

Panda View article feedback

This article is about pandas. For other bears, see [Bear](#).

A **panda** is a rare [neutral mob](#) that resides in [jungles](#). Certain aspects of a panda's behavior and appearance vary depending on its personality.

Contents

[Spawning](#)

[Drops](#)

[Breeding](#)

[On death](#)

[Sneezing](#)

[Behavior](#)

[Personalities](#)

[Breeding](#)

[Genetics](#)

[Sounds](#)

[Data values](#)

[ID](#)

[Entity data](#)

[Achievements](#)

[Advancements](#)

[History](#)

[Announcement](#)

[Java Edition](#)

[Bedrock Edition](#)

[PlayStation 4 Edition](#)

[Issues](#)

[Trivia](#)

[Gallery](#)

[Renders](#)

[Skins](#)

[Animations](#)

[Screenshots](#)

[Mojang images](#)

[Concept artwork](#)

[Textures](#)

[In other media](#)

[References](#)

[External links](#)

[Navigation](#)

Panda

[Normal](#) [Lazy](#) [Aggressive](#) [Worried](#)

[Playful](#) [Weak](#) [Brown](#)



Adult



Baby in [Java Edition](#)



Baby in [Bedrock Edition](#)



[View all renders](#)

20 (× 10)

[Health points](#)

10 () (Weak Panda)

[Behavior](#)

Neutral

[Mob type](#)

Animal

Easy: 4 ()

Normal: 6 ()

Hard: 9 ()

Spawning

Pandas spawn rarely in groups of 1–2 in jungle biomes on grass blocks with at least a two-block space above them. They are slightly [Bedrock Edition only] or way [Java Edition only] more common in bamboo jungles and have a 5% chance to spawn as a baby. They do not spawn on podzol.^[1]

Pandas spawn with a randomized personality, with the normal personality being the most common and the brown variant being the rarest.

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

Hitbox size	Adult: Height: 1.25 blocks Width: 1.3 blocks Baby: Height: 0.625 blocks Width: 0.65 blocks
Speed	0.15 0.07 (lazy panda)
Spawn	Jungle Bamboo Jungle Sparse Jungle ^[BE only]
Usable items	Bamboo Cake

Category: Creature	Java Edition				Bedrock Edition	
	Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Bamboo Jungle	80/170	47.06%	1–2	40	1–2	
Jungle	1/91	1.1%	1–2	10	1–2	
Sparse Jungle	—	—	—	10	1–2	

Drops

Breeding

Upon successful breeding, 1–7 experience orbs are dropped.

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default		Looting I			Looting II			Looting III			
Bamboo ^[A]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

A. MC-160006

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
 Bamboo	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00

- 1–3 experience orbs are dropped if killed by a tamed [wolf](#) or the [player](#).

Like other baby [animals](#), killing a baby panda yields no [items](#) or [experience](#).

Sneezing

Baby pandas have $\frac{1}{700}$ chance to drop 1  slimeball after they sneeze. This means that, on average, a weak baby panda produces a slimeball every 4 hours, 51 minutes and 40 seconds, and any other baby panda produces 1 every 58 hours and 20 minutes.

Behavior

A panda tends to roll off cliffs while playing around. Pandas act similarly to other neutral mobs and attack when hurt but only once, similar to [llamas](#) and [bees](#), except on [Peaceful](#) difficulty, in which pandas are passive. Attacking pandas are far more vicious in [Java Edition](#).

Pandas follow any player that is carrying [bamboo](#) and stop following if the player moves beyond approximately 16 blocks away. Pandas produce a whimper sound effect if a thunderstorm is happening in the area.

Adult pandas seek out bamboo and [cake](#) to eat.

Baby pandas have a $\frac{1}{6000}$ chance (0.016%) of sneezing every game tick. Weak baby pandas are more likely to sneeze with a $\frac{1}{500}$ (0.2%) chance every tick. Sneezing makes all adult pandas within 10 blocks jump and rarely drops a [slimeball](#). Baby pandas also occasionally roll over and jump around.

Pandas have one private inventory.

A [lead](#) cannot be used on a panda by normal means.^[2] However, a panda can be leashed using a map editor or [NBT](#) editor.

Pandas can be ridden by baby [zombie](#) variants.^[Bedrock Edition only]

Unlike other neutral mobs, pandas don't count towards the AngryAt tag.^{[3][4][5]}

Personalities

Pandas have different personalities: normal, lazy, worried, playful, aggressive, weak, or brown.

-  **Normal pandas:**

- Identifiable by their frown.
- Do not have unique personality actions.



The different variations of pandas – from left to right: brown, lazy, worried, playful, weak, aggressive and normal.

