mojang employee claiming slime spawning was enabled again in Beta 1.2^[5], it was actually only enabled in Beta 1.3.</p>	
<u>1.4</u>	A multiplayer bug has been fixed where slimes split were visible only to the player that caused them to split and would not take any damage. ^[6] Because these slimes were client-side, the player could remove them only by exiting and logging back into the server.	
<u>1.5</u>	Slimes no longer spawn in Peaceful difficulty and attack only when provoked.	
Java Edition		
		[hide]
<u>1.0.0</u>	Beta 1.9 Prerelease <p>Non-tiny slimes now split into smaller slimes when they receive more damage than their remaining health.</p>	
	Beta 1.9 Prerelease 5 <p>Slimes now spawn on levels 0-39 rather than 0-16, making them much more common.</p>	

<u>1.1</u>	<u>11w49a</u>	Added slime spawn egg, allowing the player to spawn slimes.
<u>1.3.1</u>	<u>12w15a</u>	The slime spawning rate in <u>superflat</u> worlds has been decreased.
	<u>12w22a</u>	Sizes of slimes is no longer sometimes wrong.
	<u>12w25a</u>	The slime spawning rate in superflat worlds has been decreased, even more.
<u>1.4.2</u>	<u>12w38a</u>	Slimes now have a new mob sound, the same as <u>magma cubes</u> , to make the sounds more realistic.
	<u>12w40a</u>	Slimes are now easier to find as they spawn in <u>swamp</u> biomes at low light level. Since slimes can't <u>swim</u> , it is quite likely that they jump in deep <u>water</u> and eventually <u>drown</u> .
<u>1.5</u>	<u>13w10a</u>	Slime spawn rates in swamps now depend on the current <u>moon</u> phase.
<u>1.7.2</u>	<u>?</u>	Huge slimes can now spawn while summoning with a <u>command block</u> .
<u>1.8</u>	<u>14w06b</u>	Slimes can now swim as a result of the update to the new AI.
		Slimes now randomly change direction every so often, reducing the chance of them getting stuck in walls or corners.
		Slimes now randomly despawn over time if no <u>player</u> is within a 32 <u>block</u> range.
		The jumping mechanics of slimes have been changed. The distance they are able to jump corresponds to their size; they jump approximately the same distance as the length they are. They also turn and face their whole body to the player while attacking.
	<u>18w43a</u>	 The texture of slimes has been changed.
<u>1.14</u>	<u>19w08a</u>	Hitbox side length for sizes 0, 1, 3 (small, medium, big) changed from 0.51, 1.02, 2.04 to 0.5202, 1.0404, 2.0808, respectively.
	<u>20w06a</u>	Small slimes now make sounds again when moving. ^[7]
<u>1.17</u>	<u>21w10a</u>	The maximum size of slimes is now 127.
<u>1.20</u>	<u>23w18a</u>	Slimes are now affected by the <u>Jump Boost</u> effect. ^[8]
<u>1.20.2</u>	<u>23w33a</u>	The sounds of slimes are now controlled by the "Hostile Creatures" instead of the "Friendly Creatures" sound slider. ^[9]
<u>1.20.3</u> Experiment Update 1.21	<u>23w45a</u>	Slimes now spawn in <u>trial chambers</u> behind the "Update 1.21" experimental data pack.
<u>1.20.5</u>	<u>24w03a</u>	Hitbox side length for sizes 0, 1, 3 (small, medium, big) changed from 0.5202, 1.0404, 2.0808 to 0.52, 1.04, 2.08, respectively.
<u>1.20.5</u> Experiment Update 1.21	<u>24w13a</u>	Two medium size slimes spawn when an entity (except boss mobs and slimes) dies with the <u>Oozing</u> effect.
	<u>pre1</u>	Oozing now spawns slimes in a 5×5×5 volume up to the max entity cramming count.

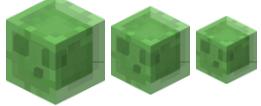
Bedrock Edition

Pocket Edition Alpha							[hide]					
v0.9.0		build 1		Added slimes and slime spawn eggs.								
				Slimes now have sounds.								
		build 2	Slimes now spawn naturally.									
v0.10.0			Slimes now have bouncing animations.									
v0.12.1		build 1		Slimes now have particles when jumping.								
				Slimes now drop slimeballs. [verify]								
v0.13.0		build 3		The spawning of slimes has been improved.								
Bedrock Edition							[hide]					
		?	Slimes spawn commonly in flat worlds.									
1.10.0		beta 1.10.0.3		The texture of slimes has been changed.								
1.16.201				Slimes no longer spawn at ground level on flat worlds.								
1.20.60 Experiment Update 1.21		Preview 1.20.60.20	Slimes now spawn in trial chambers behind the "Update 1.21" experimental toggle.									
1.20.70 Experiment Update 1.21		Preview 1.20.70.21	Slimes no longer retaliate against attacks from breezes.									
1.21.0 Experiment Update 1.21		Preview 1.21.0.20	When an entity with the Oozing effect dies, two medium size slimes spawn.									
1.21.80		Preview 1.21.80.20	A slime named with a name tag now produces smaller slimes with the same name when it dies.									

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU1	CU1	1.00	1.00	1.00	Patch 1	1.0.1	 Added slimes.
TU9							Added slime spawn egg, allowing the player to spawn slimes.
TU14							The slime spawning rate in superflat worlds has been decreased.
TU19	CU7	1.12	1.12	1.12			Slimes can now spawn in swamps at night.

