Spider

re article feedback

For other uses, see Spider (disambiguation).

A **spider** is a wall-climbing neutral arthropod that attacks players on sight in dark areas by jumping and biting them.

Contents

Spider	
Health points	16 (❤ × 8)
Behavior	Neutral (If light level 12 or more) Hostile (if light level 11 or less)
Mob type	🟩 Monster 🟫 Arthropod
Attack strength	Easy: 2 (❤) Normal: 2 (❤) Hard: 3 (❤❤)
Hitbox size	Height: 0.9 blocks Width: 1.4 blocks
Speed	0.3
Spawn	Light level of 0, 3×1×3 space centered on a solid block (spawns only on top of the central block). 🟫 Monster Room: from monster spawners. 🟫 Woodland Mansion: from monster spawners. 🟥 Trial Chambers: from trial spawners.

References

Navigation

Spawning

Spiders can spawn in the Overworld at a light level of 0 within a 3×1×3 space centered on an opaque block. In *Java Edition*, the block *above* the spawning space cannot be a full solid block, including transparent ones such as leaves or glass, but non-full blocks, such as soul sand or slabs, are allowed.[1] Spiders do not spawn in mushroom fields and deep dark biomes. In *Bedrock Edition*, spiders also do not spawn in rivers, frozen rivers, and snowy plains and do not spawn in groups.

Spider spawns in: [hide]

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Bamboo Jungle	$^{100}/_{515}$	19.42%	4	100	1
Meadow	$^{100}/_{515}$	19.42%	4	100	1
Windswept Hills	$^{100}/_{515}$	19.42%	4	100	1
Eroded Badlands	$^{100}/_{515}$	19.42%	4	100	1
Frozen Peaks	$^{100}/_{515}$	19.42%	4	100	1
Jagged Peaks	$^{100}/_{515}$	19.42%	4	100	1
Grove	$^{100}/_{515}$	19.42%	4	100	1
Old Growth Birch Forest	$^{100}/_{515}$	19.42%	4	100	1
Snowy Beach	$^{100}/_{515}$	19.42%	4	100	1
Stony Peaks	$^{100}/_{515}$	19.42%	4	100	1
Snowy Slopes	$^{100}/_{515}$	19.42%	4	100	1
Sparse Jungle	$^{100}/_{515}$	19.42%	4	100	1
Birch Forest	$^{100}/_{515}$	19.42%	4	100	1
Flower Forest	$^{100}/_{515}$	19.42%	4	100	1
Beach	$^{100}/_{515}$	19.42%	4	100	1
Taiga	$^{100}/_{515}$	19.42%	4	100	1
Lush Caves	$^{100}/_{515}$	19.42%	4	100	1
Wooded Badlands	$^{100}/_{515}$	19.42%	4	100	1
Snowy Taiga	$^{100}/_{515}$	19.42%	4	100	1
Forest	$^{100}/_{515}$	19.42%	4	100	1
Windswept Gravelly Hills	$^{100}/_{515}$	19.42%	4	100	1
Badlands	$^{100}/_{515}$	19.42%	4	100	1
Windswept Forest	$^{100}/_{515}$	19.42%	4	100	1
Pale Garden	$^{100}/_{515}$	19.42%	4	100	1
Ice Spikes	$^{100}/_{515}$	19.42%	4	100	1
Stony Shore	$^{100}/_{515}$	19.42%	4	100	1
Old Growth Spruce Taiga	$^{100}/_{515}$	19.42%	4	100	1
Dark Forest	$^{100}/_{515}$	19.42%	4	100	1
Desert	$^{100}/_{515}$	19.42%	4	100	1

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Cherry Grove	$100/515$	19.42%	4	100	1
Mangrove Swamp	$100/516$	19.38%	4	100	1
Frozen River	$100/516$	19.38%	4	—	—
Swamp	$100/516$	19.38%	4	100	1
Jungle	$100/517$	19.34%	4	100	1
Lukewarm Ocean	$100/520$	19.23%	4	100	1
Warm Ocean	$100/520$	19.23%	4	100	1
Sunflower Plains	$100/520$	19.23%	4	100	1
Deep Cold Ocean	$100/520$	19.23%	4	100	1
Deep Frozen Ocean	$100/520$	19.23%	4	100	1
Snowy Plains	$100/520$	19.23%	4	—	—
Ocean	$100/520$	19.23%	4	100	1
Deep Lukewarm Ocean	$100/520$	19.23%	4	100	1
Plains	$100/520$	19.23%	4	100	1
Deep Ocean	$100/520$	19.23%	4	100	1
Savanna Plateau	$100/520$	19.23%	4	100	1
Frozen Ocean	$100/520$	19.23%	4	100	1
Windswept Savanna	$100/520$	19.23%	4	100	1
Savanna	$100/520$	19.23%	4	100	1
Cold Ocean	$100/520$	19.23%	4	100	1
Old Growth Pine Taiga	$100/540$	18.52%	4	100	1
Dripstone Caves	$100/610$	16.39%	4	100	1
River	$100/615$	16.26%	4	—	—

Monster spawners

Spiders spawn from monster spawners found in monster rooms (25% chance) as well as in secret rooms surrounded by cobwebs in woodland mansions.

