

# Zombie

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

A **zombie** is a common undead type of hostile mob that deals melee damage and drops rotten flesh on death.

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### Zombie

**Idle** Targeting (JE)



Adult



Baby



**Health points** 20 ( × 10)

**Armor points** 2 ()

**Behavior** Hostile

**Mob type**

Easy: 2.5 ( × 1.25)

Normal: 3 ()

Hard: 4.5 ( × 2.25)

**Hitbox size** **In Java Edition:**

**Adult:**

Height: 1.95 blocks

Width: 0.6 blocks

**Baby:**

Height: 0.975 blocks

Width: 0.3 blocks

**In Bedrock Edition:**

**Adult:**

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# Spawning

## Natural generation

Zombies may spawn in the [Overworld](#) in groups of four in [Java Edition](#) or in groups of 2-4 in [Bedrock Edition](#) above solid blocks in a light level of 0, except in [mushroom fields](#) and [deep dark biomes](#). In [Bedrock Edition](#), zombies also do not spawn in [rivers](#), [frozen rivers](#), and [snowy plains](#). All zombie variants (including babies) require a 2-block tall space to spawn.

Zombies spawned in [desert](#) biomes exposed to the sky have a likelihood of 80%[\[JE only\]](#)/70%[\[BE only\]](#) to be replaced by [husks](#). Zombies that are not husks or [drowned](#) have a 5% chance to spawn as [zombie villagers](#). Zombies have a 5% chance to spawn as babies. Baby zombies then have a 4.75% chance of spawning as [chicken jockeys](#),[\[JE only\]](#) or a 15% chance to be able to ride certain mobs[\[BE only\]](#).

Zombies and their variants spawn with random values of [knockback resistance](#) between 0% and 5%.

Zombie spawns in: [\[hide\]](#)

|                             |  |
|-----------------------------|--|
| <b>Height:</b>              | 1.9 blocks   |
| <b>Width:</b>               | 0.6 blocks   |
| <b>Baby:</b>                | Height: 0.95 blocks<br>Width: 0.3 blocks   |
| <b>Knockback resistance</b> | 0%–5%  |
| <b>Spawn</b>                | <p>At light level of 0.<br/>When a <a href="#">husk</a> drowns.<br/>When a <a href="#">zombie horse</a> spawns, as a <a href="#">zombie horseman</a>.<br/>When another zombie spawns a <a href="#">reinforcement</a>.<a href="#">[JE only]</a></p> <p>When a <a href="#">zombie siege</a> occurs.<a href="#">[JE only]</a></p> <p> <a href="#">Monster Room</a>: from <a href="#">monster spawners</a>.<br/> <a href="#">Trial Chambers</a>: from <a href="#">trial spawners</a>.</p>  |
| <b>Natural equipment</b>    | <p> <a href="#">Iron Shovel</a> (occasionally, right hand: 95%; left hand: 5%<a href="#">[JE only]</a>; may be enchanted)</p> <p> <a href="#">Iron Sword</a> (occasionally, right hand: 95%; left hand: 5%<a href="#">[JE only]</a>; may be enchanted)</p> <p> <a href="#">Iron Spear</a> (occasionally, right hand: 95%; left hand: 5%<a href="#">[JE only]</a>; may be enchanted)</p> <p> <a href="#">Diamond Sword</a> (occasionally in ominous trials, right hand: 95%; left hand: 5%<a href="#">[JE only]</a>)</p> <p> <a href="#">Armor</a> (occasionally, may be enchanted)</p> <p> <a href="#">Carved Pumpkin</a> (22.5% chance, only during Halloween)<a href="#">[JE only]</a></p> <p> <a href="#">Jack o'Lantern</a> (2.5% chance, only during Halloween)<a href="#">[JE only]</a></p> |

| <b>Category: Monster</b> | <b>Java Edition</b> |                     |                   | <b>Bedrock Edition</b> |                   |
|--------------------------|---------------------|---------------------|-------------------|------------------------|-------------------|
| <b>Spawn area</b>        | <b>Spawn weight</b> | <b>Spawn chance</b> | <b>Group size</b> | <b>Spawn weight</b>    | <b>Group size</b> |
| Old Growth Pine Taiga    | 100/540             | 18.52%              | 4                 | 95                     | 2–4               |
| Bamboo Jungle            | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Frozen Peaks             | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Meadow                   | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Windswept Hills          | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Grove                    | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Old Growth Birch Forest  | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Jagged Peaks             | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Snowy Beach              | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Eroded Badlands          | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Flower Forest            | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Sparse Jungle            | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Birch Forest             | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Stony Peaks              | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Beach                    | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Taiga                    | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Lush Caves               | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Snowy Slopes             | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Wooded Badlands          | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Snowy Taiga              | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Forest                   | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Badlands                 | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Ice Spikes               | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Windswept Forest         | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Old Growth Spruce Taiga  | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Stony Shore              | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Cherry Grove             | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Windswept Gravelly Hills | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Dark Forest              | 95/515              | 18.45%              | 4                 | 95                     | 4                 |
| Pale Garden              | 95/515              | 18.45%              | 4                 | 95                     | 2–4               |
| Mangrove Swamp           | 95/516              | 18.41%              | 4                 | 95                     | 1                 |
| Frozen River             | 95/516              | 18.41%              | 4                 | —                      | —                 |
| Swamp                    | 95/516              | 18.41%              | 4                 | 95                     | 4                 |
| Jungle                   | 95/517              | 18.38%              | 4                 | 95                     | 2–4               |
| Deep Cold Ocean          | 95/520              | 18.27%              | 4                 | 95                     | 2–4               |

| Category: Monster   |              | Java Edition |            |              | Bedrock Edition |  |
|---------------------|--------------|--------------|------------|--------------|-----------------|--|
| Spawn area          | Spawn weight | Spawn chance | Group size | Spawn weight | Group size      |  |
| Deep Frozen Ocean   | 95/520       | 18.27%       | 4          | 95           | 2–4             |  |
| Lukewarm Ocean      | 95/520       | 18.27%       | 4          | 95           | 2–4             |  |
| Snowy Plains        | 95/520       | 18.27%       | 4          | —            | —               |  |
| Sunflower Plains    | 95/520       | 18.27%       | 4          | 95           | 2–4             |  |
| Ocean               | 95/520       | 18.27%       | 4          | 95           | 2–4             |  |
| Deep Lukewarm Ocean | 95/520       | 18.27%       | 4          | 95           | 2–4             |  |
| Plains              | 95/520       | 18.27%       | 4          | 95           | 2–4             |  |
| Savanna Plateau     | 95/520       | 18.27%       | 4          | 95           | 2–4             |  |
| Cold Ocean          | 95/520       | 18.27%       | 4          | 95           | 2–4             |  |
| Frozen Ocean        | 95/520       | 18.27%       | 4          | 95           | 2–4             |  |
| Deep Ocean          | 95/520       | 18.27%       | 4          | 95           | 2–4             |  |
| Windswept Savanna   | 95/520       | 18.27%       | 4          | 95           | 2–4             |  |
| Savanna             | 95/520       | 18.27%       | 4          | 95           | 2–4             |  |
| Warm Ocean          | 95/520       | 18.27%       | 4          | 95           | 2–4             |  |
| Dripstone Caves     | 95/610       | 15.57%       | 4          | 95           | 2–4             |  |
| River               | 95/615       | 15.45%       | 4          | —            | —               |  |
| Desert              | 19/515       | 3.69%        | 4          | 95           | 2–4             |  |

## Sieges

Main article: [Zombie siege](#)

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

If a [player](#) is near a [village](#) at midnight, up to 20 zombies may be spawned in the village in accordance with mob spawning rules. The spawning can even happen in [mushroom fields](#) biome if the triggering player is in an adjacent biome. Zombies spawned as a part of a siege are always regular zombies; [zombie villagers](#), [husks](#) and [drowned](#) never spawn as a part of a siege, even in their respective [biomes](#).

## Monster spawners

Inside [monster rooms](#), zombies may have a chance to spawn from a [monster spawner](#). Zombie monster spawners are found in 50% of monster rooms. Zombies spawned from a monster spawner never spawn as [zombie villagers](#).

## Trial spawners

Adult zombies have a  $\frac{1}{3}$  chance to be selected as the "melee" mob for [trial spawners](#) in [trial chambers](#).

Baby zombies have a  $\frac{1}{4}$  chance to be selected as the "small melee" mob for [trial spawners](#).

## Husks

When a [husk's](#) head is submerged in [water](#) for over 30 seconds, the husk starts transforming into a zombie, with a new entity [UUID](#). The husk's equipment remains on the zombie after conversion.[[JE only](#)] The zombie transforms into a [drowned](#) if its head remains submerged.

## Reinforcements

*Main article: § Reinforcements*

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

On Hard difficulty, all zombies have a 0-10% chance to spawn other zombies as reinforcements.

Zombies cannot spawn zombie villagers as reinforcements, despite their natural generation spawn chances being 5%. However, zombie villagers *can* spawn other zombie villagers as reinforcements.

## Zombie horsemen

*Main article: [Zombie Horse § Spawning](#)*

When a zombie horse spawns naturally, it will always spawn with a zombie rider holding an iron spear.

