Silverfish   S   re article feedback

v   t *This article is about the gray hostile mob. For the joke feature, see Redstone Bug. For the mob in* Minecraft Dungeons*, see MCD:Silverfish.*

Silverfish are small hostile arthropods found infesting stone and deepslate blocks in mountain caves and certain structures, such as strongholds, or spawned using potions of Infestation. They attack by biting, and attacking one can cause nearby silverfish to break out of their blocks to attack the aggressor.

Silverfish

Health points	8 (❤❤❤❤)
Behavior	Hostile
Mob type	🟩 Monster 🟥 Arthropod
Attack strength	Easy and Normal: 1 (❤) Hard: 1.5 (❤ × 0.75)
Hitbox size	Height: 0.3 Blocks Width: 0.4 Blocks
Speed	0.25
Spawn	After mining infested blocks. 🏛 Stronghold: from infested blocks and monster spawners. 🛖 Igloo: from infested blocks. 🏚 Woodland Mansion: from infested blocks. 🟫 Trial Chambers: from trial spawners. 10% When an entity with the Infested effect takes damage.

Contents

Spawning

Silverfish spawn from broken infested blocks, which generate in strongholds, underground in mountains and windswept hills biomes, in igloo basements, and in woodland mansion false portal rooms. Silverfish do not appear if the block is broken with the Silk Touch enchantment.[1]

Monster spawners

Silverfish monster spawners naturally generate in end portal rooms in strongholds. Silverfish can spawn from spawners at light level 11 or lower. In *Java Edition*, they can also spawn on stone types they can enter (stone, cobblestone, stone bricks, etc.) at any light level, and cannot spawn within a 5 block distance of any player[*verify*].

Trial spawners

Each trial chambers structure has a 25% chance to select silverfish as the "small melee" mob for its trial spawners.

During ominous trials, each ominous trial spawner has a $\frac{1}{7}$ chance to be able to dispense lingering potions of Infestation, which spawns silverfish when an affected entity takes damage. Any type of trial spawner can dispense Infested potions, regardless of the mob type it spawns.

Infested

Silverfish have a 10% chance to spawn in groups of 1-2 when an entity with the Infested effect takes damage.

Drops

On death

Silverfish have no drops other than   5 experience points when killed by a player or tamed wolf.

Behavior

Silverfish attack <u>players</u>, and <u>snow golems</u>, and they call other silverfish in the area upon being hit. Silverfish pathfind toward the player and can see the player through walls.

When they suffer <u>Poison</u> damage or damage inflicted by the player and survive, they cause other silverfish within a 21×11×21 area to break out of their infested blocks. The player can prevent other silverfish from appearing by killing them in one hit.[2] If the game rule `doTileDrops` is set to `false`, the infested blocks are broken, but no silverfish spawn from them.

A silverfish being freed from an infested block, which calls for help from other silverfish; causing them to emerge from more infested blocks.

Silverfish, being <u>arthropods</u>, take extra damage from the <u>Bane of Arthropods</u> enchantment, and receive <u>Slowness</u> IV upon being hit.

When idle, silverfish enter a nearby <u>deepslate</u>, <u>stone</u>, <u>cobblestone</u>, <u>stone bricks</u>, <u>mossy stone bricks</u>, <u>cracked stone bricks</u>, or <u>chiseled stone bricks</u> block, transforming it into the respective <u>infested block</u> if the <u>game rule</u> `mobGriefing` is set to `true`, as per default. They cannot infest <u>mossy cobblestone</u>,[3] despite being capable of infesting both mossy blocks and cobblestone, and they also cannot infest <u>slab</u> and <u>stairs</u> of these blocks.[4] They are also unable to infest <u>andesite</u>, <u>diorite</u>, <u>granite</u> or <u>smooth stone</u>.[5]

Silverfish are immune to the <u>infested</u> status effect.

