

Creeper View article feedback

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

A **creeper** is a common hostile mob that quietly approaches a player, hisses, and if not retreated from in time, will explode. Creeper explosions can destroy blocks and deal massive amounts of damage, which can be completely blocked using a shield.

When struck by lightning, a creeper becomes a **charged creeper**, which amplifies its explosion power and enables mob heads to be obtained from piglins, zombies, skeletons and other creepers it kills.

Due to its distinctive appearance and unique destructive method of attack, the creeper has become one of the most iconic mobs of *Minecraft*, being featured in promotional material and merchandise.

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Creeper	
Normal	Charged
	
Health points	20 (❤ × 10)
Behavior	Hostile
Mob type	 Monster
Attack strength	Explosion: Explosion varies by proximity and difficulty. Maximum damage: Regular: Easy: 22.5 (❤ × 11.25) Normal: 43 (❤ × 21.5) Hard: 64.5 (❤ × 32.25) Charged: Easy: 43.5 (❤ × 21.75) Normal: 85 (❤ × 42.5) Hard: 127.5 (❤ × 63.75)

Data history

Issues

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Notes

References

External links

Navigation

In *Java Edition*:

Height: 1.7 blocks

Width: 0.6 blocks

In *Bedrock Edition*:

Height: 1.8 blocks

Width: 0.6 blocks

Regular:

Light level of 0

Charged:

When lightning strikes within 4 blocks of a Regular Creeper

Flint and Steel

Fire Charge

[*Java Edition* only]

Spawn

Usable items

Spawning

Creatures naturally spawn in the [Overworld](#) on [solid blocks](#) with a [light level](#) of 0, except in [mushroom fields](#) and [deep dark](#) biomes. In [Bedrock Edition](#), creatures also do not spawn in [rivers](#), [frozen rivers](#), and [snowy plains](#). They spawn individually in [Bedrock Edition](#) and in groups of four in [Java Edition](#).

In [Bedrock Edition](#), there is a [density limit](#) of five creatures on the surface of Overworld.

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

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Bamboo Jungle	100/515	19.42%	4	100	1
Meadow	100/515	19.42%	4	100	1
Windswept Hills	100/515	19.42%	4	100	1
Eroded Badlands	100/515	19.42%	4	100	1
Frozen Peaks	100/515	19.42%	4	100	1
Jagged Peaks	100/515	19.42%	4	100	1
Grove	100/515	19.42%	4	100	1
Old Growth Birch Forest	100/515	19.42%	4	100	1
Snowy Beach	100/515	19.42%	4	100	1
Stony Peaks	100/515	19.42%	4	100	1
Snowy Slopes	100/515	19.42%	4	100	1
Sparse Jungle	100/515	19.42%	4	100	1
Birch Forest	100/515	19.42%	4	100	1
Flower Forest	100/515	19.42%	4	100	1
Beach	100/515	19.42%	4	100	1
Taiga	100/515	19.42%	4	100	1
Lush Caves	100/515	19.42%	4	100	1
Wooded Badlands	100/515	19.42%	4	100	1
Snowy Taiga	100/515	19.42%	4	100	1
Forest	100/515	19.42%	4	100	1
Windswept Gravelly Hills	100/515	19.42%	4	100	1
Badlands	100/515	19.42%	4	100	1
Windswept Forest	100/515	19.42%	4	100	1
Pale Garden	100/515	19.42%	4	100	1
Ice Spikes	100/515	19.42%	4	100	1
Stony Shore	100/515	19.42%	4	100	1
Old Growth Spruce Taiga	100/515	19.42%	4	100	1
Dark Forest	100/515	19.42%	4	100	1
Desert	100/515	19.42%	4	100	1
Cherry Grove	100/515	19.42%	4	100	1
Mangrove Swamp	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	100/516	19.38%	4	—	—	
Swamp	100/516	19.38%	4	100	1	
Jungle	100/517	19.34%	4	100	1	
Lukewarm Ocean	100/520	19.23%	4	100	1	
Warm Ocean	100/520	19.23%	4	100	1	
Sunflower Plains	100/520	19.23%	4	100	1	
Deep Cold Ocean	100/520	19.23%	4	100	1	
Deep Frozen Ocean	100/520	19.23%	4	100	1	
Snowy Plains	100/520	19.23%	4	—	—	
Ocean	100/520	19.23%	4	100	1	
Deep Lukewarm Ocean	100/520	19.23%	4	100	1	
Plains	100/520	19.23%	4	100	1	
Deep Ocean	100/520	19.23%	4	100	1	
Savanna Plateau	100/520	19.23%	4	100	1	
Frozen Ocean	100/520	19.23%	4	100	1	
Windswept Savanna	100/520	19.23%	4	100	1	
Savanna	100/520	19.23%	4	100	1	
Cold Ocean	100/520	19.23%	4	100	1	
Old Growth Pine Taiga	100/540	18.52%	4	100	1	
Dripstone Caves	100/610	16.39%	4	100	1	
River	100/615	16.26%	4	—	—	

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average												
	Default			Looting I			Looting II			Looting III			
	Gunpowder	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
	Music Disc ^{[A][B]}	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
	Creeper Head ^[C]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

- A. The disc is randomly selected from 13, cat, blocks, chirp, far, mall, mellohi, stal, strad, ward, 11, and wait.
- B. Only when killed by a skeleton, stray, skeleton horse (via commands), bogged, wither skeleton, or parched.
- C. Only when killed by a charged creeper.

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average												
	Default			Looting I			Looting II			Looting III			
	Gunpowder	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	Music Disc ^{[A][B]}	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
	Creeper Head ^[C]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

- A. The disc is randomly selected from 13, cat, blocks, chirp, far, mall, mellohi, stal, strad, ward, 11, and wait.
- B. Only when killed by a skeleton, stray, or bogged.
- C. Only when killed by a charged creeper.
 - 5 experience points, if killed by the player or a tamed wolf.

Behavior

Creepers chase any player within a 16-block radius. They chase the player at a 14-block radius when they are crouching. They do not attack any other mob without provocation by being attacked first.

When within 3 blocks of a player, a creeper stops moving, hisses, flashes and expands, and explodes after 1.5 seconds (30 ticks), destroying (and dropping as items) blocks in the area as well as significantly damaging the player. A creeper's detonation can be halted if the player leaves the blast radius, including by knocking it back, going out of the creeper's sight, or if the creeper is killed before the explosion. Assuming the player stays within line of sight, the distance that the player must move in order for a creeper to cancel its explosion is 7 blocks, regardless of difficulty. Normal creeper explosions have a power of 3.



A creeper giving chase.

In *Java Edition*, if the game rule `mobExplosionDropDecay` is set to false, blocks have a 100% chance of dropping as items instead of being destroyed.

