

Axolotl

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

An **axolotl** is a passive aquatic [mob](#) found in [lush caves](#) that hunts most other aquatic mobs, and can assist players with aquatic combat and grant them [Regeneration](#). They can also be carried around in a bucket.

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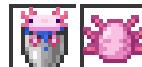
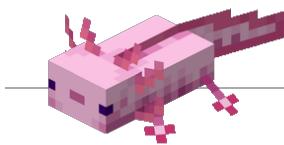
[In other media](#)

References

External links

Axolotl

[Leucistic](#) Wild Gold Cyan Blue



Health points 14 (❤ × 7)

Behavior Passive

Animal

Aquatic

Attack strength 2 (❤)

Adult:

Height: 0.42 blocks

Width: 0.75 blocks

Baby:

Height: 0.21 Blocks

Width: 0.375 Blocks

Speed 1

Spawn Lush Caves

Bucket of Tropical Fish

Lead

Water Bucket

Navigation

Spawning

Axolotls spawn underwater in the lush caves biome and when there is a clay block less than five blocks below the spawning space.

Axolotl spawns in: [hide]

Category: Axolotl ^[JE only] Water creature ^[BE only]	Java Edition			Bedrock Edition	
	Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight
 Lush Caves	10/10	100%	4–6	10	4–6

Colors

Axolotls can be one of five colors: pink (leucistic), brown (wild), gold, cyan and blue.

When breeding axolotls, there is a $\frac{1}{1200}$ (0.083%) chance of the offspring having the blue mutation, leaving $\frac{1199}{1200}$ (99.917%) chance of matching one of the parents (including blue parents).

Blue axolotls cannot naturally spawn and can only be obtained through breeding.

Pose	Color				
	Leucistic	Wild	Gold	Cyan	Blue
Ground crawling					
Ground stationary					
Swimming					
Water stationary					
Animation	Color				
	Leucistic	Wild	Gold	Cyan	Blue
Ground crawling					

Drops

Axolotls drop nothing when killed besides 1 experience when killed by a player or a tamed wolf.

Behavior

Axolotls are passive toward players, can be attached to leads, and follow players holding a bucket of tropical fish on either the main hand or the off-hand. When a player kills a mob that is in combat with one or more axolotls, axolotls remove Mining Fatigue from the player, and give the player Regeneration I for 100 game ticks (5 seconds) per axolotl in the fight, up to a duration of 2400 game ticks (2 minutes) in Java Edition, and uncapped in Bedrock Edition.

Axolotls attack the following mobs, dealing 2 (❤) points of damage per attack:

-  Cod
-  Drowned
-  Elder Guardian
-  Glow Squid
-  Guardian
-  Pufferfish
-  Salmon
-  Squid
-  Tadpole
-  Tropical Fish

After killing a non-hostile mob, there is a two minute cooldown before another non-hostile mob can be hunted. Axolotls prioritize attacking hostile mobs over non-hostile mobs.

If an axolotl takes damage underwater, it may play dead, dropping to the ground for 200 game ticks (10 seconds) while gaining Regeneration I. Hostile aquatic mobs ignore healing axolotls. There is a $\frac{1}{3}$ chance for an axolotl to play dead to recover 4 (❤). In addition, if either a random integer from 0–2 (inclusive) is less than the amount of incoming damage, or the axolotl's health before the damage is dealt is less than 50% of its maximum health, it plays dead.

Axolotls can leave the water and wander about on land. When an axolotl leaves the water, it wanders as far as 8 or 9 blocks beyond the water's edge before returning to the water, as long as there is water at least 2 blocks deep within 16 blocks of the axolotl. If 2-block-deep water is outside this range, the axolotl can wander off randomly on land in search of more deep water, and die after 6000 game ticks (5 minutes) exposure out of water. Axolotls are not attracted to shallow (1 block deep) water. They require water at least 2 blocks deep within 16 blocks to pathfind to the water.^[1]

Being hit with a splash water bottle or lingering water bottle will restore 1800 game ticks (90 seconds) of air to the axolotl.

Axolotls can also die out of water as passengers in a boat. Unlike fish and squid, axolotls do not die on land in rain or in a thunderstorm.

