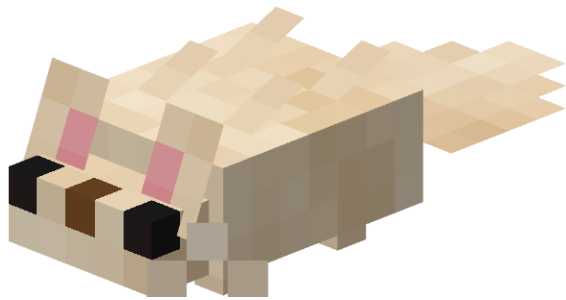


MADE IN ABYSS MOBS

The title 'MADE IN ABYSS MOBS' is rendered in a large, colorful, blocky font. The letters are primarily orange and yellow with black outlines. Several Minecraft mobs are integrated into the text: a Ghast is inside the 'E' of 'MADE', a Creeper is inside the 'I' of 'IN', a Spider is inside the 'S' of 'ABYSS', and a Spider is inside the 'S' of 'MOBS'. A small blue mob is also visible near the 'M'.

Neritantan



HP: 10

ATK: 0

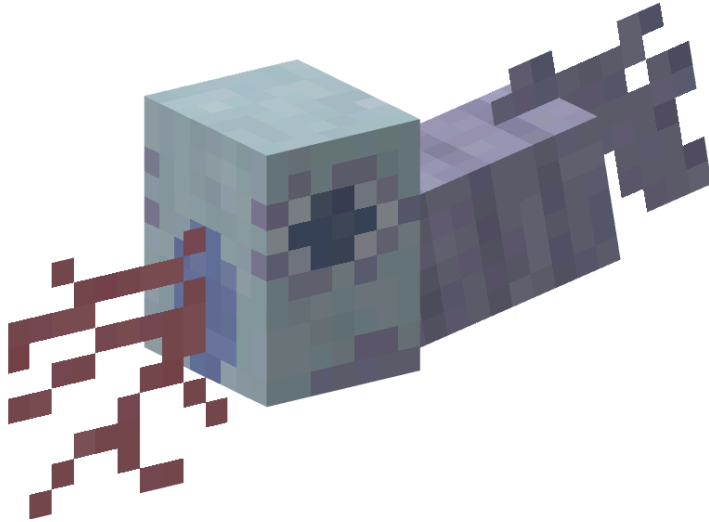
Aggression: Passive

Drops: Raw Rabbit (100%), Leather (80%) & Beetroot Seeds (50%)

Spawning: Forests, Birch Forests, Taigas, Meadow, Cherry Grove, Mountains, Dripstone Caves & Lush Caves.

Special information: They are shy and will try to run away from players. They can spawn in groups of up to 8.

Hamashirama



HP: 15

ATK: 2

Aggression: Neutral

Drops: Raw Hamashirama Meat (100%)

Spawning: Oceanic biomes

Special information: Its meat can be cooked but the cooked version restores less hunger points. Raw hunger points: 6. Cooked hunger points: 4. The raw meat has a 50% chance of giving you Poison I for 11 seconds. It can be caught with a water bucket. It starts attacking you if you attack it first.

Hammerbeak



(Modelled by Noii)

