

Sniffer

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

A **sniffer** is an ancient^[1] passive mob that spawns only by hatching from [sniffer eggs](#). It looks for and digs up [torchflower](#) and [pitcher plant](#) seeds in [dirt](#), [grass](#), and [moss blocks](#).

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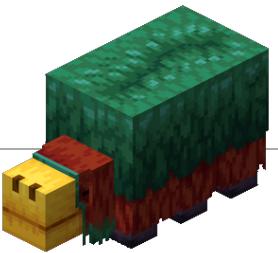
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Sniffer	
<u>Adult</u>	Snifflet
	
<u>Health points</u>	14 (❤ × 7)
<u>Behavior</u>	Passive
<u>Mob type</u>	 Animal
<u>In Java Edition:</u>	
<u>Adult:</u>	Height: 1.75 blocks Width: 1.9 blocks
<u>Snifflet:</u>	Height: 0.875 blocks Width: 0.95 blocks
<u>In Bedrock Edition:</u>	
<u>Adult:</u>	Height: 1.75 blocks Width: 1.9 blocks
<u>Snifflet:</u>	Height: 0.7875 blocks Width: 0.855 blocks
<u>Hitbox size</u>	
<u>Speed</u>	0.1
<u>Spawn</u>	When a sniffer egg hatches.

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Lead



Torchflower Seeds

Spawning

Sniffers spawn by hatching from [sniffer eggs](#), which can be found in [suspicious sand](#) from [warm ocean ruins](#). Sniffers cannot spawn naturally. Breeding sniffers with [torchflower seeds](#) can also result in a sniffer egg being laid as an item.

Drops

On death

When killed, adult sniffers drop 1–3 [experience](#) points if it was killed by a player or a tamed [wolf](#). Snifflets, just like other baby animals, do not drop any experience points.

Breeding

Upon successful breeding, 1–7 is dropped.

Behavior

Sniffers wander aimlessly, avoiding hazards and obstacles. They occasionally smell their surroundings and track ancient seeds by pressing their nose to the ground. When they find a seed, they sploot^[2] and use their noses to dig into the ground until they get [torchflower seeds](#) or a [pitcher pod](#), with an equal chance of digging up either one.

A sniffer can only dig if it is on the ground. A sniffer cannot dig when it is leashed, in [water](#), tempted with a [torchflower seed](#), panicking, or in a [boat](#) or [minecart](#). The block underneath its head must be diggable and reachable by the sniffer. The head location is defined as 2.25 blocks in front of the center of the body. The sniffer also stores its prior 20 digging locations to prevent subsequent digging at those locations. After sniffing out seeds, an eight-minute cooldown is activated before it can search again.

The following blocks are diggable by the sniffer:

- Coarse Dirt



A digging sniffer.

-  [Dirt](#)
-  [Grass Block](#)
-  [Moss Block](#)
-  [Mud](#)
-  [Muddy Mangrove Roots](#)
-  [Pale Moss Block](#)
-  [Rooted Dirt](#)
-  [Podzol](#)

In [Java Edition](#), data packs can change this list by modifying the `minecraft:sniffer_diggable_block` block tag.

Sniffers cannot dig on [mycelium](#).^[3]

Breeding

A player can [breed](#) sniffers by using [torchflower seeds](#) on two sniffers. In [Bedrock Edition](#), only sniffers at full health can breed. When two adult sniffers breed, they drop a [sniffer egg](#) as an item on the ground, and then enter a 5-minute cooldown before they can breed again. Once placed by a player, a sniffer egg hatches after 20 minutes if placed on most blocks, or 10 minutes if placed on a [moss block](#).

Healing

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

In [Bedrock Edition](#), sniffers are healed by 2 (❤) health points each time they are fed a torchflower seed.

Snifflets

A baby sniffer is called a [snifflet](#).^[4] They have a bigger head relative to their body than the adult. Snifflets require 48000 game ticks to grow up into adult sniffers, which is equal to 40 minutes or two in-game days, twice as long as most other baby mobs in the game. The remaining growth time is reduced by 10% each time a snifflet is fed torchflower seeds.

Snifflets cannot dig.

Unlike most baby mobs, snifflets do not follow the adults.^[5]

There is an initial lag period between snifflets growing into adults and splooting for seeds.

