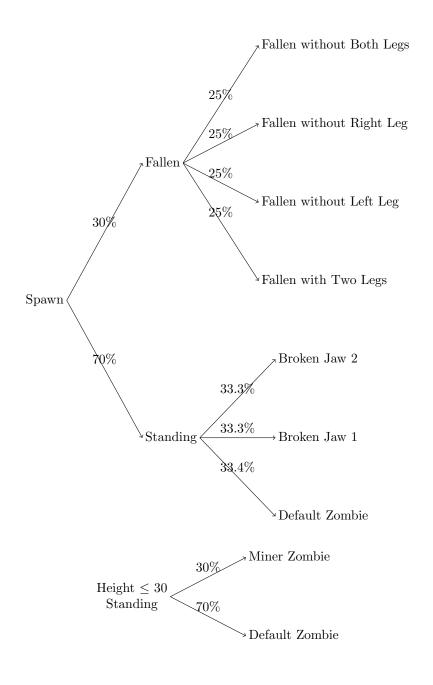
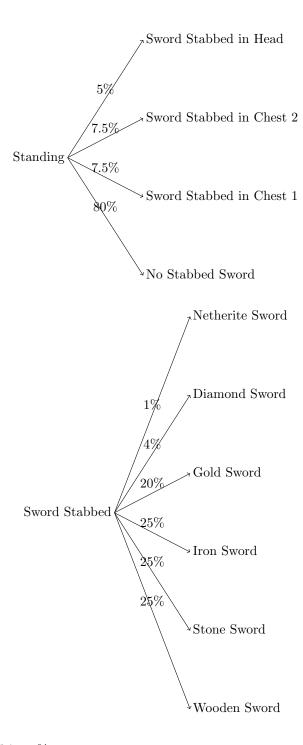


# Hostile mobs

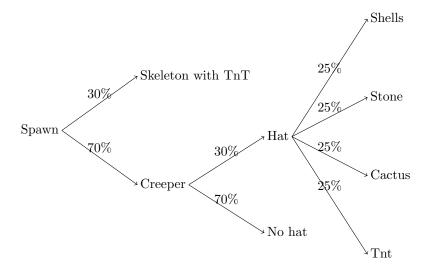
### • Zombie:



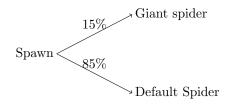


Posibility of golden zombie: 1%. Rarest zombie: Miner gold zombie with a netherite sword stabbed in the head (0.003%).

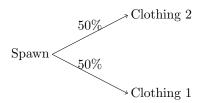
# • Creeper:



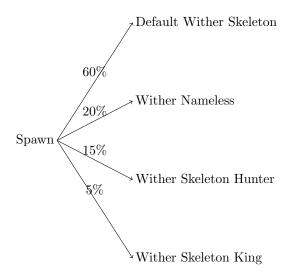
# • Spider:



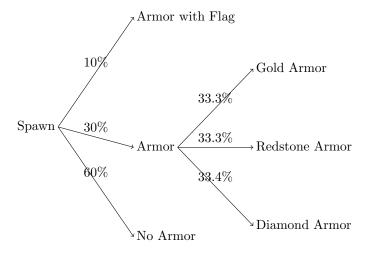
### • Skeleton:



### • Wither skeleton:



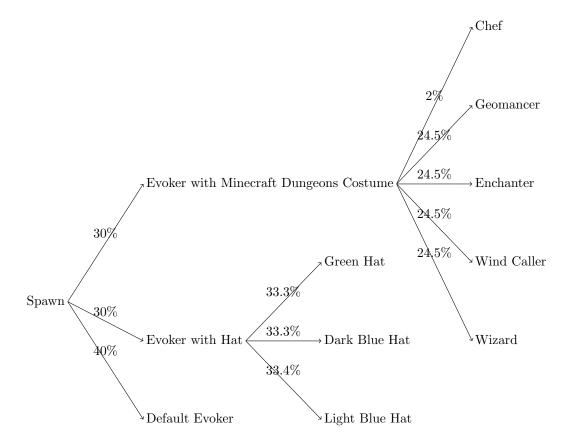
### • Vindicator:



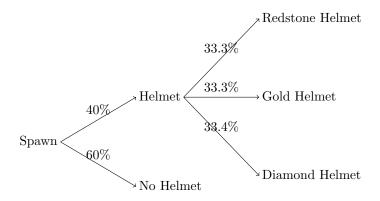
Posibility of clown vindicator: 0.5%.

