

Rabbit

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

A **rabbit** is an uncommon passive mob and is a source of [rabbit's foot](#), [rabbit hide](#), and [raw rabbit](#).

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Spawning

Rabbits spawn above [grass](#), [snow blocks](#) or [sand](#) in specific biomes. They spawn in small groups of 1 adult and 1–2 babies.

They generate individually after the generation of the world.

Rabbit

Brown White Black White Splotched

Gold Salt The Killer Bunny Toast



Adult



Baby



Health points 3 (♥♥)

Armor points The Killer Bunny only:
8 (██████)

Behavior Passive (normal)
Hostile (killer bunny) [JE only]

Mob type Animal

The Killer Bunny only:
Easy: 5 (♥♥♥)
Normal: 8 (♥♥♥♥)
Hard: 12 (♥ × 6)

Hitbox size In Java Edition:

Adult:

Height: 0.5 blocks
Width: 0.4 blocks

Baby:

Height: 0.25 blocks
Width: 0.2 blocks

In Bedrock Edition:

Adult:

Height: 0.402 blocks
Width: 0.402 blocks

Rabbit spawns in: [hide]

Category: Creature	Java Edition			Bedrock Edition	
	Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight
Desert	12/13	92.31%	2–3	4	2–3
Snowy Plains	10/11	90.91%	2–3	4	2–3
Ice Spikes	10/11	90.91%	2–3	4	2–3
Grove	8/13	61.54%	2–3	8	2–3
Snowy Slopes	4/9	44.44%	2–3	8	2–3
Cherry Grove	2/5	40%	2–3	2	2–3
Meadow	2/5	40%	2–3	2	2–3
Flower Forest	4/44	9.09%	2–3	4	2–3
Old Growth Pine Taiga	4/60	6.67%	2–3	—	—
Old Growth Spruce Taiga	4/60	6.67%	2–3	—	—
Taiga	4/60	6.67%	2–3	4	2–3
Snowy Taiga	4/60	6.67%	2–3	4	2–3
Frozen River	—	—	—	4	2–3
Frozen Ocean	—	—	—	4	2–3
Jagged Peaks	—	—	—	4	2–3
Snowy Beach	—	—	—	4	2–3
Deep Frozen Ocean	—	—	—	4	2–3
Frozen Peaks	—	—	—	4	2–3

Variants

Rabbits can naturally spawn as one of 6 variants: brown, white, black, white splotched, gold, and salt.

Rabbits of the following colors spawn in the following biomes:

- Gold:
 - Desert
- White, White Splotched:
 - Snowy Plains
 - Ice Spikes
 - Snowy Taiga
 - Grove
 - Snowy Slopes
 - Frozen Ocean [BE only]
 - Frozen River [BE only]
 - Snowy Beach [BE only]
- Black, Brown, Salt:
 - Flower Forest
 - Taiga
 - Meadow
 - Old Growth Pine Taiga [JE only]
 - Old Growth Spruce Taiga [JE only]
 - Cherry Grove

Gold rabbits are the most common rabbit color and are found only in deserts. White and white splotched rabbits are also quite

Baby:	Height: 0.268 blocks Width: 0.268 blocks
Speed	0.3
Spawn	Snowy Plains Ice Spikes Snowy Slopes Grove Snowy Taiga Taiga Flower Forest Meadow Desert Cherry Grove Frozen River [BE only] Snowy Beach [BE only] Frozen Ocean [BE only] Deep Frozen Ocean [BE only] Jagged Peaks [BE only] Frozen Peaks [BE only] Old Growth Pine Taiga [JE only] Old Growth Spruce Taiga [JE only]
Usable items	Dandelion Carrot Golden Carrot Lead

common and spawn in some snowy biomes. Default rabbit colors such as black, brown and salt can also spawn in any other non-snowy biome via [spawn eggs](#), [commands](#), [monster spawners](#) or breeding.

In [Java Edition](#), rabbits can also be found in [old growth taigas](#).

In [Bedrock Edition](#), up to three baby rabbits spawn in flower forests and rabbits can also spawn in frozen aquatic biomes: [snowy beaches](#), [frozen oceans](#), and [frozen rivers](#).

The [wolves](#) and [foxes](#) found in taigas and mountainous biomes may kill rabbits, so rabbits are generally more plentiful in the desert, flowery, or icy biomes.