Sounds

Java Edition:

					Sounds				[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Silverfish hisses	Hostile Mobs	Randomly	`entity .silverfish .ambient`	`subtitles .entity .silverfish .ambient`	1.0	0.8-1.2	16	
	Silverfish dies	Hostile Mobs	When a silverfish dies	`entity .silverfish .death`	`subtitles .entity .silverfish .death`	1.0	0.8-1.2	16	
	Silverfish hurts	Hostile Mobs	When a silverfish is damaged	`entity .silverfish .hurt`	`subtitles .entity .silverfish .hurt`	1.0	0.8-1.2	16	
	Footsteps	Hostile Mobs	*Unused sound event* [sound 1]	`entity .silverfish .step`	`subtitles .block .generic .footsteps`	0.15	1.0	16	

1. MC-117609 — Silverfish and Endermites don't make footstep sounds or subtitles

Bedrock Edition:

					Sounds			[hide]
Sound	Closed captions [*upcoming: BE 26.0*]	Source	Description	Identifier	Translation key [*upcoming: BE 26.0*]	Volume	Pitch	
	?	Hostile Mobs	Randomly	`mob .silverfish .say`	?	1.0	0.8-1.2	
	?	Hostile Mobs	When a silverfish dies	`mob .silverfish .kill`	?	1.0	0.8-1.2	
	?	Hostile Mobs	When a silverfish is damaged	`mob .silverfish .hit`	?	1.0	0.8-1.2	
	?	Hostile Mobs	While a silverfish is walking	`mob .silverfish .step`	?	0.35	1.0	

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key	[hide]
🐛 Silverfish	silverfish	arthropod powder_snow_walkable_mobs sensitive_to_bane_of_arthropods	entity.minecraft.silverfish	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
🐛 Silverfish	silverfish	39	arthropod lightweight mob monster silverfish	entity.silverfish.name	

Entity data

Silverfish have entity data associated with them that contains various properties.

Java Edition:

> *Main article: Entity format*

Entity data
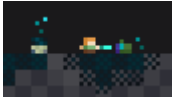
Tags common to all entities
Tags common to all mobs

Bedrock Edition:

> See Bedrock Edition level format/Entity format.

Achievements

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)	[hide]
PS4	Other						
		Monster Hunter	Attack and destroy a monster.	Kill *one* of these 41 monsters: [show] Other mobs may be killed, but are ignored for this achievement.	15	Bronze	
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this achievement.	10	Bronze	

Achievements that apply to all mobs:

[show]

Advancements

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

Advancements that apply to all mobs:

[show]

Videos

History

Java Edition

Java Edition Beta		[hide]
1.7		The texture (silverfish.png) has been added. However, the mob itself is not yet present.
1.8	**Pre-release**	Added silverfish.
		Silverfish spawn from broken stone brick monster eggs in strongholds.
		Silverfish can infest stone bricks and its variants, cobblestone and stone, making them their monster egg variants, except the mossy and cracked stone bricks.

Java Edition		[hide]
1.0.0	**Beta 1.9 Prerelease 2**	The health of silverfish has been reduced from 20 (❤ × 10) to 8 (❤❤❤❤).
	Beta 1.9 Prerelease 3	Silverfish monster spawners are now found in end portal rooms in strongholds.
	Beta 1.9 Prerelease 4	Silverfish are now considered arthropods.
	RC1	Added sounds for silverfish. Before the update, silverfish used spider sounds.
1.2.1	**1.2**	Silverfish can now infest the new chiseled stone bricks into infested stone bricks.
1.3.1	**12w26a**	Silverfish now summon silverfish from nearby monster eggs whenever they take Poison damage.
1.4.2	**12w38a**	Monster eggs containing silverfish can now generate underground in extreme hills and extreme hills edge biomes.
1.7.2	**?**	Silverfish can now rarely spawn inside cobblestone or stone brick blocks. [*verify*]
1.8	**14w06a**	Silverfish now pathfind, alert other silverfish of the player when hit, and stop occasionally before moving again (similar to most other mobs).
1.9	**15w43a**	Silverfish can now be spawned from broken monster eggs in the basements of igloos.
	15w51b	Silverfish no longer enter into blocks if the game rule mobGriefing is false.
1.11	**16w36a**	Silverfish can now spawn from broken infested cobblestone in the fake portal room of woodland mansions.
1.15	**19w34a**	Silverfish now take damage on magma blocks.
1.17	**21w10a**	Silverfish can now infest deepslate.
1.20.3 — Experiment — Update 1.21	**23w45a**	Silverfish now spawn in trial chambers.
1.20.5 — Experiment — Update 1.21	**24w13a**	Silverfish can now spawn when an entity with the infested status effect takes damage.

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.9.0	**build 1**	Added silverfish.	
v0.12.1	**build 12**	Silverfish no longer make sounds while moving.	

