

# Iron Golem

For other uses, see [Golem](#).

An **iron golem** is a buildable [neutral mob](#) that attacks monsters with its arms, knocking them into the air. Iron golems are created by [villagers](#) to patrol and protect their [villages](#). Villager-created iron golems will retaliate against [players](#) if attacked, and are hostile to players that have low [popularity](#) or [reputation](#) with their village.

## Contents

### Spawning

[Villages](#)

[Creation](#)

[Pillager outposts](#)

### Drops

[On death](#)

### Behavior

[Attacking](#)

[Provocation by players](#)

[Provocation by other mobs](#)

[Being attacked](#)

[Cracking](#)

[Healing](#)

### Preferred path

[Climbing](#)

### Sounds

### Data values

[ID](#)

[Entity data](#)

### Achievements

### Advancements

### Videos

### History

[Java Edition](#)

[Bedrock Edition](#)

### Iron Golem

[Intact](#) Cracked (low)

Cracked (medium) Cracked (high)



Uncracked: 100 ( $\heartsuit \times 50$ )

Low cracked: 75 ( $\heartsuit \times 37.5$ )

**Health points** Half cracked: 50 ( $\heartsuit \times 25$ )

High cracked:  
25 ( $\heartsuit \times 12.5$ )

<a href="#">Legacy Console Edition</a>
<a href="#">New Nintendo 3DS Edition</a>
<a href="#">Data history</a>
<a href="#">Java Edition</a>
<a href="#">Bedrock Edition</a>
<b>Issues</b>
<b>Trivia</b>
<b>Gallery</b>
<a href="#">Screenshots</a>
<a href="#">Development images</a>
<a href="#">Textures</a>
<a href="#">Official artwork</a>
<a href="#">In other media</a>
<b>References</b>
<b>External links</b>
<b>Navigation</b>

## Spawning

### Villages

#### Java Edition

In [Java Edition](#), villagers can summon iron golems, either when they are [gossiping](#) or every 5 seconds while [panicking](#) and the following criteria are met:

1. The villager has slept in the last 20 minutes
2. The villager has not detected an iron golem in the last 30 seconds
  - An iron golem is detected when it is within 16 blocks of the villager ( $\pm 16X \pm 16Z \pm 16Y$  axis), and the villager scans for golems once every 10 seconds
3. The villager has not been near a summoning in the last 30 seconds
  - A villager is near a summoning when it is within 10 blocks of a villager ( $\pm 10X \pm 10Z \pm 10Y$  axis) who successfully summons an iron golem
4. There are enough participants within 10 blocks of the villager, including the villager itself; participating villagers need to fulfill the previous 3 conditions: When [gossiping](#), 5 or more participants are needed. When [panicking](#), 3 or more are needed
5. A valid spawn point for the golem is found

<b>Behavior</b>	Neutral (naturally spawning, or summoned by commands or its spawn egg) Hostile [ <i>JE only</i> ] (when the player has -15 village popularity or below, and/or -100 villager reputation or below) Passive (player-built)
<b>Attack strength</b>	Easy: 4.75 ( $\heartsuit \times 2.375$ ) – 11.75 ( $\heartsuit \times 5.875$ ) Normal: 7.5 ( $\heartsuit \times 3.75$ ) – 21.5 ( $\heartsuit \times 10.75$ ) Hard: 11.25 ( $\heartsuit \times 5.625$ ) – 32.25 ( $\heartsuit \times 16.125$ )
<b>Hitbox size</b>	<b>In Java Edition:</b> Height: 2.7 blocks Width: 1.4 blocks <b>In Bedrock Edition:</b> Height: 2.9 blocks Width: 1.4 blocks
<b>Speed</b>	0.25
<b>Knockback resistance</b>	100%
<b>Spawn</b>	Near a  pillager outpost In  villages When built by the player When summoned by villagers [ <i>JE only</i> ]
<b>Usable items</b>	Iron Ingot Lead

Iron golems still spawn even when the game rule `doMobSpawning` is set to `false`.<sup>[1]</sup>

To find a valid spawn point, up to 10 attempts are made to spawn a golem within a  $17 \times 13 \times 17$  box centered on the villager (villager block position  $\pm 8$  blocks along x/z axes and  $\pm 6$  blocks along y axis). A random y column is picked and then the topmost block in that column is selected that is air or liquid and has a "solid-blocking" block underneath.

The target location is then checked whether the block underneath has a solid top surface (which is not the same as "solid-blocking"). The target block and 2 blocks above must not be a full block, nor be redstone-powered, nor be rails, and the two blocks above must not be water. This means the iron golem can spawn inside 1-deep water or inside blocks like slabs, fences, and carpets (if other checks pass). Adjacent blocks are irrelevant, so golems can spawn partially inside adjacent solid blocks.<sup>[2]</sup> However, the spawning iron golem still must not collide with any existing entities.

### **Bedrock Edition**

In *Bedrock Edition*, an iron golem can spawn naturally when a village first generates in the world. Iron golems also spawn in villages having at least 20 beds and 10 villagers. The golem attempts to spawn in a  $17 \times 13 \times 17$  volume,  $\pm 8$  blocks horizontal and  $\pm 6$  blocks vertical from the village's center block, which can be (but isn't necessarily) a bed pillow or a bell.

First, X and Z coordinates are randomly chosen within the spawn volume. Next, the highest block at those coordinates within the spawn volume is found. If it is a block with a full top surface — including glass, upside-down stairs, top slabs, hoppers (though this has varied with version), and even water (including source blocks) — and there is no obstruction above it by a block above the spawn volume, then the golem spawns there. Otherwise, the spawn attempt is canceled.

For a village to spawn iron golems, 75% of its villagers must have been able to work (reach their linked work block during a working period) in the past day [*needs testing in Bedrock Edition*], and 100% of them must be linked to a bed. Additionally, the village center must be within a player's simulation distance volume.

The maximum distance the player can be from the village for iron golems to spawn can be calculated with the following formulas. These are approximate because they yield a cuboid volume, but the simulation distance volume is an octahedral shape based on taxicab distance.

$$\text{Horizontal} = 8 \times \text{SimulationDistance} + 32$$

$$\text{Vertical} = 8 \times \text{SimulationDistance} + 12$$

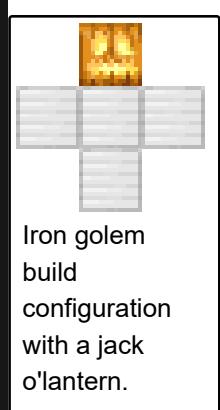
If the village's original iron golem is killed, a new one cannot spawn unless all of the conditions are met. Therefore, a small village does not regenerate an iron golem unless the village is expanded.