Unlike most mobs, axolotls cannot be moved by flowing water. However, they are still affected by bubble columns.

As aquatic mobs, they take extra damage from the Impaling enchantment in Java Edition. Unlike

other aquatic mobs, they cause nearby pufferfish to inflate.

Axolotls picked up with a water bucket and re-spawned do not despawn.

Naming a bucket of axolotl in an anvil also sets the name of the axolotl inside^[JE only]. The name remains with the axolotl if it is picked up by another bucket.

Breeding

Main article: Breeding

Axolotls follow players holding buckets of tropical fish within 10^[JE only] / 16^[BE only] blocks. Additionally, baby axolotls follow adults.

A player can breed axolotls by using buckets of tropical fish. After breeding, a baby axolotl spawns and 1–7 experience is generated. The parents cannot be bred again for 5 minutes in *Java Edition* or 1 minute in *Bedrock Edition*. The baby axolotl has a $\frac{1}{1200}$ chance to be the rare blue variant; otherwise, it inherits the color of one parent at random.

Baby axolotls take 24000 ticks (20 minutes) to grow up, but the growth time can be accelerated using buckets of tropical fish. Each use takes 10% off the remaining time to grow up.

An axolotl loses its willingness to breed if it is picked up in a bucket and released after it is fed but before it reaches its mate. It must be fed another bucket of tropical fish to become willing to breed again.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Axolotl chirps	Friendly Mobs	Randomly when in water	entity .axolotl .idle_water	subtitles .entity .axolotl .idle_water	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Axolotl chirps	Friendly Mobs	Randomly when not in water	entity .axolotl .idle_air	subtitles .entity .axolotl .idle_air	1.0 [sound 1]	0.8-1.2 (Baby: 1.3-1.7) [sound 2]	16	
	Axolotl attacks	Friendly Mobs	When an axolotl attacks something	entity .axolotl .attack	subtitles .entity .axolotl .attack	0.5	1.0	16	
	Axolotl dies	Friendly Mobs	When an axolotl dies	entity .axolotl .death	subtitles .entity .axolotl .death	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Axolotl hurts	Friendly Mobs	When an axolotl is damaged	entity .axolotl .hurt	subtitles .entity .axolotl .hurt	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Axolotl splashes	Friendly Mobs	When an axolotl enters water	entity .axolotl .splash	subtitles .entity .axolotl .splash	0.0-0.9 [sound 3]	0.72-1.68	16	
	Axolotl swims	Friendly Mobs	While an axolotl is moving through water	entity .axolotl .swim	subtitles .entity .axolotl .swim	0.0-1.0 [sound 4]	0.6-1.4	16	

1. Except `idle_air3`, which is 0.8
2. Except `idle_air3`, which is 0.96-1.44 (Baby: 1.56-2.04)
3. 0.9 times the axolotl's momentum, with the horizontal axes' velocity multiplied by 0.2
4. The axolotl's momentum, with the horizontal axes' velocity multiplied by 0.2

Bedrock Edition:

Sounds								[hide]
Sound	<u>Closed captions</u> <i>[upcoming: BE 26.0]</i>	Source	Description	Identifier	<u>Translation key</u> <i>[upcoming: BE 26.0]</i>	Volume	Pitch	
	?	Friendly Mobs	Randomly when in water	mob.axolotl.idle	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	Randomly when not in water	mob.axolotl.idle_water	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an axolotl attacks something	mob.axolotl.attack	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an axolotl dies	mob.axolotl.death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an axolotl is damaged	mob.axolotl.hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an axolotl enters water	mob.axolotl.splash	?	0.9	0.96-1.44 (Baby: 1.56-2.04)	
	?	Friendly Mobs	While an axolotl is moving through water	mob.axolotl.swim	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Axolotl	axolotl	aquatic can_breathe_under_water sensitive_to_impaling	entity.minecraft.axolotl

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Axolotl	axolotl	130	aquatic axolotl mob	entity.axolotl.name

Entity data

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

Java Edition:

Main article: [Entity format](#)

Entity data

Additional fields for mobs that can breed

Tags common to all entities

Tags common to all mobs

FromBucket: 1 or 0 (true/false) – if true, indicates the axolotl has been released from a bucket.