• Lazy pandas:

- Identifiable by their smile.
- Lie on their backs.
- Are slower than normal pandas, making them the slowest land mob in the game.
- Do not follow a player who is holding bamboo while they're lying on their back.^[JE only] In *Bedrock Edition*, if a player is holding bamboo, a lazy panda stops lying on its back and starts following that player.

• Worried pandas:

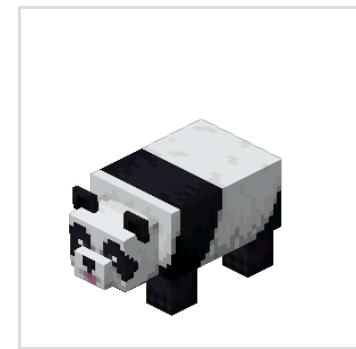
- Identifiable by their worried expression.
- In *Java Edition*, they avoid the player and most monsters except ghasts, hoglins, magma cubes, phantoms, shulkers, slimes, skeleton horses, zombie horses, zombie nautiluses, camel husks and the ender dragon.^[6] In *Bedrock Edition*, they avoid all non-panda mobs, including passive mobs.
- Shake and hide their faces during thunderstorms.
- Do not eat bamboo or cake items on their own.^[JE only]



A worried panda shaking and hiding its face during a thunderstorm.

• Playful pandas:

- Identifiable by their tongues that stick out.
- Roll over and jump around even as adults. The ability to roll may sometimes cause harm or kill the panda as it can accidentally roll off a cliff or into other environmental hazards.^[7]



A Playful panda rolling.

• Aggressive pandas:

- Identifiable by their thick eyebrows and tight frown.
- When hit, an aggressive panda attacks the player and other mobs continuously until the target dies or goes beyond detection range, instead of only once. It also doesn't panic when harmed.
- When nearby pandas are attacked, unless killed in one hit,^[JE only] aggressive pandas become hostile toward the attacker.
- Are slow, but have reach rivaling that of the player.

• Weak pandas:

- Identifiable by their teary eyes and snotty noses.
- Tend to sneeze more often as babies than regular baby pandas, and have half the health of other pandas.

• Brown pandas:

- Identifiable by their brown color and frown.
- Do not have unique personality actions, but are brown and white instead of the usual black and white.

Breeding

The panda is the only animal to have extra breeding conditions. In *Java Edition*, pandas enter love mode when fed with bamboo, but breed only if there is at least one bamboo plant (not including shoots) within a $7 \times 7 \times 3$ area; otherwise the pandas briefly shake their heads and do not breed until that requirement is met. If only one panda is close to a bamboo plant, the other panda shakes its head, but a baby is born.

In *Bedrock Edition*, there must be at least 8 bamboo plants within a five-block radius of each panda in order for them to enter love mode. If a panda is fed without a sufficient amount of bamboo plants nearby, it sits and eats the bamboo instead of entering love mode.

Once pandas successfully breed, they produce a baby panda that remains neutral toward that player.

Cake cannot be used to breed pandas.

Genetics

Each panda has two hidden values called "genes" or "alleles", as found in genetics. Pandas have a main gene and a hidden gene, each assigned to a particular trait. Normal, aggressive, lazy, worried, and playful personalities are dominant traits, while weak and brown personalities are recessive traits. If the main gene is a dominant gene, then it presents as the personality regardless of the hidden gene. If the main gene is recessive and the hidden gene is not the same trait, then a normal personality results. As recessive traits, weak and brown personalities occur if both the main and hidden genes of a panda are weak or brown, respectively. The hidden gene is relevant only for determining the panda's personality if the main gene is recessive.

When two pandas breed, each one passes one of their genes to their children, who then randomly mix both obtained genes as their respective main and hidden genes. There is also a $\frac{1}{32}$ chance for each gene of the baby to mutate into another gene. Normal, weak, and brown traits more commonly result from mutations than other traits do. These probabilities also apply to naturally spawned pandas for their main and hidden genes.

Mutated Gene	Probability
Normal	$\frac{5}{16}$
Aggressive	$\frac{1}{16}$
Lazy	$\frac{1}{16}$
Worried	$\frac{1}{16}$
Playful	$\frac{1}{16}$
Weak	$\frac{5}{16}$
Brown	$\frac{2}{16}$

Panda Personality		Hidden Gene						
		Normal	Aggressive	Lazy	Worried	Playful	Weak	Brown
Main Gene	Normal	Normal	Normal	Normal	Normal	Normal	Normal	Normal
	Aggressive	Aggressive	Aggressive	Aggressive	Aggressive	Aggressive	Aggressive	Aggressive
	Lazy	Lazy	Lazy	Lazy	Lazy	Lazy	Lazy	Lazy
	Worried	Worried	Worried	Worried	Worried	Worried	Worried	Worried
	Playful	Playful	Playful	Playful	Playful	Playful	Playful	Playful
	Weak	Normal	Normal	Normal	Normal	Normal	Weak	Normal
	Brown	Normal	Normal	Normal	Normal	Normal	Normal	Brown

The only way to directly observe the hidden gene of a panda (if they are not weak or brown, in which case the genes are certain) is to use the command : `/data get entity @e[type=minecraft:panda,limit=1] HiddenGene` [Java Edition only] or using third-party NBT editors.

Sounds

Java Edition:

Sounds								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Panda pants	Friendly Mobs	Randomly	entity.panda.ambient	subtitles.entity.panda.ambient	1.0	0.8-1.2 (Baby: 1.3-1.7)	16
	Panda's nose tickles	Friendly Mobs	Before a baby panda sneezes	entity.panda.pre_sneeze	subtitles.entity.panda.pre_sneeze	1.0	1.0	16
	Panda sneezes	Friendly Mobs	When a baby panda sneezes	entity.panda.sneeze	subtitles.entity.panda.sneeze	1.0	1.0	16
	Panda dies	Friendly Mobs	When a panda dies	entity.panda.death	subtitles.entity.panda.death	0.82	0.8-1.2 (Baby: 1.3-1.7)	16
	Panda eats	Friendly Mobs	While a panda is eating an item	entity.panda.eat	subtitles.entity.panda.eat	varies [sound 1]	0.8-1.2	16
	Footsteps	Friendly Mobs	While a panda is walking	entity.panda.step	subtitles.block.generic.footsteps	0.15	1.0	16
	Panda bleats	Friendly Mobs	When two pandas are fed too close together	entity.panda.cant_breed	subtitles.entity.panda.cant_breed	1.0	1.0	16
	Panda huffs	Friendly Mobs	Randomly from an aggressive panda	entity.panda.aggressive_ambient	subtitles.entity.panda.aggressive_ambient	1.0 [sound 2]	0.8-1.2 (Baby: 1.3-1.7)	16
	Panda whimpers	Friendly Mobs	Randomly from a worried panda during a thunderstorm	entity.panda.worried_ambient	subtitles.entity.panda.worried_ambient	1.0	0.8-1.2 (Baby: 1.3-1.7)	16
	Panda hurts	Friendly Mobs	When a panda is damaged	entity.panda.hurt	subtitles.entity.panda.hurt	0.82	0.8-1.2 (Baby: 1.3-1.7)	16
	Panda bites	Friendly Mobs	When a panda attacks something	entity.panda.bite	subtitles.entity.panda.bite	1.0	1.0	16

1. Can be 0.5, 1.0 or 1.5 for each sound, except eat5, which can be 0.425, 0.85, or 1.275

2. Except idle4, which is 0.8

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions <i>[upcoming: BE 26.0]</i>	Source	Description	Identifier	Translation key <i>[upcoming: BE 26.0]</i>	Volume	Pitch	
	Panda pants	Friendly Mobs	Randomly from an adult panda <small>[sound 1]</small>	mob.panda.idle	?	1.0	0.8-1.2	
	Panda pants	Friendly Mobs	Randomly from a baby panda <small>[sound 1]</small>	mob.panda_baby.idle	?	1.0	1.2-1.8	
	Panda's nose tickles	Friendly Mobs	Before a baby panda sneezes	mob.panda.presneeze	?	1.0	0.8-1.2	
	Panda sneezes	Friendly Mobs	When a baby panda sneezes	mob.panda.sneeze	?	1.0	0.8-1.2	
	Panda dies	Hostile Mobs	When a panda dies	mob.panda.death	?	0.82	0.8-1.2 (Baby: 1.3-1.7)	
	Panda eats	Friendly Mobs	While a panda is eating an item	mob.panda.eat	?	<i>varies</i> <small>[sound 2]</small>	0.8-1.2	
	Footsteps	Friendly Mobs	While a panda is walking	mob.panda.step	?	0.4	0.8-1.2 (Baby: 1.3-1.7)	
	Panda bleats	Friendly Mobs	When two pandas are fed too close together	mob.panda.cant_breed	?	1.0	0.8-1.2	
	Panda huffs	Friendly Mobs	Randomly from an aggressive panda <small>[sound 1]</small>	mob.panda.idle.aggressive	?	<i>varies</i> <small>[sound 3]</small>	0.8-1.2 (Baby: 1.3-1.7)	
	Panda pants	Friendly Mobs	Randomly from a worried panda	mob.panda.idle.worried	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	Panda hurts	Hostile Mobs	When a panda is damaged	mob.panda.hurt	?	0.82	0.8-1.2 (Baby: 1.3-1.7)	
	Panda bites	Hostile Mobs	When a panda attacks something	mob.panda.bite	?	1.0	0.8-1.2	

1. This sound plays less often than it should due to [MCPE-153559](#), as nosebreath and pant sounds do not exist.
2. All are 1.0, except for eat5, which is 0.85
3. All are 1.0, except for aggressive4, which is 0.8

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Panda	panda	followable_friendly_mobs	entity.minecraft.panda

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Panda	panda	113	mob panda panda_aggressive	entity.panda.name

Entity data

Panda have entity data associated with them that contains various properties.

Java Edition:

Main article: Entity format

Entity data

Additional fields for mobs that can breed

Tags common to all entities

Tags common to all mobs

HiddenGene: The secondary gene this panda has, that can transfer to the child.

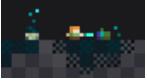
MainGene: The primary gene this panda has, that determines the behavior and appearance of the panda and that can transfer to the child.

Gene	Data value	[Expand]
------	------------	----------

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					
		Zoologist	Breed two pandas with bamboo.	—	40	Gold
		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. <small>Mobs that drop no experience are ignored for this achievement.</small>	10	Bronze

Achievements that apply to all mobs:

[show]

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	<u>It Spreads</u>	Kill a mob near a Sculk Catalyst	Kill <u>any</u> mob that drops <u>experience</u> near a <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . <u>Mobs</u> that drop <u>no experience</u> are ignored for this advancement.	
	<u>The Parrots and the Bats</u>	Breed two animals together	Breed a pair of <u>any</u> of these 27 animals: [show] A <u>mule</u> must be the result of <u>breeding</u> a <u>horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.	
	<u>Two by Two</u>	Breed all the animals!	Breed a pair of <u>each</u> of these 26 animals: [show] A trader <u>llama</u> does not count as a <u>llama</u> , and a <u>mule</u> must be the result of breeding a <u>horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.	

Advancements that apply to all mobs:

[\[show\]](#)

History

Announcement

April 9, 2012	Dinnerbone states that he wants to add pandas into the game once he is "used to skinning and animating things".
December 18, 2013	Dinnerbone again states that he wants to add pandas into the game.
September 29, 2018	Pandas are announced at <u>MINECON Earth 2018</u> .

Java Edition

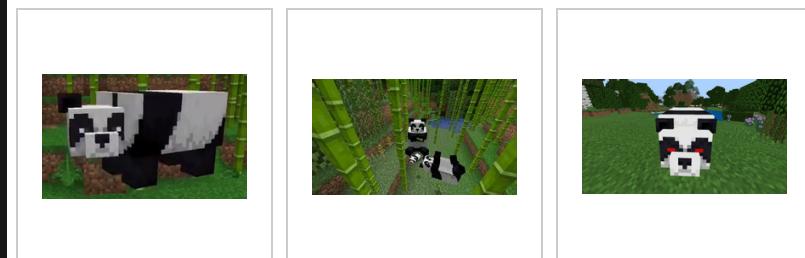
		<u>Java Edition</u>	[hide]
1.14	<u>18w43a</u>	 Added pandas.	
	<u>19w08a</u>	 Added baby pandas.	
	<u>19w39a</u>	Pandas can no longer have armor equipped onto them with a dispenser.	
	<u>19w40a</u>	Naturally spawned pandas now have a 5% chance of being a baby.	
1.15	<u>19w39a</u>	 Baby panda models have changed; the head is now detached from the body.	
	<u>19w40a</u>	 The baby panda model changes from the previous snapshot have been reverted. ^[8]	
1.16	<u>20w10a</u>	Firework damage now provokes pandas. ^[9]	
1.21	<u>24w21a</u>	Pandas now only panic from cactus, freezing, fire and lightning bolt damage.	

Bedrock Edition

		<i>Bedrock Edition</i>	[hide]
1.8.0	beta 1.8.0.8		Added pandas.
			Added baby pandas.
	beta 1.8.0.10	Added sounds for pandas.	
		Pandas can now directly be given bamboo to breed them.	
		Aggressive pandas now deal more damage.	
	beta 1.8.0.11	Pandas now sit and snack, even if they're scared or angry at the player.	
		The textures of aggressive pandas have been changed from  to  to match Java Edition.	
		All default pandas now bite once when attacked.	
		Aggressive pandas now defend other pandas.	
		Pandas now broadcast their anger to aggressive pandas.	
	beta 1.8.0.13	Aggressive pandas now have more attack damage when killing nearby players.	
		Pandas now more quickly return to their normal behavior after following a player holding bamboo.	

PlayStation 4 Edition

		<i>PlayStation 4 Edition</i>	[hide]
1.83		Added pandas.	
		Added baby pandas.	



The first image of pandas, from MINECON Earth 2018.

A group of lazy pandas eating bamboo shown at MINECON Earth 2018.

An aggressive panda with its old texture.

Issues

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

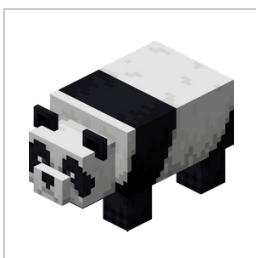
Trivia

- To create the in-game sounds for pandas, Mojang Studios' lead sound designer, Samuel Åberg, went to Guangzhou, China (<https://en.wikipedia.org/wiki/Guangzhou>), to record real-life pandas.^[10] This was also done with dolphins.
 - The fourth bleat sound is the first aggressive ambient sound, but slightly modified.
- The brown panda, known as the Qinling panda (https://en.wikipedia.org/wiki/Qinling_panda), is actually a subspecies of the giant panda discovered in the 1960s.
- On September 21, 2018, the panda won a popularity poll teasing the announcement of a Chinese "national treasure" at MINECON Earth 2018. Other options included the Chinese alligator (https://en.wikipedia.org/wiki/Chinese_alligator), the golden snub-nosed monkey (https://en.wikipedia.org/wiki/golden_snub-nosed_monkey), the white-lipped deer (https://en.wikipedia.org/wiki/Thorold%27s_deer), and the baiji (<https://en.wikipedia.org/wiki/baiji>).^[11]
- The lazy panda is the slowest land mob in the game (not counting status effects such as Slowness).
- The rarest mob in *Bedrock Edition* is a baby husk with equipment and armor riding a brown panda, which has a 2.88×10^{-13} percent (one in 3.472 trillion) chance of spawning.
- Pandas were originally a bit slimmer.^[12]

Gallery

Renders

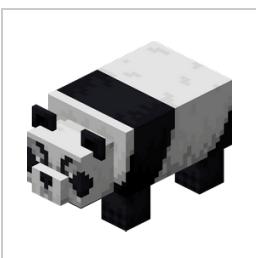
Skins



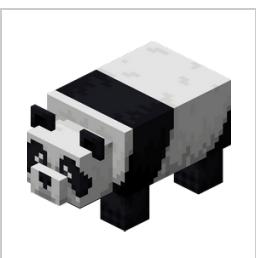
A normal panda.



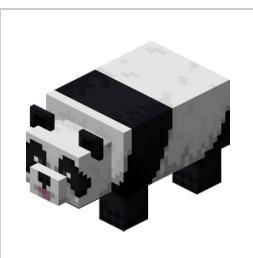
A lazy panda.



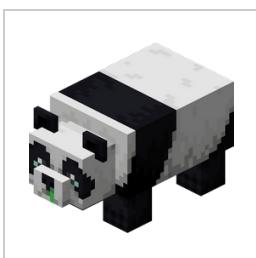
An aggressive panda.



A worried panda.



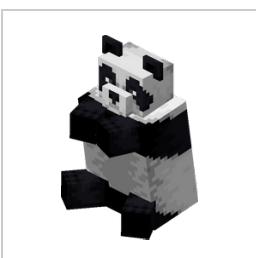
A playful panda.



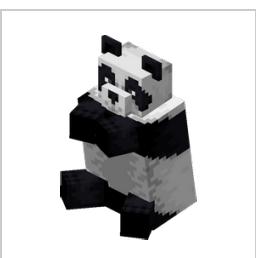
A weak panda.



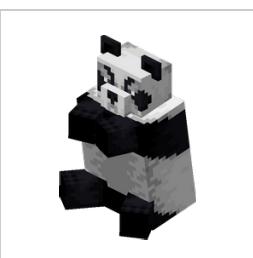
A brown panda.



A sitting normal panda.



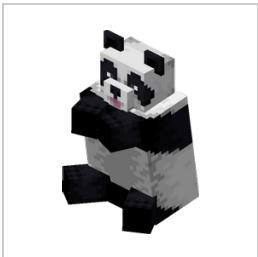
A sitting lazy panda.



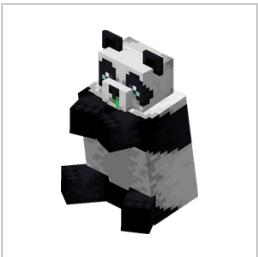
A sitting aggressive panda.



A sitting worried panda.



A sitting playful panda.



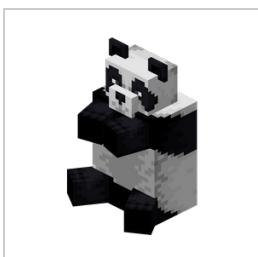
A sitting weak panda.