If the spawn conditions are met, then the chance of attempting a spawn is  $1/700$  per game tick, which averages to one spawn attempt every 35 seconds. Iron golems can spawn provided the  $2 \times 3 \times 2$  space above the spawn point (that is, horizontally centered on the northwest corner of the block it spawns on) contains only non-full blocks, and the block it spawns on is solid-blocking.

An additional iron golem spawns for each additional 10 villagers beyond the initial population

requirement, provided that the other requirements are met.

## Creation



Iron golems are created by placing four [iron blocks](#) in a T shape (as shown in the image), and then placing a [carved pumpkin](#) or [jack o'lantern](#) on top of the center upper block. The pumpkin may be placed by the player, a [dispenser](#) or an [enderman](#), but it must be placed last. Alternatively, the blocks can be placed in any order with an [uncarved pumpkin](#); the player can [shear](#) the pumpkin to spawn the golem.

When successfully created, the iron golem is naturally passive toward all players under all circumstances. It can, however, attack the player's tamed [wolves](#), if punched accidentally, but it never directly attacks the player. The constructed golem attacks hostile mobs like a naturally spawned iron golem.

The block arrangement can be placed upright, lying down, or upside-down. The four empty spaces in the diagram (above and below each of the arms) must be [air blocks](#). Any non-air block (including blocks such as [snow layers](#), [grass](#), and [water](#)) present in any of the empty spaces prevent the golem from spawning.

Like other constructed [mobs](#), iron golems always spawn facing south. Their large size may cause them to take suffocation damage from nearby solid blocks at the level of their head.

## Pillager outposts

*See also: [Tutorial:Defeating a pillager outpost](#)*

Iron golems can also be found surrounding [pillager outposts](#), confined inside dark oak cages. When freed, they can help the player by attacking any nearby [pillagers](#). Pillagers can technically attack iron golems in cages if they fall in, though it is unlikely that they will succeed on their own. Iron golems can also attack pillagers from within the cage due to being able to attack through 1 block walls, assuming that it sees a pillager through an [air block](#).



An iron golem trapped in a cage at a [pillager outpost](#).

## Drops

*See also: [Tutorial:Iron golem farming](#)*

### On death

*Java Edition:*

## Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
Icon	Name	Min	Max	Avg	Min	Max	Avg	Min	Max	Avg	Min	Max	Avg
	Poppy	0–2	66.67%	1.00	0–2	66.67%	1.00	0–2	66.67%	1.00	0–2	66.67%	1.00
	Iron Ingot	3–5	100.00%	4.00	3–5	100.00%	4.00	3–5	100.00%	4.00	3–5	100.00%	4.00

*Bedrock Edition:*

## Decimal Fraction Distribution Expectation

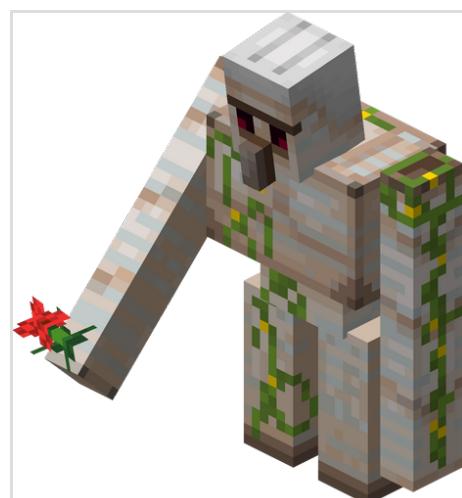
Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
Icon	Name	Min	Max	Avg	Min	Max	Avg	Min	Max	Avg	Min	Max	Avg
	Poppy	0–2	66.67%	1.00	0–2	66.67%	1.00	0–2	66.67%	1.00	0–2	66.67%	1.00
	Iron Ingot	3–5	100.00%	4.00	3–5	100.00%	4.00	3–5	100.00%	4.00	3–5	100.00%	4.00

In *Bedrock Edition*, trading prices are unaffected by the killing of iron golems; however, village popularity decreases by 10, affecting village iron golem behavior if the popularity ranges below -15.

## Behavior

Iron golems wander around a village in a patrol-like fashion, staying close to buildings and other structures. Like villagers, iron golems do not wander away from a village, regardless of how they were spawned, but sometimes stand at the border of the village.

An iron golem sometimes faces a villager as if they are conversing. Iron golems can spawn poppies in their hands and offer them to villagers and copper golems. Baby villagers accept the poppy offered by the iron golem. [Bedrock Edition only] [3] Attacking an iron golem that is not player-built while the iron golem is holding out a poppy causes it to take back the poppy and attack the player instead. If the iron golem sees a target while it is offering the poppy, it runs toward the target and kills the target instead.



An iron golem offering a poppy.

In *Bedrock Edition*, iron golems completely ignore villagers, pushing them aside while walking if a villager is in the iron golem's path, but they still offer poppies if possible.

If not within a village, iron golems slowly wander around attacking hostile mobs, (skeletons, zombies, etc.) usually making their way to a nearby village. If in that village, the iron golem doesn't leave.

Iron golems can walk up a full block height without jumping and walk over a 1 block wide hole without falling in. They avoid water, lava, fire, and cactus. Iron golems are immune to both drowning and fall damage. When in water they sink to the bottom, but can still move laterally and walk up full blocks as if they were on land.

As with most passive and neutral mobs, iron golems can be leashed. The leashed iron golem does not try to break from the lead when it sees a hostile mob, instead looking at the mob while it moves. An iron golem that is leashed in mid-air moves its arms and legs while moving. If an iron golem is leashed to a fence, it attacks hostile mobs, but does not follow them if they leave the leash range as the iron golem cannot break free from fence leads.

In Java Edition, Iron golems that aren't provoked move slower. Iron golems move faster in Bedrock Edition, as its normal walking speed is fast regardless of being provoked.

Iron golems cannot pick up weapons or armor, but the player can use NBT commands in Java Edition or the /replaceitem command in Bedrock Edition to give the iron golem weapons or armor, although the armor or weapons are not visible.

## Attacking

When attacking, an iron golem moves quickly toward its target and swings its arms up violently to attack, flinging the target into the air and dealing damage in a random range set by difficulty, between as low as 4.75 ( $\heartsuit \times 2.375$ ) damage on Easy difficulty and as high as 32.25 ( $\heartsuit \times 16.125$ ) damage on Hard difficulty. Iron golems cannot attack targets that are three blocks above them. As such, standing on a three block pillar will allow players to attack golems below them without retaliation.

