Wither Skeleton

re article feedback

For the enemy mob in Minecraft Dungeons*, see* MCD:Wither Skeleton*.*

A **wither skeleton** is a tall, black variant of a skeleton equipped with a stone sword. They inflict the Wither effect when attacking the player. They are found exclusively in Nether fortresses and are the only source of wither skeleton skulls, as well as the only renewable source of coal.

Wither Skeleton
Idle Targeting

Health points	20 (♥ × 10)
Behavior	Hostile
Mob type	🧟 Undead 🧟 Monster
Attack strength	**Armed:** 🗡 Stone Sword: **In *Java Edition*:** Easy: 5 (♥♥♥) Normal: 8 (♥♥♥♥) Hard: 12 (♥ × 6) **In *Bedrock Edition*:** Easy: 5.5 (♥ × 2.75) Normal: 9 (♥♥♥♥♥) Hard: 13.5 (♥ × 6.75) **Unarmed:** Easy: 3 (♥♥) Normal: 4 (♥♥) Hard: 6 (♥♥♥)

Contents

Navigation

Spawning

Wither skeletons can spawn in Nether fortresses at a light level between 0 and 7, in groups of 5[JE only] or 2-3[BE only]:

- In the structure bounding box of any single piece of the Nether fortress they can spawn on any block
- In the larger area bounding box of the entire Nether fortress they can spawn exclusively on Nether bricks

They are the only mobs that can spawn inside wither roses due to their immunity to the damaging effect.

Wither Skeleton spawns in: [hide]

	💔 **Wither:** 1 (🖤) per 2 sec 💔 Wither for 10 sec (🖤🖤🖤)
Hitbox size	In *Java Edition*: Height: 2.4 blocks Width: 0.7 blocks In *Bedrock Edition*: Height: 2.412 blocks Width: 0.864 blocks
Speed	0.25 when idle and 0.3125 when attacking
Spawn	🔥 Nether Fortress When a wither reaches half health.[BE only]
Natural equipment	🗡 Stone Sword (right hand: 95%; left hand: 5%[JE only]) 🎃 Carved Pumpkin (22.5% chance, only during Halloween) [JE only] 🎃 Jack o'Lantern (2.5% chance, only during Halloween) [JE only]

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	**Spawn weight**	**Spawn chance**	**Group size**	**Spawn weight**	**Group size**
🔥 Nether Fortress	⁸⁄₂₈	28.57%	5	8	2–3

Spider jockeys

ℹ **This feature is exclusive to *Bedrock Edition*.**

Spiders and cave spiders spawned in the Nether using commands or spawn eggs have a 1% chance to spawn as a spider jockey, with an 80% chance of that spider being ridden by a wither skeleton.

Halloween

ℹ **This feature is exclusive to *Java Edition*.**

On Halloween, wither skeletons have a 22.5% chance of spawning wearing a carved pumpkin and a 2.5% chance of spawning wearing a Jack o'lantern. They are never dropped.

Withers

ℹ **This feature is exclusive to *Bedrock Edition*.**

The wither spawns 3-4 wither skeletons when below half health on Normal and Hard difficulties.

Drops

Java Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average										
		Default			**Looting I**			**Looting II**			**Looting III**		
	Coal	0–1	33.33%	0.33	0–2	66.67%	0.83	0–3	83.33%	1.33	0–4	88.89%	1.83
	Bone	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
	Wither Skeleton Skull[A]	0–1	2.50%	0.03	0–1	3.50%	0.04	0–1	4.50%	0.04	0–1	5.50%	0.06
	Wither Skeleton Skull[B]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

A. Only when killed by a player or a tamed wolf.
B. Only when killed by a charged creeper.

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average										
		Default			**Looting I**			**Looting II**			**Looting III**		
	Coal	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25
	Bone	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	Wither Skeleton Skull[A]	0–1	2.50%	0.03	0–1	4.50%	0.04	0–1	6.50%	0.07	0–1	8.50%	0.09
	Wither Skeleton Skull[B]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

A. Only when killed by a player.

B. Only when killed by a charged creeper.

- 8.5% chance of dropping their unenchanted stone sword which has a random durability. This chance increases by 1% per level of Looting, for a maximum of 11.5% chance with Looting III.
- 5 experience orbs when killed by a player or tamed wolf, and an additional 1–3 is dropped per piece of naturally-spawned equipment that *does not* drop upon death.
  - Because all wither skeletons spawn with a stone sword, each of them effectively drop 6–8 if the sword is not dropped.

