

Bat

re article feedback

For other uses, see *Bat (disambiguation)*.

A **bat** is a flying ambient^[1] passive mob that spawns in dark areas.

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Bat

Still Flying Hanging



Health points 6 (❤❤❤)

Behavior Passive

Hitbox size Height: 0.9 blocks
Width: 0.5 blocks
























Spawn Light level of 3 or less in neighboring blocks

























Spawning

Bats can spawn in groups of 8^[*JE only*] or 2^[*BE only*] in the Overworld at a light level of 3 or less at any y-level, on blocks of stone, granite, diorite, andesite, tuff, or deepslate that are not directly exposed to the sky. They also need at least 1.5 air blocks (with for instance, a top trapdoor or top slab in the block above foot level). They can spawn in any Overworld biome except the deep dark.

Bat entities do not count toward the passive mob cap, as they are said to be ambient^[1] creatures, and therefore fall into the dedicated ambient category.

Bat spawns in: [[hide](#)]

Category: Ambient	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
 Bamboo Jungle	10/10	100%	8	10	2
 Snowy Slopes	10/10	100%	8	—	—
 Eroded Badlands	10/10	100%	8	10	2
 Deep Lukewarm Ocean	10/10	100%	8	—	—
 Plains	10/10	100%	8	10	2
 Flower Forest	10/10	100%	8	—	—
 Stony Peaks	10/10	100%	8	—	—
 Dripstone Caves	10/10	100%	8	—	—
 Deep Ocean	10/10	100%	8	—	—
 Meadow	10/10	100%	8	—	—
 Grove	10/10	100%	8	—	—
 Windswept Hills	10/10	100%	8	10	2
 Frozen Peaks	10/10	100%	8	—	—
 Beach	10/10	100%	8	—	—
 Ocean	10/10	100%	8	—	—
 Snowy Beach	10/10	100%	8	—	—
 Deep Frozen Ocean	10/10	100%	8	—	—
 Sparse Jungle	10/10	100%	8	10	2
 Birch Forest	10/10	100%	8	10	2
 Frozen Ocean	10/10	100%	8	—	—
 Sunflower Plains	10/10	100%	8	10	2
 Lukewarm Ocean	10/10	100%	8	—	—
 Deep Cold Ocean	10/10	100%	8	—	—
 Taiga	10/10	100%	8	10	2
 Lush Caves	10/10	100%	8	—	—
 Swamp	10/10	100%	8	10	2
 Jagged Peaks	10/10	100%	8	—	—
 Old Growth Birch Forest	10/10	100%	8	10	2
 Old Growth Spruce Taiga	10/10	100%	8	10	2

Category: Ambient	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
 Windswept Gravelly Hills	10/10	100%	8	10	2
 Savanna	10/10	100%	8	10	2
 Pale Garden	10/10	100%	8	—	—
 River	10/10	100%	8	—	—
 Ice Spikes	10/10	100%	8	—	—
 Windswept Forest	10/10	100%	8	10	2
 Desert	10/10	100%	8	—	—
 Badlands	10/10	100%	8	—	—
 Dark Forest	10/10	100%	8	10	2
 Mushroom Fields	10/10	100%	8	—	—
 Windswept Savanna	10/10	100%	8	10	2
 Forest	10/10	100%	8	10	2
 Cherry Grove	10/10	100%	8	—	—
 Jungle	10/10	100%	8	10	2
 Warm Ocean	10/10	100%	8	—	—
 Frozen River	10/10	100%	8	—	—
 Old Growth Pine Taiga	10/10	100%	8	10	2
 Mangrove Swamp	10/10	100%	8	10	2
 Snowy Plains	10/10	100%	8	—	—
 Savanna Plateau	10/10	100%	8	10	2
 Cold Ocean	10/10	100%	8	—	—
 Stony Shore	10/10	100%	8	—	—
 Wooded Badlands	10/10	100%	8	10	2
 Snowy Taiga	10/10	100%	8	10	2

Drops

On death

Bats do not drop any [items](#) or [experience](#) upon death.