It is possible for multiple golems to hit the same target simultaneously, flinging the victim to a height proportional to the number of golems that attacked. [Bedrock Edition only] [verify]

If an iron golem attacks a group of mobs, it targets one mob to attack until that mob dies before attacking a different mob, even while being attacked by other mobs.

If the mob is flung out of sight, the iron golem attacks the next mob that attacks it. Sometimes, the iron golem might attack the nearest hostile mob if they are in groups. [verify]

When an iron golem kills any mob, the player can obtain items dropped by the mob, but no experience orbs. An iron golem that kills a raid mob in Bedrock Edition also causes the mob to drop its raid loot, even when the mob wasn't attacked by the player before it was killed.

Iron golems never attack each other, as iron golems cannot "accidentally" hit another iron golem when attacking.

## Provocation by players

An iron golem built by a player never attacks players, even when hit or when the player attacks another villager or another golem in front of the player-built golem, though they will attack a player's tamed wolf if the wolf attacks the golem.

In *Bedrock Edition*, a naturally-spawned iron golem immediately becomes hostile toward a player who attacks a villager near an iron golem.

If a player has -15 popularity or less in a village, or has -100 or lower reputation with any nearby villager, naturally-spawned iron golems become hostile to that player until the player's popularity climbs above -15 *and* reputation with all nearby villagers goes above -100.

A village iron golem retaliates when attacked by a player, even if the attack dealt no damage such as an ender pearl or snowball. If a village has more than one naturally-spawned iron golem and a player attacks one in front of the other(s), all iron golems of that type may become hostile to the player.[Bedrock Edition only][verify]

Iron golems are not provoked by players who attack wandering traders.[4]

## Provocation by other mobs

Although they are guardians of villages, iron golems are not actually provoked when a mob attacks a nearby villager (in contrast to a player attacking a villager[Bedrock Edition only]), given that the iron golem is not already hostile to the type of mob by default. With the exception of creepers and goats, they are provoked when attacked by any mob, and by the presence of nearby monsters. Even if a witch accidentally throws a positive splash potion at an iron golem during a raid, this does not stop the iron golem from attacking the witch. Iron golems are ineffective against flying hostile mobs that don't venture into the iron golem's reach, such as ghasts and phantoms.

The list below contains mobs that can have hostile interactions with iron golems. The iron golem also attacks neutral mobs or hostile mobs that can attack the player, such as piglins or zombified piglins.

Entity	Iron golem actively attacks the mob?	Actively attacks the iron golem?	Notes
Axolotl	No	No	
Bee	No	No	
Blaze	Yes	No	Blaze retaliates.
Breeze	Yes	Yes	
Camel Husk Skeleton Horse Zombie Horse	No	No	
Creaking	Yes	No	
Creeper	No	No	Creepers can still unintentionally damage the iron golem.
Dolphin	No	No	
Drowned	Yes	Partial	Drowned do not attack any mob that is not touching water during daytime.
Ender Dragon	Yes	No	
Enderman	Yes	No	Enderman retaliates.
Endermite	Yes	No	Endermite retaliates in <i>Java Edition</i> .
Evoker	Yes	Yes	
Fox	No	No	In <i>Bedrock Edition</i> , trusting foxes attack the iron golem if it attacks its owner. When attacked by the fox, the golem retaliates.
Ghast	Yes	No	
Giant [ <i>JE only</i> ]	Yes	No	Giants do not have any AI.
Goat	No	Randomly	
Guardian Elder Guardian	Yes	No	Guardians can still damage iron golems with their spikes defense.
Hoglin	Yes	No	Hoglin retaliates.
Husk Zombie Zombie Villager	Yes	Yes	
Illusioner [ <i>JE only</i> ]	Yes	Yes	
Llama Trader Llama	No	No	An iron golem attacks a llama that accidentally hits the golem with its spit. After being hit by the golem, the llama deliberately attacks the golem.
Magma Cube	Yes	Yes	
Nautilus	No	No	The iron golem retaliates only if the nautilus accidentally hits it with its dash attack.
Phantom	Yes	No	

 <a href="#">Pillager</a>	Yes	Yes	
 <a href="#">Piglin</a>	Yes	No	Piglin retaliates.
 <a href="#">Piglin Brute</a>	Yes	No	Piglin brute retaliates.
 <a href="#">Player</a>	Partial/No (player-built, or in peaceful difficulty.)	At player's discretion.	An iron golem immediately attacks a player when it attacks a villager. <small>[JE only]</small>
 <a href="#">Pufferfish</a>	No	No	Iron golems attack pufferfish only if damaged by the pufferfish's defense.
 <a href="#">Ravager</a>	Yes	Yes	
 <a href="#">Shulker</a>	Yes	No	Shulker retaliates.
 <a href="#">Silverfish</a>	Yes	Yes <small>[BE only]</small> No <small>[JE only]</small>	Silverfish retaliates in <i>Java Edition</i> .
 <a href="#">Skeleton</a>  <a href="#">Stray</a>  <a href="#">Wither Skeleton</a>  <a href="#">Bogged</a>  <a href="#">Parched</a>	Yes	Yes	
 <a href="#">Salmon</a>  <a href="#">Cod</a>	No	No	
 <a href="#">Slime</a>	Yes	Yes	
 <a href="#">Snow Golem</a>	No	No	The iron golem retaliates only if a snow golem accidentally hits it with a snowball.
 <a href="#">Spider</a>  <a href="#">Cave Spider</a>	Yes	Partial	Spiders are hostile toward iron golems when light level is below 12. Otherwise, they retaliate only if attacked.
 <a href="#">Vex</a>	Yes	Partial	A vex attacks an iron golem rarely when the vex is near the golem. It attacks immediately when an evoker summons three vexes. <small>[more information needed]</small>
 <a href="#">Villager</a>	No	No	The iron golem retaliates only if a villager accidentally hits it with fireworks if a player wins the raid. <small>[5]</small>
 <a href="#">Vindicator</a>	Yes	Yes	
 <a href="#">Warden</a>	Yes	Partial	A warden immediately retaliates when attacked by an iron golem, it also attacks when noticed.
 <a href="#">Witch</a>	Yes	Yes <small>[BE only]</small> Partial <small>[JE only]</small>	In <i>Java Edition</i> , witches attack iron golems if patrolling in an illager patrol.
 <a href="#">Wither</a>	Yes	Yes	Iron golems attempt to attack the wither during its spawn animation, but are unable to do so.
 <a href="#">Wolf</a>	No	No	Tamed wolves attack the iron golem only if it attacks its owner, or the owner attacks the golem. When attacked by the wolf, the golem retaliates. A player-built iron golem

			attacks the player's wolves if attacked by the wolf. Iron golems and untamed wolves never attack one another.
Zoglin	Yes	Yes	
Zombie Nautilus	Yes [ <i>BE only</i> ] [ <i>upcoming BE 26.0</i> ] No [ <i>JE only</i> ]	No	The iron golem retaliates only if the nautilus accidentally hits it with its dash attack.
Zombified Piglin	Yes	No	Zombified piglins retaliate.
All other mobs	No	No	