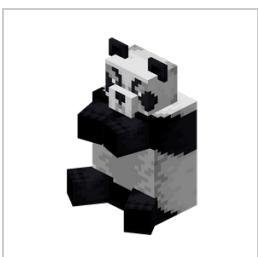
A sitting brown panda.



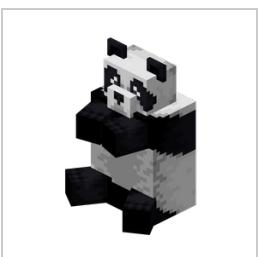
A sitting normal panda in Bedrock Edition.



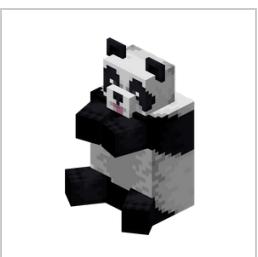
A sitting lazy panda in Bedrock Edition.



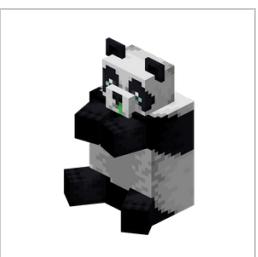
A sitting aggressive panda in Bedrock Edition.



A sitting worried panda in Bedrock Edition.



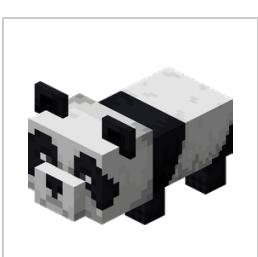
A sitting playful panda in Bedrock Edition.



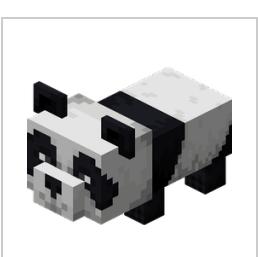
A sitting weak panda in Bedrock Edition.



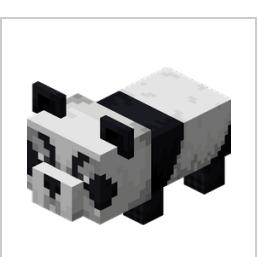
A sitting brown panda in Bedrock Edition.



A normal baby panda.



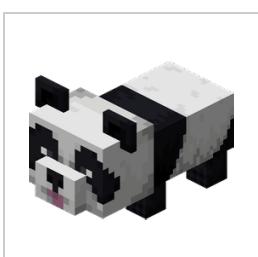
A lazy baby panda.



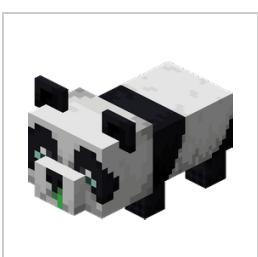
An aggressive baby panda.



A worried baby panda.



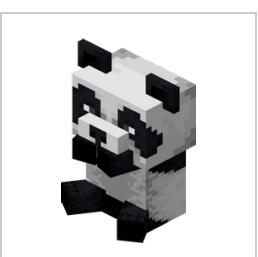
A playful baby panda.



A weak baby panda.



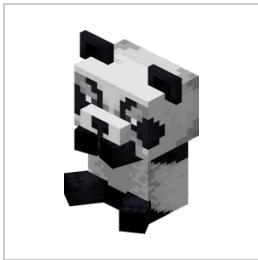
A brown baby panda.



A normal baby panda sitting.



A lazy baby panda sitting.



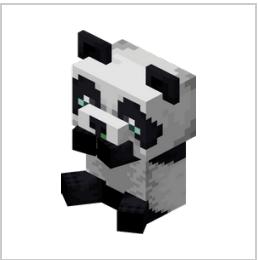
An aggressive baby panda sitting.



A worried baby panda sitting.



A playful baby panda sitting.



A weak baby panda sitting.



A brown baby panda sitting.

Animations



A panda rolling.



A panda lying.



A panda unhappy.
[Java Edition only]

Screenshots



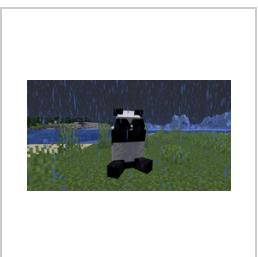
Two pandas sitting up, eating bamboo.



A panda lying on its back.



A worried panda on a beach.



A worried panda in a thunderstorm.



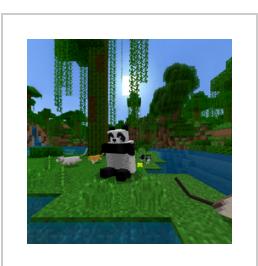
Panda eating a cake.