The [killer bunny](#)^[Java Edition only] does not spawn naturally and must instead be spawned using the command `/summon minecraft:rabbit ~ ~ ~ {RabbitType:99}`.

	Desert	Forest	Taiga	Frozen	Snowy plains	Mountain
Biome	Desert	Flower Forest	Taiga Old Growth Taiga ^[JE only] Snowy Taiga	Frozen River Legacy Frozen Ocean ^[BE only] Snowy Beach ^[BE only] Frozen Ocean ^[BE only]	All snowy plains variants	Meadow Grove Snowy Slopes Jagged Peaks ^[BE only] Frozen Peaks ^[BE only]

Drops

Breeding

Upon successful [breeding](#), 1–7 is dropped.

On death

[Java Edition](#):

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
	0–1	50.00%	0.50	0–2	75.00%	1.00	0–3	87.50%	1.50	0–4	91.67%	2.00
Rabbit Hide	0–1	50.00%	0.50	0–2	75.00%	1.00	0–3	87.50%	1.50	0–4	91.67%	2.00
Raw Rabbit	1	100.00%	1.00	1–2	100.00%	1.50	1–3	100.00%	2.00	1–4	100.00%	2.50
Cooked Rabbit ^[A]	1	100.00%	1.00	1–2	100.00%	1.50	1–3	100.00%	2.00	1–4	100.00%	2.50
Rabbit's Foot ^[B]	0–1	10.00%	0.10	0–1	13.00%	0.13	0–1	16.00%	0.16	0–1	19.00%	0.19

A. Only when on fire or killed with a weapon enchanted with [Fire Aspect](#).

B. Only when killed by a [player](#) or a tamed [wolf](#).

[Bedrock Edition](#):

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
Rabbit Hide	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25
Raw Rabbit	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25
Cooked Rabbit ^[A]	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25
Rabbit's Foot ^[B]	0–1	10.00%	0.10	0–1	13.00%	0.13	0–1	16.00%	0.16	0–1	19.00%	0.19

A. Only when on fire.

B. Only when killed by a player.

- 1–3 upon player kills.

Killing a baby rabbit yields no items or experience.

Behavior

Rabbits hop around aimlessly instead of walking. They can jump up to almost 2 blocks in height. They slowly approach players holding carrots, golden carrots or dandelions within 8 blocks. They do not follow players holding a carrot on a stick.^[1] Rabbits also jump off of cliffs to reach carrots but do not go into lava for them. They randomly flee around if attacked.

All non-hostile rabbits avoid players within 8 blocks and wolves within 10 blocks. They also avoid most monsters within 4 blocks except ghasts^[JE only], hoglins, magma cubes^[JE only], phantoms^[JE only], shulkers^[JE only], slimes^[JE only], undead mounts (camel husks, skeleton horses, zombie horses and zombie nautiluses), and the ender dragon.^[2] Notably, rabbits do not try to avoid foxes and cats, and only run from them when attacked.

If `/gamerule mobGriefing` is true and **MoreCarrotTicks** is less than or equal to 0, rabbits find and eat mature carrot crops^[Java Edition only] / carrot crops with growth stage greater than 1^[Bedrock Edition only]. This reduces the growth stage by one, removing the crop completely when the growth stage reaches 0.

Wild wolves, foxes, and stray cats are hostile to rabbits.

Breeding

Rabbits can be bred using carrots, golden carrots or dandelions.

Baby rabbits usually inherit the same type of fur as one of the parents (47.5% chance of each), but there is a 5% chance for the baby to have the fur type matching the current biome. Baby rabbits grow to adulthood after 20 minutes, although their growth can be slowly accelerated using carrots, golden carrots or dandelions; each use reduces 10% of the remaining time to grow up.

Despite their hostile nature, killer bunnies can breed with other rabbits and with each other, having the unusual chance of creating a baby killer bunny.

A Toast rabbit does not produce a Toast rabbit baby, however.

In Bedrock Edition and Minecraft Education, baby rabbits follow their parents; this behavior is absent in Java Edition.^[3]

Variations



The six natural types of rabbits. The cream rabbit is looking at the player.