A naturally-spawned iron golem knows where raiding illager locations are from behind solid walls and from underground and attempts to move toward them. An iron golem created by the player or summoned by a command cannot detect raiders through obstructions. Iron golems also look up or down if the hostile mob is above or below the iron golem.



An iron golem looks down at a husk, but cannot attack the husk.

## Being attacked

Zombies (and variants), zoglins, skeletons (and variants), spiders, cave spiders, slimes, magma cubes, witheres, ravagers and illagers naturally attack iron golems on sight and may cause major damage, especially if the mobs attack in groups. In Bedrock Edition, silverfish and witches also naturally attack iron golems without provocation.

Iron golems have 100% knockback resistance from normal attacks. However, they can be knocked back by wind charges and the Wind Burst enchantment.

## Cracking

Iron golems have different stages of being cracked to show their health. When their health is at or above 75%, they do not have any cracks. When their health is at or above 50% but lower than 75%, some cracks appear. When their health is at or above 25% but lower than 50%, they appear more cracked. When their health is lower than 25%, many cracks are visible.



No deterioration  
(75% of health remaining or more)

Low deterioration  
(Between 74% and 50% remaining)

Average deterioration  
(Between 49% and 25% remaining)

Strong deterioration  
(Less than 25% remaining)

## Healing

Using an [iron ingot](#) on an iron golem removes one deterioration level, or in other words, adds 25 ( $\heartsuit \times 12.5$ ) to its health, consuming the ingot.

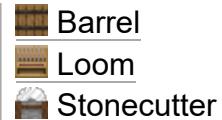
## Preferred path

See also: [Villager § Preferred path](#)

This feature is exclusive to [Bedrock Edition](#).

Like villagers, iron golems in [Bedrock Edition](#) use a strategy of pathfinding that prioritizes walking on certain "low-cost" blocks.

Preferred path blocks	Block cost [ <a href="#">Collapse</a> ]
 <a href="#">Dirt path</a>  <a href="#">Smooth Sandstone</a>	0
 <a href="#">Cobblestone</a>  <a href="#">Stone</a>  <a href="#">Stone Bricks</a>  <a href="#">Sandstone</a>  <a href="#">Cut Sandstone</a>  <a href="#">Chiseled Sandstone</a>  <a href="#">Smooth Sandstone</a>  <a href="#">Mossy Cobblestone</a>  <a href="#">Slabs</a>  <a href="#">Planks</a>  <a href="#">Bricks</a>  <a href="#">Nether Bricks</a>  <a href="#">Red Nether Bricks</a>  <a href="#">End Stone Bricks</a>  <a href="#">Red Sandstone</a>  <a href="#">Cut Red Sandstone</a>  <a href="#">Chiseled Red Sandstone</a>  <a href="#">Smooth Red Sandstone</a>  <a href="#">Stained Glass</a>  <a href="#">Glass</a>  <a href="#">Glowstone</a>  <a href="#">Prismarine</a>  <a href="#">Block of Emerald</a>  <a href="#">Block of Diamond</a>  <a href="#">Block of Lapis Lazuli</a>  <a href="#">Block of Gold</a>  <a href="#">Block of Redstone</a>  <a href="#">Glazed Terracotta</a>	1
 <a href="#">Beds</a>  <a href="#">Lectern</a>  <a href="#">Composter</a>  <a href="#">Grindstone</a>  <a href="#">Blast Furnace</a>  <a href="#">Smoker</a>  <a href="#">Fletching Table</a>  <a href="#">Cartography Table</a>  <a href="#">Brewing Stand</a>  <a href="#">Smithing Table</a>  <a href="#">Cauldron</a>	50



Other	1.5
Jump cost	5

Iron golems attempt to walk on a one-block-wide path, despite them being two blocks wide. An iron golem favors a wider path if it sees one.

## Climbing

Iron golems can climb ladders or vines if the ladder or vine is in its path, or if pushed onto a ladder or vine.

## Sounds

*Java Edition:*

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
Iron Golem attacks		Friendly Mobs	When an iron golem attacks something	entity .iron_golem .attack	subtitles .entity .iron_golem .attack	1.0	1.0	16	
Iron Golem breaks		Friendly Mobs	When an iron golem cracks	entity .iron_golem .damage	subtitles .entity .iron_golem .damage	0.8	varies [sound 1]	16	
Iron Golem dies		Friendly Mobs	When an iron golem dies	entity .iron_golem .death	subtitles .entity .iron_golem .death	1.0	0.8-1.2	16	
Iron Golem hurts		Friendly Mobs	When an iron golem is damaged	entity .iron_golem .hurt	subtitles .entity .iron_golem .hurt	1.0	0.8-1.2	16	
Footsteps		Friendly Mobs	While an iron golem is walking	entity .iron_golem .step	subtitles .block .generic .footsteps	1.0	1.0	16	
Iron Golem repaired		Friendly Mobs	When an iron golem is repaired with an iron ingot	entity .iron_golem .repair	subtitles .entity .iron_golem .repair	1.0	0.8-1.2	16	

1. Can be 1.0 or 0.8 for each sound

***Bedrock Edition:***

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
None	None [sound 1]	None	Unused sound event [verify]	mob .irongolem .say	None [sound 1]	1.0	0.8-1.2	
	?	Friendly Mobs	When an iron golem attacks something	mob .irongolem .throw	?	1.0	1.0	
	?	Friendly Mobs	When an iron golem cracks	mob .irongolem .crack	?	0.8	0.8/0.64-1.0/0.8	
	?	Friendly Mobs	When an iron golem dies	mob .irongolem .death	?	1.0	0.8-1.2	
	?	Friendly Mobs	When an iron golem is damaged	mob .irongolem .hit	?	1.0	0.8-1.2	
	?	Friendly Mobs	While an iron golem is walking	mob .irongolem .walk	?	1.0	1.0	
	?	Friendly Mobs	When an iron golem is repaired with an iron ingot	mob .irongolem .repair	?	1.0	0.8-1.0	

1. Empty events do not have this parameter set.

**Data values****ID*****Java Edition:***

Name	Identifier	Entity tags	Translation key [hide]
 Iron Golem	iron_golem	can_breathe_under_water fall_damage_immune	entity.minecraft.iron_golem

***Bedrock Edition:***

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Iron Golem	iron_golem	20	irongolem mob	entity.iron_golem.name

## Entity data

Iron golems have entity data associated with them that contain various properties.