HP: 15

ATK: 4

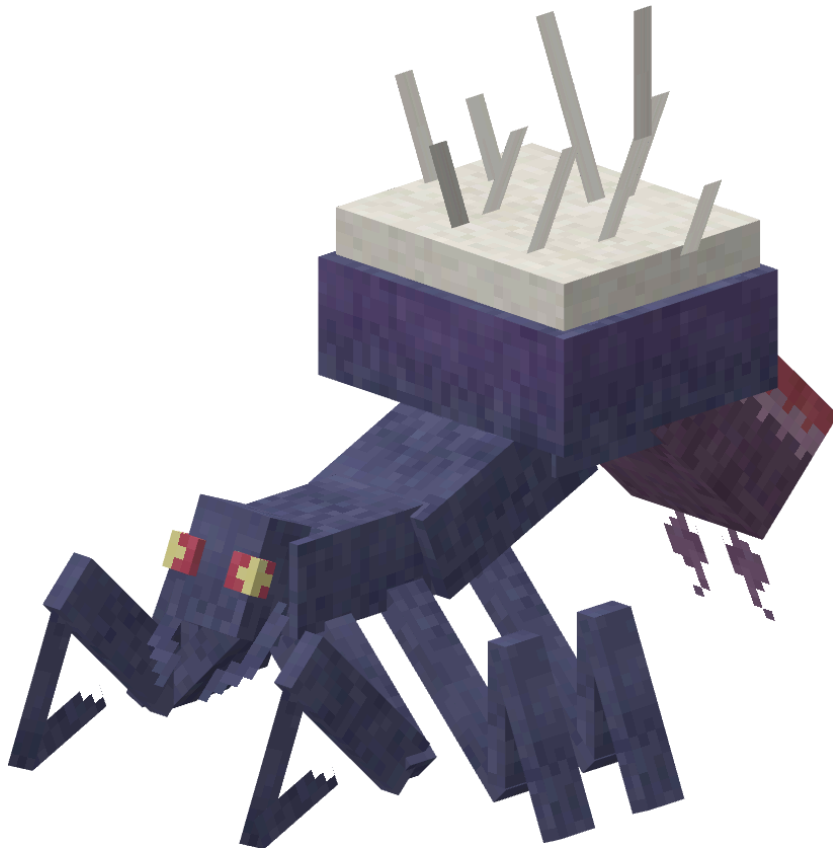
Aggression: Neutral

Drops: Feather (100) & Raw chicken (100%)

Spawning: Plains, Swamps, Savannas, Meadows, Cherry Grove & Mountains

Special information: They're found in their nest structures, which include a single gold block instead of an egg. They fly around instead of walking. It starts attacking you if you attack it first.

Silkefang



HP: 25

ATK: 5

Aggression: Hostile

Drops: String (100%) & Spider eye (100%)

Spawning: Plains, Savannas, Meadows, Cherry Grove, Forests & Birch forests

Special information: They place cobweb on you when attacking. They also give you Poison II for 8 seconds. They have slight knockback attack and slight knockback resistance.

Corpse-Weeper



(Modelled by Noii)

HP: 35

ATK: 5

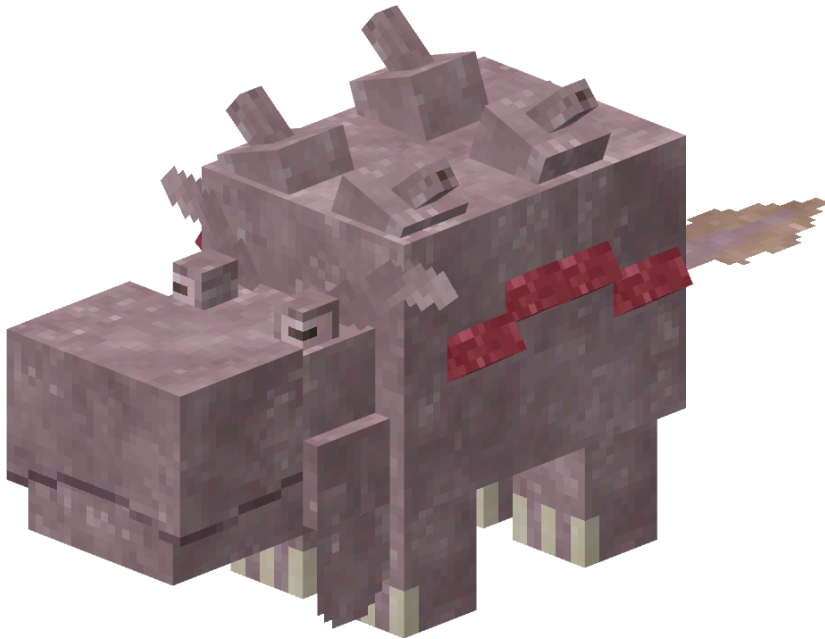
Aggression: Hostile (Adult) / Passive (Baby)

Drops: Feather (50%) & Raw Corpse-Weeper (100%)

Spawning: Plains, Savannas, Meadows, Cherry Grove & Mountains

Special information: When they spawn, they can have a baby with them. A baby will grow up into an adult in the span of 2 minutes.

Ottobas



HP: 50

ATK: 6

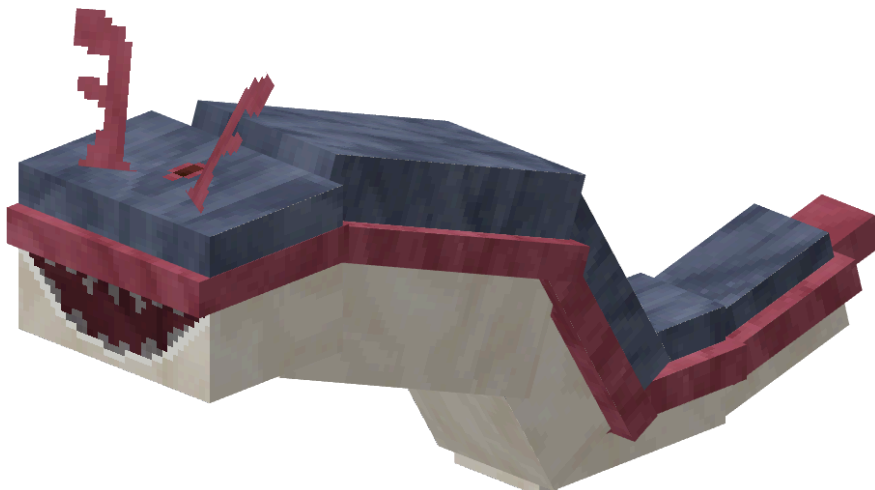
Aggression: Hostile

Drops: Leather (100%) & Red Mushrooms (50%)