Sounds

[Java Edition](#):

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Sniffer grunts	Friendly Mobs	Randomly while idle	entity .sniffer.idle	subtitles .entity .sniffer.idle	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Sniffer dies	Friendly Mobs	When a sniffer dies	entity .sniffer.death	subtitles .entity .sniffer.death	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Sniffer hurts	Friendly Mobs	When a sniffer is damaged	entity .sniffer.hurt	subtitles .entity .sniffer.hurt	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Sniffer delights	Friendly Mobs	When a sniffer stands up after finding a seed	entity .sniffer.happy	subtitles .entity .sniffer.happy	1.0	1.0	16	
	Sniffer eats	Friendly Mobs	When a sniffer is fed torchflower seeds <small>[sound 1]</small>	entity .sniffer.eat	subtitles .entity .sniffer.eat	1.0	0.8-1.2	16	
	Sniffer scents	Friendly Mobs	Randomly while idle	entity .sniffer.scenting	subtitles .entity .sniffer.scenting	1.0	1.0 (Baby: 1.3)	16	
	Sniffer sniffs	Friendly Mobs	When a sniffer starts searching for a potential seed	entity .sniffer.sniffing	subtitles .entity .sniffer.sniffing	1.0	1.0	16	
	Sniffer searches	Friendly Mobs	While a sniffer is moving toward a potential seed's position	entity .sniffer.searching	subtitles .entity .sniffer.searching	<i>varies</i> [sound 2]	1.0	16	
	Sniffer digs <small>[sound 3]</small>	Friendly Mobs	When a sniffer sploots and digs	entity .sniffer.digging	subtitles .entity .sniffer.digging	1.0	1.0	16	
	Sniffer stands up	Friendly Mobs	When a sniffer stops digging	entity .sniffer.digging_stop	subtitles .entity .sniffer.digging_stop	1.0	1.0	16	
	Sniffer drops seed	Friendly Mobs	When a sniffer digs up a seed	entity .sniffer.drop_seed	subtitles .entity .sniffer.drop_seed	0.8	<i>varies</i> [sound 4]	16	

	Sniffer plops ^[6]	Friendly Mobs	When a sniffer lays an egg	block .sniffer_egg .plop	subtitles .block .sniffer_egg .plop	1.0	<i>varies [sound 5]</i>	16
	Footsteps	Friendly Mobs	While a sniffer is walking	entity .sniffer.step	subtitles .block .generic .footsteps	0.15	1.0	16

1. [MC-260219](#) — Sniffer eating sounds aren't played when feeding them the last item of torchflower seeds within a stack
2. Can be 1.0 or 0.8 for each sound
3. [MC-260213](#) — Sniffers' digging sounds display the "Block breaking" subtitle — resolved as "Works As Intended".
4. Can be 0.6, 0.7, or 0.8
5. Can be 0.18-0.42, 0.21-0.49, or 0.24-0.56

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	?	Friendly Mobs	Randomly while idle	mob.sniffer.idle	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	Randomly when a sniffer dies	mob.sniffer.death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a sniffer is damaged	mob.sniffer.hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a sniffer stands up after finding a seed	mob.sniffer.happy	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a sniffer is fed torchflower seeds	mob.sniffer.eat	?	0.7	0.8-1.2	
	?	Friendly Mobs	Randomly while idle	mob.sniffer.sniffsniff	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a sniffer starts searching for a potential seed	mob.sniffer.long_sniff	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	While a sniffer is moving toward a potential seed's position	mob.sniffer.searching	?	varies [sound 1]	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a sniffer sploots and digs	mob.sniffer.digging	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a sniffer stops digging	mob.sniffer.stand_up	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a sniffer digs up a seed	mob.sniffer.drop_seed	?	0.8	varies [sound 2]	
	?	Friendly Mobs	When a sniffer lays an egg	mob.sniffer.plop	?	1.0	0.8-1.2	
	?	Friendly Mobs	While a sniffer is walking	mob.sniffer.step	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	