Trial spawners

Spiders have a $1/3$ chance to be selected as the "melee" mob for trial spawners in trial

chambers.

Status effects

> ℹ️ **This feature is exclusive to *Java Edition*.**

Spiders occasionally spawn with status effects in Hard difficulty. For each pack spawn, there is a (10×clamped regional difficulty)% chance of the game applying a status effect. This does not apply to cave spiders. These spiders can spawn with one of the following effects:

- 🗡️ Speed (40% chance)
- 🗡️ Strength (20% chance)
- ❤️ Regeneration (20% chance)
- 🔮 Invisibility (20% chance)

The effect is then applied to all entities within the pack, lasting forever. If the Invisibility status effect is applied to a spider, its eyes remain visible.

Spider jockeys

Main article: Spider Jockey

There is a 1% chance for a spider to spawn with a skeleton riding it, forming a spider jockey. In *Bedrock Edition*, the skeleton has an 80% chance to be replaced by a stray, bogged, parched, or wither skeleton in the biomes where they spawn. In *Java Edition*, a spider jockey can also be spawned by the command /summon spider ~ ~ ~ {Passengers:[{id:skeleton}]}.

The skeleton controls how both mobs move. The spider can still climb walls, but the skeleton suffocates if the spider runs into a ceiling. The skeleton and the spider cannot damage each other. If they come into contact with water, they are separated.

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average										
		Default			**Looting I**			**Looting II**			**Looting III**		
🕸️	String	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
🔴	Spider Eye[A]	0–1	33.33%	0.33	0–2	66.67%	0.83	0–3	83.33%	1.33	0–4	88.89%	1.83

A. 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**		
String	String	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
Spider Eye[A]	Spider Eye[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

A. Only when killed by a player.

5 experience orbs are dropped by a spider when it is killed by a player or tamed wolf.

Behavior

A spider stays hostile toward the player or an iron golem as long as the light level immediately around the spider is 11 or less; otherwise, it does not attack unless attacked first. If a spider chases its target into an area where the light level immediately around the spider is above 11, it returns to a neutral state. However, spiders pursue targets regardless of the light level in retaliation to an attack. Spiders don't instantly become hostile to the player in low-light levels, if the player stays in their range for too long, they become hostile to the player.[*Bedrock Edition only*]

Despite being associated to iron golems, villagers and wandering traders are ignored by spiders, regardless of light level. However, a spider can retaliate if a firework rocket set by a villager hits it.

Hostile spiders see up to 16 blocks, and pounce at close range.

Spiders can climb up over solid blocks that are not magma blocks[*Bedrock Edition only*], but do not climb on underside surfaces. A spider pursuing a player can detect a player through blocks. If a spider cannot find an ideal path to the player due to a wall barring the way, it approaches as close as possible to the player's position and proceeds to climb the wall vertically until it gets to the top, even if it loses its aggression toward the player. When a spider loses its aggression, it continues moving forward blindly for 2 seconds; this behavior causes the spider to climb up any walls in its path.

Spiders flee from armadillos that are not in a rolled-up state.

If a spider tries to go through the world border, it starts climbing the world border instead.[*JE only*]

Spider can also climb on full boats, full boats with chests and shulkers.

Even though normal spiders do not inflict the Poison status effect, they are immune to it. They are also immune to the slowing applied to most mobs when walking through cobwebs.

Spiders flip onto their backs when they die, unlike most other mobs, which fall to one side.

The Bane of Arthropods enchantment inflicts Slowness IV and deals more damage to spiders.

Unlike other neutral mobs, spiders don't count towards the AngryAt tag.[2][3][4]

The regular texture of spiders makes the red eyes appear bright in contrast to the dark body, but with Vibrant Visuals, the eyes are actually emissive, making them easily distinguishable in dark areas where they spawn.

Sounds

Java Edition:

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

Bedrock Edition:

Sounds							[hide]
Sound	**Closed captions [*upcoming: BE 26.0*]**	**Source**	**Description**	**Identifier**	**Translation key [*upcoming: BE 26.0*]**	**Volume**	**Pitch**
	Spider hisses	Hostile Mobs	Randomly	`mob .spider .say`	`subtitles .entity.spider .ambient`	1.0	0.8-1.2
	Spider dies	Hostile Mobs	When a spider dies	`mob .spider .death`	`subtitles .entity.spider .death`	1.0	0.8-1.2
	Spider hurts	Hostile Mobs	When a spider is damaged	`mob .spider .say`	`subtitles .entity.spider .hurt`	1.0	0.8-1.2
	Footsteps	Hostile Mobs	While a spider is walking	`mob .spider .step`	`subtitles.block .generic .footsteps`	0.35	0.9-1.1

Data values

ID

Java Edition:

Name	**Identifier**	**Entity tags**	**Translation key** [hide]

Spider	`spider`	`arthropod`
		`dismounts_underwater`
		`no_anger_from_wind_charge`
		`sensitive_to_bane_of_arthropods`
			`entity.minecraft.spider`

Bedrock Edition:

Name	**Identifier**	**Numeric ID**	**Family**	**Translation key** [hide]

Spider	`spider`	`35`	`arthropod`
			`mob`
			`monster`
			`spider`
				`entity.spider.name`

Entity data

Spiders 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

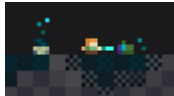|						[hide]
Icon		**Achievement**	**In-game description**	**Actual requirements (if different)**	**Gamerscore earned**	**Trophy type (PS)**
PS4	**Other**					
		Monster Hunter	Attack and destroy a monster.	Kill *one* of these 41 monsters: [show] Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		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]

History

Development

October 23, 2009 (https://web.archive.org/web/0/http://notch.tumblr.com/post/220964272/new-enemy-type-the-idea-is-that-these-will)	Spiders were proposed in a blog post, where they would produce "web tiles".
Java Edition Classic	[hide]
0.26 SURVIVAL TEST/Development	Tested spiders.
	They had different texture, which is brown instead of black.

Java Edition

Java Edition Classic		[hide]
0.26 SURVIVAL TEST	Added spiders.	
	The texture of spiders was changed from brown on October 23, 2009, at 23:45 UTC, roughly 28 minutes *before* the release of this version, because of a suggestion from a user on the TIGSource (https://www.tigsource.com/) forums.[5]	
	Spiders are the fifth mob added in Survival Test.	
	Spiders currently cannot jump far.	
	Killing spiders gives the player 10 points.	
	The eyes of spiders currently do not glow.	
0.27 SURVIVAL TEST	Spiders now give 105 points when killed.	

Java Edition Indev			[hide]
0.31	**20091223-0040**	Spiders and other mobs no longer spawn naturally.	
	20100202	Spiders and other mobs now spawn naturally again. However, they are currently passive.	
	20100204-2027	Spiders are now hostile again.	
20100213		The eyes on spiders now glow in the dark.	
		Spiders now don't attack the player in daylight unless provoked.	
20100219		Spiders now drop 0–2 string upon death.	

Java Edition Alpha		[hide]
v1.0.3	Added unique idle and hurt sounds for spiders. Previously, they had no idle sounds and used the hurt sound for players.	

Java Edition Beta		[hide]
1.2	Spiders have been given the ability to climb vertical walls made of any block and could "see" the player through solid blocks to track them down.	
1.4	Spiders no longer trample crops.[6]	
	Spiders now make quieter step sounds.[7]	

Java Edition			[hide]
1.0.0	**Beta 1.9 Prerelease 2**	Spiders now drop 0-1 spider eye when killed by a player or tamed wolf.	
		The health points of spiders have been reduced from 20 (❤ × 10) to 16 (❤ × 8).	
	Beta 1.9 Prerelease 4	Spiders are now immune to the Poison effect.	
		Spiders are now considered arthropods.	
1.3.1	**?**	Spiders now become aggressive toward the last mob or player that hit them.	
1.4.2	**12w39a**	Spiders have been given a new walking sound.	