## Variants

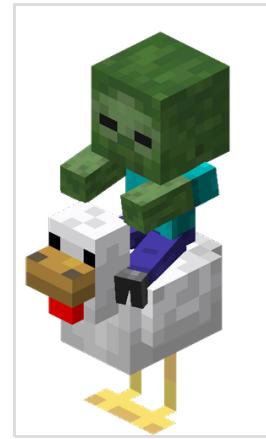
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### Baby zombies

*For the mob in [Minecraft Dungeons](#), see [MCD:Baby Zombie](#).*

Baby zombies make up 5% of zombie spawns. They behave similarly to regular zombies, with the following differences:

- They are much faster than normal zombies, yet they have the same health.
- The noises they make are higher-pitched than adult zombie sound effects.
- Worn armor shrinks to fit their body size.
- They are able to fit through 1×1 block gaps.
- They give 12 experience points when killed by the player or a tamed wolf instead of 5.
- Unlike most other baby mobs, they remain babies indefinitely and never become adult zombies.
- They have a decreased hitbox size.



Baby zombie riding a chicken, known as a chicken jockey.

### Jockeys

*Main articles: [Chicken Jockey](#) and [Jockey](#)*

In Java Edition, every baby zombie has a chance to spawn as a chicken jockey. In a chicken-free environment, each baby has a 4.75% chance of spawning as a chicken jockey, for a total 0.2375% chance for each spawned zombie of spawning as a chicken jockey; if chickens are present, the chance increases to 0.4875%.

In Bedrock Edition, 15% of naturally spawned baby zombies can start riding a mob and become a jockey when it tries attacking. A jockey mob ridden by a baby zombie will adapt to the speed of its rider. A baby zombie can ride:

-  Adult chickens
-  Cows
-  Unsaddled adult pigs
-  Sheep
-  Mooshrooms
-  Untrusting ocelots
-  Untamed cats
-  Untamed wolves
-  Untamed adult horses

-  Untamed adult donkeys
-  Untamed adult mules
-  Adult skeleton horses
-  Adult zombie horses
-  Pandas
-  Adult zombies
-  Adult husks
-  Adult zombie villagers
-  Adult zombified piglins
-  Spiders that were not spawned as a jockey mount

- Cave spiders that were not spawned as a jockey mount

## Geared zombies

Main article: [Geared mobs](#)

Some zombies spawn wearing [armor](#) or holding weapons, both of which may be [enchanted](#). In addition, zombies may also spawn with the ability to pick up loot that is on the ground. The chances of each of these events occurring are listed below. If a zombie spawns wearing multiple pieces of armor, the armor is never mismatched (i.e. all pieces are made of the same material). Zombies cannot naturally spawn with [netherite armor](#).

Chances of zombies wearing or picking up armor, per difficulty

|  | Easy | Normal                    | Hard                          |
|--|------|---------------------------|-------------------------------|
| Can pick up loot                       | 0%   | 0–55% <sup>[note 1]</sup> | 6.875–55% <sup>[note 1]</sup> |
| Armor                                  | 0%   | 0–15% <sup>[note 1]</sup> | 1.875–15% <sup>[note 1]</sup> |
| Armor enchantment <sup>[note 2]</sup>  | 0%   | 0–50% <sup>[note 1]</sup> | 6.25–50% <sup>[note 1]</sup>  |
| Weapon <sup>[note 3]</sup>             | 1%   | 1%                        | 5%                            |
| Weapon enchantment <sup>[note 2]</sup> | 0%   | 0–25% <sup>[note 1]</sup> | 3.125–25% <sup>[note 1]</sup> |

1. Value is based on the [regional difficulty](#).

2. Enchantment is the same as on an enchantment table at level 5–22.<sup>[note 1]</sup>

3.  $\frac{1}{6}$  chance of an iron sword,  $\frac{1}{6}$  chance of an iron spear,  $\frac{2}{3}$  chance of an iron shovel

If a zombie does spawn with armor, the chances of specific armor are as follows:

Chances of different armor pieces, per difficulty

| Armor                            | Easy & Normal | Hard  |
|----------------------------------|---------------|-------|
| Helmet                           | 100%          | 100%  |
| Helmet and chestplate            | 75%           | 90%   |
| Helmet, chestplate, and leggings | 56.25%        | 81%   |
| Full set                         | 42.19%        | 72.9% |

The chances of it being of a particular material are:

Chances of different armor types

| Armor type | Chance |
|------------|--------|
| Leather    | 23.60% |
| Copper     | 32.23% |
| Gold       | 33.29% |
| Chain      | 9.73%  |
| Iron       | 1.10%  |
| Diamond    | 0.04%  |

In [Java Edition](#), the armor is not damaged by any damage source; it cannot "wear out" the way player armor does. Helmets (not blocks like [carved pumpkins](#)) on zombies can break if the zombie is exposed to daylight. In [Bedrock Edition](#), any armor piece is damaged as if the player is wearing it.<sup>[verify]</sup>

Zombies also have a natural armor rating of 2 ()<sup>2</sup>, giving 1.6 to 8% damage reduction from [most sources](#). Zombies can also wear mob [heads](#), although they need to be dropped by the player before the zombie can pick one up and put it on.

On Halloween, zombies in Java Edition may spawn wearing a carved pumpkin or jack o'lantern. They are never dropped, even when the zombies are killed with Looting.

## Drops

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### On death

Java Edition:

#### Decimal Fraction Distribution   Expectation

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| Item   | Quantity / Chance / Average |         |      |           |         |      |            |         |      |             |         |      |
|--|-----------------------------|---------|------|-----------|---------|------|------------|---------|------|-------------|---------|------|
|  | Default                     |         |      | Looting I |         |      | Looting II |         |      | Looting III |         |      |
|  Rotten Flesh                                   | 0–2                         | 66.67%  | 1.00 | 0–3       | 83.33%  | 1.50 | 0–4        | 91.67%  | 2.00 | 0–5         | 94.44%  | 2.50 |
|  Iron Ingot <sup>[A]</sup>                      | 0–1                         | 0.83%   | 0.01 | 0–1       | 1.17%   | 0.01 | 0–1        | 1.50%   | 0.01 | 0–1         | 1.83%   | 0.02 |
|  Carrot <sup>[A]</sup>                          | 0–1                         | 0.83%   | 0.01 | 0–1       | 1.17%   | 0.01 | 0–1        | 1.50%   | 0.01 | 0–1         | 1.83%   | 0.02 |
|  Potato <sup>[A][B]</sup>                       | 0–1                         | 0.83%   | 0.01 | 0–1       | 1.17%   | 0.01 | 0–1        | 1.50%   | 0.01 | 0–1         | 1.83%   | 0.02 |
|  Baked Potato <sup>[A][C]</sup>                 | 0–1                         | 0.83%   | 0.01 | 0–1       | 1.17%   | 0.01 | 0–1        | 1.50%   | 0.01 | 0–1         | 1.83%   | 0.02 |
|  Red Mushroom <sup>[D]</sup>                  | 0–1                         | 50.00%  | 0.50 | 0–2       | 75.00%  | 1.00 | 0–3        | 87.50%  | 1.50 | 0–4         | 91.67%  | 2.00 |
|  Zombie Head <sup>[E]</sup>                   | 1                           | 100.00% | 1.00 | 1         | 100.00% | 1.00 | 1          | 100.00% | 1.00 | 1           | 100.00% | 1.00 |
|  Music Disc Lava<br>Chicken <sup>[A][F]</sup> | 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 *not* on fire and *not* killed with a weapon enchanted with Fire Aspect.
- C. Only when on fire or killed with a weapon enchanted with Fire Aspect.
- D. Only if riding a zombie horse.
- E. Only when killed by a charged creeper.
- F. Only if it is a baby and is riding a chicken.

Bedrock Edition:

#### Decimal Fraction Distribution   Expectation

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| Item  | Quantity / Chance / Average |         |      |           |         |      |            |         |      |             |         |      |
|---|-----------------------------|---------|------|-----------|---------|------|------------|---------|------|-------------|---------|------|
|   | Default                     |         |      | Looting I |         |      | Looting II |         |      | Looting III |         |      |
|  Rotten Flesh                              | 0–2                         | 66.67%  | 1.00 | 0–3       | 66.67%  | 1.33 | 0–4        | 66.67%  | 1.67 | 0–5         | 66.67%  | 2.00 |
|  Iron Ingot <sup>[A]</sup>                 | 0–1                         | 0.83%   | 0.01 | 0–1       | 1.17%   | 0.01 | 0–1        | 1.50%   | 0.01 | 0–1         | 1.83%   | 0.02 |
|  Carrot <sup>[A]</sup>                     | 0–1                         | 0.83%   | 0.01 | 0–1       | 1.17%   | 0.01 | 0–1        | 1.50%   | 0.01 | 0–1         | 1.83%   | 0.02 |
|  Potato <sup>[A]</sup>                     | 0–1                         | 0.83%   | 0.01 | 0–1       | 1.17%   | 0.01 | 0–1        | 1.50%   | 0.01 | 0–1         | 1.83%   | 0.02 |
|  Red Mushroom <sup>[B]</sup>               | 0–1                         | 50.00%  | 0.50 | 0–2       | 50.00%  | 0.75 | 0–3        | 50.00%  | 1.00 | 0–4         | 50.00%  | 1.25 |
|  Zombie Head <sup>[C]</sup>                | 1                           | 100.00% | 1.00 | 1         | 100.00% | 1.00 | 1          | 100.00% | 1.00 | 1           | 100.00% | 1.00 |
|  Music Disc Lava Chicken <sup>[A][D]</sup> | 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 if spawned as a [zombie horseman](#).