Behavior

Bats often fly around aimlessly, squeaking randomly. Their flight pattern tends to favor the east, and sometimes they may fly into lava and catch on fire.^[2]

Bats hang upside down on the underside of a solid block when idle, though they cannot hang on transparent or non-solid blocks. During this state, they squeak far less and occasionally turn to face different directions. They remain in this state until they are disturbed; if a player approaches a bat hanging upside down, even if the player is invisible, it flies away. This also happens if the player breaks the block the bat is hanging from.

Bats despawn when over 32 blocks away from the player.

Bats' collision boxes do not interact with the player or redstone components^[*Java Edition only*].

Bats cannot be transported by conventional means. A lead cannot be attached to a bat, and it cannot be put in a minecart or boat.

Bats can also get caught in and slowed by cobwebs.

Bats cannot breed, and baby bats do not exist.

Sounds

Java Edition:

Sounds [hide]								
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u>	Volume	Pitch	<u>Attenuation distance</u>
	Bat screeches	Friendly Mobs	Randomly while flying	entity .bat .ambient	subtitles .entity .bat .ambient	0.1	0.76-1.14	16
	Bat dies	Friendly Mobs	When a bat dies	entity .bat .death	subtitles .entity .bat .death	0.1	0.76-1.14	16
	Bat hurts	Friendly Mobs	When a bat is damaged	entity .bat .hurt	subtitles .entity .bat.hurt	0.1	0.76-1.14	16
	<i>None</i> ^[<u>sound 2</u>]	<i>None</i>	<i>Unused sound event</i> ^[<u>sound 1</u>]	entity .bat .loop	<i>None</i> ^[<u>sound 2</u>]	<i>None</i>	<i>None</i>	<i>None</i>
	Bat takes off	Friendly Mobs	When a bat starts flying	entity .bat .takeoff	subtitles .entity .bat .takeoff	0.05	0.8-1.2	16

1. MC-185413

2. MC-177087

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
	?	Friendly Mobs	Randomly	mob.bat.idle	?	0.1	0.76-1.14
	?	Friendly Mobs	When a bat dies	mob.bat.death	?	0.1	0.76-1.14
	?	Friendly Mobs	When a bat is damaged	mob.bat.hurt	?	0.1	0.76-1.14
	?	Friendly Mobs	When a bat starts flying	mob.bat.takeoff	?	0.05	0.8-1.2


Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Bat	bat	fall_damage_immune	entity.minecraft.bat

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Bat	bat	19	bat mob	entity.bat.name

Entity data

Bats 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

BatFlags: 1 or 0 (true/false) - true if the bat is hanging upside-down from a block, false if the bat is flying.

Bedrock Edition:

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

Achievements

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

Advancements that apply to all mobs:

[\[show\]](#)













History

Development










October 11, 2010 (<https://twitter.com/notch/status/27027963373>)

Notch mentioned bats as a potential aggressive mob during the development of the [Halloween Update](#), taking an inspiration from The Elder Scrolls' cliff racers.







Java Edition

<i>Java Edition</i>		[hide]
1.4.2	12w38a	   Added bats.
	12w42a	Bats no longer activate pressure plates or "trample" crops . ^[3]
	1.4	Added sounds: <code>entity.bat.ambient</code> , <code>entity.bat.hurt</code> , <code>entity.bat.death</code> , <code>entity.bat.takeoff</code> .
1.14	18w43a	   The texture of bats has been changed.
1.15	19w34a	Bats now take damage on magma blocks .
1.20.3	23w43a	   The model, texture and animations of the bat have been changed.
	23w44a	   The model of the bat has been changed to match <i>Bedrock Edition</i> .
1.21.2	24w33a	Bats can now spawn at any height, not just below sea level, as long as it is dark enough, not directly exposed to the sky, and there is a solid block to spawn on.
	24w36a	Bats must spawn on one of the following blocks now: stone, granite, diorite, andesite, tuff, or deepslate.
1.21.11	25w44a	Bats can no longer spawn in light levels up to 6 between October 20 and November 3.