Spawning: Swamps & Jungles

Special information: They have high knockback attack and knockback resistance.

Crimson Splitjaw



HP: 55

ATK: 7

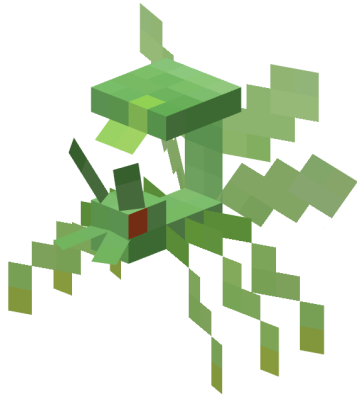
Aggression: Hostile

Drops: Rotten Flesh (100%)

Spawning: Mountains, Meadows & Badlands

Special information: They are simply aggressive towards players and are immune to falling damage. They're also hostile towards Madokajacks.

Amaranthine-Deceptor



HP: 7

ATK: 3

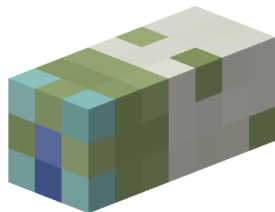
Aggression: Hostile

Drops: Eternal Fortune (100%)

Spawning: Forests, Meadows, Cherry Grove & Sunflower Plains

Special information: They mimic Eternal Fortunes, but when the flower gets broken, they start attacking. When they kill anything, they have a 40% chance to place 2 larvas. The larvas grow into adults after 2 minutes. They attack players and animals.

Amaranthine-Deceptor Larva



HP: 2

ATK: 1

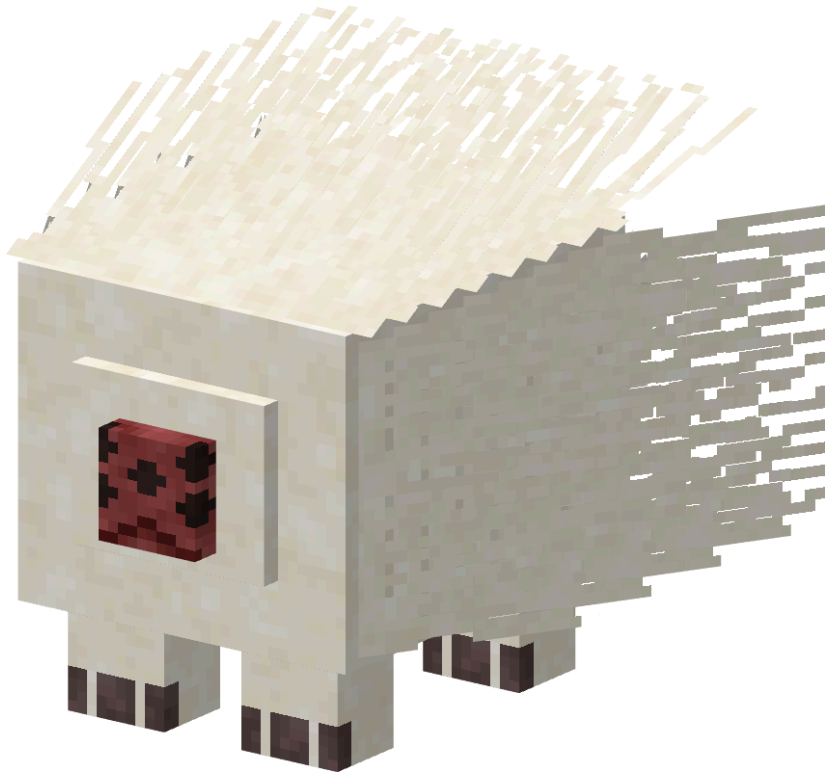
Aggression: Hostile

Drops: Nothing

Spawning: 40% chance whenever an adult Amaranthine-Deceptor kills an entity.

Special information: They grow into adults after 2 minutes. They attack players and animals.