Rabbits typically spawn using one of six different skins. Skins include regular brown fur, white fur with red eyes (white), black mottled fur, black and white spotted fur, cream fur, and salt and pepper fur. The biome determines the skin used:

- Rabbits in snowy biomes have 80% white fur and 20% black and white fur.
- Rabbits in deserts have 100% cream fur.
- Rabbits in other biomes have 50% brown fur, 40% salt fur, and 10% black fur.
- Rabbits with specific skins can be spawned using `/summon minecraft:rabbit ~`

`~ ~ {RabbitType: (Number from 0 - 5)}[Java Edition only] or /summon rabbit ~ ~ ~ in_desert (gold)/in_snow (white)[Bedrock Edition only]`

- While it is possible to go above 5, this results in rabbits with skins identical to RabbitType: 0, except for RabbitType: 99, the Killer Bunny.

There are two special variants of rabbits:

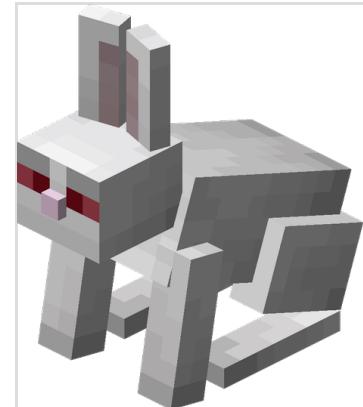
The Killer Bunny

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

The **killer bunny** is an unused hostile variant of the rabbit exclusive to [Java Edition](#) that is hostile toward players and wolves. It has pure white fur and horizontal red eyes, compared to a normal rabbit's vertical eyes. It can be spawned only by using the `/summon minecraft:rabbit ~ ~ ~ {RabbitType:99}` command. It appears with a nameplate over its head reading "The Killer Bunny".

If the killer bunny finds any player within a 16-block radius, it hops toward the player much faster than a normal rabbit. It moves in a style similar to that of a spider. Once it closes in, it jumps at the player, dealing 8 () damage on Normal difficulty. If the player strikes at the killer bunny, it runs away for a brief moment, then returns to lunging at the player.

If it cannot find a player, the killer bunny actively seeks out and attacks any wolves, including tamed wolves.



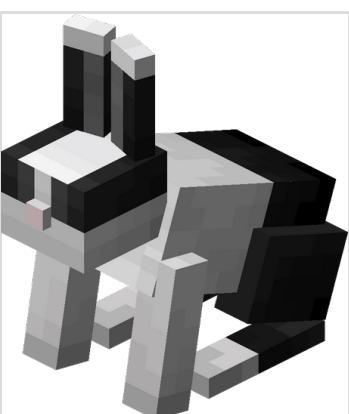
The current killer bunny texture

On peaceful difficulty, the killer bunny does not despawn, despite its hostile nature. It still attacks wolves and tamed wolves, but not the player.

The killer bunny can be bred and leashed and follows players holding carrots, despite its hostile nature.

Toast

"**Toast**" redirects here. For messages displayed on-screen, see [Toasts](#), [Advancements](#), [Recipes](#), or [Tutorial hints](#).



The rabbit named "Toast" using a name tag

Naming a rabbit **Toast** (using either a name tag or a renamed spawn egg) re-textures it to have the appearance of a black dutch, with a large black and white patch and more black fur around the face than the natural white splotched rabbit. Other than its name and skin, Toast behaves exactly like a normal rabbit. When Toast rabbits are bred, whether with each other or with regular rabbits, their offspring do not have the Toast pattern; they have a pattern consistent with the parents' original coloring prior to renaming. If the player renames a killer bunny to Toast, it still attacks players and wolves. Like the killer bunny, Toast does not spawn naturally.

This rabbit is based on user xyzen420's girlfriend's [missing rabbit](http://www.reddit.com/r/minecraftsuggestions/comments/27hjog/to_themogminer_my_bunny_is_missing_please_help_me/) (http://www.reddit.com/r/minecraftsuggestions/comments/27hjog/to_themogminer_my_bunny_is_missing_please_help_me/), which Ryan Holtz (TheMogMiner) implemented as a memorial.^[4]

Sounds

[Java Edition](#):