C. Only when killed by a [charged creeper](#).

D. Only if it is a baby and is riding a [chicken](#).

## Taken equipment

When a zombie dies, all of its picked-up equipment drops without changing the damage that has accumulated on it in [Java Edition](#). In [Bedrock Edition](#), the armor's durability is still vulnerable to attacks, as if a player is wearing it.

## Naturally-spawned equipment

Zombies have an 8.5% chance of dropping their naturally-spawned equipment and drop it with a random durability. Each level of [Looting](#) increases the chance by 1 percentage point (11.5% with Looting III). They cannot drop the diamond swords that they occasionally wield during [ominous trials](#). These items include:

-  Iron Shovel (sometimes [enchanted](#))
-  Iron Sword (sometimes [enchanted](#))
-  Iron Spear (sometimes [enchanted](#))
-  Diamond Sword (in [ominous trials](#))
-  Random Armor (sometimes [enchanted](#), made from leather, copper, gold, chainmail, iron or diamond)

Additionally, in [Bedrock Edition](#), all naturally spawned equipment always drops at full durability when the zombie converts to a [drowned](#).

## Experience

Adult zombies drop 5 and baby zombies drop 12 when they are killed by a player or a tamed [wolf](#). Any zombie that spawns with equipment drops another 1–3 per item when killed.

## Behavior

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### Attacking

## Attacking the player

Zombies pursue the player on sight from 35 blocks away, raising their arms up higher in *Java Edition*. The detection range of zombies is reduced to half of their normal range (17.5 blocks) while the player wears a zombie head. In *Java Edition*, if a zombie sees a player and a villager together, the zombie prefers to attack the player, and continues chasing the player while ignoring other villagers. In *Bedrock Edition*, zombies prioritize the nearest player, villager, or golem.

Zombies periodically make groaning sounds, which can be heard up to 16 blocks away. Zombies attempt to avoid obstacles, including fall damage, fire, lava, magma blocks, and cactus and try to find the shortest path toward the player.<sup>[1]</sup> Unlike skeletons, zombies do not try to avoid being hit and continue to pursue the player even when being attacked.

## Attacking turtles

Zombies attack baby turtles and actively seek out and destroy turtle eggs within 24 blocks horizontally and 3 blocks vertically, by jumping on them until they crack and break.

## Attacking golems

Zombies pursue and attack only iron golems within 42 blocks; zombies ignore snow golems unless attacked. Iron golems and snow golems attack zombies without provocation, although snow golems deal only knockback to zombies with their snowballs.

## Attacking villagers

Zombies target villagers within a 35- to 52.5-block radius (depending on regional difficulty in *Java Edition*) or just 35-block radius in *Bedrock Edition*, and they can always see villagers through walls. If a zombie is attacking a villager and sees the player, it interrupts its attack on the villager to attack the player instead, even if the player has not attacked it.<sup>[JE only]</sup> Once a zombie has targeted a villager, the zombie ignores any other villagers and the player, until its target is dead, the zombie is attacked or the player moves too close to the zombie.<sup>[BE only]</sup>

Any zombie variant can transform a villager into a zombie villager. The probability depends on the difficulty:

- 0% chance in Peaceful (no zombies spawn) and Easy
- 50% chance in Normal
- 100% chance in Hard

## Attacking wandering traders

Zombies target wandering traders within 35 blocks and can see traders through walls. The zombie focuses solely on the trader unless it's attacked, or if either it or the target is killed or moved out of range, or if the trader is under the invisibility status effect.

## Weapon damage

A zombie holding a weapon adds the weapon's damage to its normal melee damage. For example, a zombie holding an iron shovel on Normal difficulty deals 3 (💔) from its punch + 3.5 (❤ × 1.75) from the shovel for a total of 6.5 (❤ × 3.25). (it should be noted that, in *Java Edition*, damage values shown when hovering over weapons in the inventory include the player's 1 (❤) base melee damage, so an iron shovel shows up as 4.5 (❤ × 2.25); subtracting 1 gives the actual weapon's damage.) The zombie's weapon damage is scaled by difficulty: if the zombie would deal X damage on Normal, it deals 1.5



A zombie breaking down a wooden oak door. The zombie can break only the top half of the door, not the bottom half.

\* X on Hard and  $0.5 * X + 1$  on Easy. So for example a zombie with an iron shovel deals  $1.5 * 6.5 = 9.75$  ( $\heartsuit \times 4.875$ ) on Hard and  $0.5 * 6.5 + 1 = 4.25$  ( $\heartsuit \times 2.125$ ) on Easy. Enchantments add their damage as normal before difficulty scaling.

## Burning under daylight

Zombies burn when exposed to direct sunlight starting 27 seconds (540 ticks) before the beginning of a new day. Burning is suppressed when the zombie is:

- under an area with a sunlight level of 14 or less
- in water
- wearing head armor (the helmet absorbs the damage from daylight but may take several day cycles to wear out completely)
- under the status effect of Fire Resistance
- standing in cobwebs.<sup>[2]</sup>

Transparent blocks, such as glass, do not prevent them from burning.

If they attack an entity while burning, they may set it on fire, with a  $(30 \times \text{regional difficulty})\%$  chance and with a  $2 \times \text{floor}(\text{regional difficulty})$  second duration<sup>[JE only]</sup>.

## Mob type

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.
- A threat to armadillos, causing them to hide in their shell.

## Picking up items

*Main article: Geared mobs § Picking up gear*

Some zombies are capable of automatically picking up dropped items that they come across. Mob heads and carved pumpkins are automatically worn on their heads. Zombies can equip armor, weapons or tools. If a zombie encounters another similar item, it may drop the previous item in favor of the new one if:

- both items are armor/weapons and the new item is better damage-wise (reduces higher damage for armor, or inflicts more damage for swords) *without considering enchantments*,
- both items are armor/swords with the same damage reduction/infliction, the new item has NBT tags while the old does not<sup>[JE only]</sup> or the new item is less damaged than the old item, or
- both items are bows and the new item has NBT tags while the old does not.

For example, a zombie can pick up a totem of undying, which cannot be retrieved by killing the zombie because that would activate the totem. However, the zombie would drop the totem in favor of a sword or armor.

Items dropped by mobs in exchange for another cannot be picked up by players or mobs for 10 game ticks (0.5 seconds, barring lag), but can be picked up by hoppers.

A zombie holding a picked-up item does not despawn when left alone, similar to being name tagged.

Zombies have a higher chance of being able to pick up items in Hard difficulty.

Picked-up items do not cause the zombie to drop more experience when killed, unlike naturally-spawned gear.

## Breaking doors

Up to 10% of zombies (depending on [regional difficulty](#) in [Java Edition](#)) in pursuit of a target can pathfind through closed [wooden](#) and [copper doors](#), and on Hard (and Hardcore) difficulty can succeed in breaking them down. Zombies can break only the top half of a door, meaning they cannot break a door if the zombie is facing the bottom half of the door.



A zombie choosing to break the [door](#) down instead of taking an alternative path.

## Reinforcements

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

On all difficulty levels, damaged zombie mobs (including zombie villagers, husks, drowned and even [zombified piglins](#)<sup>[3]</sup>) call all other zombie mobs of the same type within a 67×21×67 to 111×21×111 area<sup>[n 1]</sup> centered on the attacked zombie to target the attacker.

In Hard difficulty, zombie mobs can spawn additional zombie mobs of the same type to "help" when damaged while targeting a player or other entity. Each mob has a "likeliness to call reinforcements" statistic ranging from 0–10%, and "leader" zombie mobs (0–5% depending on [regional difficulty](#)) get a bonus of 50–75 percentage points to the stat. When the mob is damaged by an entity or is damaged while targeting an entity, up to 50 attempts are made to randomly choose a spawn location (0 or ±7–40 blocks away in all three axes) that is above a block with a solid top surface, has light level 0, has no players within 7 blocks, and has no colliding entities or blocks at which to spawn the reinforcement. They spawn on the north-west corner of the designated block, instead of the center of the block like natural mob spawning does.<sup>[4]</sup> Meaning that they can spawn in locations that the natural spawning rules would not allow, such as inside [chain](#) blocks, although the designated block cannot be a non-solid block that would prevent usual mob spawning like [redstone dust](#) or [pressure plates](#). Reinforcements can spawn even in biomes where the mob can't spawn naturally, like [mushroom fields](#), [the End](#), and [the Nether](#)<sup>[5]</sup>.

Both the damaged mob and the new mob has a 5 percentage point penalty to their "likeliness to call reinforcement" stat, preventing infinite zombie mobs from spawning this way.

Additionally, reinforcements do not spawn at all, even on Hard difficulty, if the [game rule](#) `doMobSpawning` is set to `false`.

Leader zombie mobs are a special type of that mob that spawn with an added 50–75% chance to spawn reinforcements. The chance of a leader spawning increases with clamped regional difficulty, up to a 5% chance of spawning. Leaders can also spawn with up to 100 max health, but due to a bug they do not spawn with more than 20 health points.<sup>[until JE 26.1]</sup>

Reinforcements spawn regardless of the [hostile mob cap](#). Mobs spawned as reinforcements will be of the same type of zombie<sup>[3]</sup> (i.e. zombie villagers only call upon other zombie villagers) but they can be babies, including chicken jockeys. They also respect spawning requirements for the specific zombie type, meaning [husk](#) reinforcements can only spawn under the sky, [drowned](#) reinforcements may only spawn in water, and [zombified](#) [piglin](#) reinforcements cannot spawn on [nether wart blocks](#).