### Java Edition:

*Main article: Entity format*

Entity data

**Additional fields for mobs that can become angry**

**Tags common to all entities**

**Tags common to all mobs**

**PlayerCreated:** 1 or 0 (true/false) - if true, this golem is player-created and never attacks players.

### 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					
		<a href="#">Body Guard</a>	Create an Iron Golem	—	20	Bronze

Achievements that apply to all mobs:

[\[show\]](#)

## Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	<a href="#">Acquire Hardware</a>	Smelt an Iron Ingot	Have an iron ingot in the inventory.
	<a href="#">Hired Help</a>	Summon an Iron Golem to help defend a village	Summon an iron golem.

Advancements that apply to all mobs:

[\[show\]](#)

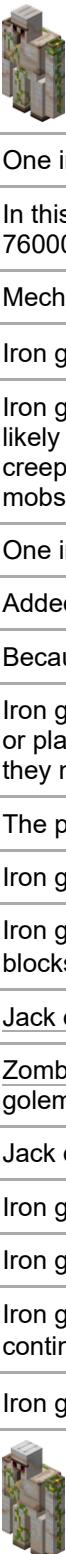
## Videos

The Iron Guardian We (Don't?) Deserve

## History

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### ***Java Edition***

<a href="#">Java Edition</a>			[hide]
1.2.1	 Added iron golems. <b>12w08a</b>	<p>One iron golem may spawn in a <a href="#">village</a> for every 16 <a href="#">villagers</a>.</p> <p>In this snapshot iron golems spawn in very large numbers making iron farm be able to yield 76000 iron ingots per hour [1] (<a href="https://youtu.be/e99UJG19J6U">https://youtu.be/e99UJG19J6U</a>).</p>	
		<p>Mechanical and stomping <a href="#">sounds</a> have been added for the iron golem.</p> <p>Iron golems now spawn a lot less frequently in villages. <a href="#">[more information needed]</a></p>	
	<b>1.2</b>		
1.4.2	<b>12w32a</b>	<p>Iron golems now attack slimes, magma cubes, and will sometimes attack creepers, this is most likely unintended as unlike other hostile mobs they attack immediately, such as <a href="#">zombies</a>, creepers are only attacked at random and most often after iron golems have fought other mobs.</p>	
	<b>?</b>	<p>One iron golem can now spawn for every 10 villagers in a village.</p>	
1.6.1	<b>13w16a</b>	<p>Added <a href="#">leads</a>, which can be used to leash iron golems.</p>	
1.7.2	<b>13w36a</b>	<p>Because roses have been replaced with <a href="#">poppies</a>, the iron golem's drop has been changed.</p>	
1.8	<b>14w03a</b>	<p>Iron golems now only drop <a href="#">iron ingots</a> when killed by the <a href="#">player</a>, either through combat, potions, or player-activated mechanisms such as manually lit <a href="#">TNT</a>. If killed without player intervention, they now drop only poppies.</p>	
	<b>14w04a</b>	<p>The previous change has been reverted; iron golems always drop iron ingots again.</p>	
	<b>14w25a</b>	<p>Iron golems can now be spawned by <a href="#">dispensing a pumpkin</a>.</p>	
	<b>14w26c</b>	<p><a href="#">Jack o'lanterns</a> can no longer be used to build iron golems.</p>	
	<b>14w33a</b>	<p><a href="#">Zombies</a>, <a href="#">skeletons</a>, <a href="#">spiders</a>, <a href="#">cave spiders</a>, <a href="#">slimes</a>, <a href="#">magma cubes</a> and <a href="#">blazes</a> now attack iron golems, without provocation.</p>	
1.8.1	<b>pre1</b>	<p><a href="#">Jack o'lanterns</a> can now be used to build iron golems again.</p>	
		<p>Iron golems no longer attack <a href="#">creepers</a>.</p>	
1.9	<b>15w39a</b>	<p>Iron golems are now slightly shorter (2.7 blocks tall rather than 2.9).</p>	
	<b>15w46a</b>	<p>Iron golems now spawn with 100% knockback resistance. Iron golems from previous versions continue to take knockback. [7]</p>	
1.13	<b>17w47a</b>	<p>Iron golems can now also <a href="#">[more information needed]</a> use a <a href="#">carved pumpkin</a> to be created.</p>	
1.14	 <b>18w43a</b>	<p>The texture of iron golems has been updated.</p>	
		<p>Iron golems now spawn in cages next to <a href="#">pillager outposts</a>.</p>	
	<b>19w08a</b>	<p>A single iron golem now always spawns as part of a village.</p>	

		 <p><b>19w07a</b></p> <p>The texture of the iron golem has been tweaked. The bottom of the left arm is now the same as the right arm. The part of the under of the head and the under of the waist has been changed.</p>
		Iron golems are now able to step up 1 block just like horses and some other mobs.
<b>1.14.3</b>	<b>pre1</b>	Panicking villagers now have a higher chance of spawning iron golems.
<b>1.15</b>	<b>19w41a</b>	 <p>Iron golems now crack as they take <a href="#">damage</a>.</p>
		Iron golems can now be healed with iron ingots.
	<b>19w44a</b>	Iron golem's damage progress is now based on the ratio of current health to max health.
<b>1.15.2</b>	<b>pre1</b>	Iron golem's cracks are no longer visible if they have the <a href="#">Invisibility</a> effect.
<b>1.16</b>	<b>20w10a</b>	<a href="#">Firework</a> damage now provokes iron golems. <sup>[8]</sup>
	<b>20w19a</b>	Villagers can now spawn iron golems regardless of their profession status or latest working time.
<b>1.19</b>	<b>22w12a</b>	Spawning area changed from 16×13×16 to 17×13×17.
		Iron golems now spawn every 35 seconds instead of 30 seconds due to a bug. <sup>[9]</sup>
	<b>22w19a</b>	Iron golems can now spawn on any block with a full top surface. <a href="#">[verify for Java Edition]</a>
	<b>pre1</b>	Iron golems now spawn only on blocks with a full top surface and a movement-blocking material.
<b>1.19.3</b>	<b>22w44a</b>	 <p>Added <a href="#">spawn eggs</a> for iron golems.<sup>[10]</sup></p>
<b>1.20.2</b>	<b>23w31a</b>	Iron golems now spawn every 30 seconds again.
	<b>23w33a</b>	Iron golems now have a lower attack range. They can no longer attack through one-block-thick walls. <sup>[11][12]</sup>
<b>1.21.9</b>	<b>25w33a</b>	Iron golems now sometimes plant a decorative flower onto a nearby <a href="#">copper golem</a> .