Rarest vindicator: Clown vindicator with armor and flag (0.05%).

### • Evoker:



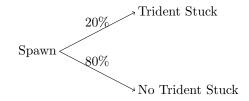
# • Pillager:



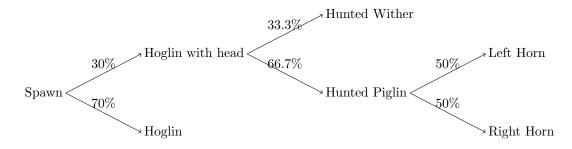
Posibility of totem pillager: 2%.

Rarest pillager: Totem pillager with helmet (0.8%).

# • Drowned:

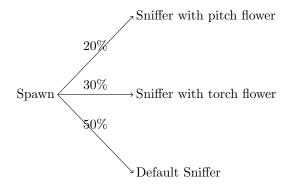


# • Hoglin:

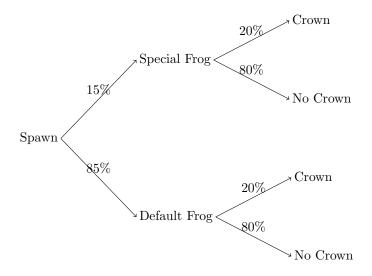


# Neutral mobs

# • Sniffer:



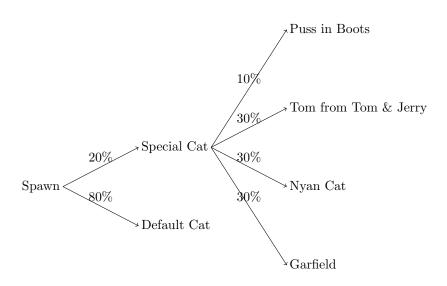
#### • Frog:



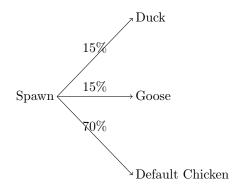
Posibility of cake frog: 1%.

Rarest frog: Cake frog with a crown in the head (0.03%).

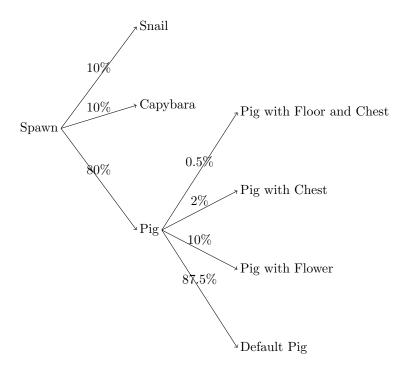
### • Cat:



# • Chicken:



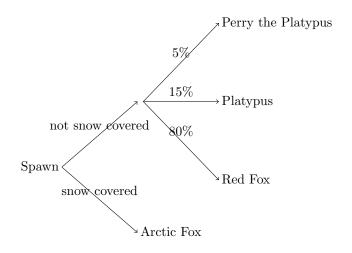
# • Pig:



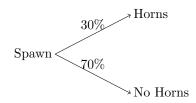
Posibility of golden pig: 0.5%.

Rarest pig: Golden pig with chest and flower in the head (0.0025%).

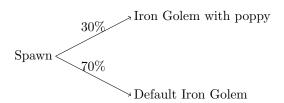
• Fox:



• Sheep:



• Iron golem:



Posibility of item sorter golem: 3%.

Rarest golem: item sorter golem with poppy in the head (0.009%).

• Sea turtle:

