

All mobs and items dropped from mobs in Minecraft

The Minecraft world is filled with mobs and as the player explores the surrounding areas will come into contact with a lot of those mobs. Unfortunately, some mobs are unfriendly and approaching them unguarded can be quite dangerous.

In addition to dangerous mobs, there are mobs that will not attack the player. Overall, there are a lot of mobs to encounter and with this guide everyone will have a better understanding of mobs in Minecraft, where to find them and what items drop.

This tutorial is based on the Java version of Minecraft; if everyone is playing on the Bedrock or Pocket version, the mob spawn locations and item drop rates will be different. In addition, players can refer to how to kill Minecraft mobs quickly.

List of mobs and items dropped from mobs in Minecraft

Hostile mobs

Hostile mobs will attack if the player is close enough. Here's a complete list of every hostile mob, as well as a quick description, what they drop, and where to find them.



mob name	Description	Items	Location
Blaze	Shoot fireballs at the player.	0-1 blaze rods	Nether Fortresses

Creeper	- Explodes when near the player. - Can become a charged Creeper if struck by lightning.	- 0-2 gunpowder - Random music disc if killed by Skeleton or Stray. - Creeper's head if killed by another charged Creeper.	Anywhere in the Overworld with a light level less than 7
Drowned	Aquatic Variations of Zombies.	- 0-2 rotten meat - 1 copper ingot - 1 trident (Only drops if Drowned has a trident in his hand).	- Oceans and rivers. - Normal zombies can become Drowned if they drown.
Elder Guardian	Mini boss of Ocean Ruins.	- 0-2 prism pieces - 1 wet sponge - raw cod/prism crystals/no more drops. - 2.5% chance to drop a random fish.	Ocean Ruins
Endermite	Small mobs emit particles like nether portals.		5% chance to spawn when the last pearl lands
Evoker	Villagers can use magic.	- 1 Totem of Undying. - 0-1 emerald. - 1 banner.	- Woodland Castle - Raids
Ghast	Huge white mobs hover and shoot dangerous fireballs.	- 0-1 horrible tears - 0-2 gunpowder	Nether Biomes: - Nether Waste - Soul Sand Valley - Basalt Plain
Guardian	Mobs in Ocean Ruins.	- 40% chance to drop raw cod - 40% chance to drop prism crystals	Ocean Ruins
Hoglin	Mob big pig, can be bred but very dangerous.	- 2-4 pieces of raw pork - 0-1 skin	Crimson Forest Remnant Base
Husk	- The desert has many types of Zombies. - Do not burn under sunlight.	- 0-2 rotten meat - 2.5% chance to get one of the following: iron ingot, carrot, potato.	desert
Magma Cube	A dangerous version of the normal Slime mob.	0-1 ice cream magma	- Nether Waste - Basalt Plain - Nether Fortress - Remnant Base
Phantom	- Appears at night if the player doesn't sleep for 3 days. - Burns in the sun.	- 0-1 phantom membrane	Anywhere in the Overworld
Piglin Brute	- More powerful version of Piglin.	- 8.5% chance to drop golden ax	Remaining base

Pilager	- Villagers have crossbows.		- Raids - Pilager Outposts - Patrols
Ravager	- Aggressive mobs appear in raids that attack players, villagers (including babies), wandering merchants, iron golems.	- 8.5% chance to drop crossbow - 1 banner	- Raids
Shulker	Boxy enemies shoot bullets, sending the player flying.	50% chance to drop a shell	End Cities
Silverfish	Mobs that can destroy blocks appear when an infectious block is broken.		Mining contaminated blocks in: - Strongholds - Under the Mountain biome -Igloo Basement - Woodland Castle
Skeleton	Zombie mobs together, burning in sunlight.	- 0-2 bones - 0-2 arrows - Armor and weapons	- Anywhere in the Overworld with light level less than 7 - Nether Biome
Slime	Cube-shaped mobs bounce around, splitting in two when attacked.	0-2 slimeballs	- Slime chunks - Swamp biome
Stray	Snow variant of Skeleton, burning in sunlight.	- 0-2 bones - 0-2 arrows - 0-1 arrows Slowness - Armor and weapons	- Snowy Tundra - Frozen River
Vex	Small flying mobs summoned by Evoker.		Summoned by Evoker
Vindicator	- Villagers with iron axes.	- 0-1 emerald - 1 Banner - 8.5% chance to drop iron ax	- Raids - Pilager Outposts - Patrols
witch	- Mob throws the potion at the player and uses the potion to its own benefit.	-12.5% ??chance to: glass bottle/ glowstone dust/ gunpowder/ redstone/ spider eye/ sugar. 25% chance to drop a stick.	- Anywhere in the Overworld with a light level less than 7 - In Witch Huts - Raids
Wither Skeleton	Dark Skeletons can cause the Wither effect.	- 0-2 bones. - 33% chance to get coal. - 2.5% Wither Skeleton Skull chance. - 8.5% chance to get stone sword.	Nether Fortresses

Zoglin	- Created when Hoglin entered The end or Overworld.	- 1-3 rotten meat	Overworld and End
Zombies	- One of the most common enemies. - Burns under sunlight.	- 0-2 rotten meat - Chance to get one of the following: iron ingot, carrot, potato.	Anywhere in the Overworld with a light level less than 7
Zombie Villager	Villagers attacked by Zombies, can be cured to become a normal villager.	- 0-2 rotten meat - 2.5% chance to get one of the following: iron ingot, carrot, potato.	In the village if a Zombie attacked

Boss mobs

There are currently two boss mobs that players can encounter in Minecraft: Wither and Ender Dragon. After defeating the boss, everyone will receive a lot of loot.



Boss mobs	Items
Wither	- 1 Nether star - 50 experience
Ender Dragon	- 12,000 experience (if killed for the first time) - 500 experience (if killed again) - Dragon Egg (if killed for the first time)

Passive mobs

Passive mobs will do no harm even if the player attacks them first. When attacked, these mobs will run away.

mob name	Description	Items	Location
Axolotl	- Aquatic mobs attack other aquatic mobs. -Can be hybridized		Below sea level

Cat	<ul style="list-style-type: none"> - Pet mobs can be tamed - Crossbreedable 	0-2 String	<ul style="list-style-type: none"> - Village - Witch's hut
Chicken	<ul style="list-style-type: none"> - Farm animal mobs can spawn naturally or have a 1/8th chance to spawn when throwing eggs. - Can breed. 	<ul style="list-style-type: none"> - 0-2 feathers - 1 raw chicken 	<ul style="list-style-type: none"> - Anywhere in the Overworld with a light level greater than 9. - Only on solid blocks with at least two gaps above.
Code	Aquatic fish	<ul style="list-style-type: none"> - 1 raw cod. - 5% chance to get bonemeal. 	<ul style="list-style-type: none"> - Normal ocean - Cold ocean - Lukewarm ocean
Donkey	<ul style="list-style-type: none"> - Variant of horse mobs. - Can be hybridized 	0-2 da	<ul style="list-style-type: none"> - Plains - Savanna
Glow Squid	Glowing ink mobs	1-3 glow in the bag	Below sea level, just in the dark
Horses	<ul style="list-style-type: none"> - Mobs can be used for transportation - Can be hybridized 	0-2 da	<ul style="list-style-type: none"> - Plain Variants - Savanna Variants - Village
Mooshroom	<ul style="list-style-type: none"> - Unique Mushroom Beef - Can be bred 	<ul style="list-style-type: none"> 0-2 skins 1-3 raw cows 	Mushroom field
Mule	<ul style="list-style-type: none"> - Result from crossing a horse and a donkey - Can't cross-breed 	0-2 da	Raise a horse and a donkey
Ocelot	<ul style="list-style-type: none"> - Forest variant of cats - Crossbreedable 		Forest
Parrot	<ul style="list-style-type: none"> - A mature bird that can imitate other crowds - Can sit on the player's shoulder 	1-2 feathers	<ul style="list-style-type: none"> - Jungle - Bamboo forest
Pig	<ul style="list-style-type: none"> - Farm animal mobs - Crossbreedable 	1-3 pieces of raw pork	Anywhere in the Overworld with a light level greater than 9 (only on solid blocks with at least two gaps above)
Rabbit	<ul style="list-style-type: none"> - Small mobs with fast speed - Crossbreedable 	<ul style="list-style-type: none"> - 0-1 hidden rabbit - 0-1 live rabbit - 10% chance to get rabbit feet 	<ul style="list-style-type: none"> - Desert - Taiga Variations -Frozen River - Snowy Tundra
Salmon	Aquatic fish	1 raw salmon	<ul style="list-style-type: none"> - Frozen Ocean Variants - Cold Ocean Variants - River Variations

Sheep	- Farm animal mobs - Crossbreedable	- 1 wool of the corresponding color - 1-2 raw sheep	Anywhere in the Overworld with a light level more than 7 (only on solid blocks with at least two gaps above)
Snow Golem	Attack other hostile and neutral mobs	0-15 snowballs	Created by a single player with snow blocks and carved pumpkins
Squid	Aquatic mobs	1-3 inch bags	River and Ocean Variations
Strider	- The only Mob that can go through lava without taking damage - Can be hybridized	2-5 string	Nether Biomes : - Lava Sea - Nether Wastes - Crimson Forest - Warped Forest - Soul Sand Valley - Basalt Deltas
Tropical Fish	Aquatic fish	- 1 tropical fish - 5% chance to get bonemeal	Variations of Lukewarm Ocean and Warm Ocean
Turtle	- Beach turtle mobs - Can breed - Can only spawn at the beach	- 0-2 seagrass - 1 bowl if struck by lightning	Beach (snow-free variants)
Villager	- Human-like mobs that live in small villages - Can breed		- Village - Basement Igloo
Wandering Trader	Mob the villagers to travel, selling items for emeralds	- 8.5% chance to get bucket of milk if killed while drinking from it - 8.5% chance to get potion in invisibility crate if killed while drinking from it	48 block radius around the player near the village bell
Bat	Mob the bat		Below Y = 63 with brightness less than 3
Cow	- Farm animal mobs - Can milk with bucket	- 0-2 skins - 1-3 raw beef	Anywhere in the Overworld with a light level greater than 9 (only on solid blocks with at least two gaps above)
Fox	- Nocturnal mobs can carry things in their mouths - Can breed	Drop objects only in their mouths (get nothing if mouth is empty)	- Taiga - Giant Taiga Tree - Snowy Taiga
Skeleton Horse	- Undead variant of horse - Can spawn when lightning strikes	0-2 bones	Appears only in thunderstorms

Neutral mobs

Neutral mobs are mobs that only attack if the player attacks them first. If playing in peaceful mode, these mobs will always be in a passive position.

mob name	Description	Items	Location
Bee	<ul style="list-style-type: none"> - Flying mobs live in hive - Bee stings cause poison, but they will also die 		Hive <ul style="list-style-type: none"> - 5% chance in Plains and Sunflower Plains - 2% chance in Forest of Flowers - 2% chance in Forest and Birch Forest variants
Cave Spider	Hostile mobs at light level below 7	<ul style="list-style-type: none"> - 0-2 chains - 33% chance to get spider eyes 	Mineshafts
Dolphin	<ul style="list-style-type: none"> - Underwater mobs can bring Dolphin's Grace - If attacking a dolphin, the whole pack will attack back 	0-1 raw cod	<ul style="list-style-type: none"> - Ocean Variations - Lukewarm Ocean Variations - Warm Ocean Variants
Enderman	<ul style="list-style-type: none"> - Tall mobs can teleport - Will attack if attacked first or look it in the face 	0-1 pearl	Overworld: <ul style="list-style-type: none"> - Group of 2 at brightness level less than 7 Nether: <ul style="list-style-type: none"> - Light level less than 7 - Valley of Soul Sands - Nether Waste - Warping Forest End: <ul style="list-style-type: none"> - Everywhere
Goat	<ul style="list-style-type: none"> - Mobs can jump high - Can breed 		Mountain
Iron Golem	<ul style="list-style-type: none"> - Iron mobs protect the village - Buildable with iron blocks and a carved pumpkin 	<ul style="list-style-type: none"> - 3-5 iron ingots - 0-2 poppies 	<ul style="list-style-type: none"> - Village (If villagers are present) - Iron block and carved pumpkin
Llama	<ul style="list-style-type: none"> - This mob will spit if it attacks them - Attacks if a merchant traveling with camels is hit - Can breed 	0-2 da	<ul style="list-style-type: none"> - Mountains - Savanna Plateau
Panda	<ul style="list-style-type: none"> - Mobs are peaceful, but if provoked can deal great damage - Can be hybridized 	1 bamboo tree	Dense forest Bamboo forest
Piglin	Attack first if not wearing golden armor	8.5% chance to get the weapon held	The Nether Biome

Polar Bear	Find this mob in cooler biomes	- 75% chance to get 0-2 live cod - 25% chance to get 0-2 raw salmon	Variations of Snowy Tundra and Frozen Ocean
Puffer Fish	- Unique aquatic fish are usually passive - Will cause poison if approached	- 1 puffer fish - 5% chance to get bonemeal	Variations of Lukewarm Ocean and Warm Ocean
Wolf	- Dog breed mobs can be tamed - Crossbreedable		Forest Densely wooded hills Variants of Taiga
Zombified Piglin	- Undead Piglin Variations - If attacked first, all nearby Zombified Piglins will surround the player	- 0-1 gold nugget - 2.5% chance to get gold bar - 8.5% chance to drop their weapon	- Nether biomes - Near the Nether portal in the Overworld - If normal Piglins enter the Nether portal, they will become Zombified - Pigs struck by lightning will die

The most useful mobs to collect items in Minecraft

Collecting mobs is one of the useful jobs Minecraft players should do. They provide endless resources and XP - two things every player needs to defeat difficult late game bosses. However, not all mobs are created equal - some have better drop items. Here are the 5 most useful item drop mobs in Minecraft

Skeleton



The Skeleton Farm is one of the easiest to set up and the most efficient at gathering items. The main reason is due to the variety of items it creates. With a Skeleton farm, players will never have to craft arrows again and with luck they can even spawn an infinity bow. Skeletons can be used to create bone meal, which results in higher food production.

Blazes



Since Blaze Rods are one of the essential items in Minecraft, Blazes are a great mob to collect. Building a farm in the treacherous Nether is quite difficult but it's definitely worth it.

While Blazes don't have as much of a list of items as Skeletons, they play a much more important role, as an essential ingredient in brewing, as a fuel for both brewing and smelting. In particular, it helps create Ender's eye for players to conquer End.

Pigs and Cows



Pigs and Cows are the two best mobs to be a food source in Minecraft. Pork stew and cooked steak are some of the most productive foods a player can have in their inventory.

Piglin Bartering



This is the only mob on this list that doesn't involve killing. Adult piglets can trade gold bars for certain items when the gold bar falls near them or the player uses it while looking at them.

It produces tons of items in exchange for gold. There are many rare items in the drop list, including the rare crying obsidian stone and the useful ender gem.

Enderman



Enderman is one of the most iconic mobs in Minecraft. They provide ender gems that allow the player to teleport when thrown. With enough Protection, Feather Falling, enough food and ender gems, players can go long distances quickly. Everyone also needs to beat it to complete the game. The Ender Pearl can be crafted into Eyes of Ender for use in Stronghold.

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