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Rabbit squeaks	Friendly Mobs ^(regular) Hostile Mobs ^(killer bunny)	Randomly	entity.rabbit.ambient	subtitles.entity.rabbit.ambient	0.25	0.8-1.2 (Baby: 1.3-1.7)	16	
	Rabbit attacks	Hostile Mobs	When the killer bunny attacks something	entity.rabbit.attack	subtitles.entity.rabbit.attack	1.0	0.8-1.2	16	
	Rabbit dies	Friendly Mobs ^(regular) Hostile Mobs ^(killer bunny)	When a rabbit dies	entity.rabbit.death	subtitles.entity.rabbit.death	0.5	0.8-1.2 (Baby: 1.3-1.7)	16	
	Rabbit hurts	Friendly Mobs ^(regular) Hostile Mobs ^(killer bunny)	When a rabbit is damaged	entity.rabbit.hurt	subtitles.entity.rabbit.hurt	0.5	0.8-1.2 (Baby: 1.3-1.7)	16	
	Rabbit hops	Friendly Mobs ^(regular) Hostile Mobs ^(killer bunny)	When a rabbit hops	entity.rabbit.jump	subtitles.entity.rabbit.jump	0.1	0.64-0.96	16	

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions <u>Upcoming: BE 26.0</u>	Source	Description	Identifier	Translation key <u>Upcoming: BE 26.0</u>	Volume	Pitch	
	?	Friendly Mobs	Randomly	mob.rabbit.idle	?	0.2	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a rabbit dies	mob.rabbit.death	?	0.4	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a rabbit is damaged	mob.rabbit.hurt	?	0.4	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	<i>Unused sound event</i>	mob.rabbit.hop	?	0.1	1.0	

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
abbit	rabbit	followable_friendly_mobs powder_snow_walkable_mobs	entity.minecraft.rabbit

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
abbit	rabbit	18	lightweight mob rabbit	entity.rabbit.name

Entity data

Rabbits 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

- MoreCarrotTicks:** Set to 40 when a carrot crop is eaten, decreases by 0–2 every tick until it reaches 0. Rabbit can eat another crop only when it reaches 0.

- RabbitType:** Determines the skin of the rabbit. Also determines if rabbit should be hostile.

Variant	Numerical ID	[Expand] Identifier
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[Bedrock Edition:](#)

See [Bedrock Edition level format/Entity format](#).

Achievements

[hide]					
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned
PS4	Other				Trophy type (PS)
		Rabbit Season	Cook and Eat Rabbit Meat	—	15
		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

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	It Spreads	Kill a mob near a Sculk Catalyst	Kill 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.
	The Parrots and the Bats	Breed two animals together	Breed a pair of any 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.
	Two by Two	Breed all the animals!	Breed a pair of each of these 26 animals: [show] A trader llama does not count as a llama, and a mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.

Advancements that apply to all mobs:

[\[show\]](#)

History

Development

May 19, 2009 (https://web.archive.org/web/0/http://notch.tumblr.com/post/109967000/should-minecraft-have-blood)	Bunnies were originally an idea for a mob in Survival Test. They would spawn randomly and jump around. When attacked, they would pop into many pieces and start bleeding.
May 20, 2009 (https://web.archive.org/web/0/http://notch.tumblr.com/post/110231748/thanks-for-the-feedback-on-the-blood)	Bunnies were ultimately rejected at the time due to negative feedback.
May 17, 2014 (https://twitter.com/TheMogMiner/status/46779413158166528)	Screenshots (https://web.archive.org/web/20220824081952/https://imgur.com/a/0Cphc) of rabbits were released by Ryan Holtz.
June 5, 2014 (https://twitter.com/TheMogMiner/status/474505685552873472)	Rabbits are revealed as a feature to be added to <i>Minecraft</i> .
June 6, 2014	Twitter user @xyZenTV asks (https://twitter.com/xyZenTV/status/474969697310343168) Ryan Holtz to add Toast to the game.
June 30, 2014	Ryan Holtz accepts (https://twitter.com/TheMogMiner/status/474974995178094592) the Toast suggestion, and reveals he is planning for rabbits to have multiple skins, similar to horses and cats.
July 1, 2014 (https://twitter.com/TheMogMiner/status/483968212527484928)	 Holtz uploads a "video" (https://youtube.com/watch?v=_k6b38B76p8) showcasing the mob's path-finding and animation.
July 2, 2014 (https://twitter.com/TheMogMiner/status/484302327822553088)	Holtz reveals (https://twitter.com/TheMogMiner/status/483636993780232192) a preview (https://web.archive.org/web/20221127202220/https://imgur.com/a/06kul) of the rabbit's drops.
	 Holtz reveals a hostile variant of rabbits, the "Killer Rabbit of Caerbannog".
	Holtz tweets a screenshot (https://web.archive.org/web/20140707075319/http://imgur.com/0At6LwP) of all six natural rabbit types, just prior to their introduction.