## Bedrock Edition

<b>Pocket Edition Alpha</b>			<a href="#">[hide]</a>
v0.12.1	<a href="#">build 1</a>	 Added iron golems.	
v0.16.0	<a href="#">build 4</a>	Iron golems now damage <a href="#">players</a> in Peaceful difficulty.	
<b>Pocket Edition</b>			<a href="#">[hide]</a>
1.0.0	<a href="#">alpha 0.17.0.2</a>	Iron golems now spawn with 100% knockback resistance.	
	<a href="#">alpha 1.0.0.0</a>	Iron golems no longer attack players in Peaceful difficulty.	
<b>Bedrock Edition</b>			<a href="#">[hide]</a>
1.10.0	<a href="#">beta 1.10.0.3</a>	 The texture of iron golems has been updated.	
		Iron golems now spawn in cages next to <a href="#">pillager outposts</a> .	
		Skeletons once again attack iron golems.	
1.11.0	<a href="#">beta 1.11.0.1</a>	A single iron golem now always spawns as part of a <a href="#">village</a> .	
1.16.100	<a href="#">beta 1.16.100.54</a>	Iron golems now attack <a href="#">hoglins</a> .	
		Iron golems now immediately attack <a href="#">zoglins</a> instead of attacking only when the zoglin attacked first. <sup>[13]</sup>	
1.18.10	<a href="#">beta 1.18.10.26</a>	 Iron golems now crack as they take damage.	
		Iron golems can now be healed with iron ingots.	
1.19.60	<a href="#">Preview 1.19.60.20</a>	 Added <a href="#">spawn eggs</a> for iron golems.	
1.20.40	<a href="#">Preview 1.20.40.22</a>	Iron golems now produce a crumbling particle effect when constructed.	
1.21.30	<a href="#">Preview 1.21.30.21</a>	Iron golems can no longer be created with un-carved pumpkins. <sup>[14]</sup>	
1.21.111	<a href="#">Preview 1.21.110.24</a>	Now sometimes plant a decorative flower onto a nearby <a href="#">copper golem</a> .	

## Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU12	CU1	1.00	1.00	1.00	Patch 1		 Added iron golems.
TU31	CU19	1.22	1.22	1.22	Patch 3	1.0.1	Because roses have been replaced with <u>poppies</u> , the iron golem's drop has been changed. Iron golems can now be spawned by <u>dispensing</u> a <u>pumpkin</u> . Iron golems can now be built sideways and upside-down instead of just upright.
TU46	CU36	1.38	1.38	1.38	Patch 15		Iron golems now spawn with 100% knockback resistance. Iron golems from previous versions continue to take knockback.
TU57	CU49	1.57	1.56	1.56	Patch 27	1.0.7	Skeletons no longer attack iron golems.
			1.91				Iron golems now spawn in cages next to <u>pillager outposts</u> . A single iron golem now always spawns as part of a <u>village</u> . Panicking <u>villagers</u> now have a higher chance of spawning iron golems. [verify]

## New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0	 Added iron golems.	

## Data history

### Java Edition

Java Edition			[hide]
1.11	16w32a	The entity ID of the iron golem has been changed from VillagerGolem to villager_golem.	
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version. [more information needed]	
	pre5	The entity ID of the iron golem has been changed from villager_golem to iron_golem.	

### Bedrock Edition

		<i>Pocket Edition</i>	[hide]
1.1.0	alpha 1.1.0.0	The entity ID of the iron golem has been changed from <code>irongolem</code> to <code>iron_golem</code> .	

## Issues

Issues relating to "Iron Golem" 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%20AND%20resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%20AND%20%28summary%20~%20%22Iron%20Golem%22%29%20ORDER%20BY%20resolution%20DESC) (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%20AND%20resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%20AND%20%28summary%20~%20%22Iron%20Golem%22%29%20ORDER%20BY%20resolution%20DESC>).

## Trivia

- The iron golem's holding out flowers to [villagers](#) is a reference to the ancient robots in Hayao Miyazaki's animated film *Laputa: Castle in the Sky* ([https://en.wikipedia.org/wiki/Castle\\_in\\_the\\_Sky](https://en.wikipedia.org/wiki/Castle_in_the_Sky)).<sup>[15]</sup> When baby villagers notice the poppy in its hand, they slowly approach, and take the flower eventually.<sup>[3]</sup> Iron golems do not actually pick up poppies; they spawn them in their hands.
- Another inspiration was *The Iron Giant* ([https://en.wikipedia.org/wiki/The\\_Iron\\_Giant](https://en.wikipedia.org/wiki/The_Iron_Giant)), about an extraterrestrial war machine that crash landed on Earth and found a new life as a pacifist, motivated by *Superman* (<https://en.wikipedia.org/wiki/Superman>).<sup>[16]</sup>
- Iron golems do not get into boats or minecarts on their own, although in *Bedrock Edition*, pushing a minecart on rails into a golem forces it into the minecart.
- It is possible for an [enderman](#) to cause an iron golem to spawn by placing a pumpkin in the correct position on an arrangement of iron blocks previously placed by the player.
- The iron golem is a purchasable avatar item on the Xbox 360 Marketplace.
- It is impossible to spawn an iron golem holding a poppy using a command (such as `summon` or `data`). Its NBT matches with a naturally generated golem (`equipment:{mainhand:{id:"minecraft:poppy", count:1}}`), but does not visually update.
- The iron golem has a smaller [LEGO](#) variant exclusive from "Advent Calender 2025", as well as one of the [warden](#).



Robot from *Laputa: Castle in the Sky*

## Gallery

### Screenshots



Creation of an iron golem



An iron golem offers a villager a poppy.