Bedrock Edition

Pocket Edition Alpha			[hide]
<u>v0.11.0</u>	<u>build 1</u>	   Added bats.	
Bedrock Edition			[hide]
<u>1.10.0</u>	<u>beta 1.10.0.3</u>	   Changed texture.	
<u>1.20.50</u>	<u>Preview 1.20.50.22</u>	   The model, texture and animations of the bat have been changed.	
<u>1.21.40</u>	<u>Preview 1.21.40.22</u>	Bats can now spawn at any height, not just below sea level, as long as it is dark enough and there is a solid block to spawn on.	
		Bats must spawn on one of the following blocks now: stone, granite, diorite, andesite, tuff, or deepslate.	

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
<u>TU19</u>	<u>CU7</u>	<u>1.12</u>	<u>1.12</u>	<u>1.12</u>	<u>Patch 1</u>	<u>1.0.1</u>	   Added bats.
			<u>1.90</u>				   Changed texture.

New Nintendo 3DS Edition

New Nintendo 3DS Edition	[hide]
<u>0.1.0</u>    Added bats.	

Data history

Java Edition			[hide]
<u>1.11</u>	<u>16w32a</u>	Changed the entity ID from Bat to bat.	
<u>1.13</u>	<u>17w47a</u>	Numeric IDs for entities were presumably deprecated in this version. ^{[<i>more information needed</i>]}	

Issues

Issues relating to "Bat" 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%2

C%206%29%29%20AND%20%28summary%20~%20%22Bat%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- According to Jens Bergensten, the bat is an example of an ambient mob – a mob that constantly spawns, similar to the squid, but also constantly despawns because when a player is not around it does not serve any purpose.^[1]
- The updated texture of the bat was created in roughly 2 hours. However, the model and animations took longer.^[4]
- During *Minecraft: The Island*, there is a scene where Guy ends up wasting his final arrow when it accidentally hit a bat instead of a creeper during a pivotal moment. According to author Max Brooks, this was something that actually happened to him while playing.^[5]

Gallery

Mojang screenshots



"A close-up shot of bats flying around a ruined portal, while Makena hides in a nearby water pool."^[6]

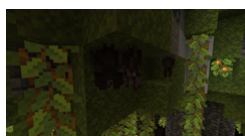


Bats gathering around glow berries.

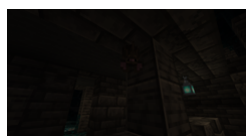
Screenshots



A bat in a cave.



A colony of bats.



A bat in the deep dark.



A zombie and creeper eyeing a bat.

Textures



Bat texture file.



Old bat texture file.

Other

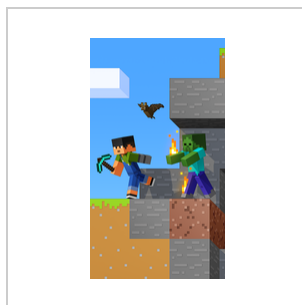


A recreation of the unused bat on the hidden pixels of the old bat texture revealed by disabling the alpha channel.

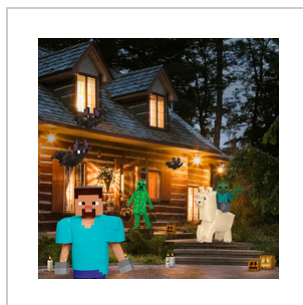
In other media



Bat in promotional artwork for the Pretty Scary Update



A bat with Sunny and a zombie on artwork for the 15th anniversary of *Minecraft*. Note the old design.



Several bats flying by trick or treaters



A bat as it appears in the City texture pack



A bat as it appears in the Greek Mythology mash-up pack



A bat as it appears in the Natural texture pack



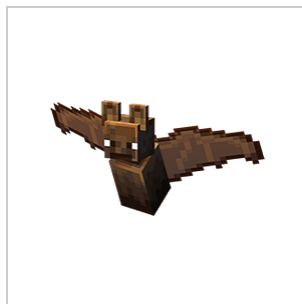
The Bat Cloak, an item in the character creator



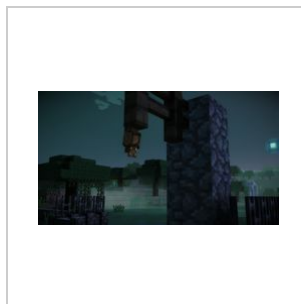
A bat as it appears in Minecraft Dungeons



Bat particles as they appear in Minecraft Legends



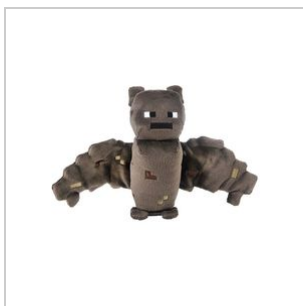
A bat as it appeared in Minecraft Earth



A bat as it appeared in Minecraft: Story Mode



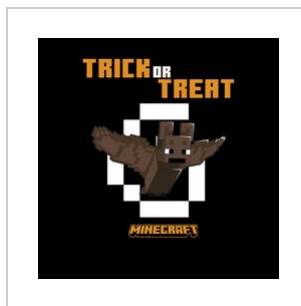
LEGO Minecraft Bat



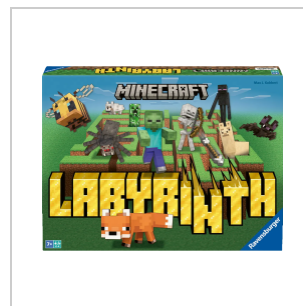
Bat plush made by JINX



The bat plush touching grass



"Bat Trick or Treat," an official Halloween shirt design



A bat on the cover of Minecraft Labyrinth.

References

1. "Meet the Bat" (<https://www.minecraft.net/en-us/article/meet-bat>) by Tom Stone – Minecraft.net, March 7, 2017.
2. MC-194 — resolved as "Works As Intended".
3. <https://web.archive.org/web/0/https://www.mojang.com/2012/10/minecraft-snapshot-12w42a>
4. "The bat remodel was made in roughly 2 hours for example." (<https://twitter.com/JasperBoerstra/status/1751333853153624256>) – @JasperBoerstra (<https://twitter.com/JasperBoerstra>) (Jasper Boerstra) on X (formerly Twitter), January 27, 2024
5. "The Mountain" (<https://www.minecraft.net/en-us/article/the-mountain>) by Alex Wiltshire –




























































































































































































































































Minecraft.net, March 2, 2021.

6. "Minecraft Java Edition 1.20.3" (<https://www.minecraft.net/en-us/article/minecraft-java-edition-1-20-3>) by Java Team – [Minecraft.net](https://www.minecraft.net), December 5, 2023.

External links

- "Mob Menagerie: Bat" (<https://www.minecraft.net/en-us/article/bat>) by Duncan Geere – [Minecraft.net](https://www.minecraft.net), August 8, 2024.

Navigation

	Entities	[hide]													
	 Mobs	[hide]													
Passive	<div><div><div> Allay</div><div> Armadillo</div><div> Axolotl</div><div> Bat</div><div> Camel</div><div> Camel Husk</div><div> Cat</div></div><div><div> Chicken</div><div> Cod</div><div> Copper Golem</div><div> Cow</div><div> Donkey</div><div> Frog</div></div><div><div> Glow Squid</div><div> Happy Ghast</div><div> Horse</div><div> Mooshroom</div><div> Mule</div><div> Ocelot</div></div><div><div> Parrot</div><div> Pig</div><div> Rabbit</div><div> Salmon</div><div> Sheep</div><div> Skeleton Horse</div></div><div><div> Sniffer</div><div> Snow Golem</div><div> Squid</div><div> Strider</div><div> Tadpole</div><div> Tropical Fish</div></div><div><div> Turtle</div><div> Villager</div><div> Wandering Trader</div><div> Zombie Horse</div></div></div> <div><div><div>BE & edu only</div><div> Agent</div><div> NPC</div></div></div> <tr><td rowspan="3">Neutral</td><td><div><div><div> Bee</div><div> Cave Spider</div><div> Dolphin</div><div> Drowned</div><div> Enderman</div><div> Fox</div></div><div><div> Goat</div><div> Iron Golem</div><div> Llama</div><div> Nautilus</div><div> Panda</div><div> Piglin</div></div><div><div> Polar Bear</div><div> Pufferfish</div><div> Spider</div><div> Trader Llama</div><div> Wolf</div></div><div><div> Zombie Nautilus</div><div> Zombified Piglin</div></div></div></td></tr> <tr><td rowspan="4">Hostile</td><td><div><div><div> Blaze</div><div> Bogged</div><div> Breeze</div><div> Creaking</div><div> Creeper</div><div> Elder Guardian</div></div><div><div> Endermite</div><div> Evoker</div><div> Ghast</div><div> Guardian</div><div> Hoglin</div><div> Husk</div></div><div><div> Magma Cube</div><div> Parched</div><div> Phantom</div><div> Piglin Brute</div><div> Pillager</div></div><div><div> Ravager</div><div> Shulker</div><div> Silverfish</div><div> Skeleton</div><div> Slime</div><div> Stray</div><div> Vex</div></div><div><div> Vindicator</div><div> Warden</div><div> Witch</div><div> Wither Skeleton</div><div> Zoglin</div><div> Zombie</div></div><div><div> Zombie Villager</div></div></div></td></tr> <tr><td>Bosses</td><td><div><div> Ender Dragon</div><div> Wither</div></div></td></tr> <tr><td>Mob types</td><td><div><div><div> Animal</div><div> Aquatic</div><div> Arthropod</div><div> Illager</div><div> Monster</div><div> Undead</div></div><div><div> Jockey</div><div> Camel Husk</div><div> Chicken</div><div> Hoglin</div><div> Ravager</div></div></div></td></tr> <tr><td rowspan="2">Other</td><td><div><div><div> Skeleton Horseman</div><div> Spider</div><div> Strider</div><div> Zombie Horseman</div></div><div><div> Zombie Nautilus</div><div> Mob variants</div><div> Mob conversion</div></div></div></td></tr> <tr><td><div><div> Other entities</div><div><div>Unimplemented</div><div>Joke</div></div></div></td></tr> <tr><td></td><td></td><td><div><div>[show]</div><div>[show]</div><div>[show]</div></div></td></tr>	Neutral	<div><div><div> Bee</div><div> Cave Spider</div><div> Dolphin</div><div> Drowned</div><div> Enderman</div><div> Fox</div></div><div><div> Goat</div><div> Iron Golem</div><div> Llama</div><div> Nautilus</div><div> Panda</div><div> Piglin</div></div><div><div> Polar Bear</div><div> Pufferfish</div><div> Spider</div><div> Trader Llama</div><div> Wolf</div></div><div><div> Zombie Nautilus</div><div> Zombified Piglin</div></div></div>	Hostile	<div><div><div> Blaze</div><div> Bogged</div><div> Breeze</div><div> Creaking</div><div> Creeper</div><div> Elder Guardian</div></div><div><div> Endermite</div><div> Evoker</div><div> Ghast</div><div> Guardian</div><div> Hoglin</div><div> Husk</div></div><div><div> Magma Cube</div><div> Parched</div><div> Phantom</div><div> Piglin Brute</div><div> Pillager</div></div><div><div> Ravager</div><div> Shulker</div><div> Silverfish</div><div> Skeleton</div><div> Slime</div><div> Stray</div><div> Vex</div></div><div><div> Vindicator</div><div> Warden</div><div> Witch</div><div> Wither Skeleton</div><div> Zoglin</div><div> Zombie</div></div><div><div> Zombie Villager</div></div></div>	Bosses	<div><div> Ender Dragon</div><div> Wither</div></div>	Mob types	<div><div><div> Animal</div><div> Aquatic</div><div> Arthropod</div><div> Illager</div><div> Monster</div><div> Undead</div></div><div><div> Jockey</div><div> Camel Husk</div><div> Chicken</div><div> Hoglin</div><div> Ravager</div></div></div>	Other	<div><div><div> Skeleton Horseman</div><div> Spider</div><div> Strider</div><div> Zombie Horseman</div></div><div><div> Zombie Nautilus</div><div> Mob variants</div><div> Mob conversion</div></div></div>	<div><div> Other entities</div><div><div>Unimplemented</div><div>Joke</div></div></div>			<div><div>[show]</div><div>[show]</div><div>[show]</div></div>
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