Java Edition

Java Edition			[hide]
1.8	14w27a	 Added rabbits.	
		 Added baby rabbits.	
	14w28a	The spawn rate of killer rabbits has been reduced from 1/1000 to 1/2500.	
	14w29a	Killer rabbits no longer spawn in peaceful difficulty.	
	14w31a	Rabbits now have sounds.	
		 Rabbits now have a revised model that includes a tail.	
		Rabbits can now take fall damage.	
	14w34a	Rabbits can no longer be tamed and do not flee from players.	
		 The texture of killer rabbits has been changed.	
		"Killer Rabbit" has been renamed to "The Killer Bunny".	
		The Killer Bunny now ignores creative mode players.	
		The Killer Bunny no longer spawns without the use of commands. According to a later comment by Jeb, The Killer Bunny was removed from normal gameplay because "it's a tired joke and it's been referenced in so many games", another reason being "they're basically a random death event". ^[5]	
	pre1	 The white splotched rabbit's eye color has been changed from pink to black.	
		 The textures of The Killer Bunny has been changed, removing the blood.	
1.8.1	pre1	Rabbits now follow players holding dandelions or golden carrots.	
1.9	15w46a	Rabbits are now smaller.	
		The drop chance of rabbit's foot from rabbits has been increased from 2.5% to a 10% chance.	
		Rabbits no longer spawn in all "usual" passive mob biomes. They now only spawn in deserts, flower forests, taiga, mega taiga, cold taiga, ice plains, ice mountains, ice plains spikes, and "hills" and "M" variants of these biomes.	
		Rabbit spawn groups are now smaller and more sparse (weight 4 out of 44–52 rather than 10 out of 50–58).	
		The speed of rabbits has been increased when they're panicking.	
		Rabbits now avoid all players within 8 blocks and most hostile mobs within 4 blocks.	
		The rabbit's avoidance range for wolves has been reduced from 16 blocks.	
		Rabbits no longer prefer begging for food to mating.	
		The health of rabbits has been reduced from 10 (██████████) to 3 (███).	
		The speed of rabbits has been generally increased.	
		The skins of rabbits now depend on their spawning biome. There is now a 5% chance a bred baby matches the biome rather than the parents.	
		The crop eating of rabbits is now less destructive (used to completely destroy the crop block regardless of growth), but MoreCarrotTicks is now reduced and ignored.	
	15w47b	Added The Killer Bunny attack sounds.	
1.14	18w43a	Added illager beasts, which flee from rabbits.	
		 The textures of rabbits have been changed.	
		 The textures of baby rabbits have been changed.	
	18w44a	Illager beasts no longer flee from rabbits. ^[6]	
1.18	Experimental Snapshot 1	Rabbits now spawn in the newly added meadow, grove and snowy slopes biomes.	
	experimental snapshot 2	Rabbits now spawn more frequently in meadows.	

	21w37a	Rabbits can now spawn on <u>snow blocks</u> .
1.19.3	22w42a	Rabbits now have a 100% chance to drop raw rabbit when killed. ^[7]
1.19.4 Experiment Update 1.20	23w07a	Rabbits now spawn in <u>cherry groves</u> .
1.20.2	23w32a	Carrots being eaten by rabbits now emit a <u>block_change</u> <u>vibration</u> of frequency 11.

Bedrock Edition

Pocket Edition Alpha [hide]		
v0.13.0	build 1	 Added rabbits. They have all the changes that were later ported to <u>Java Edition 1.9</u> .  Added baby rabbits. The spawn rate of rabbits has weight 20, while usual passive <u>mobs</u> have a weight of 100.
v0.15.0	build 1	 Rabbits named as "Toast" now use the Toast texture.
Bedrock Edition [hide]		
1.8.0	beta 1.8.0.8	Added stray <u>cats</u> , which try to attack and kill rabbits.
1.10.0	beta 1.10.0.3	 The textures of rabbits have been changed.  The textures of baby rabbits have been changed.
1.13.0	beta 1.13.0.1	Added foxes, which attack rabbits.
1.16.220 Experiment Caves and Cliffs	beta 1.16.220.50	Rabbits now spawn in <u>groves</u> .
1.17.40 Experiment Caves and Cliffs	beta 1.17.40.20	Rabbits now spawn in <u>meadows</u> and <u>snowy slopes</u> .
1.19.80 Experiment Next Major Update	Preview 1.19.80.20	Rabbits now spawn in <u>cherry groves</u> .
1.20.80	Preview 1.20.80.21	Rabbits now spawn more frequently in <u>groves</u> .