A creeper explodes only if it has an uninterrupted line of sight with the player throughout the entire 1.5-second countdown. As a result, if the creeper does not have line-of-sight with the player, it does not start hissing even at close range, even if the player is attacking it, and a detonation is canceled if it has started. The hissing sound plays in its entirety regardless of whether the explosion happens or not.

Unlike most mobs, the creeper does not have an idle sound, nor does it have unique step sounds. Although it does make normal stepping and swimming sounds, it is hard for players to distinguish those from sounds they make themselves. This makes the approach of a creeper difficult for an unwary player to notice until it starts hissing.

A creeper jumps down to a player if it can survive the fall. A creeper taking fall damage adds to its swell according to `fallDistance * 1.5`, up to a maximum of 5 less than the fuse of the creeper. The creeper explodes when the swell equals the fuse, so an explosion occurs soon after landing with higher falls. For example, a creeper falling from greater than 16 blocks can explode 5 ticks after it lands.

Creepers can climb up ladders, vines, and similar blocks like any other mob, but do not do so intentionally.

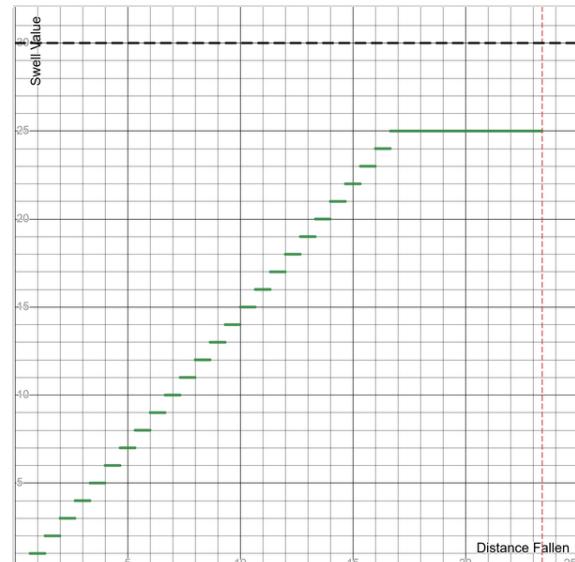
Using a flint and steel or fire charge^[JE only] on a creeper forces an explosion.

In *Java Edition*, the detection range of creepers is reduced by 50% when the player is wearing a creeper head.

Creepers flee from ocelots and cats within a 6-block radius, with faster movement than when pursuing a player. Cats and ocelots do not attack creepers. A creeper that has begun a detonation does not flee unless the player leaves its blast radius.

Creepers are not targeted by tamed wolves, iron golems or zoglins. However, they are still attacked by withers, snow golems,^[1] vindicators named "Johnny", wardens and goats. When hit by a stray projectile (like a drowned's trident), a creeper retaliates if not already chasing a player, unless said projectile is a skeleton's arrow, in which case the creeper will always retaliate. If a creeper is attacked by any mob except a goat, the creeper moves toward the mob that attacked it and explodes.

When a creeper is inflicted with a status effect, its explosion creates an area effect cloud of the effect.
[*Java Edition* only]



The amount of swell added to creepers upon falling a certain distance.

Charged creeper

Charged creepers are stronger versions of creepers. They are distinguished from normal creepers by their blue aura surrounding them, and their explosion power is significantly increased.

A charged creeper is created when lightning strikes within four blocks of a normal creeper. The lightning can be created in any way, including naturally, with the /summon command, by a trident with the Channeling enchantment, or attracted to a lightning rod. Due to this mechanic, creepers cannot be damaged by lightning but still can take damage from fire caused by it.

A charged creeper can also be summoned using the following commands:

- In *Java Edition*: /summon creeper ~ ~ ~ {powered:1}
- In *Bedrock Edition*: /summon creeper ~ ~ ~ ~ minecraft:become_charged

Their countdown timers are the same as normal creepers, both in terms of range and time. With a power of 6, an explosion caused by a charged creeper is twice as powerful as the explosion caused by a creeper. Charged creepers' explosions are 50% more powerful than an explosion of [TNT](#). How close the creeper was to the lightning strike does not affect the size or power of the explosion.



Two creepers' explosion damage radius in the dirt. Comparison between a charged creeper's (left) and a normal creeper's (right). Notice that the charged creeper's explosion is much bigger than the normal creeper's explosion.

In *Java Edition*, a charged creeper explosion that kills [zombies](#), [skeletons](#), [wither skeletons](#), [piglins](#), or other creepers causes one^[2] of those mobs to drop its corresponding [mob head](#). If multiple valid mobs are killed in the explosion, the one that drops a head is chosen at random. In *Bedrock Edition*, a charged creeper explosion that kills zombies, skeletons, wither skeletons, piglins, or other creepers causes all the killed mobs to drop their corresponding heads.^[3]

A charged creeper does not drop its own head when it explodes, although any other charged creepers or creepers killed in the explosion drop a creeper head. Players and [ender dragons](#) do not drop their heads,^[4] nor do mobs without corresponding mob heads, such as livestock animals.

Charged creepers have the same entity ID as normal creepers. The only difference is that the value of the boolean [powered](#) tag is set to 1 (true).

The overlay of charged creepers is strongly emissive with [Vibrant Visuals](#), and darkens the environment as a screen effect. Combined with the darkness of a thunderstorm, this makes the creeper behind it almost invisible.

Farming

Main article: [Tutorial:Creeper farming](#)

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Creeper dies	Hostile Mobs	When a creeper dies without exploding	entity.creeper.death	subtitles.entity.creeper.death	1.0	0.8-1.2	16	
	Creeper hurts	Hostile Mobs	When a creeper is damaged	entity.creeper.hurt	subtitles.entity.creeper.hurt	1.0	0.8-1.2	16	
	Creeper hisses	Hostile Mobs	When a creeper begins its explosion timer	entity.creeper.primed	subtitles.entity.creeper.primed	1.0	0.5	16	
	Explosion	Blocks	When a creeper explodes	entity.generic.explode	subtitles.entity.generic.explode	4.0	0.56-0.84	16	

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	?	Hostile Mobs	When a creeper dies	mob.creeper.death	?	1.0	0.8-1.2	
	?	Hostile Mobs	When a creeper is damaged	mob.creeper.say	?	1.0	0.8-1.2	
	?	Blocks	When a creeper begins its explosion timer	random.fuse	?	1.0	0.5	
	?	Blocks	When a creeper explodes	random.explode	?	4.0	1.0	

Data values

ID

Java Edition:

Name	Identifier	Translation key	[hide]
 Creeper	creeper	entity.minecraft.creeper	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Creeper	creeper	33	creeper mob monster	entity.creeper.name

Entity data

Creepers 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

ExplosionRadius: The power of the explosion (default value is 3). Despite the name, this represents the explosion power value, so the true *radius* varies and its maximum is approximately 4/3 times this value.