1. Can be 1.0 or 0.8 for each sound

2. Can be 0.48-0.72 (Baby: 0.78-1.02), 0.56-0.84 (Baby: 0.91-1.19), or 0.64-0.96 (Baby: 1.04-1.36)

Data values

ID

Java Edition

Name	Identifier	Entity tags	Translation key [hide]
 Sniffer	sniffer	followable_friendly_mobs	entity.minecraft.sniffer

Bedrock Edition

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Sniffer	sniffer	139	mob_sniffer	entity.sniffer.name

Entity data

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

Java Edition

Main article: [Entity format](#)

Entity data

Additional fields for mobs that can breed

Tags common to all entities

Tags common to all mobs

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					
		Planting the past	Plant any Sniffer seed	—	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]
	<u>It Spreads</u>	Kill a mob near a Sculk Catalyst	Kill <u>any</u> 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.	
	<u>The Parrots and the Bats</u>	Breed two animals together	Breed a pair of <u>any</u> of these 27 animals: [show] A mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.	
	<u>Smells Interesting</u>	Obtain a Sniffer Egg	Have a sniffer egg in the inventory. <i>This is a hidden advancement, meaning that it can be viewed by the player only after completing it, regardless of if its child advancement(s), if any, have been completed.</i>	
	<u>Two by Two</u>	Breed all the animals!	Breed a pair of <u>each</u> of these 26 animals: [show] A trader llama does not count as a <u>llama</u> , and a <u>mule</u> must be the result of breeding a <u>horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.	
	<u>Little Sniffs</u>	Feed a Snifflet	Feed <u>torchflower seeds</u> to a <u>snifflet</u> . <i>This is a hidden advancement, meaning that it can be viewed by the player only after completing it, regardless of if its child advancement(s), if any, have been completed.</i>	
	<u>Planting the Past</u>	Plant any Sniffer seed	Plant either <u>Torchflower Seeds</u> or a <u>Pitcher Pod</u> . <i>This is a hidden advancement, meaning that it can be viewed by the player only after completing it, regardless of if its child advancement(s), if any, have been completed.</i>	

Advancements that apply to all mobs:

[show]

Videos

History

Announcement

<u>October 4, 2022</u> (https://www.youtube.com/watch?v=MPJ2dzVcOgg)	 Sniffers are announced as part of the <u>mob vote</u> for <u>Minecraft Live 2022</u> .
<u>October 16, 2022</u> (https://www.youtube.com/watch?v=r44mmc6xN-l)	The sniffer wins the <u>mob vote</u> at <u>Minecraft Live 2022</u> .
<u>January 20, 2023</u> (https://twitter.com/wChiwi/status/161510871588438016)	 A sniffer is first shown in-game by Chiwi on Twitter.

Java Edition

<u>Java Edition</u>			[hide]
1.19.4 Experiment Update 1.20	23w07a	 Added sniffers behind the "Update 1.20" experimental data pack. Breeding two sniffers spawns a snifflet immediately.	
1.20	23w12a	Sniffers are now available without using the "Update 1.20" experimental data pack. Breeding two sniffers now causes a <u>sniffer egg</u> to drop as an item. Snifflets are now spawned when a sniffer egg hatches. Sniffers can now dig up <u>pitcher pods</u> .	
	23w13a	 Changed the size of the heads of snifflets to match <i>Bedrock Edition</i> . Sniffers no longer drop <u>moss blocks</u> .	
	23w14a	Sniffers can now dig in <u>mud</u> . Sniffers can now be tempted with torchflower seeds. Sniffers can emit a sound when laying a sniffer egg.	
	23w16a	Sniffers can now enter <u>minecarts</u> .	
	23w17a	The player now gets the <u>advancement</u> "Little sniffs" when they feed a <u>snifflet</u> using <u>torchflower seeds</u> .	

Bedrock Edition

<i>Bedrock Edition</i>		
[hide]		
1.19.70 — Experiment — Sniffer	Preview 1.19.70.23	 Added sniffers behind their own experimental toggle. Breeding two sniffers spawns a snifflet immediately.
1.20.0	Preview 1.20.0.20	Sniffers are now available without using the "Sniffer" experimental toggle. Breeding two sniffers now causes a sniffer egg to drop as an item. Snifflets are now spawned when a sniffer egg hatches. Sniffers can now dig up pitcher pods.
		Sniffers can now be tempted using torchflower seeds.
	Preview 1.20.0.22	Sniffers now create particles when digging.