Variant: ID of the axolotl's variant.

Variant	Numerical ID	Identifier
		[Expand]

Bedrock Edition:

Color	Data value
	0
	1
	2
	3
	4

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					
		The Healing Power of Friendship!	Team up with an axolotl and win a fight	Be near [more information needed] an axolotl when killing a hostile aquatic mob while the axolotl is fighting it (not playing dead).	30	Silver
		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]
	It Spreads	Kill a mob near a Sculk Catalyst	Kill <u>any</u> mob that drops <u>experience</u> near a <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . Mobs that drop <u>no experience</u> are ignored for this advancement.	
	The Parrots and the Bats	Breed two animals together	Breed a pair of <u>any</u> of these <u>27 animals</u> : [show] A mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.	
	Two by Two	Breed all the animals!	Breed a pair of <u>each</u> of these <u>26 animals</u> : [show] A trader llama does not count as a llama, and a mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.	
	The Cutest Predator	Catch an Axolotl in a Bucket	Use a <u>water bucket</u> on an axolotl.	
	The Healing Power of Friendship!	Team up with an axolotl and win a fight	Have the <u>Regeneration</u> effect applied from assisting an axolotl or it killing a mob.	

Advancements that apply to all mobs:

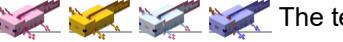
[\[show\]](#)

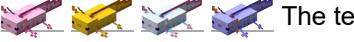
History

Announcement

October 3, 2020 (https://youtube.com/watch?v=DWZIfsalgtE&t=7470)	Axolotls are announced at Minecraft Live 2020 .
	They are shown to spawn in <u>lush caves</u> biomes.
October 3, 2020 (https://www.minecraft.net/en-us/article/minecraft-live-the-recap)	An unreleased ^[2] green variant was shown at the Minecraft Live 2020 recap , which was not shown on the live event.

Java Edition

<i>Java Edition</i>		
		[hide]
1.17	<u>20w51a</u>	 Added axolotls.
	<u>21w03a</u>	When an axolotl is held with a <u>lead</u> on the ground, it begins walking at an exaggeratedly fast speed. ^[3]
	<u>21w13a</u>	 The texture of the axolotls for four variants except the brown one has been changed.
	<u>21w18a</u>	Axolotls now spawn naturally underwater in <u>caves</u> .
	<u>21w20a</u>	The lucy texture have been changed from  to  to remove the unused open mouth.
	<u>pre3</u>	Axolotls now play dead only when in water.
1.17.1	<u>pre1</u>	Axolotls can no longer be fed <u>tropical fish</u> .
	<u>1.18 Experimental Snapshot 1</u>	Axolotls now spawn only in total darkness and where there's a block with <u>base_stone_overworld</u> tag less than 5 blocks below the spawning space.
1.18	<u>21w37a</u>	Blue axolotls no longer naturally spawn, and can be obtained only through breeding.
	<u>21w40a</u>	Axolotls now spawn only in <u>lush caves</u> .
	<u>pre5</u>	Axolotls now have their own mob cap, separate from glow squids.
		Axolotls now avoid lava. ^[4]
1.19	<u>22w11a</u>	Axolotls now spawn only when there is a clay block less than five blocks below the spawning space.
		The brown axolotl texture has been changed from  to  , to solve the issue of its off-centered back.
<i>Bedrock Edition</i>		

<i>Bedrock Edition</i>			[hide]
1.17.0 Experiment Caves and Cliffs	beta <u>1.16.230.52</u>	 Added axolotls behind the "Caves and Cliffs" experimental toggle.	
	beta <u>1.17.0.50</u>	Axolotls now spawn naturally in underground water sources.	
1.17.0	beta <u>1.17.0.52</u>	Axolotls now spawn in any biome and up to Y-63 instead of Y-30.	
	beta <u>1.17.0.56</u>	 The texture of the axolotls for all variants except the brown one has been changed.	
1.17.10 Experiment Caves and Cliffs	beta <u>1.17.10.22</u>	Axolotls no longer attack invisible mobs.	
	beta <u>1.17.20.22</u>	Axolotls now spawn only in complete darkness.	
1.17.30 Experiment Caves and Cliffs	beta <u>1.17.20.22</u>	Axolotls now spawn only where there is a stone block less than 10 blocks below the spawning space.	
	beta <u>1.18.0.20</u>	With experimental gameplay enabled, axolotls spawn only in <u>lush caves</u> .	
1.18.0	beta <u>1.18.0.21</u>	Axolotls now spawn only when there is a clay block less than five blocks below the spawning space.	
	beta <u>1.18.0.24</u>	Axolotls more frequently spawn in lush caves.	
1.18.10 Experiment Wild Update	beta <u>1.18.10.24</u>	Axolotls can now attack <u>tadpoles</u> behind the "Wild Update" experimental toggle.	
	?	Axolotls no longer spawn in The End, as well as The Nether, due to a bug fix. The Bug Tracker ticket hasn't been resolved yet. ^[5]	