| 1.6.1	13w24a	Spiders now have a chance of spawning with the Speed, Strength, Regeneration, or Invisibility status effects on Hard difficulty.
1.7.2	1.7	Spiders are no longer provoked when attacked by the player in creative mode.
1.8	14w06a	Spiders can no longer see the player through blocks.
		Spiders have been updated to the new AI system, including AI specially made for spiders, allowing them to better take control of their climbing ability.
	14w11a	Spiders now run away from creepers that are about to explode.
1.8.1	pre1	Spiders no longer run away from creepers that are about to explode.
1.9	15w36a	Spiders can now draw lines of sight through blocks again.
1.14	18w43a	The texture of spiders has been changed.
		As a result of the spider texture change, the spiders that spawn with the Speed, Strength, or Regeneration status effects on Hard difficulty now have a different look.
1.16	20w10a	Firework damage now provokes spiders.[8]
1.19	22w11a	Fixed texture mapping of spiders.[9]
1.19.4	pre4	Natural potion effects on spiders now last infinitely long instead of about 3.3 years.[10]
1.20.3 — Experiment — Update 1.21	23w45a	Spiders now spawn in trial chambers.
1.20.5	24w03a	Spiders are now scared of armadillos when not in a rolled up state.
1.20.5 — Experiment — Update 1.21	24w04a	No longer retaliates against attacks from the breeze.

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.3.3		Added spiders.	
		On Android mobile devices, the abdomen on spiders is sometimes missing.[11][12]	
v0.7.3		The eyes on spiders now glow in the dark.	
v0.8.0	build 1	Spiders now have abdomens on Android mobile devices.	
	build 3	Spiders are a little faster.	
v0.9.0	build 1	Leaves now have a chance of spawning spiders, creating a higher amount of spiders in tree-rich biomes at night.	
		The spider's AI has been updated.	
	build 4	The animation for spiders is now twice as fast.	
v0.9.2		Spiders no longer draw a line of sight through solid blocks.	
v0.12.1	build 1	Spiders now drop spider eyes.	
v0.15.0	build 1	Baby husks can now mount spiders.	
Bedrock Edition			[hide]
?		Spiders can now draw lines of sight through blocks again.	
1.10.0	beta 1.10.0.3	The texture of spiders has been changed.	
1.18.30	Preview 1.18.20.28	Spiders now deal 2 (♥) damage on Normal difficulty instead of 3 (♥♥), matching *Java Edition*.	
1.19.0	Preview 1.19.0.21	Fixed texture mapping of spiders.[9]	
1.19.80	Preview 1.19.80.20	Spiders can no longer ride boats and boats with chests.	
1.20.60 ——— Experiment ——— Update 1.21	Preview 1.20.60.20	Spiders now spawn in trial chambers behind the "Update 1.21" experimental toggle.	
1.20.70 ——— Experiment ——— Armadillo and Wolf Armor	Preview 1.20.70.20	Spiders now flee from armadillos that are not rolled up.	
1.20.70 ——— Experiment ——— Update 1.21	Preview 1.20.70.21	Spiders no longer retaliate against attacks from breezes.	

Legacy Console Edition

Legacy Console Edition									[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch			
TU1	CU1	1.00	1.00	1.00	Patch 1	1.0.1		Added spiders.	
TU14		1.04						Spiders now become aggressive toward the last mob or player that hit them.	
TU19	CU7	1.12	1.12	1.12				Spiders now have a chance of spawning with the Speed, Strength, Regeneration, or Invisibility status effects on Hard difficulty.	
TU31	CU19	1.22	1.22	1.22	Patch 3			Spiders can no longer see the player through blocks.	
								Spiders have been updated to the new AI system, including AI specially made for spiders, allowing them to better take control of their climbing ability.	
			1.90					The texture of spiders has been changed.	

New Nintendo 3DS Edition

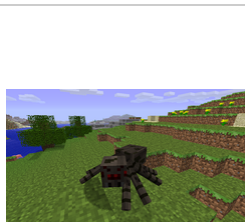| New Nintendo 3DS Edition	[hide]
0.1.0	Added spiders.
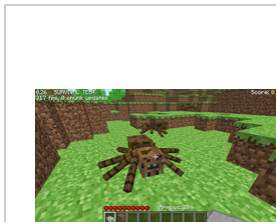
The original spider in 0.26 SURVIVAL TEST development; Markus Persson made it black with red eyes before releasing that version.

A recreation of the original brown spider texture.
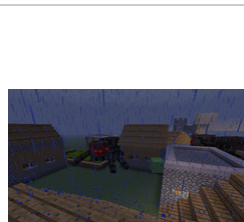

A spider during late alpha.

Image of a giant spider shared by Jeb.

Data history

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

Issues

Issues relating to "Spider" 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%22Spider%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- Spiders are able to climb walls because they are programmed by Jens Bergensten to treat the sides of blocks as ladders.[13]
- In normal conditions, spiders actually float above the ground, but this is often not noticeable due to the difference between the player's height and a spider's height.
- When a spider wanders inside an enclosed space, it often climbs up a wall until reaching the ceiling, after which it becomes stuck, unable to exit the climbing state even if it is attacked or becomes hostile to the player.[14]
- Spider sounds were created by distorting garden hose sounds.[15]
- Despite being animals in real life, spiders are considered monsters.