Fuse: States the initial value of the creeper's internal fuse timer (does not affect creepers that fall and explode upon impacting their victim). The internal fuse timer returns to this value if the creeper is no longer within attack range. Default 30.

ignited: 1 or 0 (true/false) - Whether the creeper has been ignited by flint and steel.

powered: 1 or 0 (true/false) - May not exist. True if the creeper is charged from being struck by lightning.

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
		Camouflage	Kill a mob while wearing the same type of mob head.	—	30	Bronze
		Archer	Kill a creeper with arrows.	—	10	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]

Videos

Development



This section needs expansion.

You can help by [expanding it](#).

These mobs were originally meant to be a [pig](#), but due to a coding bug, it created a creeper after the model got repurposed.

“

*The story of the Creeper – it was supposed to be the pig, but Notch mixed the height and the width values, or the rotation of it, so it's standing up instead of lain horizontally. But it did have the AI behaviour of looking at the player. So he just thought it was extremely creepy, with this weird thing walking around, looking at you. So he decided to keep it as a monster. He wrote that a friend said it would be cool if it exploded *laughs* and that brought us to the Creeper.*

*The face was to clearly, with a limited number of pixels, make it look really dangerous. I think the green colour is supposed to be camouflage. But we're still debating – is it flesh? Or is it more like leaves? Or is it fur? You don't really know just by looking at the pixels. I know Junkboy debates that! *laughs**

— **JENS BERGENSTEN**^[5]

History

Development

August 20, 2009 (https://archive.org/download/Minecraft_IRC_Logs_2009/DBN-IRC-Logs/%23minecraft.20090820.log)	 A failed pig model is shown. Notch commented, "it looks creepier when animated ... haha, I'll keep it for a creepy creature. =D". [more information needed]
	 Creepers were shown on The Word of Notch .
September 1, 2009 (https://web.archive.org/web/0/https://notch.tumblr.com/post/177152983)	 While the texture itself is bright, creepers appear darker than intended.
	Creepers behave much like zombies currently do, hopping around randomly until spotting the player.
	The melee attacks of creepers deal only 4 (♥♥) worth of damage rather than the zombies' 6 (♥♥♥).
	When killed, creepers "lie down" like any other dead mob and cause a 4×4×4 spherical explosion that left a sizable crater, destroying plenty of blocks and severely hurting any players nearby.
	The creeper is worth 250 points when killed.

Java Edition

Java Edition Classic		[hide]
0.24_SURVIVAL_TEST	 Added creepers.	
0.24_SURVIVAL_TEST_03	Creeper explosions no longer drop <u>water</u> and <u>lava</u> items when blowing up the liquids.	
0.25 SURVIVAL TEST	Mobs, including creepers, are now more dangerous, respawn, despawn, and attack skeletons if shot by them.	
October 20, 2009 (https://notch.tumblr.com/post/218118974/slowly-coming-crawling-back)	Notch mentioned that creepers no longer destroy rock-type <u>blocks</u> .	
0.26 SURVIVAL TEST	 The texture of creepers has been changed. The explosions of creepers no longer destroy stone or stone-like blocks. The explosions of creepers now leave smoldering.	
0.27 SURVIVAL TEST	The creeper is now worth 200 points when killed.	
Java Edition Indev		[hide]
0.31	20091223-0040	Creepers and other mobs no longer spawn naturally.
	20100202	 The texture of creepers has been changed, it now appears brighter overall. Creepers and other mobs now spawn naturally again. However, they are currently passive.
	20100204-2027	Creepers are now hostile again, and attack by approaching and exploding near players. <small>[verify]</small> Previously in Survival Test, creepers dealt melee damage and exploded only when killed by the player.
	20100219	Creepers now drop <u>sulphur</u> upon death.
?	Creepers no longer produce leaf <u>particles</u> upon <u>explosion</u> .	
Java Edition Alpha		[hide]
v1.0.3	Added unique hurt sounds for creepers. Previously, they used the hurt sound for players.	
v1.0.14	Added <u>music discs</u> "13" and "cat", which are dropped by creepers shot by skeletons.	
v1.2.0_02	Creepers now have new hurt <u>sounds</u> . Old hurt sounds: <input type="radio"/> 0:00 / 0:00 <input type="radio"/> <input type="radio"/> 0:00 / 0:00 <input type="radio"/> <input type="radio"/> 0:00 / 0:00 <input type="radio"/> <input type="radio"/> 0:00 / 0:00 <input type="radio"/>	

		Java Edition Beta	[hide]
	?	Creeper's fuse timer does not tick back when the player is out of range	[verify]
	<u>1.3</u>	Creeper's fuse timer has been fixed	
	<u>1.4</u>	 The 'A' in the <i>Minecraft</i> logo now includes a creeper face.	
	<u>1.5</u>	 Creepers now become charged when struck by <u>lightning</u> , increasing the explosion's radius and strength.	
<u>1.8</u>	<u>Pre-release</u>	Creepers are now much more deadly, and can kill an unarmored player, if in a radius of 4 to 5 blocks around the creeper. This <u>damage</u> is also difficulty-independent.	
		Java Edition	[hide]
<u>1.0.0</u>	<u>Beta 1.9 Prerelease 5</u>	Creepers and other hostile <u>mobs</u> no longer attack the player in <u>Creative</u> mode, unless provoked.	
	<u>RC1</u>	Creeper <u>explosions</u> now have a new <u>sound</u> .	
<u>1.1</u>	<u>11w50a</u>	Creepers now drop all <u>music discs</u> , except for "11".	
<u>1.2.1</u>	<u>12w05b</u>	Creepers now run away from tamed <u>cats</u> and <u>ocelots</u> .	
	<u>12w07a</u>	As part of the AI overhaul, creepers no longer attack other <u>mobs</u> . <small>[more information needed]</small>	
		Creepers no longer strafe toward the left of the <u>player</u> , now stopping in front of the player.	
<u>1.3.1</u>	<u>12w30a</u>	Creepers have been made stronger. Depending on difficulty, creeper <u>damage</u> is now scaled, with Easy: ~50% less damage, Normal: same damage as before, and Hard: ~33% more damage than before. In full diamond <u>armor</u> and Hard difficulty, a creeper can knock players down to 2 hearts. ^[6]	
<u>1.4.2</u>	<u>12w38b</u>	New creeper fall mechanics have been added; creepers now <u>explode</u> , if they fall on the <u>player</u> from a certain height.	
<u>1.4.4</u>	<u>1.4.3</u>	Creepers now drop music discs "11" and "wait".	
<u>1.6.1</u>	<u>13w18a</u>	Creepers no longer explode when hit in <u>Creative</u> mode.	
<u>1.7.2</u>	<u>13w36a</u>	Creepers can now be forcibly exploded by <u>using flint and steel</u> .	
<u>1.8</u>	<u>14w05a</u>	Players can now see from the perspective of a creeper in <u>Spectator</u> mode. A green creeper shader is applied and the player is limited to the creeper's movements.	
	<u>14w11a</u>	Other creepers, <u>witches</u> , <u>zombies</u> , <u>skeletons</u> , <u>spiders</u> , <u>cave spiders</u> and <u>zombie pigmen</u> now run away from creepers that are about to explode.	
	<u>14w30a</u>	Charged creepers now cause <u>zombies</u> , <u>skeletons</u> , <u>wither skeletons</u> and other creepers to drop <u>heads</u> .	
	<u>14w30b</u>	Each charged creeper now causes the drop of only one <u>head</u> , even if multiple head-dropping mobs are killed.	
<u>1.8.1</u>	<u>pre1</u>	Mobs no longer run from creepers that are about to explode, due to performance issues.	
		Creepers no longer attack iron golems.	