Issues

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

Trivia

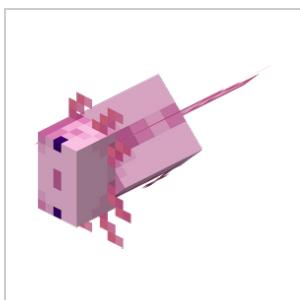
- In the release notes Minecraft Launcher there is an encrypted message T̄L· ſ /J:J̄ Ī ſ::L· Ī J̄ .: T̄ ſ · T̄L·|| Ī L·L·, which translates to "The Axolotls are not what they seem".
- Axolotls are small salamanders that are endemic to Mexico, which are critically endangered. Following Mojang Studios' trend of adding endangered species such as polar bears, giant pandas (no longer endangered as of 2022), sea turtles, endangered species of wild and native bees, and fireflies, axolotls were added to the game to raise awareness.^{[6][7]}

- The probability of a blue axolotl spawning is 1 in 1200 because that was the approximate number of axolotls left in the wild in real life at the time.^[8]
- Axolots can eat only buckets of tropical fish and not tropical fish items because axolots in real life eat only living fish.^[8]
- Even though they are not in the game, the green variant appears in the Caves & Cliffs Update: Part I – Official Trailer, as well as a recap.^[9] When asked on a livestream, Agnes Larsson said she cannot say why the green variant was cut from the game.^[10]
- Both the "play dead" behavior and the regeneration ability of axolots are based on the abilities of real life axolotls.^[8]
- Because real axolots don't actually vocalize, the sounds of axolots were recorded from the incidental "hiccups" and "burps" real axolots occasionally make when surfacing, as well as heavily edited dog sounds.^[11]
- During Minecraft Live 2021, Lydia Winters created an "aloto," a hybrid of an axolotl and alligator.^[12]

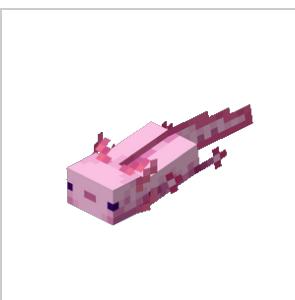
Gallery

Renders

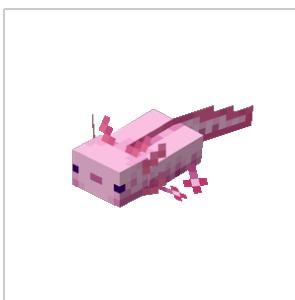
Lucy



An axolotl playing dead.



An axolotl swimming.



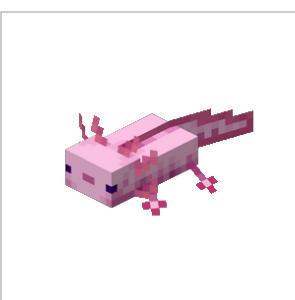
An axolotl walking underwater.



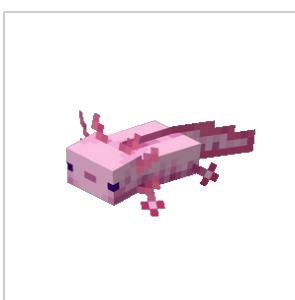
An axolotl walking on land.