- If the wither skeleton *does* drop its stone sword, it drops the default   5 instead.
- A carved pumpkin or jack o'lantern worn by a wither skeleton spawned on Halloween is never dropped.

Behavior

Wither skeletons wander aimlessly when idle. They sprint to attack players, iron golems, baby turtles, piglins, and piglin brutes within 16 blocks.

When an entity is attacked by a wither skeleton on any difficulty, it is inflicted with the Wither effect for 10 seconds, which turns the health bar black (❂ × 10) and decreases it by 1 (❂) every two seconds. Unlike Poison, this effect can cause death.

Wolves are aggressive toward wither skeletons, which retaliate when attacked. Wither skeletons flee from wolves in *Java Edition*, but do not in *Bedrock Edition* because they are part of the skeleton family and wolves attack any mob from that family.[1] Despite being associated to iron golems, villagers and wandering traders are ignored by wither skeletons. However, a wither skeleton can retaliate if a firework rocket set by a villager hits it.

In Normal and Hard difficulties, some wither skeletons pick up dropped equipment. The chance depends on regional difficulty, with up to 55% of them capable of picking up swords higher than stone tier plus any armor. Wither skeletons never take 🏹 bows; in *Java Edition*, if they hold a bow (which can be done with / summon wither_skeleton ~ ~ ~ {equipment:{mainhand:{id:bow, count:1}}}) they shoot flaming arrows even if their bows are not enchanted, dealing the same damage as a normal skeleton would plus an additional 4 (❤❤) of fire damage. If the wither skeleton is holding a tipped arrow or spectral arrow in its off-hand, it shoots that type of arrow, and the arrow held is not consumed. They cannot use crossbows.

Wither skeletons are immune to fire and the Wither effect. They still seek shade or water during daylight if they are in the Overworld, even though they do not burn in sunlight.

As they are also under the "skeletons" entity type tag, if a wither skeleton (only possible through commands) kills a creeper, the creeper drops a music disc, randomly selected from 13, cat, blocks, chirp, far, mall, mellohi, stal, strad, ward, 11, and wait.[*Java Edition* only]

Being an undead mob, they are:

- damaged by the status effect Instant Health and healed by the status effect Instant Damage.
- unaffected by the status effects Regeneration and Poison.
- ignored by the wither.
- affected by the Smite enchantment.
- unable to swim in water, but do not drown.
- a threat to armadillos, causing them to hide in their shell.

Due to their height of 2.4 blocks, they cannot fit through openings 2 blocks tall.

Sounds

Java Edition:

Sounds								[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**
	Wither Skeleton rattles	Hostile Mobs	Randomly	`entity .wither_skeleton .ambient`	`subtitles.entity .wither_skeleton .ambient`	1.0	0.8-1.2	16
	Wither Skeleton hurts	Hostile Mobs	When a wither skeleton is damaged	`entity .wither_skeleton .hurt`	`subtitles.entity .wither_skeleton .hurt`	1.0	0.8-1.2	16
	Wither Skeleton dies	Hostile Mobs	When a wither skeleton dies	`entity .wither_skeleton .death`	`subtitles.entity .wither_skeleton .death`	1.0	0.8-1.2	16
	Footsteps	Hostile Mobs	While a wither skeleton is walking	`entity .wither_skeleton .step`	`subtitles.block .generic .footsteps`	0.15	1.0	16
	Skeleton shoots	Hostile Mobs	When a wither skeleton shoots an arrow (when given a bow through commands)	`entity.skeleton .shoot`	`subtitles.entity .skeleton.shoot`	1.0	$\frac{5}{6}$-1.25	16

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	`entity .wither_skeleton .ambient`	?	1.0	0.8-1.2
	?	Hostile Mobs	When a wither skeleton is damaged	`entity .wither_skeleton .hurt`	?	1.0	0.8-1.2
	?	Hostile Mobs	When a wither skeleton dies	`entity .wither_skeleton .death`	?	1.0	0.8-1.2
	?	Hostile Mobs	While a wither skeleton is walking	`entity .wither_skeleton .step`	?	0.15	1.0

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key	[hide]
![] Wither Skeleton	wither_skeleton	burn_in_daylight can_breathe_under_water ignores_poison_and_regen inverted_healing_and_harm skeletons undead wither_friends sensitive_to_smite	entity.minecraft.wither_skeleton	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
![] Wither Skeleton	wither_skeleton	48	mob monster skeleton undead wither	entity.wither_skeleton.name	

Entity data

Wither skeleton have entity data associated with them that contains various properties. The wither skeleton is taller than the skeleton.

Java Edition:

   Main article: Entity format
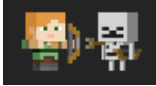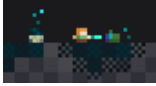
   Entity data

Tags common to all entities
Tags common to all mobs

Bedrock Edition:

   See Bedrock Edition level format/Entity format.

Achievements

	Icon					Trophy
		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	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
		Camouflage	Kill a mob while wearing the same type of mob head.	—	30	Bronze
		Sniper Duel	Kill a Skeleton with an arrow from more than 50 meters.	Use a launched arrow to kill a skeleton, wither skeleton, stray, bogged, or parched from 50 or more blocks away, horizontally.	30	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]
	Not Today, Thank You	Deflect a projectile with a Shield	Block any projectile with a shield.
	Spooky Scary Skeleton	Obtain a Wither Skeleton's skull	Have a wither skeleton skull in the inventory.
	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

Java Edition

Java Edition			[hide]
1.4.2	12w36a	Added wither skeletons.	
	12w38b	Wither skeletons now spawn more frequently.	
1.4.4	1.4.3	Wither skeletons can now sprint toward the player.	
1.8	14w11a	Wither skeletons now run away from creepers that are about to explode.	
	14w25a	Wither skeletons no longer visibly catch fire when going into fire or lava.	
		Wither skeletons now drop their skull when killed by a charged creeper.	
	14w30a	The weapon holding position of wither skeletons has been changed.	
1.8.1	pre1	Wither skeletons no longer run away from creepers that are about to explode.	
1.9	15w31a	Wither skeletons now lower their arms when idle and swing their arms when damaging something.	
		Wither skeletons now sometimes (11% of times) spawn with their left hand as their main hand.	
		Wither skeletons now have the ability to hold items in both of their hands.	
	15w39a	Wither skeletons are now slightly shorter (2.4 blocks tall rather than 2.535) and narrower (0.7 blocks instead of 0.72).	
1.10	16w20a	Added separate spawn eggs for wither skeletons.	
	pre2	The wither skeleton spawn egg has been removed.	
1.11	16w32a	The wither skeleton spawn egg has been re-added.	
		The wither skeleton's in-game name is now "Wither Skeleton" instead of "Skeleton".	
		Creepers no longer drop music discs when killed by wither skeletons.[2]	
		Wither skeletons can no longer spawn from normal skeleton spawn egg used in the Nether.	
	16w39a	Wither skeletons now have their own sounds.	
1.13	18w19a	Wither skeletons now sink underwater.	
		Wither skeletons no longer drown underwater.	
1.14	18w43a	The texture of wither skeletons has been changed.	
		Wither skeletons are now immune to the Wither effect.	
		Creepers now drop music discs when killed by wither skeletons again.[a]	
	19w09a	Wither skeletons holding tipped arrows or spectral arrows in their off-hand now shoot that type of arrow.[3]	

September 28, 2019 (https://youtube.com/watch?v=leBJrc15yno&t=702)		Announced piglins, which attack wither skeletons.
1.15	**19w37a**	Mobs that spawn wearing carved pumpkins or jack o'lanterns on Halloween no longer drop them.
1.16	**20w07a**	Added piglins, which attack wither skeletons.
	20w10a	Wither skeletons now attack piglins on sight.[4]
	20w21a	Wither skeletons are now the only mobs that can spawn on wither roses.
1.19	**pre1**	Wither skeletons now spawn from light level 0 to 11.
1.19.3	**22w46a**	Wither skeletons now spawn from light level 0 to 7 in the Nether.
1.21.4	**24w45a**	Wither skeletons now prefer to pick bows from the ground as opposed to other items.
	24w46a	Wither skeletons now no longer pick up bows.
1.21.11	**pre1**	Wither skeletons can no longer pick up spears.

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.12.1	build 1	Added wither skeletons.	
	build 9	Wither skeletons are now larger than regular skeletons.	
	build 12	Added new sounds for dying wither skeletons.	
v0.15.0	build 1	Wither skeletons now lower their arms when idle and swing their arms when damaging something.	
		Added separate spawn eggs for wither skeletons.	
v0.16.0	build 4	Wither skeletons now spawn when a wither's health reaches 50%.	