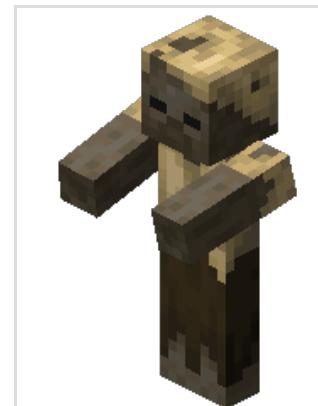
## Becoming drowned

If a zombie's head is submerged in water for 30 seconds, it begins converting into a [drowned](#). The zombie shakes, similar to a zombie villager being cured and, after 15 seconds, the zombie becomes drowned. Once this process starts, it cannot be stopped even if the zombie leaves water. This time is not affected by the [Respiration](#) enchantment or the [Water Breathing](#) status effect.

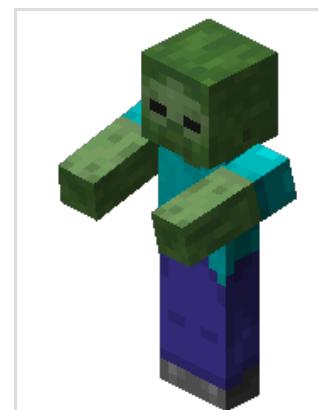
A newly-converted drowned always has full health even if converted from a damaged zombie.

An item being held or worn by a zombie when it becomes drowned, whether it was picked up or naturally spawned, has a 100% drop rate, which includes any naturally spawned equipment dropping with full durability.[BE only]

Only normal zombies can become drowned; zombie villagers and zombified piglins cannot be converted.<sup>[6]</sup> Husks, however, convert into zombies if they drown, and then they convert into a drowned as does a normal zombie. Any husks that convert into zombies also have full health, even if the drowned husk is damaged.



A husk that suffocates in water converts to a zombie.



A zombie that suffocates in water converts into a drowned.

| Sounds |                            |              |  |                                    |  |        |                            |                      | [hide] |
|--------|----------------------------|--------------|--|------------------------------------|--|--------|----------------------------|----------------------|--------|
| Sound  | Closed captions            | Source       | Description                              | Identifier                         | Translation key                            | Volume | Pitch                      | Attenuation distance |        |
|        | Zombie groans              | Hostile Mobs | Randomly                                 | entity.zombie.ambient              | subtitles.entity.zombie.ambient            | 1.0    | 0.8–1.2<br>(Baby: 1.3–1.7) | 16                   |        |
|        | Zombie hurts               | Hostile Mobs | When a zombie is damaged                 | entity.zombie.hurt                 | subtitles.entity.zombie.hurt               | 1.0    | 0.8–1.2<br>(Baby: 1.3–1.7) | 16                   |        |
|        | Zombie dies                | Hostile Mobs | When a zombie dies                       | entity.zombie.death                | subtitles.entity.zombie.death              | 1.0    | 0.8–1.2<br>(Baby: 1.3–1.7) | 16                   |        |
|        | Footsteps                  | Hostile Mobs | While a zombie is walking                | entity.zombie.step                 | subtitles.block.generic.footsteps          | 0.15   | 1.0                        | 16                   |        |
|        | Zombie infects             | Hostile Mobs | When a zombie infects a villager         | entity.zombie.infect               | subtitles.entity.zombie.infect             | 2.0    | 0.8–1.2                    | 16                   |        |
|        | Door shakes                | Hostile Mobs | While a zombie is breaking a wooden door | entity.zombie.attack_wooden_door   | subtitles.entity.zombie.attack_wooden_door | 2.0    | 0.8–1.2                    | 16                   |        |
|        | Door breaks                | Hostile Mobs | When a zombie breaks a wooden door       | entity.zombie.break_wooden_door    | subtitles.entity.zombie.break_wooden_door  | 2.0    | 0.8–1.2                    | 16                   |        |
|        | Turtle Egg stomped         | Hostile Mobs | When a zombie is jumping on turtle eggs  | entity.zombie.destroy_egg          | subtitles.entity.zombie.destroy_egg        | 0.5    | 0.9–1.1                    | 16                   |        |
|        | Zombie converts to Drowned | Hostile Mobs | When a zombie converts to a drowned      | entity.zombie.converted_to_drowned | subtitles.entity.zombie.convert_to_drowned | 2.0    | 0.8–1.2                    | 16                   |        |
|        | Block broken [sound 1]     | None         | Unused sound event [sound 2]             | entity.zombie.attack_iron_door     | subtitles.block.generic.break [sound 1]    | None   | None                       | None                 |        |

1. [MC-226770](#)

2. "[MC-218122] Unused sound event: minecraft:entity.zombie.attack\_iron\_door - Jira" (<https://bugs.mojang.com/browse/MC/issues/MC-218122>) – Mojira, March 8, 2021.

*Bedrock Edition:*

| Sounds |  |              |  |                                    |  |         |                         | [hide] |
|--------|--|--------------|--|------------------------------------|--|---------|-------------------------|--------|
| Sound  | Closed captions<br>[upcoming: BE 26.0] | Source       | Description                              | Identifier                         | Translation key<br>[upcoming: BE 26.0] | Volume  | Pitch                   |        |
|        | ?                                      | Hostile Mobs | Randomly                                 | mob.zombie.say                     | ?                                      | 1.0     | 0.8-1.2 (Baby: 1.3-1.7) |        |
|        | ?                                      | Hostile Mobs | When a zombie is damaged                 | mob.zombie.hurt                    | ?                                      | 1.0     | 0.8-1.2 (Baby: 1.3-1.7) |        |
|        | ?                                      | Hostile Mobs | When a zombie dies                       | mob.zombie.death                   | ?                                      | 1.0     | 0.8-1.2 (Baby: 1.3-1.7) |        |
|        | ?                                      | Hostile Mobs | While a zombie is walking                | mob.zombie.step                    | ?                                      | 0.45    | 1.0 (Baby: 1.5)         |        |
|        | ?                                      | Hostile Mobs | While a zombie is breaking a wooden door | mob.zombie.wood                    | ?                                      | 1.0     | 1.0                     |        |
|        | ?                                      | Hostile Mobs | When a zombie breaks a wooden door       | mob.zombie.woodbreak               | ?                                      | 1.0     | 1.0                     |        |
|        | ?                                      | Players      | When a zombie is jumping on turtle eggs  | fall.egg                           | ?                                      | 0.5     | 0.9-1.0                 |        |
|        | ?                                      | Hostile Mobs | Unused sound event [sound 1]             | entity.zombie.converted_to_drowned | ?                                      | 1.0     | 1.0                     |        |
| None   | None [sound 2]                         | None         | Unused sound event [sound 1]             | mob.zombie.converted_to_drowned    | None [sound 2]                         | 1.0-2.0 | 0.3-1.0                 |        |

1. [MCPE-53297](#)

2. Empty events do not have this parameter set.

## Data values

---

### ID

*Java Edition:*

| Name   | Identifier | Entity tags  | Translation key [hide]  |
|--|------------|--|-------------------------|
|  Zombie | zombie     | burn_in_daylight<br>can_breathe_under_water<br>ignores_poison_and_regen<br>inverted_healing_and_harm<br>no_anger_from_wind_charge<br>undead<br>wither_friends<br>zombies<br>sensitive_to_smite | entity.minecraft.zombie |

*Bedrock Edition:*

| Name   | Identifier | Numeric ID | Family  | Translation key [hide] |
|--|------------|------------|---|------------------------|
|  Zombie | zombie     | 32         | baby_zombie<br>mob<br>monster<br>undead<br>zombie | entity.zombie.name     |

## Entity data

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

*Java Edition:*

*Main article: Entity format*

Entity data

### Tags common to all entities

### Tags common to all mobs

**CanBreakDoors:** 1 or 0 (true/false) - true if the zombie can break doors (default value is 0).

**DrownedConversionTime:** The number of ticks until this zombie converts to a drowned, or husk to zombie. (default value is -1, when no conversion is under way).

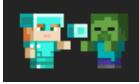
**InWaterTime:** The number of ticks this zombie or husk has been under water, used to start the drowning conversion. (default value is -1, when no conversion is under way).