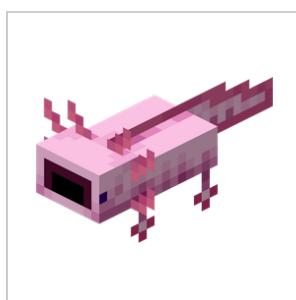
An axolotl idling.



An axolotl idling on underwater floor.

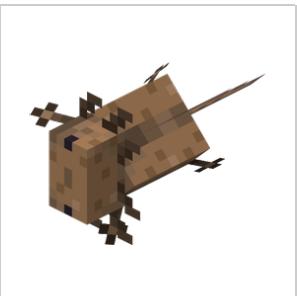


An axolotl underwater.



Unused axolotl mouth texture render (this state cannot be seen in-game)

Wild



An axolotl playing dead.



An axolotl swimming.



An axolotl walking underwater.



An axolotl walking on land.



An axolotl idling.

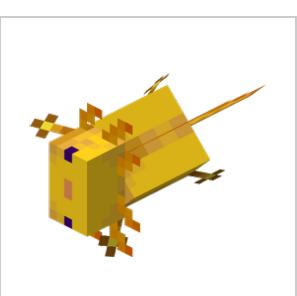


An axolotl idling on underwater floor.



An axolotl underwater.

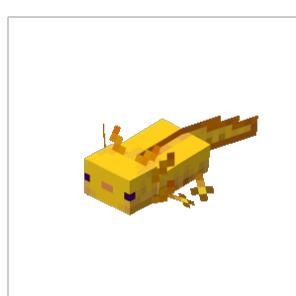
Gold



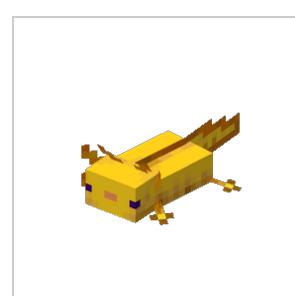
An axolotl playing dead.



An axolotl swimming.



An axolotl walking underwater.



An axolotl walking on land.



An axolotl idling.

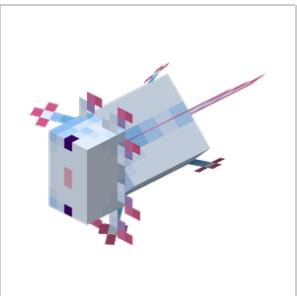


An axolotl idling on underwater floor.

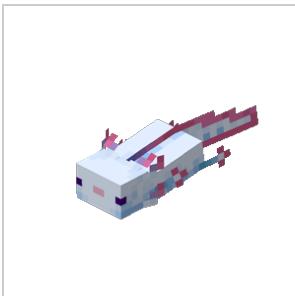


An axolotl underwater.

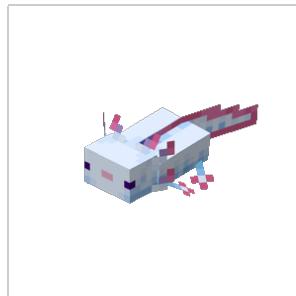
Cyan



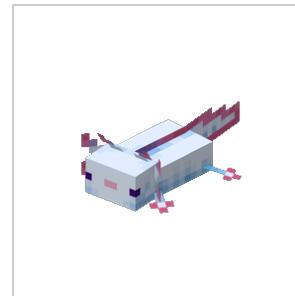
An axolotl playing dead.



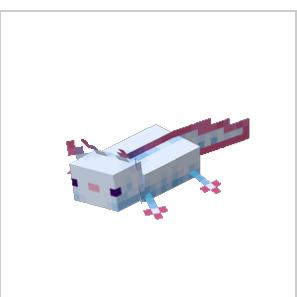
An axolotl swimming.



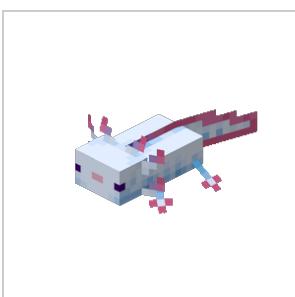
An axolotl walking underwater.



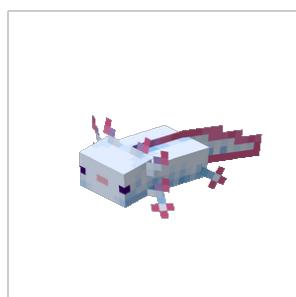
An axolotl walking on land.