Issues

Issues relating to "Sniffer" or "Snifflet" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%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%22Sniffer%22%20OR%20summary%20~%20%22Snifflet%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- According to [Minecraft: Mobspotter's Encyclopedia](#), Sniffers have feathers and fur.^[7]
- The sniffer was originally a doodle Nekofresa made in their kitchen.^[8] The sniffer was also Nekofresa's first mob ever designed for Minecraft.^[9]
- The sniffer's walking animation was inspired by the leg movements of centipedes.^[10]
- During the prototype phase for the sniffer's digging up of items, the developers used beds as a placeholder.^[11]
- Due to the size of the sniffer, developers found it challenging to perfect its pathfinding, especially on 1 block edges.
- A new team made up of new developers were tasked with developing the sniffer, and most of them had never made a mob before.^[12]
- The sniffer's digging animation was inspired by the way [corgis](#) spread their legs while lying down. The action is called a "sploot".^[13]
- To this day, the developers still don't know what the sniffer's front yellow part is. Whether it's a beak, a nose, or eyes, or whether it's used for breathing or finding seeds is unknown.^[14]
- Original ideas for what a baby sniffer would be called were Sniffling, Snort, and Snifflet.^[15]
- Mojang developer [Cory Scheviak](#) personally calls sniffers "snuffleupaguses (https://en.wikipedia.org/wiki/Mr._Snuffleupagus)".^[16]

Gallery

Renders



A sniffer walking



A sniffer sniffing



A sniffer sniffing for a long time



A sniffer searching



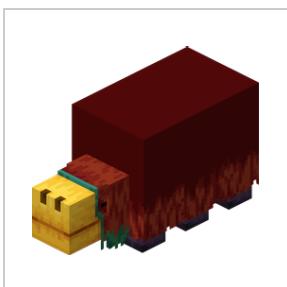
A sniffer splooting and digging



A sniffer standing up from a sploot



A sniffer feeling happy



A sniffer with its outermost layer missing (this state cannot be seen in game)

Development images



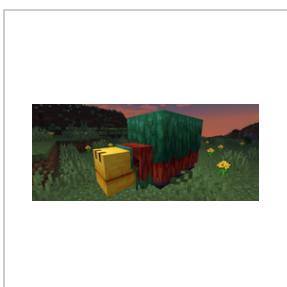
The earlier texture file and model of sniffers



An early sniffer splooting



An early sniffer in sunset



The final texture file and model of a sniffer inside of a horizontally flipped image.



A sniffer lays down within a desert inside of a horizontally flipped image.



A sniffer splots



A sniffer within a swamp.



A sniffer within a snow biome.

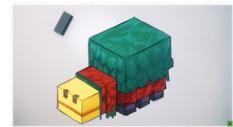


A sniffer within a village.

Concept artwork



Sniffer concept art with rascal and tuff golem



Colorized sniffer concept art



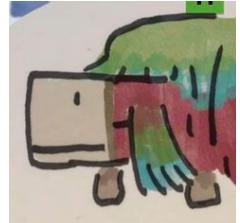
Sniffer's beak sketch



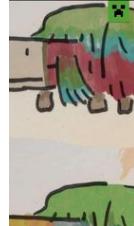
A sketch of a centipede walking, which inspired the sniffer's walking animation.



Sniffer's walking animation sketch



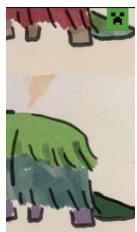
Watercolor art for the sniffer



Watercolor art for the sniffer



Watercolor art for the sniffer



Watercolor art for the sniffer

Screenshots



Dozens of player-spawned sniffers



A sniffer dies



A sniffer compared to a warden and a player.