Orb Piercer



HP: 65

ATK: 7

Aggression: Hostile

Drops: Poison Quill

Spawning: Swamps

Special information: They give players Poison IV for 12 seconds when attacking and drops Poison Quill, which can be used as a weapon that has 3 uses and gives the enemy Poison IV for 12 seconds. It's immune to potion effects. They're also hostile towards villagers and pillagers.

Amakagame



HP: 30

ATK: 7

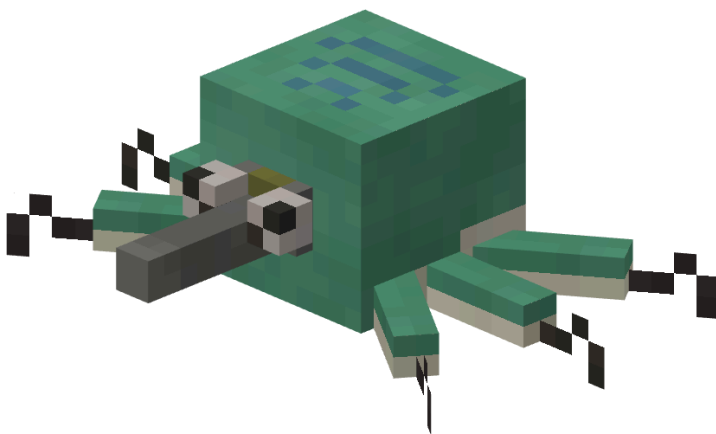
Aggression: Hostile

Drops: 8 Slime Balls

Spawning: Dripstone Caves, Lush Caves & Mountains

Special information: It gives you Slowness II and Poison I for 9 seconds. It also has big knockback attack and it's immune to knockback. It can't move around. When you attack it while its HP is at max, it will "swallow" you.

Dread-Owle



HP: 20

ATK: 0

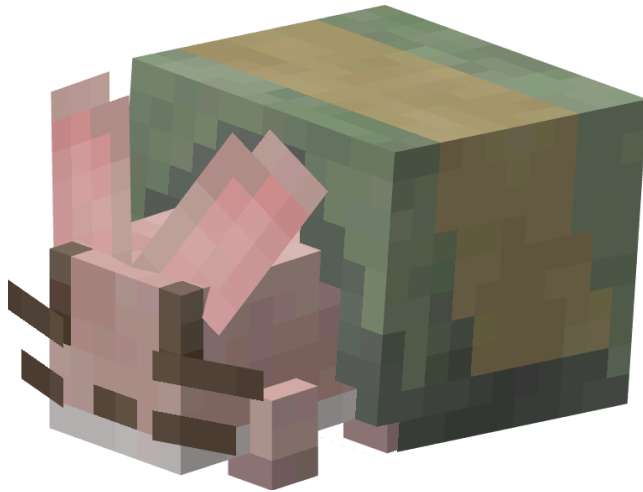
Aggression: Passive

Drops: Fermented Spider Eye (50%)

Spawning: Deserts & Dark Forests

Special information: It becomes invisible for 7 seconds when attacked and panics away.

Hermit Rat



HP: 30

ATK: 6

Aggression: Neutral

Drops: Raw Rabbit

Spawning: Savannas, Dark Forests, Deserts & Badlands

Special information: It only starts attacking you if you attack it first.

Inbyo



HP: 25

ATK: 7

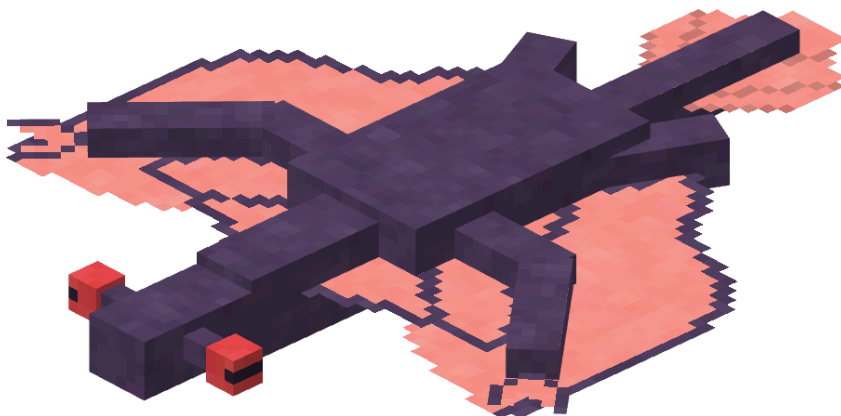
Aggression: Hostile

Drops: Leather

Spawning: Jungles & Dark Forests

Special information: They move very fast. They can also spawn in groups of up to 7.

Madokajack



HP: 30

ATK: 6

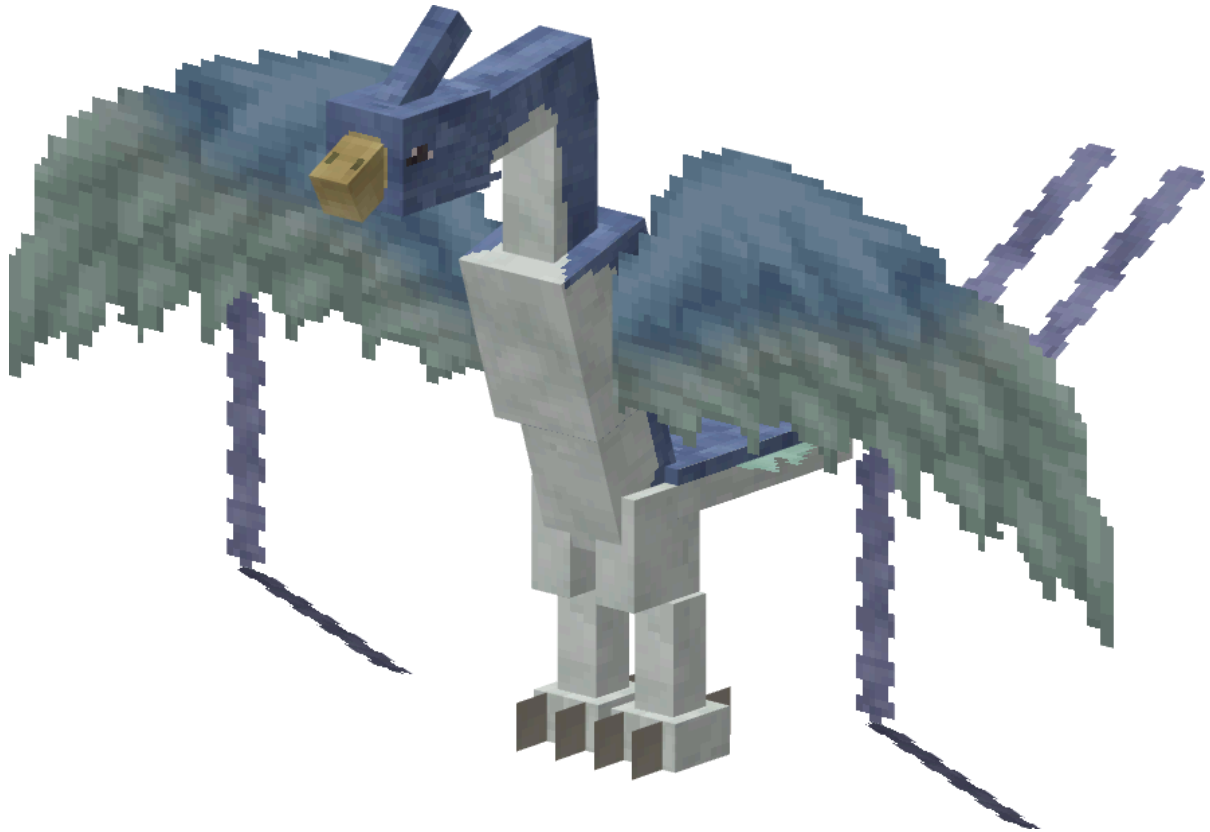
Aggression: Hostile

Drops: Phantom Membrane

Spawning: Mountains, Meadow & Cherry Grove

Special information: They fly around. They are aggressive towards players, sheep, cows, chickens, pigs, Neritantan and Crimson Splitjaw.

Sakawatari



HP: 45

ATK: 8

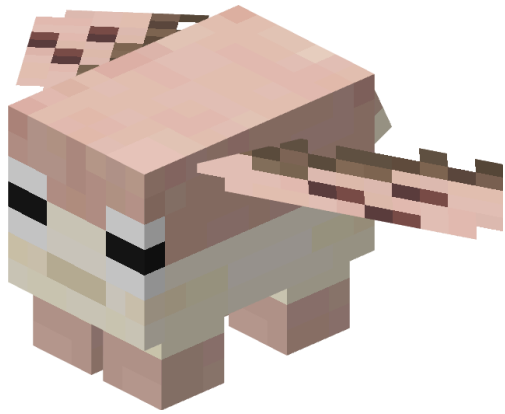
Aggression: Neutral

Drops: 5 Feathers & 3 Raw Chicken

Spawning: Plains, Savannas, Meadows, Cherry Groves & Mountains

Special information: It moves fast. It's aggressive towards Hammerbeak and Hermit Rats. It starts attacking players when they attack it first.