A panda eating a spyglass before Java Edition 24w45a. This resulted in missing texture particles being produced.^[13]



A close up of a lazy panda in a bamboo forest.



A lazy panda featured on a Bedrock Edition panorama.

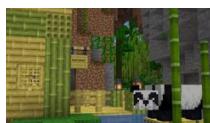


A panda with several bamboo blocks.



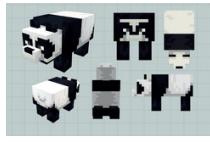
A naturally spawned brown panda.

Mojang images



"A house built out of bamboo with a hanging bamboo sign that says "Welcome!" next to a Panda riding a raft made of bamboo."^[14]

Concept artwork

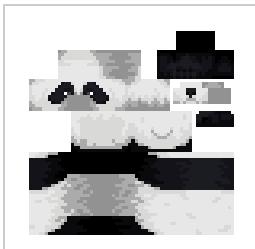


Early version of the panda

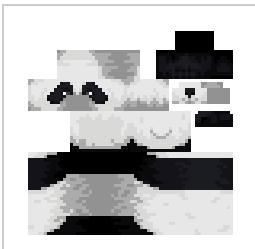


Panda with a slimmer model.

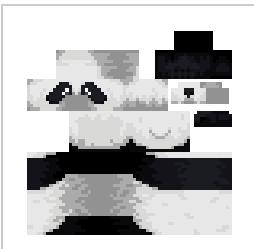
Textures



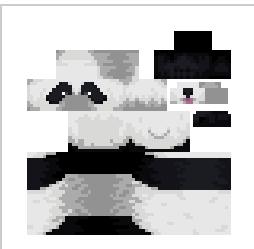
Panda texture file.



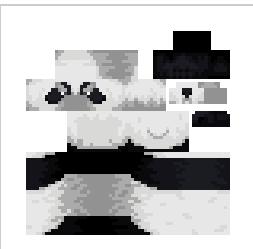
Lazy panda texture file.



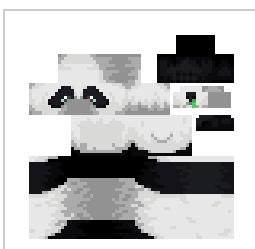
Worried panda texture file.



Playful panda texture file.



Aggressive panda texture file.

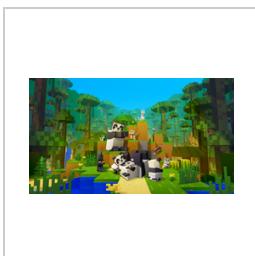


Weak panda texture file.



Brown panda texture file.

In other media



Pandas in promotional artwork for [Bedrock Edition 1.8](#).



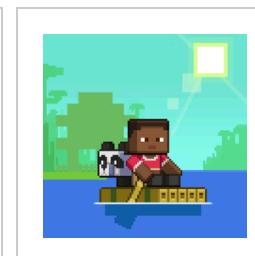
Lego Minecraft Panda Nursery set.



Lego Panda Haven set



A panda eating bamboo while [Zuri](#) chops bamboo.



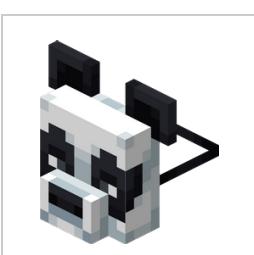
A panda on a bamboo raft with [Zuri](#).



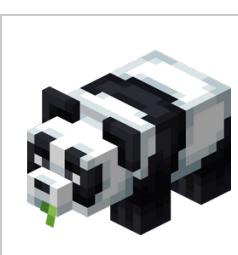
A panda sitting atop a bamboo house.



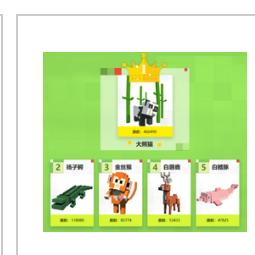
Animated panda artwork.



The Panda Mask, an item featured in the [Trails & Tales Event](#).



Secret Panda, featured in the [Trails & Tales Event](#).



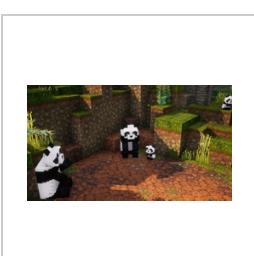
The results of a popularity poll held in China teasing the announcement of a Chinese animal at [MINECON Earth 2018](#).



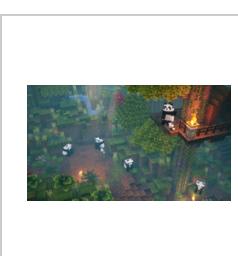
Panda image from the poll page.