Pocket Edition			[hide]
1.0.0	**alpha 0.17.0.1**	Silverfish can now be spawned from broken monster eggs in the basements of igloos.	
	alpha 0.17.0.2	Silverfish once again make sounds while moving.	
1.1.0	**alpha 1.1.0.0**	Silverfish can now spawn from broken infested cobblestone in the fake portal room of woodland mansions.	

Bedrock Edition			[hide]
1.20.60 — **Experiment** — **Update 1.21**	**Preview 1.20.60.20**	Silverfish now spawn in trial chambers behind the "Update 1.21" experimental toggle.	
1.21.0 — **Experiment** — **Update 1.21**	**Preview 1.21.0.20**	Silverfish can now spawn when an entity with the infested status effect takes damage.	

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	**Xbox One**	**PS3**	**PS4**	**PS Vita**	**Wii U**	**Switch**		
TU5	**CU1**	**1.00**	**1.00**	**1.00**	**Patch 1**		Added silverfish.	

New Nintendo 3DS Edition

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

Data history

Java Edition			[hide]
1.11	**16w32a**	The entity ID has been changed from `Silverfish` to `silverfish`.	
1.13	**17w47a**	Numeric IDs for entities were presumably deprecated in this version.[*more information needed*]	

Issues

Issues relating to "Silverfish" are maintained on the bug tracker. Issues should be reported and viewed there (https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Silverfish%22%29%20ORDE

R%20BY%20resolution%20DESC).

Trivia

- In real life, silverfish are harmless, small, and wingless insects that are often found in dark areas in buildings and the wooden pilings of seaside piers and trees. They are infamous for damaging paper-based products.
- Silverfish appeared in the April Fools 2.0 update as the redstone bug.
- Silverfish are the only real-life animals to be fully hostile mobs.

Gallery

Screenshots

Two silverfish.

A swarm of silverfish.
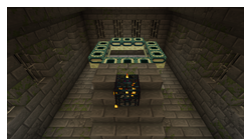
Silverfish spawner room in a stronghold.
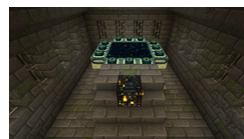
The same room, with a lit portal.

A silverfish riding a minecart.

Many silverfish in a village (click for animation).

Silverfish as they appear in the *Timeless Trails* DLC, seemingly made out of sandstone.

Mojang screenshots

A silverfish crawling around.

A giant stone silverfish as seen in the Java Edition 13w26a banner.

Too many silverfish.

Textures

Silverfish texture file.

In other media

Artwork of a silverfish.
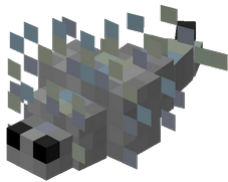
A silverfish as it appears in *Minecraft Dungeons*.
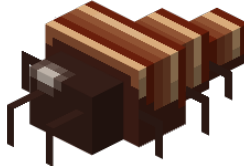
A silverfish as it appears in the City texture pack.
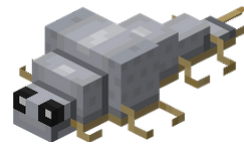
A silverfish as it appears in the Greek texture pack.

Lego Minecraft
Silverfish.

See also

- Endermite
- Infested block

References

1. MC-48184 — resolved as "Works As Intended".
2. MC-2432 — resolved as "Works As Intended".
3. MC-167357
4. MC-167372
5. MC-189974

External links

- Mob Menagerie: Silverfish (https://www.minecraft.net/en-us/article/mob-menagerie--silverfish) – Minecraft.net on May 4, 2023

Navigation

	Entities	[hide]
	Mobs	[hide]

Passive	Allay Armadillo Axolotl Bat Camel Camel Husk Cat Chicken Cod Copper Golem Cow Donkey Frog Glow Squid Happy Ghast Horse Mooshroom Mule Ocelot Parrot Pig Rabbit Salmon Sheep Skeleton Horse Sniffer Snow Golem Squid Strider Tadpole Tropical Fish Turtle Villager Wandering Trader Zombie Horse *BE* & *edu* only Agent NPC
Neutral	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

Hostile	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
Bosses	Ender Dragon Wither
Mob types	Animal Aquatic Arthropod Illager Monster Undead
Other	Jockey (Camel Husk Chicken Hoglin Ravager Skeleton Horseman Spider Strider Zombie Horseman Zombie Nautilus) Mob variants Mob conversion

Other entities	[show]
Unimplemented	[show]
Joke	[show]