Bedrock Edition			[hide]
?		Wither skeletons no longer spawn with gear (or enchanted gear).	
1.5.0	beta 1.5.0.0	Wither skeletons now sink in water.	
		Wither skeletons no longer drown underwater.	
	beta 1.5.0.4	Wither skeletons now seek and attack baby turtles.	
1.10.0	beta 1.10.0.3	The texture of wither skeletons has been changed.	
		Wither skeletons can now be renamed with a name tag.[5]	
1.16.0	beta 1.16.0.51	Wither skeletons now have ability to pick up items.	
		Added piglins, which attack wither skeletons.	
1.19.60	Preview 1.19.60.22	Wither skeletons now spawn from light level 0 to 7 in the Nether.	
1.20.40	Preview 1.20.40.20	Wither skeletons now have the same sounds as in *Java Edition*.	
1.21.30	Preview 1.21.30.24	Wither skeletons now have the same "step" sounds as in *Java Edition*.[6]	
1.21.90	Preview 1.21.90.26	Wither skeletons now spawn as riders in spider jockeys when spiders are spawned in the Nether again. They did not since Pocket Edition 1.1.0 due to an identifier change.	
1.21.120	Preview 1.21.120.22	Wither skeletons can now pick up copper swords.	

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	**Xbox One**	**PS3**	**PS4**	**PS Vita**	**Wii U**	**Switch**		
TU19	**CU7**	**1.12**	**1.12**	**1.12**	**Patch 1**	**1.0.1**	Added wither skeletons.	
TU20	**CU8**	**1.13**	**1.13**	**1.13**			Wither skeletons now rarely spawn anywhere in the Nether.	
TU31	**CU19**	**1.22**	**1.22**	**1.22**	**Patch 3**		Wither skeletons no longer visibly catch fire when going into fire or lava.	
							Wither skeletons now drop their skull when killed by a charged creeper.	
TU46	**CU33**	**1.36**	**1.36**	**1.36**	**Patch 13**		Wither skeletons now use the old sound for dying.	
	CU36	**1.38**	**1.38**	**1.38**	**Patch 15**		Wither skeletons now lower their arms when idle and swing their arms when damaging something.	
							Wither skeletons now sometimes spawn with their left hand as their main hand.	
TU54	**CU44**	**1.52**	**1.52**	**1.52**	**Patch 24**	**1.0.4**	Added separate spawn eggs for wither skeletons.	
							Wither skeletons can no longer spawn from normal skeleton spawn egg used in the Nether.	
TU57	**CU49**	**1.57**	**1.56**	**1.56**	**Patch 27**	**1.0.7**	Wither skeletons no longer fear daylight and attack anything that lives.	
TU60	**CU51**	**1.64**	**1.64**	**1.64**	**Patch 30**	**1.0.11**	Wither skeletons now spawn when a wither's health reaches 50%.	
TU69		**1.76**	**1.76**	**1.76**	**Patch 38**		Wither skeletons now sink in water.	
							Wither skeletons no longer drown underwater.	
							Wither skeletons now have the same sounds as in *Java Edition*.	

New Nintendo 3DS Edition

New Nintendo 3DS Edition	[hide]
0.1.0	Added wither skeletons.

Data history

Java Edition

Java Edition		[hide]
1.11	**16w32a**	The entity ID has been changed changed from `Skeleton` to `wither_skeleton`, `SkeletonType` tag is removed.
1.13	**17w47a**	Numeric IDs for entities were presumably deprecated in this version.[*more information needed*]
1.20.3	**23w40a**	Wither skeletons are now part of the `#can_breathe_under_water` and `#undead` tags.

Bedrock Edition

Pocket Edition		[hide]
1.1.0	**alpha 1.1.0.0**	The entity ID has been changed from `skeleton.wither` to `wither_skeleton`.

Issues

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

Gallery

Renders

A wither skeleton

A wither skeleton with a carved pumpkin on its head.
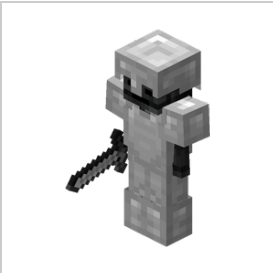
A wither skeleton wearing iron armor and wielding an iron sword.
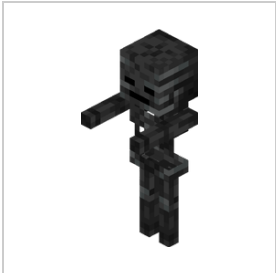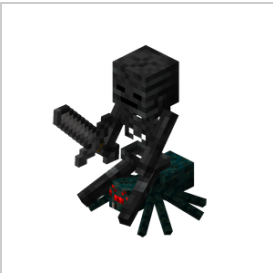

A wither skeleton targeting without a weapon.