A sniffer and a frog



Sniffer digs

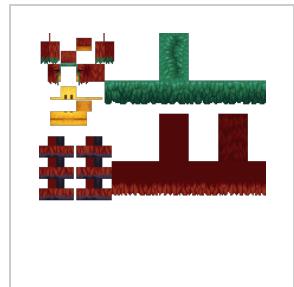


A sniffer



A sniffer walking

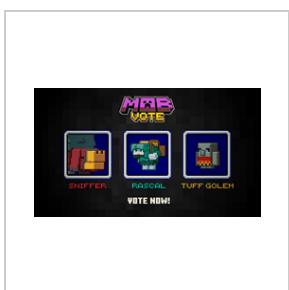
Textures



Sniffer texture file

In other media

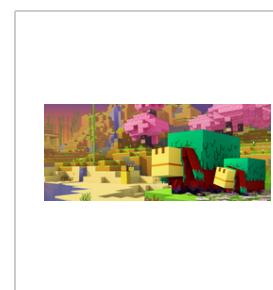
Official media



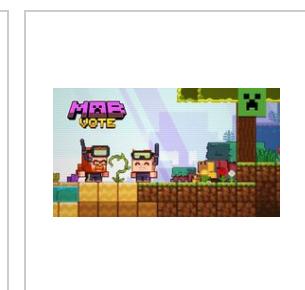
Mob vote image



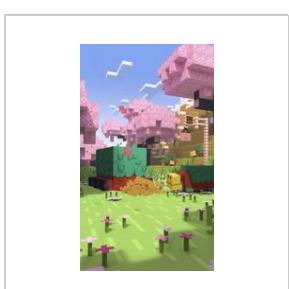
Sniffer valentines artwork



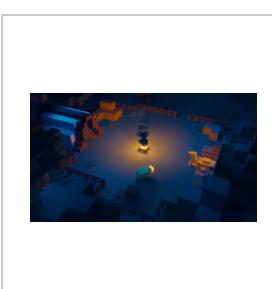
A sniffer and a snifflet near a cherry grove.



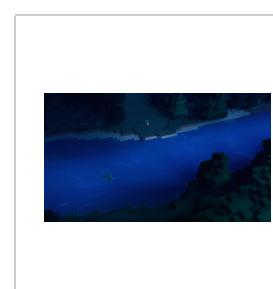
Sniffer as a mob vote option



A sniffer digging up torchflower seeds in a cherry grove.



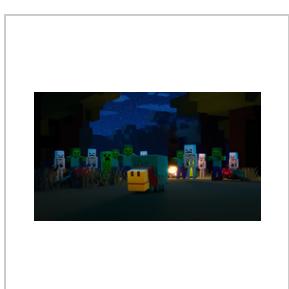
A snifflet in Efe's camp.



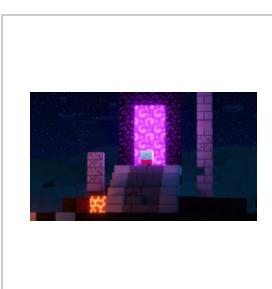
A snifflet approaching a river.



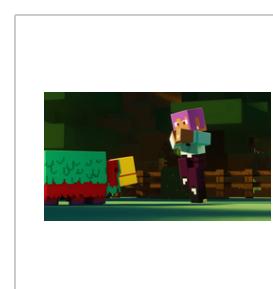
A snifflet approaches a pack of monsters.



A snifflet leaves a pack of monsters.



A snifflet wanders into the Nether.



Efe is excited to see their snifflet.



Efe hugs their snifflet.



The "Trails & Tales Cherry Blossom Sniffer" T-shirt design (Berry background)



The "Trails & Tales Cherry Blossom Sniffer" T-shirt design (Kelly background)



The "Trails & Tales Cherry Blossom Sniffer" T-shirt design (White background)



Pixel artwork of a sniffer idle animation



Pixel artwork of a sniffer walking



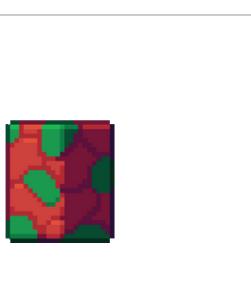
Pixel art of a snifflet idling



Pixel artwork of a snifflet splooting down on the ground



Pixel artwork of a snifflet sniffing



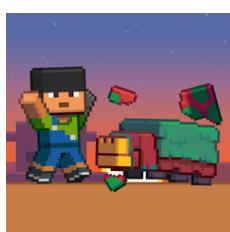
Pixel artwork of a sniffer egg hatching



A bouncing sniffer GIF from the official Minecraft Giphy account.