An axolotl idling.

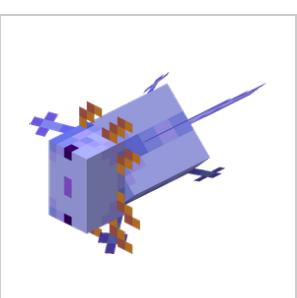


An axolotl idling on underwater floor.



An axolotl underwater.

Blue



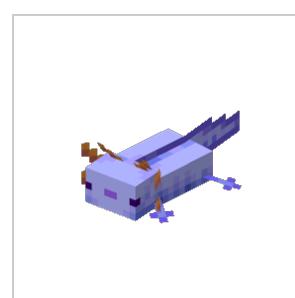
An axolotl playing dead.



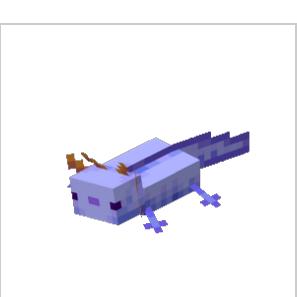
An axolotl swimming.



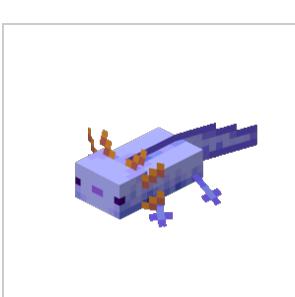
An axolotl walking underwater.



An axolotl walking on land.



An axolotl idling.

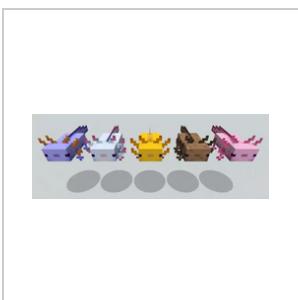


An axolotl idling on underwater floor.



An axolotl underwater.

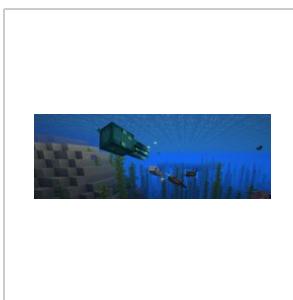
Screenshots



All current axolotl variants. From left to right: blue, cyan, gold, wild, and leucistic.



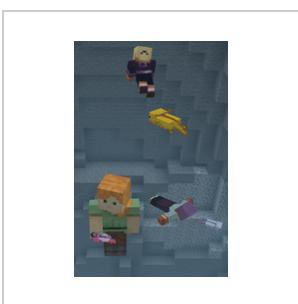
A baby axolotl on the side of a group.



Three axolotls attacking a glow squid underwater.



All 5 types of axolotls swimming in a lush cave.

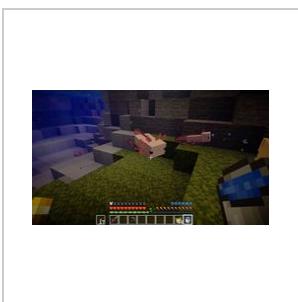


Kai and Efe swimming with gold and cyan axolotls, while Alex holds one in a bucket.



Steve showing Efe and Ari a blue axolotl.

Mojang images



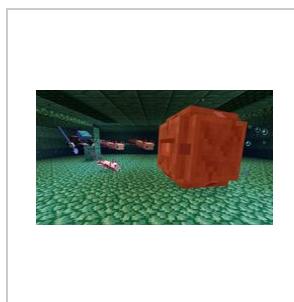
Multiple axolotls in a lush cave.



Axolotls as seen during Minecraft Live 2020.



Early axolotls attacking an elder guardian.



Early axolotls hurting the elder guardian.



Axolotl variants from development, including unreleased green one.



A screenshot showcasing the addition of axolotls in 20w51a. A sculk sensor can also be seen.



Axolots underwater.



Axolots breeding.



A large amount of axolotls.



The pose of the no-
pose in development.



An axolotl playing
dead in development.



Buckets of axolotl
and powder snow in
item frames.



An axolotl in serious
danger.



Axolots burning to
death.