Legacy Console Edition

Legacy Console Edition [hide]							
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU31	CU19	1.22	1.22	1.22	Patch 3	1.0.1	 Added rabbits.  Added baby rabbits.

New Nintendo 3DS Edition

New Nintendo 3DS Edition [hide]		
0.1.0		Added rabbits.
		Added baby rabbits.

Data history

Java Edition[\[hide\]](#)

1.11	16w32a	The entity ID of rabbits has been changed from Rabbit to rabbit.
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version. [more information needed]

Issues

Issues relating to "Rabbit" 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%20resolution%20is%20EMPTY%20OR%20resolution%20in%281%2C%202%2C%206%29%20AND%20%28summary%20~%20%22Rabbit%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- The Killer Bunny is a reference to the Killer Rabbit of Caerbannog from the British comedy film [Monty Python and the Holy Grail](#).
- Internally, the texture file for the Killer Bunny is called caerbannog.png.
- The Killer Bunny was suggested by Twitter user @88bully.^[8]
- The death sound for the rabbit is called bunnymurder.ogg.

Gallery

Animations



A brown rabbit running.

Mojang screenshots



Ryan Holtz modeling the rabbit.

Ryan Holtz texturing the rabbit.

The first image of a rabbit tweeted by Ryan Holtz.

The second image of a rabbit tweeted by Ryan Holtz.

The third image of a rabbit tweeted by Ryan Holtz.



The fourth image of a rabbit tweeted by Ryan Holtz.



The fifth image of a rabbit tweeted by Ryan Holtz.



A rabbit looking at the player.



First image of Toast.



Second image of Toast.



Third image of Toast.



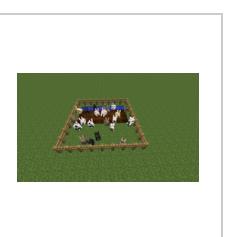
Fourth image of Toast.



The first image of The Killer Bunny.

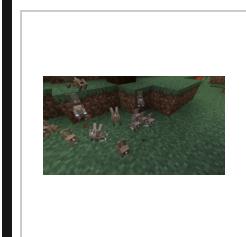


The second image of The Killer Bunny.



A pen of rabbits.

Screenshots



Baby rabbits.



The second texture of The Killer Bunny, similar to a normal white rabbit.



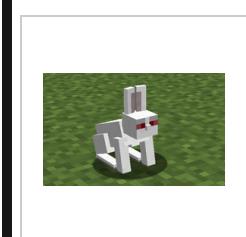
All of the available rabbit skins.



The Killer Rabbit of Caerbannog as a baby.



The third texture of The Killer Bunny, with blood on its mouth and paws.

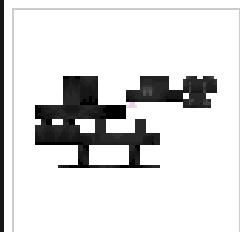


The Killer Bunny.

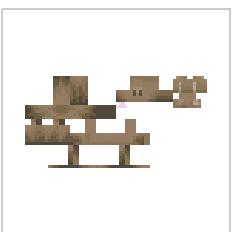


A rabbit eating a carrot.

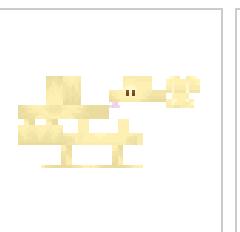
Textures



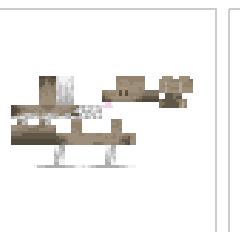
Black rabbit texture file.



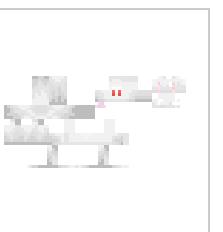
Brown rabbit texture file.



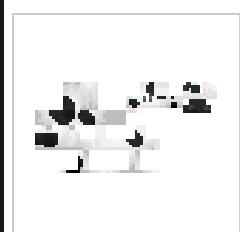
Gold rabbit texture file.