Sunny placing the sniffer egg in sand.



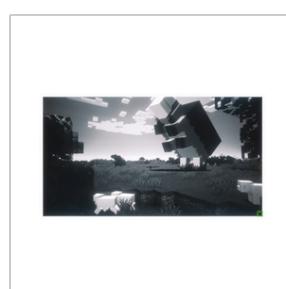
Sunny celebrating the snifflet hatching from the sniffer egg.



A wallpaper rendition of the pixel art featuring Sunny and the snifflet.



Giant sniffer



Ditto



Sniffer sniffing up a bed



Ditto

A toy sniffer in
Timeless Trails

Promotional images



A sniffer in a farm of the plants it gives.



Ari raising a sniflet in a savanna village.



Ari and the sniflet as viewed from a window.



"A room with a potted Torchflower, Chiseled Bookshelves and a Pitcher Plant in an item frame. A Sniffer is lurking outside the open door."

Event servers



The Lost World cutout, featured in the Trails & Tales Event.



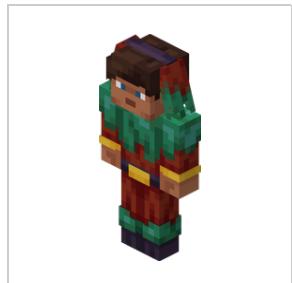
The Sniffer Hat, an item featured in the Trails & Tales Event.



Sniffer Balloon, another item featured in the event.



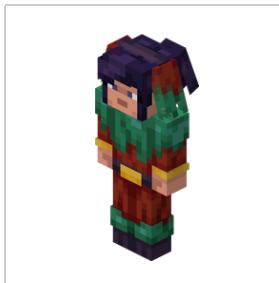
The Sniffer Snout Popsicle, an item featured in the Trails & Tales Server.



An NPC dressed as a
Sniffer



Ditto



Ditto



Sniffer Carousel



Sniffer Hedge

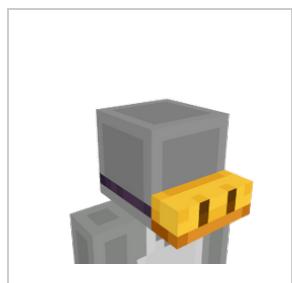


Secret Sniffer

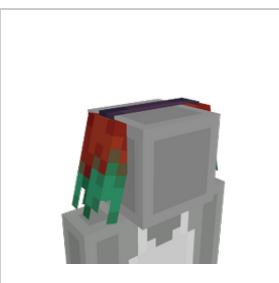


Hologram of a sniffer
in the [Eerie Mojang
Office Party](#), meant to
be partly obscured.

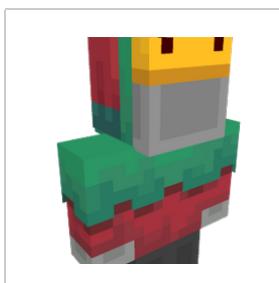
Cosmetics



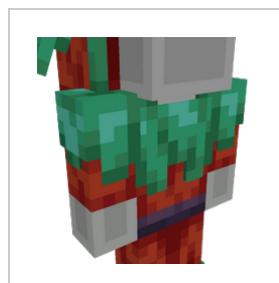
Sniffer Beak



Sniffer Ears



Sniffer Hoodie



Sniffer Onesie



Sniffer Sniffin'

Merchandise



An official sniffer T-shirt for children



Official sniffer [action figure](#)



Official sniffer [action figure unboxed](#)



Demonstration of the sniffing function on the action figure



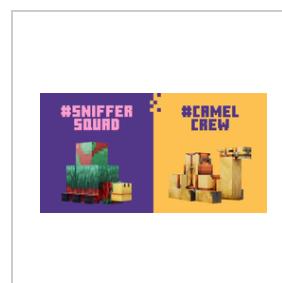
[Lego sniffer](#)



[Lego snifflet](#)



Lego sniffer digging mechanism



Sniffer Xbox [giveaway](#)^[17]



The finalized Sniffer Xbox^[18]