Gallery

Renders

A spider with the Speed effect.

A spider with the Strength effect.

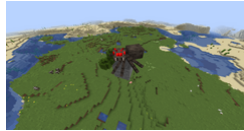A spider with the Regeneration effect.

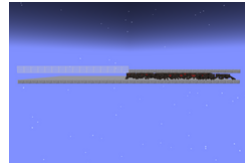A spider with the Invisibility effect.

Screenshots

A spider.

A spider spawning on a single block.

With the same amount of space given, these spiders can spawn under the bottom slabs, but not under the glass blocks, because glass is a full block, even though it is transparent, but slabs are not full blocks.

A spider jockey.

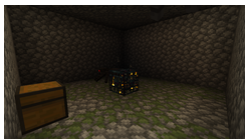Spiders are one of the most visible mobs at night due to their glowing red eyes.

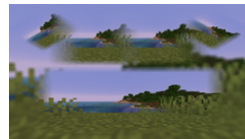

Spiders climbing.

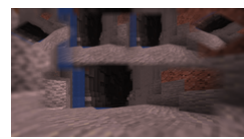A view of a spider from below.

Spider shot by a skeleton.

A spider and its monster spawner in a monster room.

A spider in a 1.5×1.5 space.

A spider's vision when spectating it.

The bottom of a canyon through a spider's eyes.
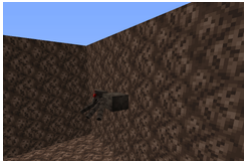
Spiders can even climb soul sand.
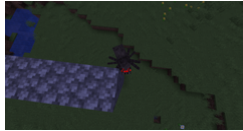
A spider climbing a wall.

A spider jockey spawning with skeleton's head in the glass.

A spider with Invisibility during the night.

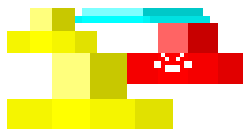Another spider with Invisibility during the night.

Textures

Spider texture file.

Spider eyes texture file.

A spider texture template showing red for the head, cyan for the legs, and yellow for the body, split into middle section (top) and abdomen (bottom).

In other media

Artwork of a spider.

Spiders in promotional artwork for the second Caves & Cliffs update.
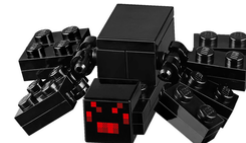
A spider artwork.

Ditto.

Ditto.
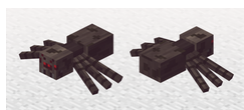
Ditto.

Kai fighting a spider, from the Tricky Trials Update Official Trailer.

LEGO Minecraft Spider.

The spider plush made by JINX.

The potato spider from 24w14potato.

A Spider, as it appears in *Minecraft Dungeons*.

A Spider, as it appears in *Minecraft: Story Mode*.

A spider on fire, from *How We Make Minecraft*.

Spider concept art for *A Minecraft Movie*.

A spider as it appears in *Dungeon Crawl!*

References

1. MC-188079
2. MC-256289 — AngryAt tag is not used by certain neutral mobs, causing them to forget their target upon reloading game
3. MC-195278 — If the "universalAnger" is set to true, certain neutral mobs don't fight back when you attack them
4. MC-187857 — New neutral mob behaviour improvements were not implemented for llamas, dolphins, and spiders in the daylight
5. http://forums.tigsource.com/index.php?topic=6273.msg276501#msg276501
6. "Changed so that wolves and spiders don't make step sounds, and don't destroy crops when they walk on them" (https://twitter.com/jeb_/status/53002130386202624) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), March 30, 2011
7. "@C418 Sure, if you think it would be better" (https://twitter.com/jeb_/status/53003154291306496) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), March 30, 2011
8. MC-111498 — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".
9. MC-127885 — resolved as "Fixed".
10. MC-259637 — resolved as "Fixed".
11. MCPE-15 — resolved as "Duplicate".
12. MCPE-4736 — resolved as "Fixed".
13. "(Official) Minecraft: The Story of Mojang (Pt. 2/2) - Proof of Concept for Feature-Length" (https://youtube.com/watch?v=xdoH3kzg938&t=2m49s)
14. MC-154160 — resolved as "Works As Intended".
15. [sfx: Minecraft spider] Daniel: That's a water hose. I took a water hose and I just put it in a synthesizer and pitched it around. [sfx: Minecraft spider] (https://www.20k.org/episodes/minecraft)

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]

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