An axolotl dying to a
sword.



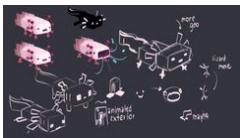
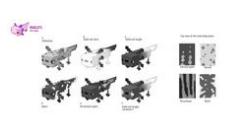
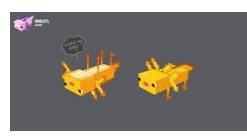
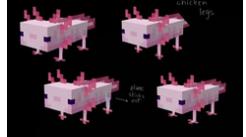
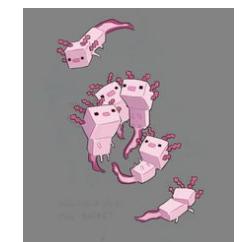
An axolotl about to
get blown up.



Axolotls in a river

An axolotl atop some
clay and sand blocks
looking at the player.

Concept artwork

Concept art depicting
other iterations for
legs and frills, along
with the
unimplemented
"suction" behavior."Axolotl Patterns" -
Grayscale art of
unimplemented
axolotl patterns."Axolotl Colors" 1 -
Sketches for other
axolotl colors."Axolotl Colors" 2 -
Flipped gold axolotl
depicting a concept
for its belly."Axolotl Possible
Combinations" - The
unimplemented
patterns mixed with
various axolotl colors.Iterations of legs
tested on the model.Other iterations of
legs tested on the
model."Having Fun!" - A
group of axolotls
swimming.



"Cutie in a Bucket" - concept art for the bucket of axolotl.



"Axolotl & Warden" - sketches of the axolotl and warden.



"Scale of Cuteness" - sketches of the axolotl, goat, and warden.

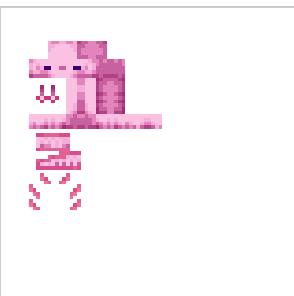


An axolotl.



An axolotl crying.

Textures



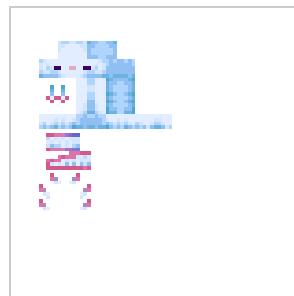
Lucy axolotl texture file.



Wild axolotl texture file.



Gold axolotl texture file.



Cyan axolotl texture file.

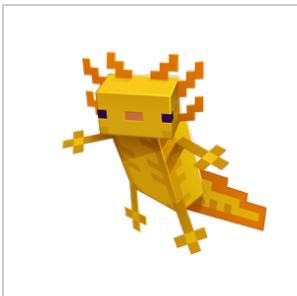


Blue axolotl texture file.

In other media



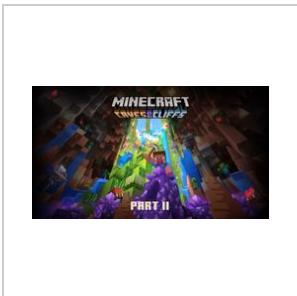
Official axolotl artwork.



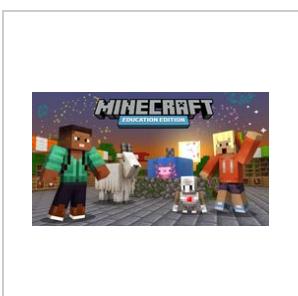
Gold axolotl artwork made for the 15th anniversary of *Minecraft*.



An axolotl in promotional artwork for the Caves & Cliffs: Part I update.



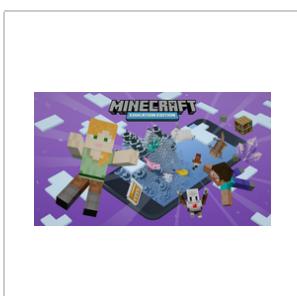
An axolotl in promotional artwork for the Caves & Cliffs: Part II update.



An axolotl in promotional artwork for the GOAT Update.



Axolotls swimming through a river.