A wither skeleton holding a bow, ready to fire an arrow.

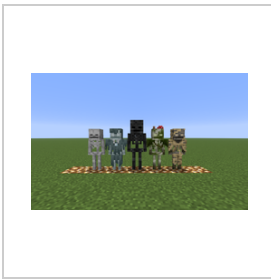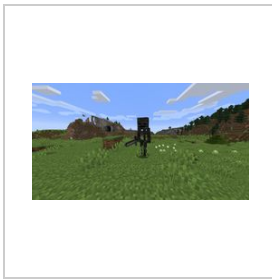A wither skeleton spider jockey. [*Bedrock Edition only*]

A wither skeleton cave spider jockey. [*Bedrock Edition only*]
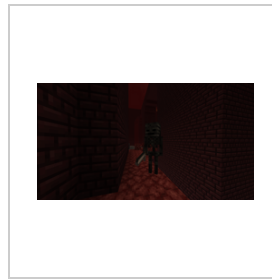
Screenshots

A wither skeleton being compared to its variants in *Java Edition*.
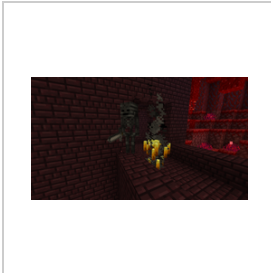

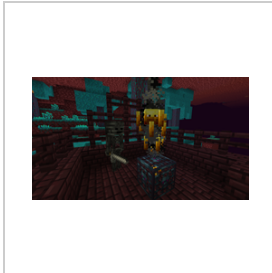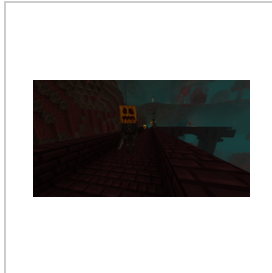A wither skeleton in the Overworld.

A wither jockey.

A wither skeleton next to the wall of a Nether fortress.

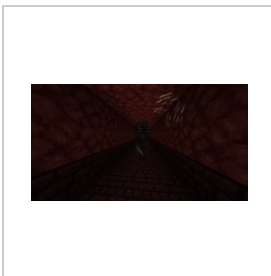A wither skeleton and a blaze idling in a Nether fortress.

A wither skeleton and two blazes near a blaze monster spawner.
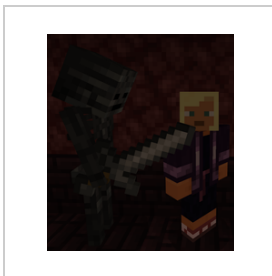

Wither skeleton wearing a pumpkin on Halloween.

Wither skeleton wearing a jack o'lantern in the Nether.

A wither skeleton in a Nether fortress.

A wither skeleton compared to a tall player.
[*Bedrock Edition* only]

Mojang screenshots

A preview of two wither skeletons in the soul sand valley.

Textures

Wither skeleton texture file.

In other media

Wither Skeleton in promotional artwork for the Pretty Scary Update.

Wither Skeletons in promotional artwork for the Nether Update.

A Wither Skeleton, as it appears in Minecraft Dungeons.
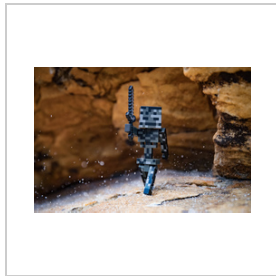

LEGO Minecraft Wither Skeleton.

"Acid Wither Skeleton," an officially licensed T-Shirt design.

An officially licensed cup featuring a wither skeleton.

A wither skeleton as it appears in Ghast in the Machine!

Wither skeleton action figure.

See also

- Skeleton (disambiguation)
- Wither

Notes

1. Wither skeletons can only be given the ability to damage creepers through commands, such as being given a bow.

References

1. MCPE-173569 — Wither Skeletons do not flee from Wolves
2. MC-112579
3. MC-106133
4. MC-172567
5. MCPE-20701
6. MCPE-174857

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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