1.9	15w32a	The detection range of creepers is halved when the player is wearing a creeper head.
	15w33c	The detection range for players wearing the creeper head is adjusted, now 37.5% of the normal range.
	15w36a	The detection range for players wearing the creeper head is again 50% of the normal range.
	15w39a	Creatures are now slightly shorter (1.7 blocks tall rather than 1.8).
	15w51a	Creatures no longer drop music discs when game rule doMobLoot is false. [7]
1.11	16w32a	Creepers that explode while having a potion effect now leave behind an area effect cloud having that effect.
		Creepers no longer drop music discs when killed by strays or wither skeletons.[8]
1.14	18w43a	Creepers now drop music discs when killed by strays and wither skeletons ^[a] again.
1.15	19w39a	Creepers no longer flash solid white when exploding. ^[9]
1.17	21w15a	Creepers now show no hostility when attacked by a goat.
1.19.3 Experiment Update 1.20	22w46a	Charged creepers now cause piglins to drop piglin heads.
1.19.3	pre2	Creepers can now be forcibly exploded by using a fire charge. ^[10]
1.20.3	23w40a	Creepers now drop music discs when killed by skeleton horses. ^[b]

Bedrock Edition

Pocket Edition Alpha		
		[hide]
	 Added creepers.	
v0.3.3		They do not yet spawn naturally and require external help to spawn. ^[11]
		Creepers currently have old explosion sounds.
		Creeper's explosions produce a white mist and have a smaller range.
		Creepers strafe toward the left of the player and are as slow as zombies.
v0.4.0		Creepers now spawn naturally.
v0.7.4		Tapping and holding flint and steel on a creeper now causes it to automatically explode.
v0.9.0	<u>build 1</u>	Creepers no longer float 2 pixels off the ground.
	<u>build 2</u>	An ignite button is now used to automatically explode a creeper when holding flint and steel, instead of tapping and holding.
	<u>build 8</u>	Creepers now use the new AI, so now they avoid fire, cactus, lava, and falling (and water when idle).
	<u>build 9</u>	Creepers now use the old AI again because them walking faster and not detonating.
v0.9.2		Creepers now have a correct explosion range.
		The detonation time for creepers has been fixed (would previously explode almost instantly).
v0.11.0	<u>build 1</u>	Creepers can now climb ladders.
v0.12.1	<u>build 1</u>	Creepers now use the new AI again, now stopping in front of the player.
		The creeper's moving speed and explosions' knockback effect has been increased.
		Creepers now explode if they fall on players from a certain height.
		Creepers now become charged when struck by lightning, increasing the explosion's radius and strength.
		Creepers now have the new explosion sound.
		Creepers now have the flashing animation and the explosions have shockwaves.
v0.14.0	<u>build 1</u>	Creepers are now slightly shorter (1.7 blocks tall rather than 1.8).
v0.16.0	<u>build 4</u>	Creepers now have idle sounds.
Bedrock Edition		
		[hide]
<u>1.2.0</u>	<u>beta 1.2.0.2</u>	Creepers now drop music discs when killed by skeletons.
<u>1.10.0</u>	<u>beta 1.10.0.3</u>	Creepers now drop music discs when killed by strays.
<u>1.16.210</u>	<u>beta 1.16.210.51</u>	No longer attack back after being rammed by a goat.
<u>1.20.10</u>	?	Creepers bobbing in water in a 1 block space no longer attack a swimming player for 3 ().
<u>1.21.60</u>	<u>Preview 1.21.60.21</u>	Creepers no longer flash solid white when exploding. ^[12]

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU1							 Added creepers.
TU5			<u>1.00</u>				 Added charged creepers.
TU12							Creepers no longer attack other mobs. Before this update, a creeper shot by a skeleton would attack the skeleton, creating a crater in the process.
TU14	CU1		<u>1.00</u>	<u>1.00</u>	Patch 1	1.0.1	Creepers have been made stronger. Depending on difficulty, creeper damage is scaled now with Easy: ~50% less damage, Normal: same damage as before, and Hard: ~33% more damage than before. In full diamond armor and hard difficulty, a creeper can knock players down to 2 hearts.
			<u>1.04</u>				A creeper is now aggressive toward the last player that hit it.
							The creeper's explosions' knockback effect has been increased.
							Creepers now explode if they fall on players from a certain height.
TU24	CU12	<u>1.16</u>	<u>1.16</u>	<u>1.16</u>			The creeper's flashing animation has been updated.
TU31	CU19	<u>1.22</u>	<u>1.22</u>	<u>1.22</u>	Patch 3		Creepers can now be forcibly exploded using flint and steel.
TU54	CU44	<u>1.52</u>	<u>1.52</u>	<u>1.52</u>	Patch 24	1.0.4	Creepers drop a mob head when killed by a charged creeper.
			<u>1.90</u>				Creepers that explode while having a potion effect now leave behind an area effect cloud having that effect.
							Creepers now drop music discs when killed by strays.

New Nintendo 3DS Edition

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

Data history

Java Edition			[hide]
1.11	16w32a	The namespaced ID of creepers have been changed from Creeper to creeper.	
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version. [more information needed]	

Issues

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

Trivia

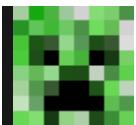
- Notch has stated on X that he imagined "creepers as being made out of leaves or similar" and that he is "not sure why they explode".^[13] When asked to describe its physical texture, he said they would feel "crunchy, like dry leaves".^[14]
- Creepers are bright green color to camouflage them for the original classic *Minecraft* foliage textures, which were bright shades of green, but has since been changed.
- In multiplayer, if a creeper is attacked by another player, and the other player runs out of sight, it does not attack any other players.
- When asked how creepers trigger their explosive nature, Dinnerbone said "They're so nervous that they shake a lot, and then this sets them off the same way as how rubbing two sticks makes fire".^[15]
- If a charged creeper is given Invisibility, the "aura" effect is still visible.
- A charged creeper explosion can inflict the greatest amount of damage any mob in the game can do at one time.
- The creeper hiss sound uses the same sound file as when a block of TNT is primed but played at a lower pitch.
- Creeper was the first hostile mob added in the survival test.
- Throughout many pieces of media, whenever a creeper's anatomy is shown it's consistently shown they possess a skeleton and a TNT block inside.^{[16][17][18][19]}
 - This is even present in the *Minecraft Dungeons* creeper.
- Jeb has admitted that the creeper would probably not be added to Minecraft if the game's modern design principles were followed, since it would be controversial to have a mob that destroys the player's builds. However, it continues to exist in the game due to its iconic status.^[20] Notch agreed, stating that the creeper only explodes as the result of player (in-)action because random destructive events you have no control over is anti-fun.^[21]