Meinastilim



HP: 15

ATK: 0

Aggression: Passive

Drops: Feather

Spawning: Plains & Savannas

Special information: It panics when attacked. It is immune to fall damage. You can tame it with Wheat Seeds. Once tamed, it will receive the name tag "Meinya" and will constantly follow you. It will not defend you.

Turbinid-Dragon



(Textured by ModderG)

HP: 65

ATK: 9

Aggression: Neutral

Drops: 3 Slime balls (50% each) & 1 Raw Iron (100%)

Spawning: Deserts & Badlands

Special information: They give Poison III for 13 seconds when attacking. They attack ranged by shooting big spit balls.

Mizoujack



HP: 30

ATK: 0

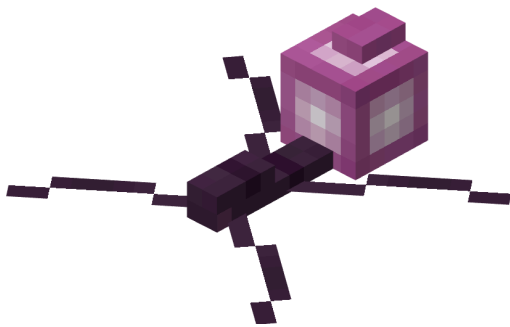
Aggression: Passive

Drops: Raw Mizoujack Egg

Spawning: Swamps & Savannas

Special information: It's completely passive towards players. They panic around when attacked. Their eggs can't be eaten raw, they have to be cooked in order to be edible.

Rohana



HP: 5

ATK: 3

Aggression: Neutral

Drops: Rohana Dust - Used for making new decorative glowing blocks.

Spawning: Rivers

Special information: It lives underwater and glows. It's neutral towards players, meaning that it only attacks when attacked first.

Shroombear



HP: 25

ATK: 0

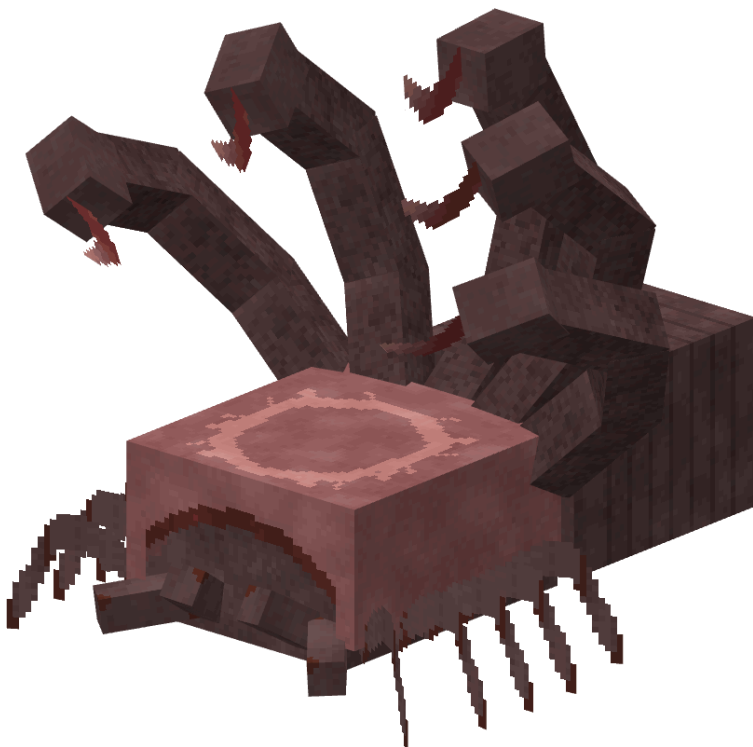
Aggression: Passive

Drops: 2 Water-Shroom (100% each)

Spawning: Swamps, Dark Forest, Savannas & Mushroom Fields.

Special information: It panics around when attacked. It drops Water-Shrooms, which are items that recover 3HP & 2 Hunger points when eaten.

Stingerhead



HP: 30

ATK: 8

Aggression: Hostile

Drops: Stingerhead Stinger - When attacking any entity with this item, they'll receive Poison III for 14 seconds.

Spawning: Deserts, Badlands & Dripstone Caves

Special information: It gives Poison III for 14 seconds when attacking. It's immune to potion effects.

Uranaguapu



HP: 25

ATK: 7

Aggression: Hostile

Drops: Leather

Spawning: Mountains & Lush Caves

Special information: It's immune to falling damage and can leap to targets.

