

# Bat View article feedback

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

A **bat** is a flying ambient<sup>[1]</sup> passive mob that spawns in dark areas.

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<b>Bat</b>	
<b>Still Flying Hanging</b>	
	
	
<b>Health points</b>	6 (♥♥♥)
<b>Behavior</b>	Passive
<b>Hitbox size</b>	Height: 0.9 blocks Width: 0.5 blocks
<b>Spawn</b>	Light level of 3 or less in neighboring blocks

## Spawning

Bats can spawn in groups of 8<sup>[JE only]</sup> or 2<sup>[BE only]</sup> in the Overworld at a light level of 3 or less at any y-level, on blocks of stone, granite, diorite, andesite, tuff, or deepslate that are not directly exposed to the sky. They also need at least 1.5 air blocks (with for instance, a top trapdoor or top slab in the block above foot level). They can spawn in any Overworld biome except the deep dark.

Bat entities do not count toward the passive mob cap, as they are said to be ambient<sup>[1]</sup> creatures, and therefore fall into the dedicated ambient category.

Bat spawns in: [hide]

Category: Ambient	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Bamboo Jungle	10/10	100%	8	10	2
Snowy Slopes	10/10	100%	8	—	—
Eroded Badlands	10/10	100%	8	10	2
Deep Lukewarm Ocean	10/10	100%	8	—	—
Plains	10/10	100%	8	10	2
Flower Forest	10/10	100%	8	—	—
Stony Peaks	10/10	100%	8	—	—
Dripstone Caves	10/10	100%	8	—	—
Deep Ocean	10/10	100%	8	—	—
Meadow	10/10	100%	8	—	—
Grove	10/10	100%	8	—	—
Windswept Hills	10/10	100%	8	10	2
Frozen Peaks	10/10	100%	8	—	—
Beach	10/10	100%	8	—	—
Ocean	10/10	100%	8	—	—
Snowy Beach	10/10	100%	8	—	—
Deep Frozen Ocean	10/10	100%	8	—	—
Sparse Jungle	10/10	100%	8	10	2
Birch Forest	10/10	100%	8	10	2
Frozen Ocean	10/10	100%	8	—	—
Sunflower Plains	10/10	100%	8	10	2
Lukewarm Ocean	10/10	100%	8	—	—
Deep Cold Ocean	10/10	100%	8	—	—
Taiga	10/10	100%	8	10	2
Lush Caves	10/10	100%	8	—	—
Swamp	10/10	100%	8	10	2
Jagged Peaks	10/10	100%	8	—	—
Old Growth Birch Forest	10/10	100%	8	10	2
Old Growth Spruce Taiga	10/10	100%	8	10	2

Category: Ambient		Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size	
 Windswept Gravelly Hills	10/10	100%	8	10	2	
 Savanna	10/10	100%	8	10	2	
 Pale Garden	10/10	100%	8	—	—	
 River	10/10	100%	8	—	—	
 Ice Spikes	10/10	100%	8	—	—	
 Windswept Forest	10/10	100%	8	10	2	
 Desert	10/10	100%	8	—	—	
 Badlands	10/10	100%	8	—	—	
 Dark Forest	10/10	100%	8	10	2	
 Mushroom Fields	10/10	100%	8	—	—	
 Windswept Savanna	10/10	100%	8	10	2	
 Forest	10/10	100%	8	10	2	
 Cherry Grove	10/10	100%	8	—	—	
 Jungle	10/10	100%	8	10	2	
 Warm Ocean	10/10	100%	8	—	—	
 Frozen River	10/10	100%	8	—	—	
 Old Growth Pine Taiga	10/10	100%	8	10	2	
 Mangrove Swamp	10/10	100%	8	10	2	
 Snowy Plains	10/10	100%	8	—	—	
 Savanna Plateau	10/10	100%	8	10	2	
 Cold Ocean	10/10	100%	8	—	—	
 Stony Shore	10/10	100%	8	—	—	
 Wooded Badlands	10/10	100%	8	10	2	
 Snowy Taiga	10/10	100%	8	10	2	

## Drops

### On death

Bats do not drop any items or experience upon death.