Publicity

Creepers have a formidable reputation in the community because of their potential to hurt or kill even veteran players and destroy structures. Their distinct appearance and destructive abilities have made them a widely recognizable *Minecraft* icon. Creepers are referenced in several of the items available at the *Minecraft* merchandise depot,^[22] and have become an internet meme complete with fan art, webcomic references, and demotivational posters. A central part of the meme is the creeper's unofficial catchphrase derived from the mob's tendency to sneak up on the player and hiss before detonating:

“

*That'sssss a very nice <random valuable object> you've got there... It'd be a **”**
ssssshame if anything were to happen to it...*



Merchandise

Creepers have been portrayed in many *Minecraft* products including but not limited to:

- The letter "A" in the *Minecraft* logo after Java Edition Beta 1.4 (The previous logo was just "MINECRAFT" written with cobblestone blocks)
- Stuffed toys
- Action figures
- Bracelets
- T-shirts
 - The creeper anatomy T-shirt reveals the insides of a creeper, and also reveals its scientific name: *Creepus explodus*.
- LEGO Minecraft
- Papercraft
- *Minecraft* Facebook profile image
- In the goodie bags given out at Minecon 2011, creepers were given as a fold-able and tapable decoration for one's room or collection, along with diamond and grass block.



A sight that can scare even the most experienced *Minecraft* players.

Appearances

Main article: Minecraft in popular culture

- On June 18, 2012, the University of Southampton Physics Society Outreach Project sent a creeper and chest to the edge of space in a balloon with a tracker and camera.^[24]
- As part of an official collaboration, creepers are included as monsters in Monstrous Compendium Volume Three: Minecraft Creatures, a free add-on for the roleplaying game Dungeons & Dragons.^[25] In the game, they are "Monstrosities" and have the alignment "Typically Neutral Evil".



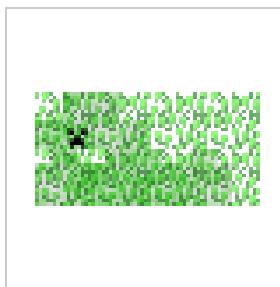
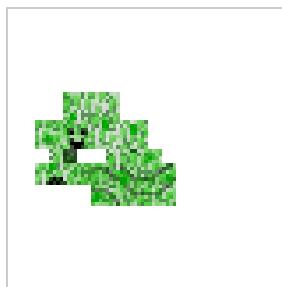
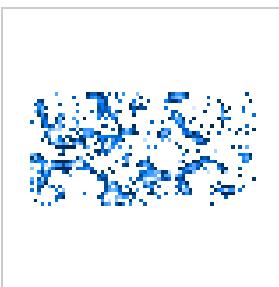
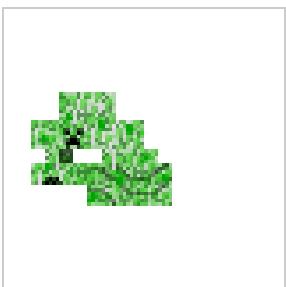
A creeper and a chest sent to the edge of space by the Physics Society Outreach Project

Games

Name	Image	Description	Date
Sonic Racing: CrossWorlds		The Creeper will be a playable character in the Season Pass and <i>Digital Deluxe Edition</i> of the game, alongside Steve and Alex .	2025

Gallery

Textures



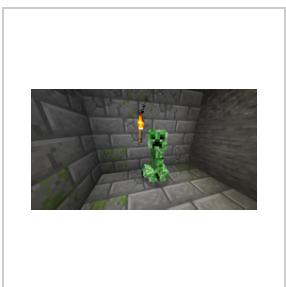
Texture of a creeper.

Charged creeper overlay.

Texture of a smiling creeper.

Original texture file of the creeper. Notice the leaves.

Screenshots



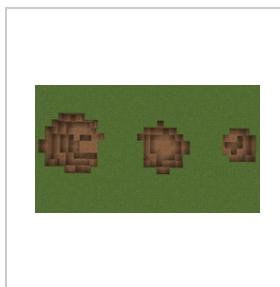
A creeper staring at the player.



A creeper that is about to explode.



Creeper explosion.



Comparison of explosion craters. From left to right: charged creeper, TNT, creeper.



A creeper dying.



A creeper's vision when spectating it.



A forest at night through a creeper's eyes.



A creeper explosion that damaged a village house.



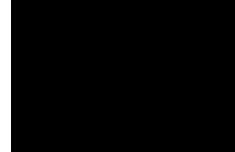
A rudimentary example of a music disc farm.



Creeper peeking through a glass window.



A charged creeper next to a normal creeper.



Creeper face-shaped firework.

Historical screenshots



The original dark green creeper model.

Mojang images



Steve standing next to a creeper



Ari trying to land a hit on a creeper with a mace



A moment before disaster



Efe fleeing from a creeper



A three-headed creeper, demonstrating custom entity models in *Bedrock Edition*

Historical Mojang images



The original pig model the creeper was based on.

In other media

Official media



Artwork of the creeper.



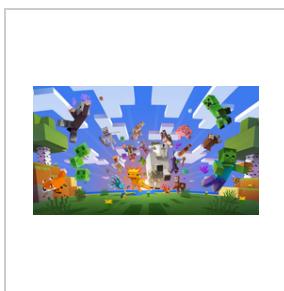
Artwork of a creeper.



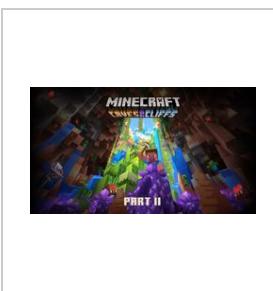
Artwork of a creeper's face.



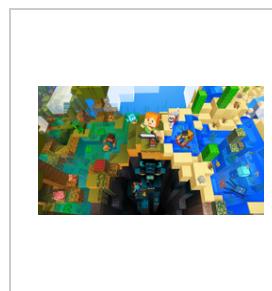
Creeper art



A creeper in promotional artwork for the first [Caves & Cliffs](#) update.