An iron golem offers a poppy to several baby villagers.



An iron golem attacking a spider by throwing it into the air



An iron golem attacking a witch



An iron golem attacking the player



Iron golems acting strangely in a player-created village, by attempting to cross in a two-block-high gap



Two iron golems bump their heads in Bedrock Edition.

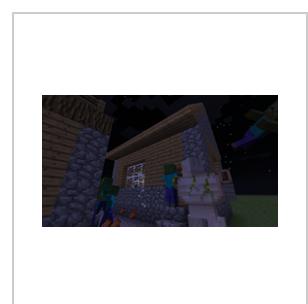


A cracked iron golem



An iron golem attacking pillagers

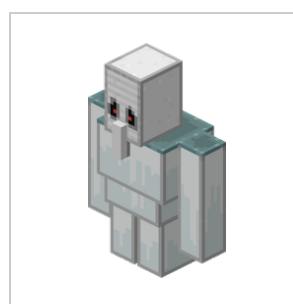
## Development images



First image of iron golem



Iron Golem (texture no alpha)



A recreation of the unused iron golem on the hidden pixels of the old iron golem texture revealed by disabling the alpha channel

## Textures



Iron golem texture file



Low crackiness texture file

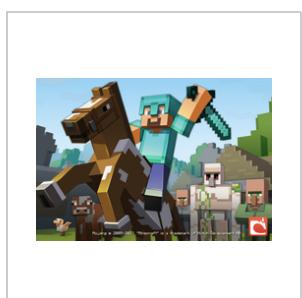


Medium crackiness texture file

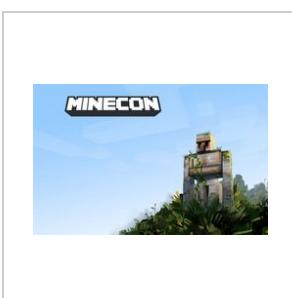


High crackiness texture file

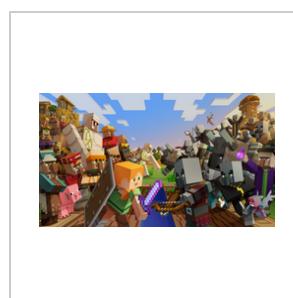
## Official artwork



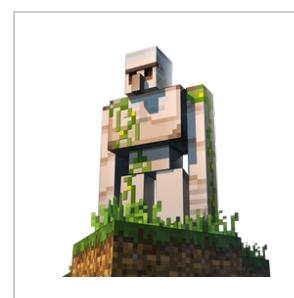
An iron golem in promotional artwork for the Horse Update



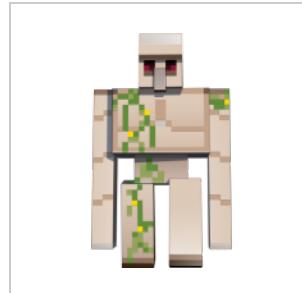
An iron golem in promotional artwork for Minecon 2015



Iron golems in promotional artwork for the Village and Pillage Update



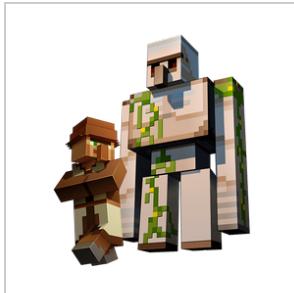
Official iron golem artwork



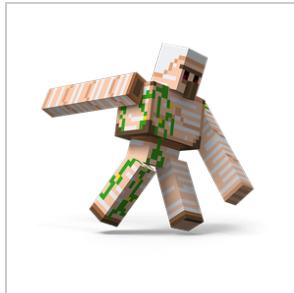
Another official iron golem artwork



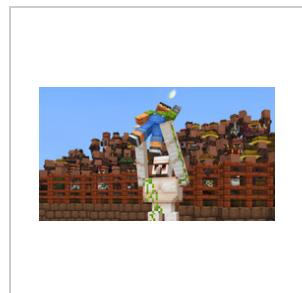
An iron golem alone in the rain



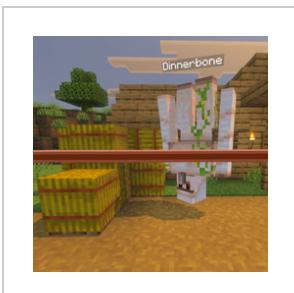
Villager and Iron Golem Spirit from *Super Smash Bros. Ultimate*



Artwork of an iron golem running, from the website for [Minecraft Experience: Villager Rescue](#)

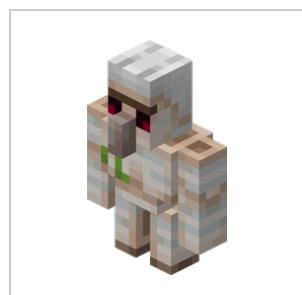


An iron golem lifting up [Sunny](#) to catch a [snowball](#)

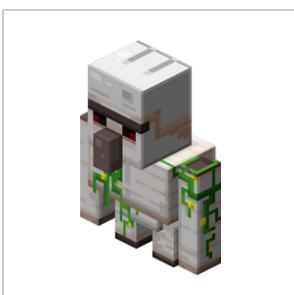


A [copper golem](#) reaching out past an iron golem named [Dinnerbone](#)

## In other media



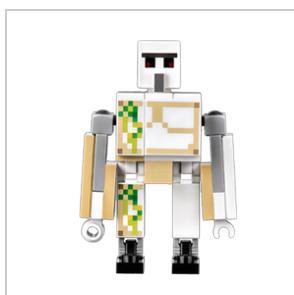
The Secret Iron Golem, featured in the [Trails & Tales Event](#)



Tiny iron golem



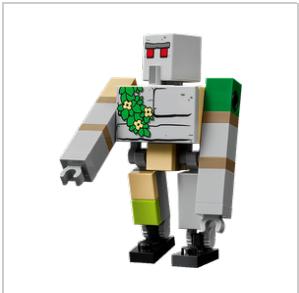
*LEGO Minecraft* iron golem



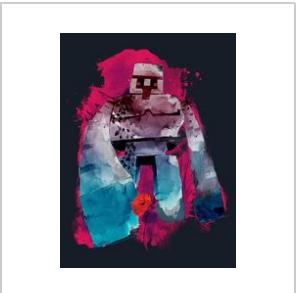
Lego Iron golem (old version)