Urikouri



HP: 30

ATK: 6

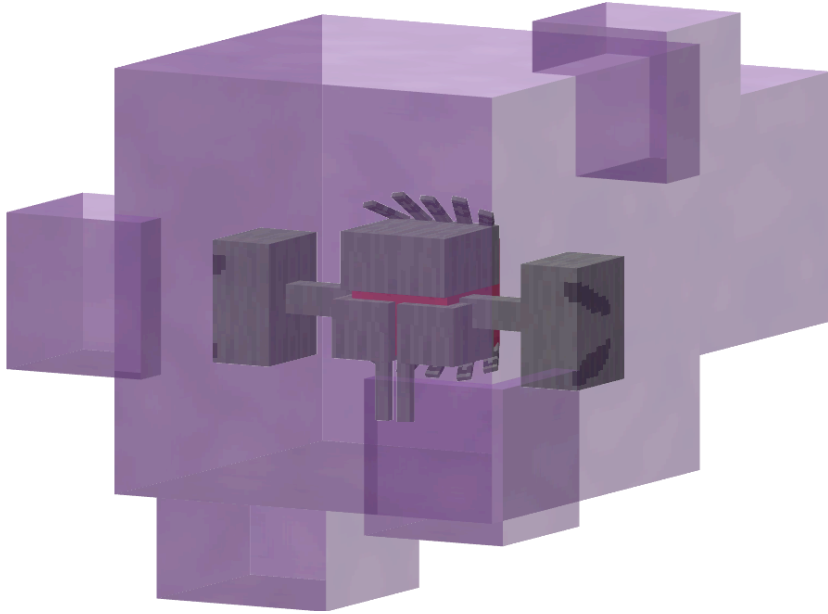
Aggression: Hostile

Drops: Rotten Flesh

Spawning: Forests, Taigas, Birches, Dark Forest & Cherry Grove

Special information: It's simply hostile towards players.

Fuzosheppu



HP: 80

ATK: 8

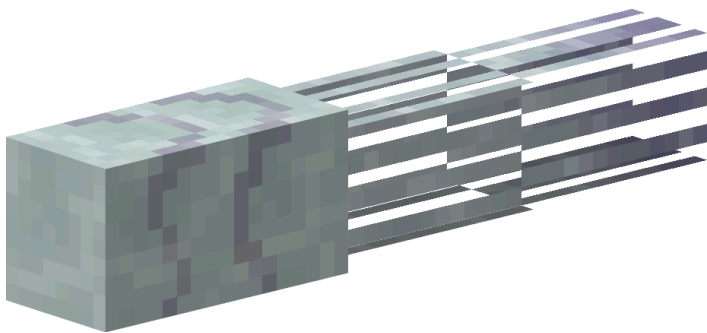
Aggression: Hostile

Drops: 8 Slime Balls

Spawning: Badlands & Deserts

Special information: It's a floating creature. When it dies, it divides itself into six small male Fuzosheppus.

Kazura Squid



HP: 25

ATK: 0

Aggression: Passive

Drops: Ink Sac

Spawning: Swamps & Deep oceanic biomes

Special information: It swims around.

Horncrier



(Modelled by Noii)

HP: 30

ATK: 7

Aggression: Neutral

Drops: 3 Sticks & 1 Bone

Spawning: Forests, Birches, Taigas, Cherry Grove & Dark Forests

Special information: It starts attacking players if they attack it first. Has a 40% chance of giving players Hunger I for 16 seconds.

Horncrier (Subspecies)



(Modelled by Noii)

HP: 35

ATK: 7

Aggression: Hostile

Drops: 3 Sticks & 1 Bone

Spawning: Forests, Birches, Taigas, Cherry Grove & Dark Forests

Special information: It is actively hostile towards players. Has a 40% chance of giving players Hunger I for 16 seconds.

Horncrier (Ancestor)



(Modelled by Noii)

HP: 50

ATK: 8

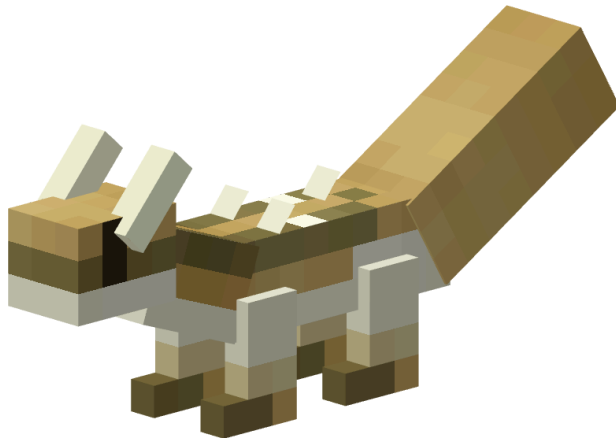
Aggression: Neutral

Drops: 8 Bones & 4 Apples

Spawning: Meadows

Special information: It starts attacking players if they attack it first. Has a 40% chance of giving players Hunger I for 16 seconds.