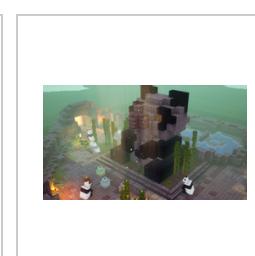
Two pandas appearing in the opening for [Minecraft Live 2020](#).



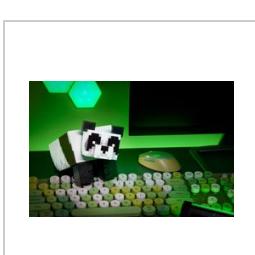
Pandas as they appear in [Minecraft Dungeons](#).



[Panda Plateau](#), a mission in [Minecraft Dungeons](#) centered around pandas.



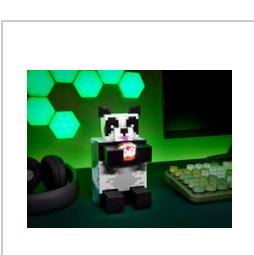
A secret statue of a panda in [Minecraft Dungeons](#).



The *Diamond Level Panda*, a premium action figure created for San Diego Comic Con 2023.^[15]



The *Diamond Level Panda*'s packaging.



The *Diamond Level Panda* holding a cake.



[Lego Minecraft Panda](#).



"Never Ending Adventure," an officially licensed cup featuring a panda.



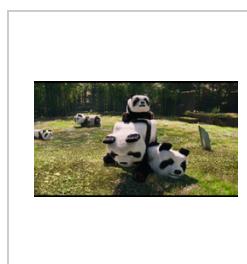
An officially licensed panda T-Shirt.



Officially licensed panda desktop toy.



Panda figure of Flippin' Figs

Pandas as seen in A Minecraft Movie.

References

1. [MC-155811](#) — resolved as "Works As Intended".
2. [MC-137818](#) — resolved as "Works As Intended".
3. [MC-256289](#) — AngryAt tag is not used by certain neutral mobs, causing them to forget their target upon reloading game
4. [MC-195278](#) — If the "universalAnger" is set to true, certain neutral mobs don't fight back when you attack them
5. [MC-187857](#) — New neutral mob behaviour improvements were not implemented for llamas, dolphins, and spiders in the daylight
6. [MC-304377](#) — Worried Pandas are not scared of certain monsters
7. [MC-137859](#) — Panda tries to roll over and jump into some dangerous places — resolved as "Works As Intended".
8. [MC-161995](#)
9. [MC-111498](#) — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".
10. "Recording Panda sounds for Minecraft!" (<https://youtube.com/watch?v=7mi5au5qH8g>) — Minecraft on YouTube, October 9, 2018
11. <https://mc.163.com/pe/client/activity/voteforanimalpc/index.html>
12. "Making Mobs: Ten Things You Probably Didn't Know About Minecraft" (<https://youtube.com/watch?v=8jI4Qfj7U6Q&t=165>)
13. [MC-206684](#) — Spyglass particles have no associated texture — resolved as "Fixed".
14. "Trails Tales Update Out Today on Java" (<https://www.minecraft.net/en-us/article/trails-tales-update-out-today-java>) — Minecraft.net, June 7, 2023.
15. "The majestic panda can be found in Bamboo Jungles—and now in your home! Created by @Mattel Creations, this Diamond Level #SDCC Exclusive comes with multiple expressions, bamboo, and smooshy CAKE (Cake is not edible.) <http://aka.ms/MattelPanda>" (<https://twitter.com/Minecraft/status/1681018879974440960>) — @Minecraft (<https://twitter.com/Minecraft>) (Minecraft) on X (formerly Twitter), July 17, 2023

External links

- "Mob Menagerie: Panda" (<https://www.minecraft.net/en-us/article/panda>) by Duncan Geere — Minecraft.net, June 16, 2025.

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
	Iron Golem	Llama	Nautilus
	Spider	Trader Llama	Wolf
	Blaze	Bogged	Breeze
	Evoker	Ghast	Guardian
Hostile	Piglin Brute	Pillager	Ravager
	Slime	Stray	Vex
	Zombie	Zombie Villager	Nautilus
	Ender Dragon	Wither	
Mob types	Animal	Aquatic	Arthropod
	Jockey	Camel Husk	Chicken
	Spider	Strider	Zombie Horseman
Other	Mob conversion		

Other entities

[\[show\]](#)

Unimplemented

[\[show\]](#)

Joke

[\[show\]](#)Retrieved from "<https://minecraft.wiki/w/Panda?oldid=3350255>"

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