**IsBaby:** 1 or 0 (true/false) - true if this zombie is a baby. May be absent.

*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:<br><a href="#">[show]</a><br>Other mobs may be killed, but are ignored for this achievement.   | 15                | Bronze           |
|  |  | Diamonds to you! | Throw diamonds at another player.                   | Drop a diamond. Another player or a zombie must then pick up this diamond.  | 15                | Bronze           |
|  |  | Camouflage       | Kill a mob while wearing the same type of mob head. | —   | 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] |
|------|---------------------------------|-----------------------------------|--|--------|
|      | <a href="#">Monster Hunter</a>  | Kill any hostile monster          | Kill <u>one</u> of these 41 monsters: <a href="#">[show]</a><br>Other mobs may be killed, but are ignored for this advancement.  |        |
|      | <a href="#">It Spreads</a>      | 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. |        |
|      | <a href="#">Monsters Hunted</a> | Kill one of every hostile monster | Kill <u>each</u> of these 41 monsters: <a href="#">[show]</a><br>Other mobs may be killed, but are ignored for this advancement.   |        |

Advancements that apply to all mobs:

[\[show\]](#)

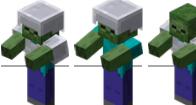
## History

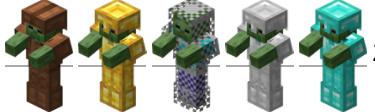
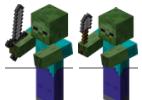
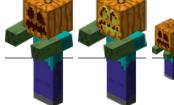
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### Mention and teaser

|   |  |
|---|--|
| <a href="#">June 17, 2009 (<a href="https://forums.tigsource.com/index.php?topic=6273.msg215704#msg215704">https://forums.tigsource.com/index.php?topic=6273.msg215704#msg215704</a>)</a> | Notch mentions lava zombies or troll infestations that would roam the land and break things. |
| <a href="#">August 14, 2009 (<a href="https://notch.tumblr.com/post/162878409/status-update-video">https://notch.tumblr.com/post/162878409/status-update-video</a>)</a>                   | Notch teased zombies.  |

### Java Edition

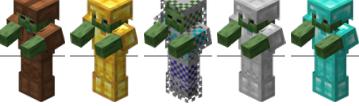
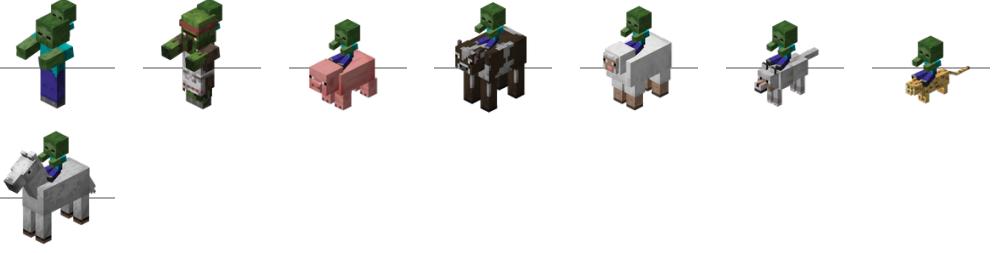
| <a href="#">Java Edition Classic</a> <span style="float: right;">[hide]</span> |  |  |
|--|--|--|
|  |  Added zombies.   |  |
| <a href="#">0.24 SURVIVAL TEST</a>   | Zombies are the second mob to be added to <i>Minecraft</i> .   |  |
|  | Zombies can run as fast as the player.   |  |
|  |  Zombies occasionally appear wearing armor, but this has no protective effect on their health.  |  |
|  | Zombies have arm swinging animations when they attack. <sup>[7]</sup>  |  |
|  | Killing a zombie rewards 100 points.   |  |
| <a href="#">0.25 SURVIVAL TEST</a>   | Zombies are now more dangerous, respawn, despawn, and fight skeletons that shoot them.   |  |
| <a href="#">0.27 SURVIVAL TEST</a>   | Zombies now give 80 points when killed.  |  |
| <a href="#">Java Edition Indev</a> <span style="float: right;">[hide]</span>   |  |  |
| <a href="#">0.31</a>   | <a href="#">20091223-0040</a> Zombies and other mobs no longer spawn naturally.  |  |
|  | <a href="#">20100202</a> Zombies and other mobs now spawn naturally again. However, they are currently passive.  |  |
|  | Zombies' armor has been removed, as well as their arm swinging attack animations.  |  |
|  | <a href="#">20100204-2027</a> Zombies are now hostile again.   |  |
|  | <a href="#">20100213</a> Zombies now catch on fire when exposed to sunlight.   |  |
|  | <a href="#">20100218-0011</a> The chances of zombies catching on fire in sunlight have been tweaked.   |  |
|  | Zombies now burn only when the sunlight level is greater than 7, and not due to torches at night <sup>[verify]</sup> .   |  |
|  | <a href="#">20100219</a> Zombies now drop 0–2 feathers upon death. Before chickens were added in <i>Minecraft</i> , Notch confessed <sup>[8]</sup> that he made zombies drop feathers because he had no idea what they should have dropped when killed.                                      |  |
| <a href="#">Java Edition Alpha</a> <span style="float: right;">[hide]</span>   |  |  |
| <a href="#">v1.0.3</a>   | Added unique idle and hurt sounds for zombies. Previously, they had no idle sounds and used the hurt sound for players.  |  |
| <a href="#">Java Edition Beta</a> <span style="float: right;">[hide]</span>    |  |  |
| <a href="#">1.8</a>  | <a href="#">Pre-release</a> Zombies now drop 0–2 rotten flesh instead of 0–2 feathers upon death.  |  |
| <a href="#">Java Edition</a> <span style="float: right;">[hide]</span>         |  |  |
| <a href="#">1.0.0</a>  | <a href="#">Beta 1.9 Prerelease</a>  All mobs have the bottom texture of the face flipped, resulting in a change in the model.  |  |
|  | <a href="#">Beta 1.9 Prerelease 4</a> Zombies can now be harmed by splash potions of Healing, and healed by splash potions of Harming.   |  |
|  | Zombies have now become immune to poison and regeneration.   |  |
| <a href="#">1.2.1</a>  | <a href="#">12w03a</a> The zombies' AI has been improved, giving them a much better sense of direction when pursuing the player, allowing them to navigate obstacles, and even small mazes if constructed, to get to the player.   |  |
|  | Zombies have been given the ability to 'see' through windows, the first mob able to do so intelligently (not counting spiders, who are able to see through all blocks).  |  |
|  | <a href="#">12w04a</a> The zombies' AI has been improved again to cope with catching fire in sunlight. If a zombie is exposed to sunlight and bursts into flames, it searches for a body of water to douse the flames or at least a shelter to hide from sun, unless in pursuit of a player. |  |

|       |               |  |
|-------|---------------|--|
|       |               | Zombies now chase and attack <u>villagers</u> , attack <u>doors</u> (breaking them on Hard and Hardcore difficulties).   |
|       | <u>12w06a</u> | Zombies now sometimes drop iron ingots, helmets, shovels and swords as a rare drop.  |
|       |               | Zombies now sometimes attack villagers in preference to the <u>player</u> , and always chose the shortest way to the target, even if there is a <u>door</u> in the way.  |
|       | <u>12w07a</u> | The drop rate of rare drops for zombies have been reduced.<br>Zombies can no longer break <u>iron doors</u>  |
|       |               |  Zombie armor has been added back into the game, and they can now wear any type of armor.   |
|       |               |  Zombies can now hold an <u>iron sword</u> or <u>iron shovel</u> .  |
|       |               | Zombies now have a chance of dropping these items, if they have them.  |
|       |               | Iron <u>helmets</u> , <u>swords</u> and <u>shovels</u> have been removed as rare drops from zombies.   |
|       | <u>12w32a</u> | Zombies now use their attack animation like they did in <u>Survival Test</u> . This shows only when a zombie is holding a weapon. When a zombie holds a weapon the damage it does is equal to the damage the player would do with the weapon added to the normal damage of the zombie. |
|       |               | Armor worn by zombies now work the same as it does for the player, each piece gives a certain amount of armor points, where each 1 (VV) gives 4% damage reduction, but the total damage reduction is limited to 80%.   |
|       |               | 5% of zombies now spawn as <u>zombie villagers</u> .   |
|       |               | Villagers now become infected when killed by a zombie.   |
| 1.4.2 |               |  Added baby zombies.  |
|       |               | Baby zombies cannot spawn naturally and can be spawned only through map editors and NBT editing.   |
|       |               | When a zombie infects a baby villager, it now creates a baby <u>zombie villager</u> , which is faster than a normal zombie and does not age.   |
|       | <u>12w34a</u> | Zombies now have two new rare drops – <u>carrots</u> and <u>potatoes</u> .   |
|       | <u>12w34b</u> | Zombies can now pick up and equip dropped items. <sup>[9]</sup> <sup>[10]</sup> If killed, the zombie drops the item it is holding.  |
|       |               | Zombies can now survive in sunlight, if they are wearing a <u>helmet</u> or a <u>pumpkin</u> . <sup>[11]</sup>   |
|       | <u>12w36a</u> | The zombie and <u>zombie pigmen</u> models and texture layouts have been changed (no visual change, but breaks <u>texture packs</u> ).   |
|       | <u>12w37a</u> |  On <u>Halloween</u> , zombies and baby zombies can now spawn wearing <u>pumpkins</u> or <u>jack o'lanterns</u> .   |
|       | <u>12w38a</u> | Zombies have been given new <u>sounds</u> .  |
|       |               | Zombies are now able to set the <u>player</u> on <u>fire</u> , if they are on fire and they attack the player.   |
|       | <u>13w03a</u> | Zombies can now call other zombies from the nearby area (radius dependent on <u>difficulty</u> ) to attack the <u>player</u> , making packs of zombies approach shortly after <u>damaging</u> the zombie.  |
|       |               | Zombies now cause more <u>damage</u> when their <u>health</u> is lower. The additional damage ranges from 0 (VV) (at 100% health) to on Easy 3 (VVVV), on Normal 4 (VVVV), on Hard 6 (VVVVVV) (at 0% health) with a linear distribution and values rounded down.                       |
| 1.6.1 | <u>13w17a</u> | When <u>damaged</u> , zombies now have a low chance to spawn more zombies.   |