New Nintendo 3DS Edition

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

Data history

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

Issues

Issues relating to "Slime" are maintained on the [bug tracker](#). Issues should be reported and viewed there (

Trivia

- In *Java Edition*, the size of slimes can be customized with commands. Sizes go from 1 up to 127; the size-127 slime is the largest of any mob in the game, bigger than the [ender dragon](#).
- Because a slime's movement speed is tied to its size, it becomes impossible for the player to outrun a size 8 slime on flat ground without potion effects.
- When a slime searches for nearby targets or checks to see if it should despawn, it checks from a point at the center of its hitbox on the x and z-axis and the bottom of its y-axis. Therefore, a custom-size slime sufficiently huge can be right in front of the player and be completely passive, and it may even despawn if the slime is large enough.
- Green-colored slimes are also present in *Minicraft*, a 2D *Minecraft*-inspired game also created by Notch.
- A player inside a slime can see the slime itself inside of a slime block.
- Slimes breaking apart to form smaller, independent slimes resembles the real-life form of asexual reproduction known as [fragmentation](#).

Gallery

Screenshots



Small: 0.52 block cube.



Medium: 1.02 block cube.



Big: 2.04 block cube.



Slimes of various sizes underground.



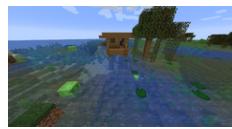
A big slime covering a minecart.



A group of slimes within a Superflat world.



A group of slimes within a village.



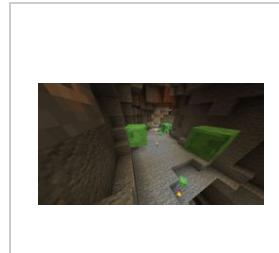
A group of slimes within a swamp.



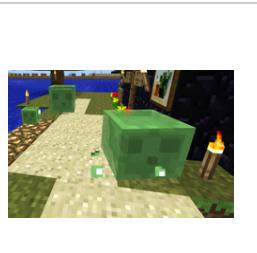
The largest possible slime size: size 127.



A size 10 slime compared to an oak tree.



A group of slimes within a cave.



A group of three slimes are led out of a cave onto the surface.



14 small slimes that spawned from a single big slime in a flat world.

Mojang screenshots



A slime within pocket edition alpha.



Slimes in a swamp.

Textures



Slime texture file.

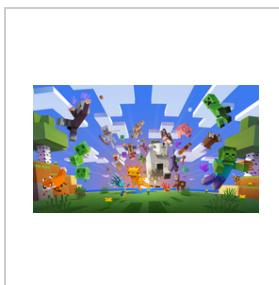
In other media



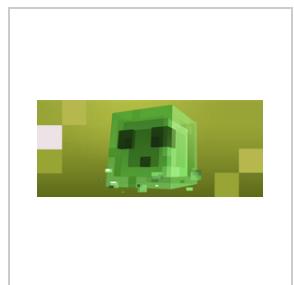
Artwork of a slime.



Artwork of a slime used for the 10th anniversary.^[10]



A group of slimes within the promotional artwork for the first Caves & Cliffs update.



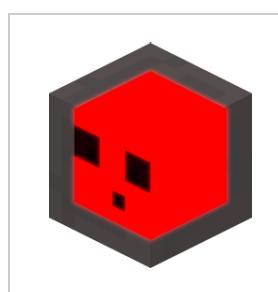
A banner of a slime.



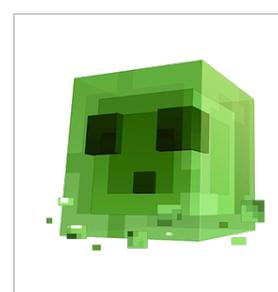
Nitwit children kicking around a slime like a ball.



A slime within *Minecraft Dungeons*.



Prison Slimes, a slime variant that can be found within *Minecraft Story Mode Season 2*.



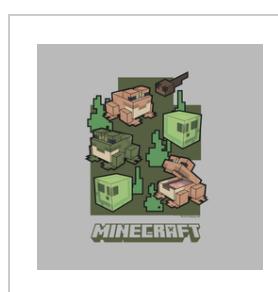
A Slime Spirit within *Super Smash Bros. Ultimate*.



A LEGO slime.



An Official LEGO Minecraft small slime.



"Frogs," an official T-Shirt design featuring two slimes.

See also

- [Magma Cube](#) – A similar mob that spawns only in the Nether and drops magma cream
- [Tropical Slime](#) - A variant found in *Minecraft Dungeons* and in *Minecraft Earth*
- [Prison Slime](#) - A variant found in *Minecraft: Story Mode Season 2*

External links

- "Mob Menagerie: Slime" (<https://www.minecraft.net/en-us/article/slime>) by Duncan Geere – Minecraft.net, February 6, 2025.

References

1. MC-252424 — Slimes spawn at light levels greater than 0 in Swamps — resolved as "Works As Intended".
2. The Bedrock Edition slime chunk algorithm was reverse engineered by @protolambda and @jocopa3 and can be found on GitHub:[1] (<https://github.com/depressed-pho/slime-finder-pe>)
3. MC-266502 — Trial spawners spawn slimes of "Size: 2" which otherwise never spawn — resolved as "Works As Intended".
4. MC-131426 — Slimes have little to no attack cooldown
5. https://web.archive.org/web/20110310063408/http://getsatisfaction.com/mojang/topics/will_slimes_ever_return_to_minecraft

6. <http://www.youtube.com/watch?v=wyNvBkn4E3U>
7. MC-97958 — Small slime has no jump or squish sound — resolved as "Fixed".
8. MC-48923 — Slime/magma cubes not affected by jump boost potion effect — resolved as "Fixed".
9. MC-118616 — The sounds of magma cubes and slimes aren't controlled by the "Hostile Creatures" sound slider — resolved as "Fixed".
10. "Celebrate with Us" (<https://www.minecraft.net/en-us/10th-anniversary>) – minecraft.net.

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