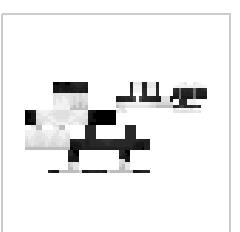
Salt rabbit texture file.



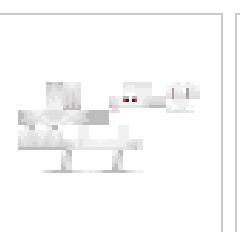
White rabbit texture file.



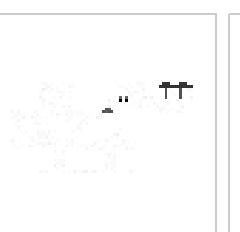
White splotched rabbit texture file.



Toast rabbit texture file.



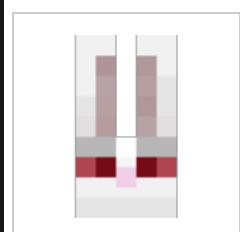
The Killer Bunny texture file.



White rabbit texture file in Bedrock Edition 1.9.



A gif of all rabbit faces.



Killer Bunny's face.

In other media



LEGO Minecraft Black Rabbit.



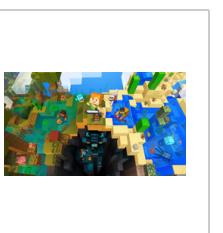
LEGO Minecraft Baby Brown Rabbit.



The LEGO Minecraft Rabbit Ranch set.



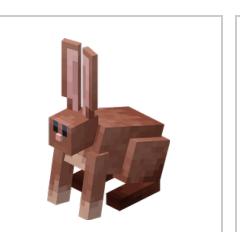
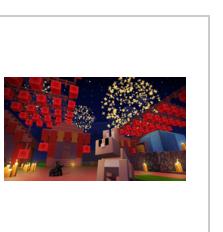
LEGO Minecraft Killer Rabbit.

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

Artwork of a brown rabbit.



Artwork of a brown baby rabbit.

Jumbo Rabbit from [Minecraft Earth](#).A rabbit preparing to shoot [Steve](#) with a crossbow in the trailer for [Around the Minecraft World in 80 Biomes](#).^[9]

Rabbits celebrating Lunar New Year.



The original Toast.



The original Toast.

Several unique colored rabbits on the cover of *Mobs Rule!*

A colony of rabbits overwhelming Po Chen.



A rabbit beside Baron Sweetcheeks

References

- [MC-207993](#)
- [MC-304535](#) — Rabbits are not scared of certain monsters
- [MC-158608](#) — resolved as "Works As Intended".
- "@xyZenTV The skin only appears when you name the rabbit Toast using a name tag, it isn't in the random pool." (<https://twitter.com/TheMogMiner/status/483935152133775360>) – [@TheMogMiner](#) (<https://twitter.com/TheMogMiner>) (Ryan Holtz) on X (formerly Twitter), July 1, 2014
- "Who framed the killer rabbit?" (<https://www.minecraft.net/en-us/article/who-framed-killer-rabbit>) by [Marsh Davies](#) – [Minecraft.net](#), November 25, 2016.
- "FYI, I asked Josh to remove this feature again. Although funny, being scared of rabbits doesn't fit with the Beast's lore." (https://twitter.com/jeb_/status/1057291072286658560) – [@jeb_](#) (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), October 30, 2018
- [MC-96449](#) — resolved as "Fixed".
- "@88bully @xyZenTV You, I like you. I like the way you think. However, no promises. Promises are made to be broken." (<https://twitter.com/TheMogMiner/status/475038423011835904>) – [@TheMogMiner](#) (<https://twitter.com/TheMogMiner>) (Ryan Holtz) on X (formerly Twitter), June 6, 2014
- "Trailer - Around the Minecraft World in 80 Biomes" (<https://youtube.com/watch?v=85xXgFHIE>) – Minecraft on YouTube, November 6, 2022

External links

- "Mob Menagerie: Rabbit" (<https://www.minecraft.net/en-us/article/rabbit>) by [Duncan Geere](#) – [Minecraft.net](#), November 15, 2024.

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Bosses																																		

Mob types	Animal	Aquatic	Arthropod	Illager	Monster	Undead
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