|               |                                |   |
|---------------|--------------------------------|---|
|               |                                | Zombies can now occasionally spawn as a "leader", providing an increased chance to spawn reinforcements when damaged and an increased max health. However, due to a bug <sup>[12]</sup> , they still spawn with only 20 (  × 10) health remaining. |
|               | <u>13w21a</u>                  | Zombie damage increasing with decreasing health has been removed.   |
|               | <u>13w23b</u>                  | Zombie AI and mechanics have been changed – this has now made them much more horde-like.<br>Zombies are now able to detect the player up to 40 blocks.  |
| <u>1.6.2</u>  | <u>pre</u>                     | Baby zombies now spawn among regular zombies, with the same percentage of spawning as zombie villagers.   |
| <u>1.7.2</u>  | <u>13w36a</u>                  | Baby zombies now drop loot and experience.  |
|               | <u>13w42a</u>                  | Zombies now have up to 10% chance to succeed at breaking wooden doors on Hard mode.   |
| <u>1.7.4</u>  | <u>13w49a</u>                  |  Added chicken jockeys – a rare version of the baby zombie.  |
| <u>1.8</u>    | <u>14w11a</u>                  | Zombies now run away from creepers that are about to explode.   |
|               | <u>14w30a</u>                  | Zombies now drop their head when killed by a charged creeper.   |
| <u>1.8.1</u>  | <u>pre1</u>                    | Zombies no longer run away from creepers that are about to explode due to performance issues.   |
| <u>1.9</u>    | <u>15w31a</u>                  | Zombies now have a chance of holding items in their left hand.  |
|               | <u>15w32a</u>                  | The detection range of zombies is now halved when the player is wearing a zombie head.  |
|               | <u>15w33c</u>                  | The detection range for players wearing the zombie head has been adjusted, now 37.5% of the normal range.   |
|               | <u>15w34a</u>                  | Zombies now have an attack animation similar to the one they had in Survival Test, even without weapons.  |
|               | <u>15w36a</u>                  | The detection range for players wearing the zombie mob head has been changed to 50% of the normal range again.  |
| <u>1.10</u>   | <u>pre1</u>                    | The chance of a zombie setting its target on fire when burning, and the duration of the effect, now depend on raw regional difficulty.  |
| <u>1.13</u>   | <u>18w07a</u>                  | Zombies now intentionally stomp on turtle eggs and attack baby turtles.   |
|               | <u>18w10d</u>                  | Baby zombies now burn in the sun.   |
|               | <u>18w11a</u>                  |  Zombies now sink underwater.<br>Zombies now convert into a drowned instead of dying from drowning.  |
|               | <u>18w21b</u>                  |  Husks now convert into zombies when drowning.   |
| <u>1.14</u>   | <u>18w43a</u>                  |  The textures of zombies and baby zombies have been changed.   |
| <u>1.14</u>   | <u>19w05a</u>                  | Zombies attack the new wandering trader.  |
| <u>1.15</u>   | <u>19w37a</u>                  | Mobs that spawn wearing carved pumpkins or jack o'lanterns on Halloween no longer drop them.  |
|               | <u>19w46a</u>                  | Baby zombies can now be spawned by using a zombie spawn egg on an existing zombie. <sup>[13]</sup>  |
| <u>1.17</u>   | <u>21w13a</u>                  | Zombies drop baked potatoes instead of normal potatoes if on fire when killed or killed by a fire source. <sup>[14]</sup>   |
| <u>1.17.1</u> | <u>pre1</u>                    | Zombies no longer pick up glow ink sacs.  |
| <u>1.18</u>   | <u>Experimental Snapshot 1</u> | Zombies now spawn only at light level 0.  |

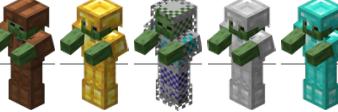
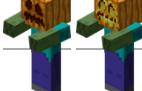
|   |                            |   |
|---|----------------------------|---|
|   | <a href="#">21w39a</a>     | Zombies no longer spawn in <u>dripstone caves</u> .   |
|   | <a href="#">21w40a</a>     | Zombies now spawn in dripstone caves again.   |
| <a href="#">1.20.2</a>                                | <a href="#">23w33a</a>     | Zombies are no longer able to attack through <u>doors</u> and <u>block corners</u> . <sup>[15]</sup>  |
|   |                            | Baby zombies are no longer able to reach players riding <u>horses</u> .   |
| <a href="#">1.20.3</a>                                | <a href="#">23w40a</a>     | Zombies are now part of the <code>#can_breathe_under_water</code> , <code>#undead</code> and <code>#zombies</code> <u>tags</u> .                        |
| <a href="#">1.20.3<br/>Experiment<br/>Update 1.21</a> | <a href="#">23w45a</a>     | Zombies now spawn in <u>trial chambers</u> behind the "Update 1.21" <u>experimental data pack</u> .   |
| <a href="#">1.20.5<br/>Experiment<br/>Update 1.21</a> | <a href="#">24w04a</a>     | No longer retaliates against attacks from the <u>breeze</u> .   |
| <a href="#">1.21.2</a>                                | <a href="#">24w33a</a>     | <u>Zombie villagers</u> , <u>husks</u> , <u>drowned</u> and <u>zombified piglins</u> no longer spawn regular zombies as reinforcements. <sup>[16]</sup> |
|   |                            | Now naturally spawn with armor in the order of (most likely to least likely): helmet, chestplate, leggings, boots. <sup>[17]</sup>                      |
| <a href="#">1.21.7</a>                                | <b>Release Candidate 1</b> | Baby zombies that are part of a <u>chicken jockey</u> drop the new "Lava Chicken" music disc upon being killed by a player or tamed wolf.               |
| <a href="#">1.21.11</a>                               | <a href="#">25w41a</a>     | Zombies can now use <u>spears</u> .   |
|   |                            | Zombies can now spawn wielding an <u>iron spear</u> .   |
|   |                            | Zombies can now spawn riding <u>zombie horses</u> in plains and savannas, as <u>zombie horsemen</u> .   |
|   |                            | Zombies riding zombie horses sometimes drop red mushrooms when killed.  |
|   | <a href="#">25w42a</a>     | Zombies no longer spawn holding different weapons than spears while riding zombie horses.   |
| <b>Upcoming Java Edition</b>                          |                            | [hide]  |
| <a href="#">26.1</a>                                  | <a href="#">snap1</a>      | Leader zombies now spawn with their maximum health instead of 20 health. <sup>[18]</sup>  |

## Bedrock Edition

| Pocket Edition Alpha |               |   |
|----------------------|---------------|---|
|                      |               | [hide]  |
| v0.2.0               |               |  Added zombies.  |
| v0.4.0               |               | Zombies can now drop 0-1 feathers.  |
| v0.5.0               |               | Zombies now have new animations.  |
| v0.7.3               |               | Zombies are now set on fire when exposed to sunlight. Previously, they emit smoke particles and take damage, but are not visually on fire.  |
| v0.8.0               | build 1       | Zombies now spawn more frequently.<br>Zombies now have rare drops of carrots and potatoes.  |
| v0.9.0               | build 2       | Zombie AI and mechanics have been changed – this now makes them much smarter.<br>Zombies are now neutral toward Creative mode players.<br>Zombies now attack villagers  |
| v0.9.2               |               | The health of zombies has been reduced from 26 (  × 13) to 20 (  × 10)  |
| v0.9.4               |               | Zombies now have 2 (  ) armor points, preventing 8% of damage.   |
| v0.11.0              | build 1       |  Added baby zombies and chicken jockeys.<br>Zombies now drop rotten flesh.   |
| v0.12.1              | build 1       |  Zombies can now spawn wearing armor.<br>Zombies can now break down doors.<br>Zombies are now able to detect the player from up to 40 blocks.   |
| v0.14.0              | build 1       | <br><br>Baby zombies and baby zombie villagers have a 15% chance of becoming a jockey.<br>Before becoming a jockey, upon nearing the player, they check for one of the following to mount prior attacking: adult chickens, adult ocelots, adult wolves, adult zombies, adult zombie villager, adult zombie pigmen, cows, pigs, sheep, cave spiders or spiders. |
| v0.16.0              | ?             | Adult zombie pigman are no longer ridden by baby zombie variants.   |
| Bedrock Edition      |               |   |
| 1.4.0                | beta 1.2.20.1 | Baby zombies now burn in daylight.  |
|                      | beta 1.5.0.1  | Zombies now sink underwater.  |
|                      |               |  Zombies now convert into a drowned instead of dying from drowning.  |