## Behavior

Bats often fly around aimlessly, squeaking randomly. Their flight pattern tends to favor the east, and sometimes they may fly into lava and catch on fire.<sup>[2]</sup>

Bats hang upside down on the underside of a solid block when idle, though they cannot hang on transparent or non-solid blocks. During this state, they squeak far less and occasionally turn to face different directions. They remain in this state until they are disturbed; if a player approaches a bat hanging upside down, even if the player is invisible, it flies away. This also happens if the player breaks the block the bat is hanging from.

Bats despawn when over 32 blocks away from the player.

Bats' collision boxes do not interact with the player or redstone components<sup>[Java Edition only]</sup>.

Bats cannot be transported by conventional means. A lead cannot be attached to a bat, and it cannot be put in a minecart or boat.

Bats can also get caught in and slowed by cobwebs.

Bats cannot breed, and baby bats do not exist.

## Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Bat screeches	Friendly Mobs	Randomly while flying	entity .bat .ambient	subtitles .entity .bat .ambient	0.1	0.76-1.14	16	
	Bat dies	Friendly Mobs	When a bat dies	entity .bat .death	subtitles .entity .bat .death	0.1	0.76-1.14	16	
	Bat hurts	Friendly Mobs	When a bat is damaged	entity .bat .hurt	subtitles .entity .bat.hurt	0.1	0.76-1.14	16	
	<i>None</i> [sound 2]	None	<i>Unused sound event</i> [sound 1]	entity .bat .loop	<i>None</i> [sound 2]	None	None	None	
	Bat takes off	Friendly Mobs	When a bat starts flying	entity .bat .takeoff	subtitles .entity .bat .takeoff	0.05	0.8-1.2	16	

1. [MC-185413](#)

2. [MC-177087](#)

*Bedrock Edition:*

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	?	Friendly Mobs	Randomly	mob.bat.idle	?	0.1	0.76-1.14	
	?	Friendly Mobs	When a bat dies	mob.bat.death	?	0.1	0.76-1.14	
	?	Friendly Mobs	When a bat is damaged	mob.bat.hurt	?	0.1	0.76-1.14	
	?	Friendly Mobs	When a bat starts flying	mob.bat.takeoff	?	0.05	0.8-1.2	

## Data values

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### ID

*Java Edition:*

Name	Identifier	Entity tags	Translation key [hide]
 Bat	bat	fall_damage_immune	entity.minecraft.bat

*Bedrock Edition:*

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Bat	bat	19	bat mob	entity.bat.name

## Entity data

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

*Java Edition:*

*Main article: Entity format*

Entity data

**Tags common to all entities**

**Tags common to all mobs**

**BatFlags:** 1 or 0 (true/false) - true if the bat is hanging upside-down from a block, false if the bat is flying.

## *Bedrock Edition:*

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

## Achievements

Achievements that apply to all mobs:

[\[show\]](#)

## Advancements

Advancements that apply to all mobs:

[\[show\]](#)

## History

### Development

<a href="#">October 11, 2010 (<a href="https://twitter.com/notch/status/2702796337">https://twitter.com/notch/status/2702796337</a>)</a>	Notch mentioned bats as a potential aggressive mob during the development of the <a href="#">Halloween Update</a> , taking an inspiration from The Elder Scrolls' cliff racers.
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## Java Edition

<a href="#">Java Edition</a>			<a href="#">[hide]</a>
1.4.2	<a href="#">12w38a</a>	  	Added bats.
	<a href="#">12w42a</a>		Bats no longer activate pressure plates or "trample" crops. <sup>[3]</sup>
	<a href="#">1.4</a>		Added sounds: entity.bat.ambient, entity.bat.hurt, entity.bat.death, entity.bat.takeoff.
1.14	<a href="#">18w43a</a>	  	The texture of bats has been changed.
1.15	<a href="#">19w34a</a>		Bats now take damage on magma blocks.
1.20.3	<a href="#">23w43a</a>	  	The model, texture and animations of the bat have been changed.
	<a href="#">23w44a</a>	  	The model of the bat has been changed to match <a href="#">Bedrock Edition</a> .
1.21.2	<a href="#">24w33a</a>		Bats can now spawn at any height, not just below sea level, as long as it is dark enough, not directly exposed to the sky, and there is a solid block to spawn on.
	<a href="#">24w36a</a>		Bats must spawn on one of the following blocks now: stone, granite, diorite, andesite, tuff, or deepslate.
1.21.11	<a href="#">25w44a</a>		Bats can no longer spawn in light levels up to 6 between October 20 and November 3.