References

1. <https://www.youtube.com/watch?v=MPJ2dzVcOgg&t=18>
2. "Minecraft 1.20: Sniffer Secrets & Cherry Groves" (<https://youtube.com/watch?v=GYO8KejSodg&t=155>) – Minecraft on YouTube, May 14, 2023
3. MC-260259 — Sniffers cannot dig nor find seeds on mycelium — resolved as "Works As Intended".
4. "Once you've unearthed your egg, it's time to help it hatch! I implore you to pay close attention to this part of the process, because you have not lived until you have seen a **snifflet** burst out of its shell." (<https://www.minecraft.net/en-us/article/sniffer-coming-minecraft-120>) – Minecraft.net.
5. MC-260272 — Baby sniffers don't follow adult sniffers — resolved as "Works As Intended".
6. MC-277704
7. *Minecraft: Mobspotter's Encyclopedia*, pg. 41

8. "Soon™ you will finally be able to meet the sniffer! Less than a year ago, this chonky baby was just a doodle made in my kitchen, they are growing so fast 😍 ❤️ 🎉" (<https://twitter.com/Nekofresa/status/1625173791318982667>) – @Nekofresa (<https://twitter.com/Nekofresa>) on X (formerly Twitter), February 13, 2023
9. "We all brought it to the game! I only did the concept arts, but then the entire team brought it to life 🇨🇳 especially the anims" (<https://twitter.com/Nekofresa/status/1625399598670815232>) – @Nekofresa (<https://twitter.com/Nekofresa>) on X (formerly Twitter), February 14, 2023
10. "Minecraft 1.20: Sniffer Secrets & Cherry Groves @1:21" (<https://youtube.com/watch?v=GYO8KejSodg&t=81>) – Minecraft on YouTube, May 14, 2023
11. "Minecraft 1.20: Sniffer Secrets & Cherry Groves @1:45" (<https://youtube.com/watch?v=GYO8KejSodg&t=105>) – Minecraft on YouTube, May 14, 2023
12. "Minecraft 1.20: Sniffer Secrets & Cherry Groves @2:35" (<https://youtube.com/watch?v=GYO8KejSodg&t=155>) – Minecraft on YouTube, May 14, 2023
13. "Minecraft 1.20: Sniffer Secrets & Cherry Groves @2:44" (<https://youtube.com/watch?v=GYO8KejSodg&t=164>) – Minecraft on YouTube, May 14, 2023
14. "Minecraft 1.20: Sniffer Secrets & Cherry Groves @1:09" (<https://youtube.com/watch?v=GYO8KejSodg&t=69>) – Minecraft on YouTube, May 14, 2023
15. "ASK MOJANG - How the sniffer got its name? @0:18" (<https://youtube.com/watch?v=LQGF2EbuNU&t=18>) – Minecraft on YouTube, August 21, 2023
16. "ASK MOJANG - How the sniffer got its name? @0:03" (<https://youtube.com/watch?v=LQGF2EbuNU&t=3>) – Minecraft on YouTube, August 21, 2023
17. "To celebrate the Trails & Tales Update, we're giving away a custom art piece based on the newest mobs! But which one to give away: Are you part of the #SnifferSquad or #CamelCrew? 🤔" (<https://twitter.com/Minecraft/status/1662141670907953177>) – @Minecraft (<https://twitter.com/Minecraft>) (Minecraft) on X (formerly Twitter), May 27, 2023
18. "The sniffer is your pick for our Trails & Tales Sweepstakes! 🎉 Only one thing left to do, enter to win it here: <http://aka.ms/Trails-and-Tales-Sweepstakes>" (<https://twitter.com/Minecraft/status/1665768603575271425>) – @Minecraft (<https://twitter.com/Minecraft>) (Minecraft) on X (formerly Twitter), June 6, 2023

External links

- Mob Menagerie: Sniffer (<https://www.minecraft.net/en-us/article/sniffer>) – Minecraft.net on July 21, 2023
- "A Tale of Two Friends | Trails & Tales" (<https://youtube.com/watch?v=j8DVLpUld7E&t=367>) – Minecraft on YouTube, October 21, 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
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Mob types	Animal Aquatic Arthropod Illager Monster Undead Jockey (Camel Husk Chicken Hoglin Ravager Skeleton Horseman Spider Strider Zombie Horseman Zombie Nautilus)
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	Other entities [show] Unimplemented [show] Joke [show]

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