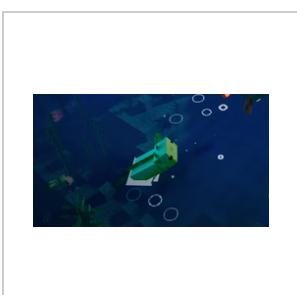
Axolotls in promotional artwork for Mobile, Multiplayer & More.



Pixel artwork of two axolotls swimming around a blue axolotl.



All 5 variants of axolotls swimming.



The green axolotl in the Caves & Cliffs: Part I trailer.



An axolotl with a fox.
[13]



Sticker of an axolotl from 15 Year Journey.



An axolotl as it appears on the cover of [Minecraft Legends: Return of the Poblins](#).



Axolotl plushie.



Lego Minecraft axolotl.



An official axolotl beanie.



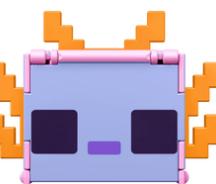
An officially licensed T-Shirt featuring outlines of three axolotls.



A mug made of an axolotl in a bucket.



Axolotl in a pair of pants.



Blue axolotl figure of Flippin' Figs



Axolotl in a bucket figure of Flippin' Figs



A missing poster of a gold axolotl

References

1. [MCPE-122278](#)
2. [MC-208659](#) — resolved as "Invalid".
3. [MC-208626](#)
4. [MC-208601](#)
5. [MCPE-130734](#) — Unresolved
6. "MINECON Live 2019" (<https://youtube.com/watch?v=OZqNaEX8208&t=40m15s>) by *Minecraft* – youtube.com, September 28, 2019. "...since the bee population is decreasing in the world, which is a big problem, we really felt that we wanted to teach the players..." - [Agnes Larsson](#)

7. "Minecraft Live: Caves & Cliffs - First Look" (<https://youtube.com/watch?v=DBvZ2Iqmm3M&t=41m26s>) by *Minecraft* – youtube.com, October 3, 2020. "And then we also found out that axolotls are endangered in the real world, and we think it's good to add endangered animals to Minecraft to create awareness about that." - Agnes Larsson
8. "Dev Diaries: Caves & Cliffs Mobs" (<https://youtube.com/watch?v=wSsDBpDQKaE&t=5m23s>) – Minecraft on YouTube, May 14, 2021
9. "Caves & Cliffs Update: Part I - Official Trailer" (<https://youtube.com/watch?v=0maWbr0FHKY&t=26s>) – Minecraft on YouTube, June 8, 2021
10. "What happened to the Green Axolotl?" (<https://www.twitch.tv/cbsunstoppable/clip/YummyClumsyWoodcockBrainSlug-D8T140VjP-Ok2tCk>) by CBSUnstoppable – Twitch.
11. "The Secrets of Minecraft: Death Sounds, Secret Animals, and Other Delights! @3:22" (<https://youtube.com/watch?v=n23fRyOfOOg&t=202s>) – Minecraft on YouTube, November 19, 2021
12. "Minecraft Live 2021: Minecraft Marketplace" (<https://youtube.com/watch?v=HaGdVUcHlbE&t=8m38s>) – Minecraft on YouTube, October 22, 2021
13. "Soothing Minecraft Stories" (<https://www.minecraft.net/en-us/article/soothing-minecraft-stories>) by Sophie Austin – Minecraft.net, December 22, 2023.

External links

- Axolotl article on Wikipedia
- Axolotl Adventures (<https://www.minecraft.net/en-us/article/axolotl-adventures>) – Minecraft.net on June 2nd, 2021
- "Mob Menagerie: Axolotl" (<https://www.minecraft.net/en-us/article/axolotl>) by Duncan Geere – Minecraft.net, May 1, 2025.

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Entities												
Mobs												
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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												
Bee	Cave Spider	Dolphin	Drowned	Enderman	Fox							
Goat	Iron Golem	Llama	Nautilus	Panda	Piglin							
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Vindicator	Warden	Witch	Wither Skeleton	Zoglin	Zombie							
Zombie Villager	Ender Dragon	Wither										

Mob types	Animal	Aquatic	Arthropod	Illager	Monster	Undead
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	Zombie Nautilus)	Mob variants	Mob conversion			
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		Unimplemented				[show]
		Joke				[show]

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