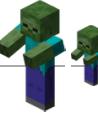
|   |                                |  |
|---|--------------------------------|--|
|   |                                |  Husks now convert into zombies when <a href="#">drowning</a> .   |
|   | <b>beta 1.5.0.4</b>            | Zombies now attack baby <a href="#">turtles</a> and stomp on <a href="#">turtle eggs</a> .   |
| <b>1.8.0</b>                                  | <b>beta 1.8.0.8</b>            |   Baby zombies can now mount adult stray <a href="#">cats</a> and <a href="#">pandas</a> . |
| <b>1.10.0</b>                                 | <b>beta 1.10.0.3</b>           |  The textures of zombies and baby zombies have been changed.<br><br>Zombies now attack <a href="#">wandering traders</a> .  |
| <b>1.13.0</b>                                 | <b>beta 1.13.0.9</b>           | Adult zombie pigmen can now be ridden again by baby zombie variants.   |
| <b>1.16.0</b>                                 | <b>beta 1.16.0.51</b>          | Zombies now have the ability to pick up <a href="#">items</a> .  |
| <b>1.17.30</b>                                | <b>beta 1.17.30.20</b>         | Zombies no longer pick up <a href="#">glow ink sacs</a> .  |
| <b>1.20.60<br/>Experiment<br/>Update 1.21</b> | <b>Preview<br/>1.20.60.20</b>  | Zombies now spawn in <a href="#">trial chambers</a> behind the " <a href="#">Update 1.21</a> " experimental toggle.  |
| <b>1.20.70<br/>Experiment<br/>Update 1.21</b> | <b>Preview<br/>1.20.70.21</b>  | Zombies no longer retaliate against attacks from <a href="#">breezes</a> .   |
| <b>1.21.93</b>                                |                                | Baby zombies that are part of a <a href="#">chicken jockey</a> drop the new " <a href="#">Lava Chicken</a> " music disc upon being killed by a player.   |
| <b>1.21.120</b>                               | <b>Preview<br/>1.21.120.20</b> | The " <a href="#">Lava Chicken</a> " music disc is now dropped when a baby zombie that is part of a chicken jockey is killed by a tamed <a href="#">wolf</a> .   |
| <b>1.21.130</b>                               | <b>Preview<br/>1.21.130.20</b> | Zombies can now spawn wielding an <a href="#">iron spear</a> .<br><br>Due to a bug, zombies only perform jab attacks when holding a spear.   |
|   |                                |  Zombies can now spawn riding <a href="#">zombie horses</a> in plains and savannas, as <a href="#">zombie horsemen</a> .  |
|   |                                | Zombies riding zombie horses sometimes drop <a href="#">red mushrooms</a> when killed.   |
|   |                                | Due to an unreported bug, adult zombies spawned from zombie horsemen can mount mobs that baby zombies can mount, except chickens and other adult zombies.  |
|   |                                | Zombies can now perform charge attacks when holding a spear.   |
|   |                                | Adult zombies spawned from zombie horsemen can no longer find mounts.  |

## Legacy Console Edition

| Legacy Console Edition |          |      |      |         |          |        | [hide]  |
|------------------------|----------|------|------|---------|----------|--------|---|
| Xbox 360               | Xbox One | PS3  | PS4  | PS Vita | Wii U    | Switch |   |
| TU1                    |          |      |      |         |          |        |  Added zombies.  |
| TU5                    |          |      |      |         |          |        | Zombies now drop rotten flesh instead of feathers.  |
| TU12                   | CU1      | 1.00 | 1.00 | 1.00    | Patch 1  | 1.0.1  | The zombies' AI has been improved, which gives them a much better sense of direction when pursuing the player, allowing them to navigate obstacles, and even small mazes if constructed, to get to the player.<br>Zombies have been given the ability to 'see' through windows.<br>If a zombie is exposed to sunlight and bursts into flames, it now search for a body of water to douse the flames.<br>Zombies now chase and attack villagers and now attack doors (breaking them on Hard difficulty).<br>Zombies now attack villagers in preference to the player, and always chose the shortest way to the target, even if there is a door in the way.<br>Zombies now sometimes drop iron ingots, helmets, shovels and swords as rare drops.<br>Zombies' rare loot drops have been changed to be carrots, potatoes or iron ingots.<br>Zombies can now pick up items. |
| TU15                   |          | 1.05 |      |         |          |        |  Zombie armor has been added and zombies can now wear any type of armor.   |
| TU19                   | CU7      | 1.12 | 1.12 | 1.12    |          |        |  Zombies can now hold an iron sword or iron shovel.<br> Added baby zombies.<br>When damaged, zombies now have a low chance to spawn more zombies. [verify]  |
|                        |          |      |      |         |          |        |  On Halloween, zombies and baby zombies can now spawn wearing pumpkins or jack o'lanterns. [is this the correct version?]  |
| TU31                   | CU19     | 1.22 | 1.22 | 1.22    | Patch 3  |        | Baby zombies now drop experience.<br> Added chicken jockeys – a rare version of the baby zombie.   |
| TU46                   | CU36     | 1.38 | 1.38 | 1.38    | Patch 15 |        | Zombies now drop their skull when killed by a charged creeper.<br>Zombies now have a chance of holding items in their left hand.  |
| TU60                   | CU51     | 1.64 | 1.64 | 1.64    | Patch 30 | 1.0.11 | Baby zombies now have a 15% chance of becoming a jockey. Before becoming a jockey, upon nearing the player, they check for one of the following to mount prior attacking: adult chickens, adult ocelots, adult wolves, adult zombies, cows, pigs, sheep, spiders or cave spiders.   |
| TU69                   |          | 1.76 | 1.76 | 1.76    | Patch 38 |        | Baby zombies now burn in sunlight.  |

|  |  |  |  |   |
|--|--|--|--|---|
|  |  |  |  | Zombies now sink in water.  |
|  |  |  |  1.83 | Zombies now convert into a <u>drowned</u> instead of dying from drowning. |
|  |  |  1.91 |  | Husks now convert into zombies when drowning.                             |
|  |  |  |  | Baby zombies can now ride adult stray <u>cats</u> and <u>pandas</u> .     |
|  |  |  |  | Zombies are now hostile toward wandering traders.                         |

## New Nintendo 3DS Edition

| <a href="#">New Nintendo 3DS Edition</a> |   | [hide]                          |
|--|---|---------------------------------|
| 0.1.0                                    |  | Added zombies and baby zombies. |

## Data history

| <a href="#">Java Edition</a> |                        |  | [hide] |
|------------------------------|------------------------|--|--------|
| 1.11                         | <a href="#">16w32a</a> | Entity ID Zombie is now zombie, zombie_villager and husk for those respective mobs.  |        |
| 1.13                         | <a href="#">17w47a</a> | Removed the ZombieType, IsVillager tag, added the Profession tag to zombie_villager only, and made ConversionTime apply to zombie_villager only. |        |
|                              |                        | Numeric IDs for entities were presumably deprecated in this version. <a href="#">[more information needed]</a>                                   |        |

## Issues

Issues relating to "Zombie" 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%20AND%20%28summary%20~%20%22Zombie%22%29%20ORDER%20BY%20resolution%20DESC>).

## Trivia

- The zombie is a playable DLC character in the crossover fighting game [Super Smash Bros. Ultimate](#) as an alternate costume for Steve.
- Zombie sounds were created by [Daniel Rosenfeld](#) gurgling into a microphone when he had a flu.[\[19\]](#)

## Notes

1. The radius is based on the follow\_range stat: base value is 35, ±5% random spawn bonus, then plus 0–50% random zombie-spawn bonus

## Gallery

### Renders

## Jockeys



Chicken Jockey



Adult Zombie Jockey



Adult Husk Jockey



Adult Zombified Piglin Jockey



Pig Jockey



Cow Jockey



Mooshroom Jockey



Sheep Jockey



Wolf Jockey



Ocelot Jockey



Stray Cat Jockey



Horse Jockey



Panda Jockey



Baby Zombie Spider Jockey



Baby Zombie Cave Spider Jockey

## Equipped



Leather Armored



Gold Armored



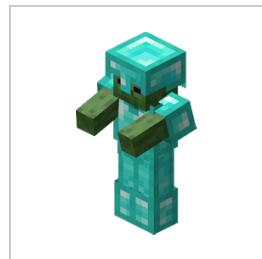
Copper Armored



Chainmail Armored



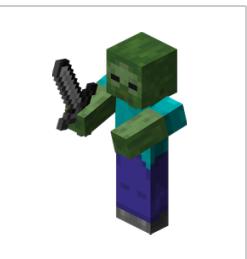
Iron Armored



Diamond Armored



Netherite Armored



A zombie wielding an iron sword



A zombie wielding an iron shovel



A zombie wielding an iron spear

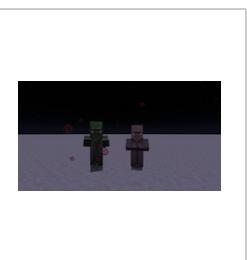
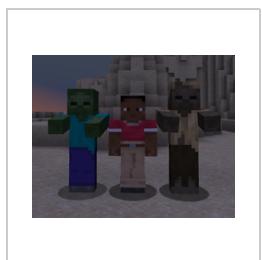
## Screenshots



Zombies with three different armor types.



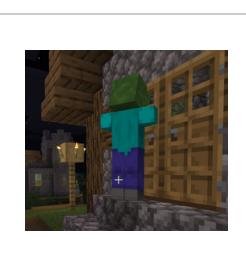
A zombie holding wool.

A [zombie villager](#) curing.A zombie emerging from a [cave](#).

Player, zombie and husk size comparison.

Dying zombie mob in [Bedrock Edition](#).Dying zombie mob in [Java Edition](#).

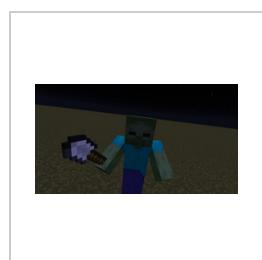
A zombie standing behind a wooden door.