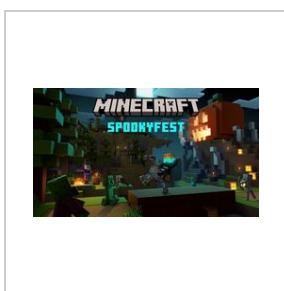
Creepers in promotional artwork for the second [Caves & Cliffs](#) update.



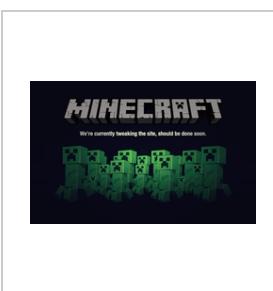
A creeper in official artwork for [The Wild Update](#).



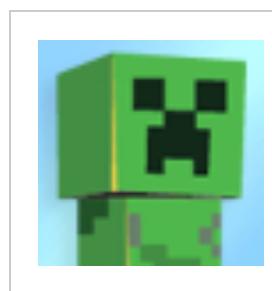
Artwork of a creeper used to signal the end of account migration.



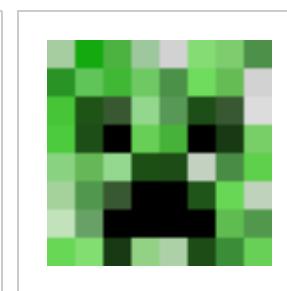
Artwork for the [Minecraft Spookyfest](#) event, featuring a creeper.



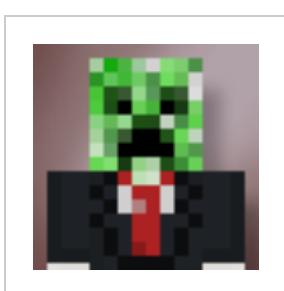
A [minecraft.net](#) maintenance screen featuring creepers.



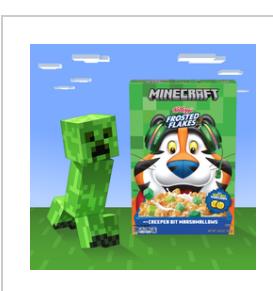
Gamerpic award from [Xbox 360 Edition](#).



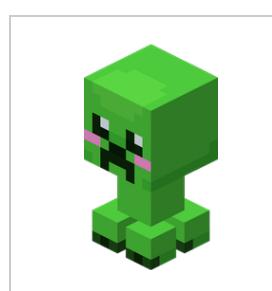
Gamerpic from the "Minecraft Faces" pack.



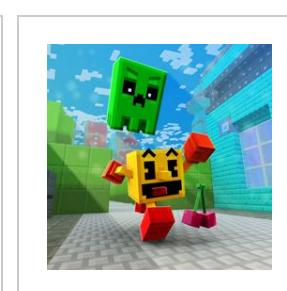
Gamerpic from the "Minecraft Mobs in Suits 2" pack.



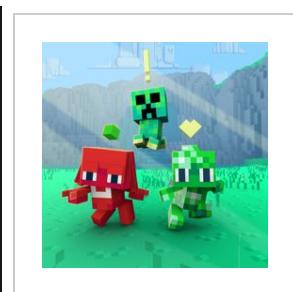
Promotional artwork for a [Minecraft](#) collaboration with Kellogg's Frosted Flakes.



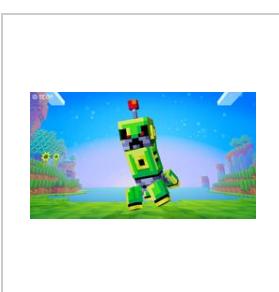
A baby creeper in [15 Year Journey](#).



"[Creepy](#) (<https://pacman.fandom.com/wiki/Creepy>)," a ghost resembling a creeper featured in the [Pac-Man](#) DLC.



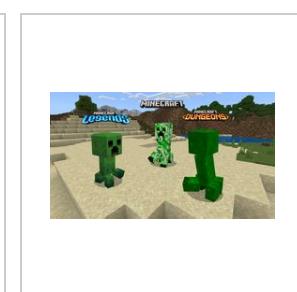
A Chao (<https://sonic.fandom.com/wiki/Chao>) resembling a creeper, featured in the *Sonic the Hedgehog* DLC.



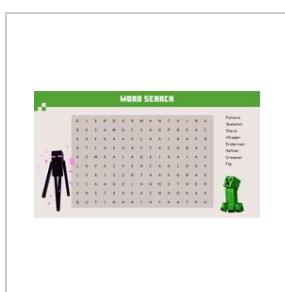
Artwork of a creeper as it appears in the *Sonic Texture Pack*. Notice the robotic look.



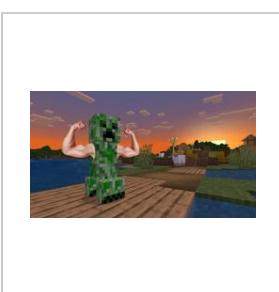
Animated creeper artwork.



Creepers representing *Minecraft Dungeons*, *Minecraft Legends*, and *Minecraft* looking at each other.^[26]



Minecraft-themed word search.



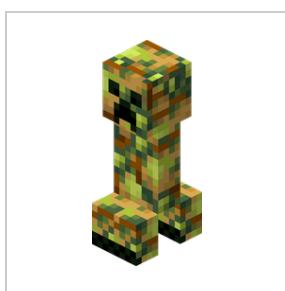
A creeper with muscular human arms.



A creeper peeking out from a tree near some mushrooms.



A creeper peeking out from a tree near a fox and a pillager.



Potato Creeper in 24w14potato snapshot



World Kindness Day artwork.



Creeper in a pair of pants.



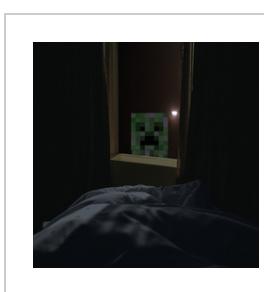
A creeper waving hello with one of its legs.



Creeper in Hour of Code.



A creeper as it appears in *A Minecraft Movie*.



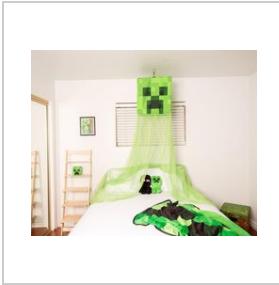
A Creeper peeking through an IRL window.



Creeper photo in a yearbook.



Merchandise



A photograph featuring many pieces of official creeper merchandise.



A creeper face shirt.



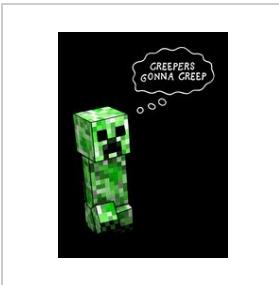
A creeper face shirt.



A creeper riding a bike.



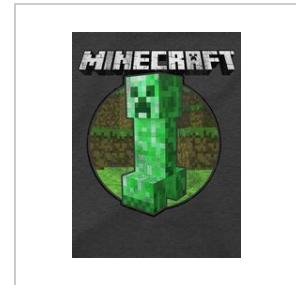
Official artwork "Creeper Anatomy" for merchandise made by JINX.



Official artwork "Creepers Gonna Creep" for merchandise made by JINX.



Official artwork "Drop it Creep" for merchandise made by JINX.



Official T-shirt artwork "Retro Creeper" made by JINX.



Official T-shirt artwork "Three Creeper Moon" made by JINX. The name and graphics are a reference to Three Wolf Moon.^[27]



Official T-shirt artwork "Demolition Company" made by JINX.



Official T-shirt artwork "Glyph" made by JINX.



"Rainbow Creeper," an official T-Shirt design sold to celebrate Pride Month.



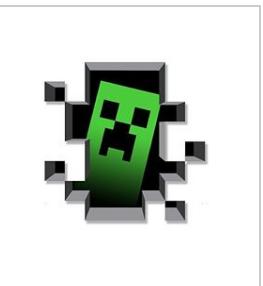
"Minecraft Seasons Greetings Creeper Ugly Holiday Sweater"



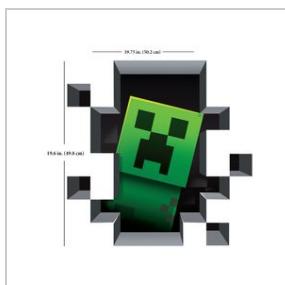
Official creeper premium zip-up hoodie made by JINX.



Official T-shirt artwork "Creeper Inside" made by JINX.



Official sticker "Creeper Inside" made by JINX.



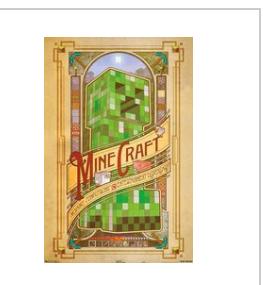
Official wall decal "Creeper Inside" made by JINX.



Official sticker "Creeper SSSsss" made by JINX.



Official creeper face sticker made by JINX.



Official poster made by JINX that features a creeper.



Official creeper plushy with sound made by JINX.



Official creeper vinyl minifigure made by JINX.



Official creeper vinyl minifigure made by JINX.



Official creeper action figure made by JINX.



Charged creeper action figure.



Official poppable 5-inch Creeper figure by JINX.



Official creeper vinyl minifigure made by JINX.



Official creeper face mug made by JINX.



Official creeper hat made by JINX.



Official creeper hat made by JINX.



Official creeper head cosmetic made by JINX.



Official creeper bracelet made by JINX.



Official creeper pendant on a necklace made by JINX.



Official creeper wallet made by JINX.



Official creeper beanie made by JINX.



Official creeper scarf made by JINX.



Official creeper plushies made by JINX.



A *Minecraft* creeper backpack from ThinkGeek (<http://www.thinkgeek.com/product/1758/>).



"Minecraft Digital Print," a design featured on a throw blanket.



Creeper and Steve micromobs from official LEGO *Minecraft*.



Creeper minifigure from official LEGO *Minecraft*.



Charged creeper minifigure.



Exploding creeper minifigure.



An enchanted creeper minifigure.



BrickHeadz of Steve and a creeper.



A Creeper Bigfig LEGO Minecraft set.



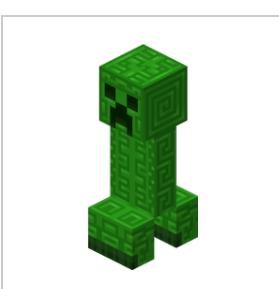
A Creeper Mine LEGO Minecraft set.



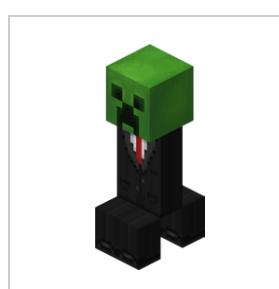
A Steve and Creeper LEGO Minecraft set.



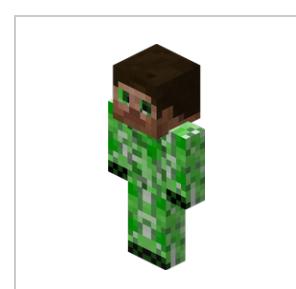
Official creeper toaster.



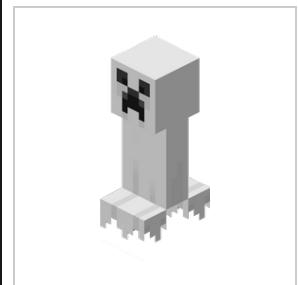
Greek Mythology mash-up pack



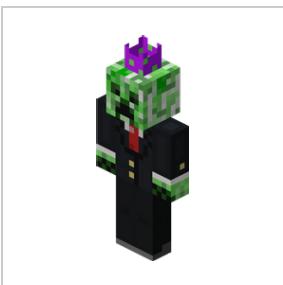
City texture pack



Creeper Steve Boxhead, a skin featured in the 1st Birthday skin pack.



Halloween mash-up pack



Party Creeper,
another skin featured
in the 1st Birthday
skin pack.



Creeper figure of
Flippin' Figs



Charged Creeper
figure of Flippin' Figs



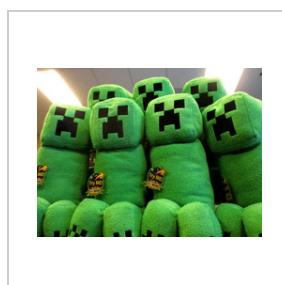
A bunch of creeper-
themed merchandise.



Creepers bearbrick
figures.



Creeper figure and
plush.



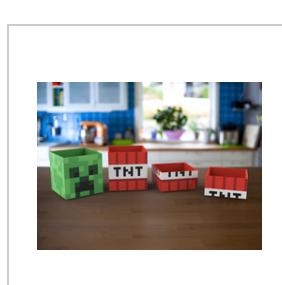
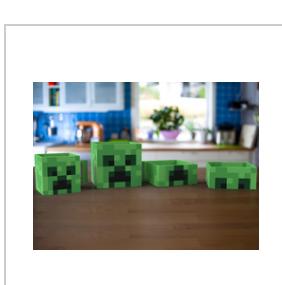
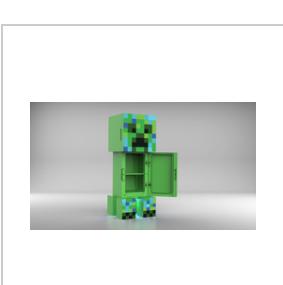
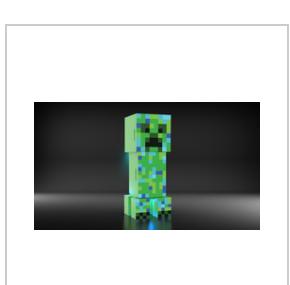
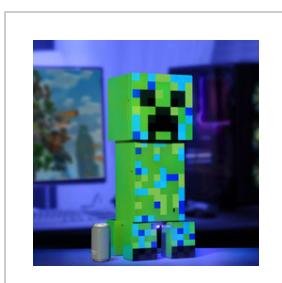
Creeper plushes.

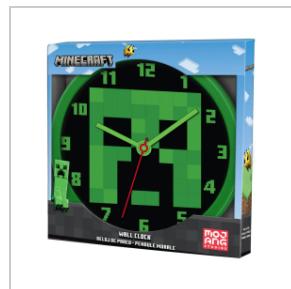


Creeper plush.



Creeper plush.





A creeper wall clock

Other appearances



The Creeper Mii Brawler costume in *Super Smash Bros. Ultimate*.



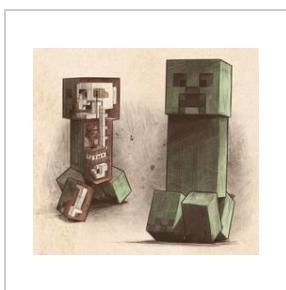
Creeper Spirit from *Super Smash Bros. Ultimate*.



A creeper as it appears on the cover of *Minecraft: Mob Squad: Don't Fear the Creeper*.



A creeper as depicted on the cover of the *Mobestiary*.



Anatomy of a creeper, as seen in the *Mobestiary*.



The official creeper statistics in the *Monstrous Compendium Volume Three: Minecraft Creatures*.



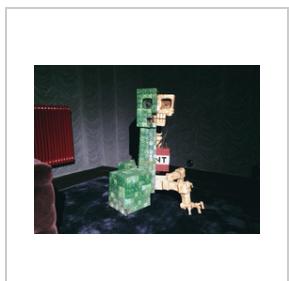
A creeper Easter egg that can be found in a game called *Stick RPG 2*.



The *Geometry Dash* achievement that unlocks a creeper icon.



The creeper from [Henry Stickmin](#).



Notes

1. Wither skeletons can be given the ability to damage creepers only through commands, such as being given a bow.
2. This can only happen via the [damage command](#), as skeleton horses don't have a natural way to harm other entities.

References

1. [MC-73964](#) — Snow golems can attack creepers
2. [MC-63534](#) — Only one mob skull can be dropped if a Charged Creeper kills several mobs of the same type. — resolved as "Works As Intended".

3. MCPE-18599 — Multiple Mob Head Drops from Charged Creeper
4. MC-132933 — Inconsistency: Player, Ender Dragon, and Wither don't drop their heads when killed by charged creeper — resolved as "Works As Intended".
5. <https://www.minecraft.net/en-us/article/meet-creeper>
6. "@Biffa2001 @xisumavoid Most likely. In full diamond armour + hard difficulty a creeper can knock you down to 2hearts!" (<https://twitter.com/Dinnerbone/status/227339500941082626>) – @Dinnerbone (<https://twitter.com/Dinnerbone>) (Nathan Adams) on X (formerly Twitter), July 23, 2012
7. MC-51725 — Gamerule doMobLoot does not affect the dropping of music discs — resolved as "Fixed".
8. MC-112579
9. MC-47941 — TNT/Creepers flash solid white when exploding — resolved as "Fixed".
10. MC-185618 — Creepers can't be ignited with a fire charge — resolved as "Fixed".
11. <https://youtu.be/vG167PET3o0>
12. MCPE-51809 — TNT/Creepers flash solid white when exploding — resolved as "Fixed".
13. "@jeremybenthamm I imagine them as being made out of leaves or similar. I'm not sure why they explode." (<https://web.archive.org/web/20190401000309/https://twitter.com/notch/status/27860129973>) (archived) – @notch (<https://web.archive.org/web/https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), October 19, 2010
14. "@jazmcdougall I've imagined them as being crunchy, like dry leaves." (<https://twitter.com/notch/status/27464490580>) – @notch (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), October 15, 2010
15. "@Graphoniac They're so nervous that they shake a lot, and then this sets them off the same way as how rubbing two sticks makes fire." (<https://twitter.com/Dinnerbone/status/408694324927676416>) – @Dinnerbone (<https://twitter.com/Dinnerbone>) (Nathan Adams) on X (formerly Twitter), December 5, 2013
16. "Minecraft Creeper Skeleton Vintage Cap" (<https://minecraftshop.com/collections/new-arrivals/products/minecraft-creeper-skeleton-vintage-cap>) – Minecraft.net.
17. "Mattel - Minecraft TNT Series 25 Mini Figure - CREEPER SKELETON (1 inch)(Loose)" (<https://www.walmart.com/ip/Mattel-Minecraft-TNT-Series-25-Mini-Figure-CREEPER-SKELETON-1-inch-Loose/5411867525>) – Walmart.
18. "Minecraft Creeper Anatomy Vinyl" (<https://www.walmart.com/ip/Minecraft-Creeper-Anatomy-Vinyl/45463225>) – Walmart.
19. "Minecraft Creeper Anatomy from Spin Master" (<https://youtube.com/watch?v=3Gf48aMlpA>) – TTPM Toy Reviews on YouTube, July 23, 2014
20. "The Biome that Broke Minecraft" (<https://youtube.com/watch?v=aBTJlYZJDJw&t=339s>) – Minecraft on YouTube, October 12, 2025
21. "I've been seeing a lot of Jeb hate over him saying the creeper's only around because it's iconic, and I'd like to set something straight."

This is originally one of MY opinions.
I tried to fix the creeper by having it only explode as the result of player (in-)action, as I realized random destructive events you have no control over is anti-fun." (<https://twitter.com/notch/status/1982139362017214465>) – @notch (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), October 25, 2025
"This may also be because they're gearing towards changing every texture in Minecraft for some unknown reason, and many people have pointed out that they would change the creeper's texture if they could. But they can't because it's too iconic" (<https://twitter.com/SkiBall3148/status/1982139814452384018>) – @SkiBall3148 (<https://twitter.com/SkiBall3148>) on X (formerly Twitter), October 25, 2025
"That's one's true though."
Wow, I really kick ass at failing to make a pig. Maybe that's my true calling." (<https://twitter.com/notch/status/1982140092136260046>) – @notch (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), October 25, 2025
22. Official Minecraft Store (<https://www.minecraftshop.com/>)
23. "Minecraft Creeper" (<https://knowyourmeme.com/memes/minecraft-creeper>) – Know Your Meme.

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External links

- "Meet the Creeper" (<https://www.minecraft.net/en-us/article/meet-creeper>) by Tom Stone – Minecraft.net, May 15, 2017.
- Creeper (Minecraft) ([https://en.wikipedia.org/wiki/Creeper_\(Minecraft\)](https://en.wikipedia.org/wiki/Creeper_(Minecraft))) – Wikipedia.org

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