# ***Bedrock Edition***

Pocket Edition Alpha			
v0.11.0	build 1		Added bats.
Bedrock Edition			
1.10.0	beta 1.10.0.3		Changed texture.
1.20.50	Preview 1.20.50.22		The model, texture and animations of the bat have been changed.
1.21.40	Preview 1.21.40.22		Bats can now spawn at any height, not just below sea level, as long as it is dark enough and there is a solid block to spawn on.  Bats must spawn on one of the following blocks now: stone, granite, diorite, andesite, tuff, or deepslate.

# Legacy Console Edition

Legacy Console Edition							<a href="#">[hide]</a>
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU19	CU7	<a href="#">1.12</a>	<a href="#">1.12</a>	<a href="#">1.12</a>	<a href="#">Patch 1</a>	<a href="#">1.0.1</a>	Added bats.
			<a href="#">1.90</a>				Changed texture.

## **New Nintendo 3DS Edition**

## New Nintendo 3DS Edition [hide]

## Data history

<b><i>Java Edition</i></b>		
<a href="#">1.11</a>	<a href="#">16w32a</a>	Changed the entity ID from Bat to bat.
<a href="#">1.13</a>	<a href="#">17w47a</a>	Numeric IDs for entities were presumably deprecated in this version. <small>[more information needed]</small>

## Issues

Issues relating to "Bat" 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%20%29>)

C%206%29%20AND%20%28summary%20~%20%22Bat%22%29%20ORDER%20BY%20resolution%20DESC).

## Trivia

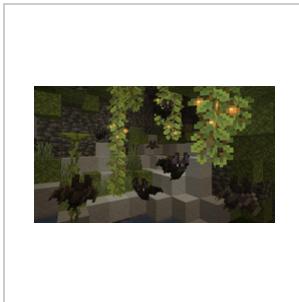
- According to [Jens Bergensten](#), the bat is an example of an ambient mob – a mob that constantly spawns, similar to the [squid](#), but also constantly despawns because when a player is not around it does not serve any purpose.<sup>[1]</sup>
- The updated texture of the bat was created in roughly 2 hours. However, the model and animations took longer.<sup>[4]</sup>
- During [Minecraft: The Island](#), there is a scene where Guy ends up wasting his final arrow when it accidentally hit a bat instead of a [creeper](#) during a pivotal moment. According to author [Max Brooks](#), this was something that actually happened to him while playing.<sup>[5]</sup>

## Gallery

### Mojang screenshots



"A close-up shot of bats flying around a ruined portal, while [Makena](#) hides in a nearby water pool."<sup>[6]</sup>



Bats gathering around glow berries.

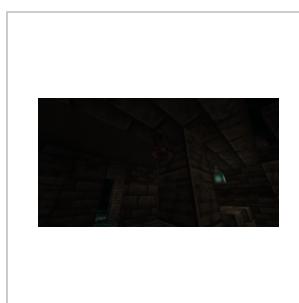
### Screenshots



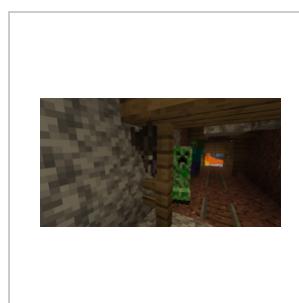
A bat in a [cave](#).



A colony of bats.



A bat in the [deep dark](#).

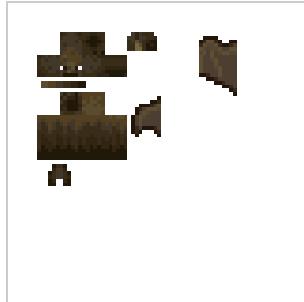


A zombie and [creeper](#) eyeing a bat.

## Textures



Bat texture file.



Old bat texture file.