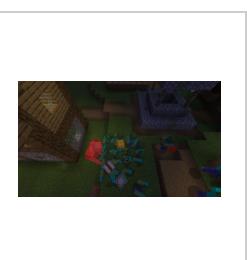
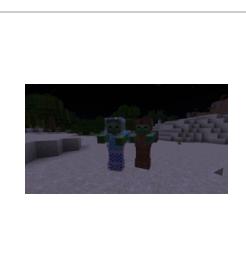
Zombie trying to break through a door of a village house.



A zombie horde that spawned outside a village hammering at a door during a zombie siege.



A zombie wielding an iron shovel doing its attack animation.

A zombie spawned in a [jungle temple](#).A large horde of zombies and an [iron golem](#).

Naturally armored zombies.

An armored zombie that picked up a [stick](#) as a melee weapon.



Zombies wearing pumpkins on Halloween.



A zombie wearing a player head.



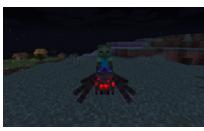
A zombie holding a diamond hoe and full gold armor.



Zombies attacking in *Bedrock Edition*<sup>[20]</sup>



Noor fighting several zombies with a mace.



A baby zombie riding a spider.

## Historical screenshots



A baby zombie "wearing" a jack o'lantern on its head on Halloween. This glitch no longer happens.



The same glitch with a baby zombie wearing a pumpkin.

## Mojang screenshots



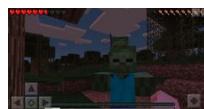
A large amount of zombies holding and wearing blocks.



A baby zombie riding a cow.



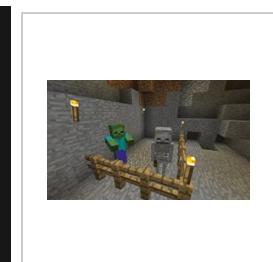
A baby zombie riding a wolf.



A baby zombie riding a zombie.



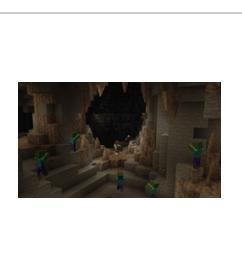
Several *Bedrock Edition*-exclusive jockeys.



A skeleton and zombie in a cave.

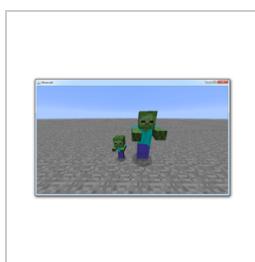


A zombie breaking down a door.

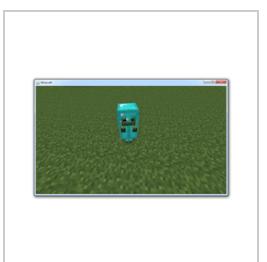


Noor fighting many zombies in a dripstone cave.

## Historical Mojang screenshots



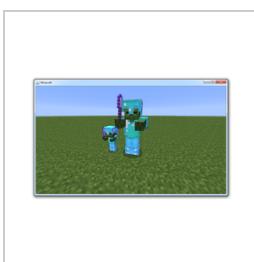
First image of a baby zombie released by Dinnerbone.



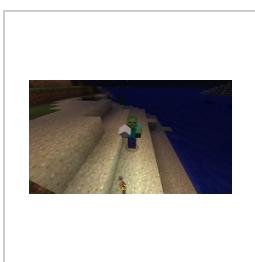
Baby zombie with broken armor model.



A huge amount of zombies.

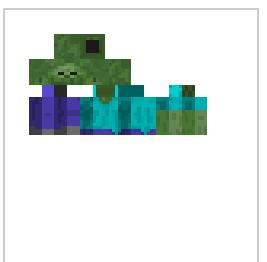


First image of armed and armored zombies released by Dinnerbone.



A zombie holding a piece of white wool.<sup>[9]</sup>

## Textures



Programmer Art

## In other media

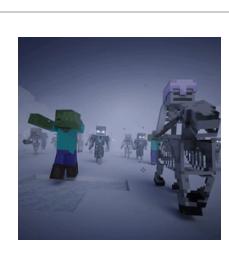
### Official media



A zombie chasing Sunny out of a cave.



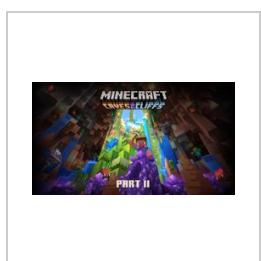
Artwork of a zombie.



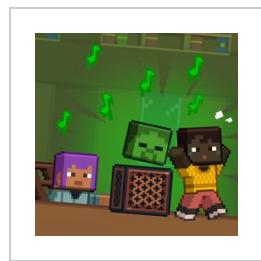
Animation of undead mobs walking on snow, including zombies.



A Zombie in promotional artwork for the first [Caves & Cliffs](#) update.



Zombies in promotional artwork for the second [Caves & Cliffs](#) update.



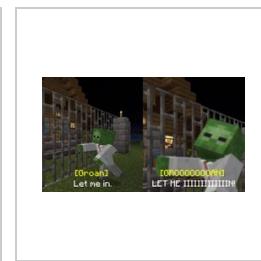
Makena getting startled by a zombie head placed by [Efe](#).



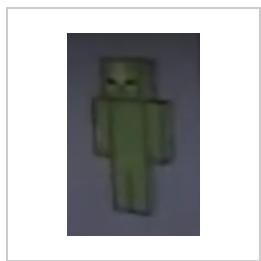
Several zombies surrounding Efe and Ari in a [stronghold](#) library.



A baby zombie greeting Efe on [Halloween](#).<sup>[21]</sup>



A social media rendering of a slightly retextured zombie latching onto [iron bars](#) outside of [Kai's](#) house.<sup>[22]</sup>



Zombie Base  
Concept art for [Minecraft Earth](#) from [The World of Minecraft](#)



World Kindness Day artwork.



Baby zombie in front of 3 garage doors.

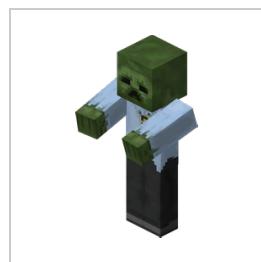


Zombie photo in a [yearbook](#)



A zombie as seen in [A Minecraft Movie](#)

## Merchandise



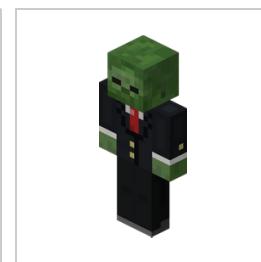
[City texture pack](#)



[Greek mythology  
mash-up pack](#)



[Halloween mash-up  
pack](#)



[Zombie in a Suit](#), a skin featured in the [Battle & Beasts](#) pack.



[Official zombie action figure](#) made by JINX.



"Monster Hunter Icons," a blanket featuring a zombie.



"Sun's Down, Zombies Around," an official T-Shirt design featuring three zombies, one in shadow.



"Zombie Creepy Mansion," an official T-Shirt design featuring a zombie in front of a [Woodland Mansion](#).



Ditto, but in color.



Zombie micromob (middle) from official [LEGO Minecraft](#).



LEGO Minecraft Zombie minifigure.



Baby Zombie minifigure.



A LEGO Minecraft set featuring both an adult and baby zombie.



A LEGO polybag including a zombie minifigure.



Official 8.5-inch Baby Zombie Plushie made by JINX.



Zombie plush made by JINX.



A zombie riding a bike.

## Other



Punched zombie from a [minecraft.net](#) insider "How to Minecraft" (<https://minecraft.net/en-us/article/how-minecraft>).



Official baby zombie charity auction art.



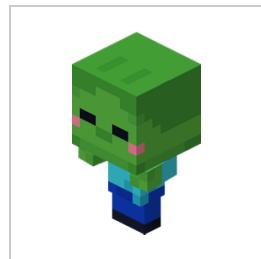
The zombie's official render from [Super Smash Bros. Ultimate](#).



Zombie Spirit from [Super Smash Bros. Ultimate](#).



Several zombies as they appear on the [Nerf World](#) DLC map.



A baby zombie in 15 Year Journey.



Target of a zombie in a cowboy hat from the Universal Studios Event.

## See also

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- [Drowned](#)
- [Giant](#)
- [Husk](#)
- [Zoglin](#)
- [Zombie Horse](#)
- [Zombie Villager](#)
- [Zombified Piglin](#)

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4. MC-114016 — Reinforcement zombies are not centered on a block
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11. "@James9270Tweet Intended." (<https://twitter.com/Dinnerbone/status/24364555687285552>) – @Dinnerbone (<https://twitter.com/Dinnerbone>) (Nathan Adams) on X (formerly Twitter), September 6, 2012
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13. MC-2871
14. MC-199065
15. MC-2310 — Wrong attack radius calculation damages/kills entities through blocks and corners — resolved as "Fixed".

16. MC-14800 — When zombie villagers, husks, drowned or zombified piglins are damaged, they spawn regular zombie reinforcements
17. "[MC-182478] Mob armor generates starting with boots rather than helmet - Jira" (<https://bugs.mojang.com/browse/MC/issues/MC-182478>) – Mojang, May 5, 2020.
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