Lego iron golem from *Minecraft Dungeons*



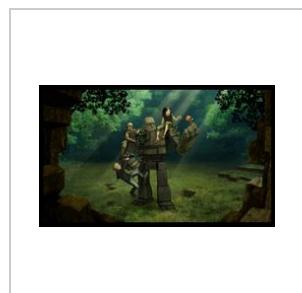
Lego iron golem from *A Minecraft Movie*



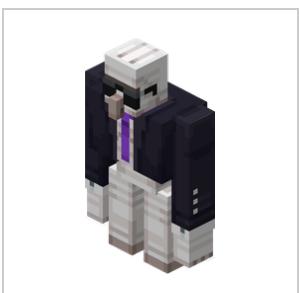
Official T-shirt artwork made by JINX



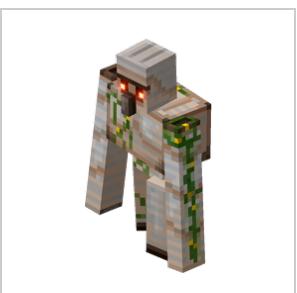
An official T-shirt artwork "Minecraft Heroes Crest" depicts an iron golem and an ender dragon. Made by JINX



Iron golem concept art for the *A Minecraft Movie*



Iron golem security guard featured in *15 Year Journey*



An iron golem in *Minecraft Dungeons*



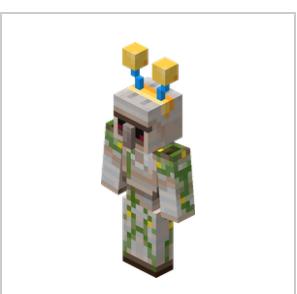
An iron golem in *Minecraft: Story Mode*



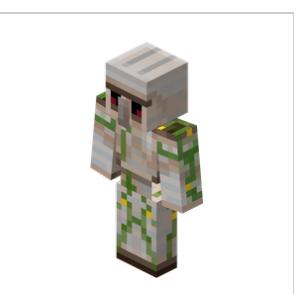
Iron golem minifigure by Mattel



An April Fool's Easter Egg with a iron golem named "Billyballong" in *Java Edition*  
[22w13oneBlockAtATime](#)



Skin of humanoid iron golem in *1st Birthday Skin Pack*



Skin of humanoid iron golem in *Skin Pack 4*



An iron golem in [A Minecraft Movie](#)

## References

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1. MC-111004 — Iron golems do not follow the `doMobSpawning` gamerule
2. MC-189332
3. Baby villagers have not accepted poppies in [Java Edition](#) since the [Village & Pillage](#) update due to a bug [MC-159069](#).
4. MC-153693 — resolved as "Works As Intended".
5. MC-213470 — Iron Golems can retaliate against villagers
6. MC-60792
7. MC-271000
8. MC-111498 — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".
9. MC-254100 — Iron golem spawn rate decreased — resolved as "Fixed".
10. MC-189872 — resolved as "Fixed".
11. MC-2310 — Wrong attack radius calculation damages/kills entities through blocks and corners — resolved as "Fixed".
12. MC-265723 — Iron golem reach is too small — resolved as "Works As Intended".
13. MCPE-74428 — resolved as "Fixed".
14. MCPE-33801 — You can use a pumpkin to spawn an iron golem — resolved as "Fixed".
15. "@scambot Yes, thanks to @pgeuder who sent me inspirational pictures!" (<https://twitter.com/jonkagstrom/status/172728720799436801>) – @jonkagstrom (<https://twitter.com/jonkagstrom>) (Jon Kågström) on X (formerly Twitter), February 23, 2012
16. "The Iron Guardian We (Don't?) Deserve | The Story Of The Iron Golem" (<https://youtube.com/watch?v=gTpKcXUHpUE>) – Minecraft on YouTube, November 24, 2024

## External links

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- "Meet the Iron Golem" (<https://www.minecraft.net/en-us/article/meet-iron-golem>) by Tom Stone – Minecraft.net, February 27, 2017.
- "Meet the Iron Golem" (<https://www.minecraft.net/en-us/article/iron-golem>) by Duncan Geere – Minecraft.net, September 12, 2024.

## Navigation

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<u>Iron</u>										[hide]				
<b>Material</b>		Ore		Deepslate Ore		Raw		Raw Block		Ingot				
<b>Building blocks</b>		Block		Bars		Chain								
<b>Functional blocks</b>		Door		Trapdoor										
<b>Armor</b>		Helmet		Chestplate		Leggings		Boots						
<b>Tools</b>		Pickaxe		Axe		Shovel		Sword		Hoe				
<b>Mobs</b>		Golem												
<b>Entities</b>										[hide]				
	<b>Mobs</b>													
<b>Passive</b>		Allay		Armadillo		Axolotl		Bat		Camel		Camel Husk		Cat
		Chicken		Cod		Copper Golem		Cow		Donkey		Frog		
		Glow Squid		Happy Ghast		Horse		Mooshroom		Mule		Ocelot		
		Parrot		Pig		Rabbit		Salmon		Sheep		Skeleton Horse		
		Sniffer		Snow Golem		Squid		Strider		Tadpole		Tropical Fish		
		Turtle		Villager		Wandering Trader		Zombie Horse						
	<b>BE &amp; edu only</b>										[hide]			
<b>Neutral</b>		Bee		Cave Spider		Dolphin		Drowned		Enderman		Fox		
		Goat		Iron Golem		Llama		Nautilus		Panda		Piglin		
		Polar Bear		Pufferfish		Spider		Trader Llama		Wolf				
		Zombie Nautilus		Zombified Piglin										
<b>Hostile</b>		Blaze		Bogged		Breeze		Creaking		Creeper		Elder Guardian		
		Endermite		Evoker		Ghast		Guardian		Hoglin		Husk		
		Magma Cube		Parched		Phantom		Piglin Brute		Pillager				
		Ravager		Shulker		Silverfish		Skeleton		Slime		Stray		Vex
		Vindicator		Warden		Witch		Wither Skeleton		Zoglin		Zombie		
		Zombie Villager												
<b>Bosses</b>		Ender Dragon		Wither										
<b>Mob types</b>		Animal		Aquatic		Arthropod		Illager		Monster		Undead		
		Jockey	(	Camel Husk		Chicken		Hoglin		Ravager				
		Skeleton Horseman		Spider		Strider		Zombie Horseman						
		Zombie Nautilus	)		Mob variants		Mob conversion							
	<b>Other entities</b>										[show]			
	<b>Unimplemented</b>										[show]			
	<b>Joke</b>										[show]			

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