## Other

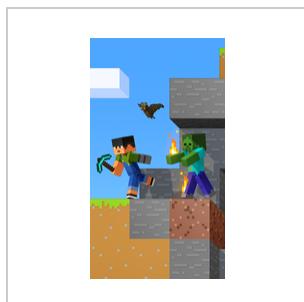


A recreation of the unused bat on the hidden pixels of the old bat texture revealed by disabling the alpha channel.

## In other media



Bat in promotional artwork for the Pretty Scary Update



A bat with Sunny and a zombie on artwork for the 15th anniversary of *Minecraft*. Note the old design.



Several bats flying by trick or treaters



A bat as it appears in the City texture pack



A bat as it appears in the [Greek Mythology](#) mash-up pack



A bat as it appears in the [Natural texture pack](#)



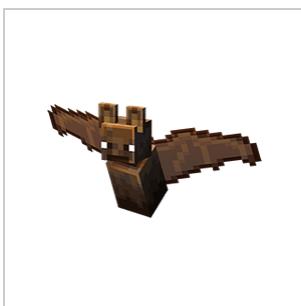
The [Bat Cloak](#), an item in the [character creator](#)



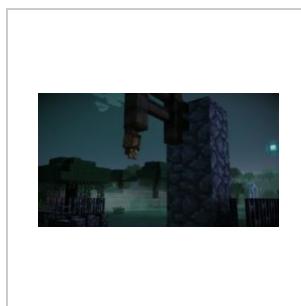
A bat as it appears in [Minecraft Dungeons](#)



Bat particles as they appear in [Minecraft Legends](#)



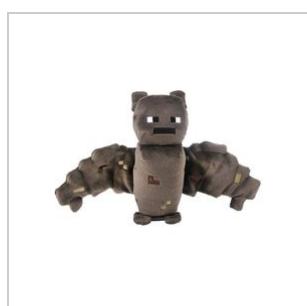
A bat as it appeared in [Minecraft Earth](#)



A bat as it appeared in [Minecraft: Story Mode](#)



[LEGO Minecraft Bat](#)



Bat plush made by [JINX](#)



The bat plush touching grass



"[Bat Trick or Treat](#)," an official Halloween shirt design



A bat on the cover of [Minecraft Labyrinth](#).

## References

1. "Meet the Bat" (<https://www.minecraft.net/en-us/article/meet-bat>) by Tom Stone – Minecraft.net, March 7, 2017.
2. MC-194 — resolved as "Works As Intended".
3. <https://web.archive.org/web/0/https://www.minecraft.net/en-us/article/meet-bat>
4. "The bat remodel was made in roughly 2 hours for example." (<https://twitter.com/JasperBoerstra/status/1751333853153624256>) – @JasperBoerstra (<https://twitter.com/JasperBoerstra>) (Jasper Boerstra) on X (formerly Twitter), January 27, 2024
5. "The Mountain" (<https://www.minecraft.net/en-us/article/the-mountain>) by Alex Wiltshire –

Minecraft.net, March 2, 2021.

6. "Minecraft Java Edition 1.20.3" (<https://www.minecraft.net/en-us/article/minecraft-java-edition-1-20-3>) by Java Team – Minecraft.net, December 5, 2023.

## External links

- "Mob Menagerie: Bat" (<https://www.minecraft.net/en-us/article/bat>) by Duncan Geere – Minecraft.net, August 8, 2024.

## Navigation

Entities													
Mobs													
Passive	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									
	<i>BE &amp; edu only</i>		Agent	NPC									
	Bee	Cave Spider	Dolphin	Drowned	Enderman	Fox							
	Goat	Iron Golem	Llama	Nautilus	Panda	Piglin							
	Polar Bear	Pufferfish	Spider	Trader Llama	Wolf								
Neutral	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												
	Ender Dragon	Wither											
	Animal	Aquatic	Arthropod	Illager	Monster	Undead							
	Jockey	Camel Husk	Chicken	Hoglin	Ravager								
Bosses	Skeleton Horseman	Spider	Strider	Zombie Horseman									
	Zombie Nautilus	Mob variants	Mob conversion										
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[show]													
[show]													
[show]													

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