Man-Toyer



HP: 10

ATK: 6

Aggression: Hostile

Drops: Raw Rabbit

Spawning: Plains, Meadows & Savannas

Special information: It's simply hostile towards players.

Yomotsubi



HP: 25

ATK: 6

Aggression: Hostile

Drops: Raw Iron

Spawning: Jungles, Forests & Dark Forests

Special information: They walk around as they can't fly. They shoot metallic wind slashes towards players as an attack.

Rare Yomotsubi



HP: 25

ATK: 6

Aggression: Hostile

Drops: Quartz

Spawning: Mushroom Fields & Jungles

Special information: They walk around as they can't fly. They shoot metallic wind slashes towards players as an attack.

Yomotsubi (Ancestor)



HP: 35

ATK: 7

Aggression: Hostile

Drops: 2 Raw Gold

Spawning: Jungles, Forests & Dark Forest

Special information: They walk around as they can't fly. They shoot metallic wind slashes towards players as an attack.

Spikewalker



HP: 15

ATK: 3

Aggression: Passive

Drops: Bone

Spawning: Mushroom Fields, Mountains, Dripstone Caves & Lush Caves

Special information: When a player collides with them, the player will get dealt 3 of damage due to how spiky it is.

Blue Spikewalker



HP: 15

ATK: 3

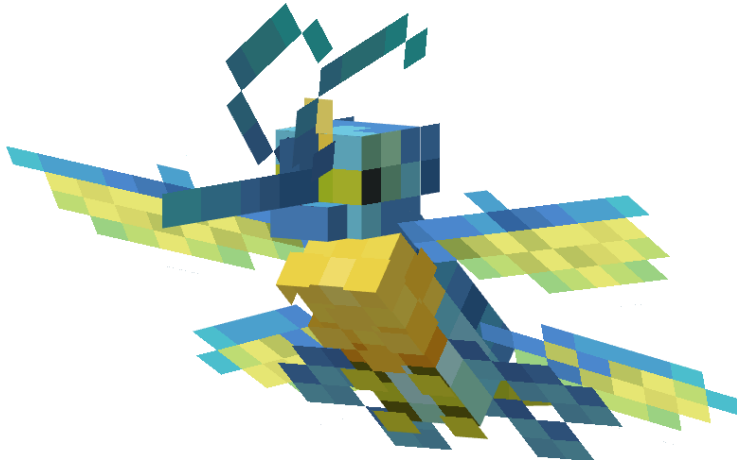
Aggression: Passive

Drops: Bone

Spawning: Freezing biomes, Dripstone Caves & Lush Caves

Special information: When a player collides with them, the player will get dealt 3 of damage due to how spiky it is.

Stinger



(Modelled by DankSherky)

HP: 10

ATK: 5

Aggression: Hostile

Drops: Feather

Spawning: Plains, Savannas, Forests, Taigas

Special information: They are very fast fliers.

Stinger (Subspecies)



(Modelled by DankSherky)

HP: 10

ATK: 6

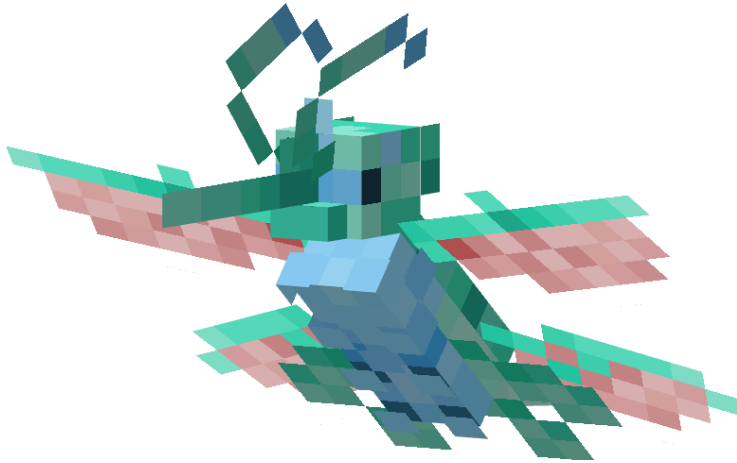
Aggression: Hostile

Drops: Feather

Spawning: Plains & Savannas

Special information: They are very fast fliers.

Stinger (Ancestor)



(Modelled by DankSherky)

HP: 20

ATK: 7

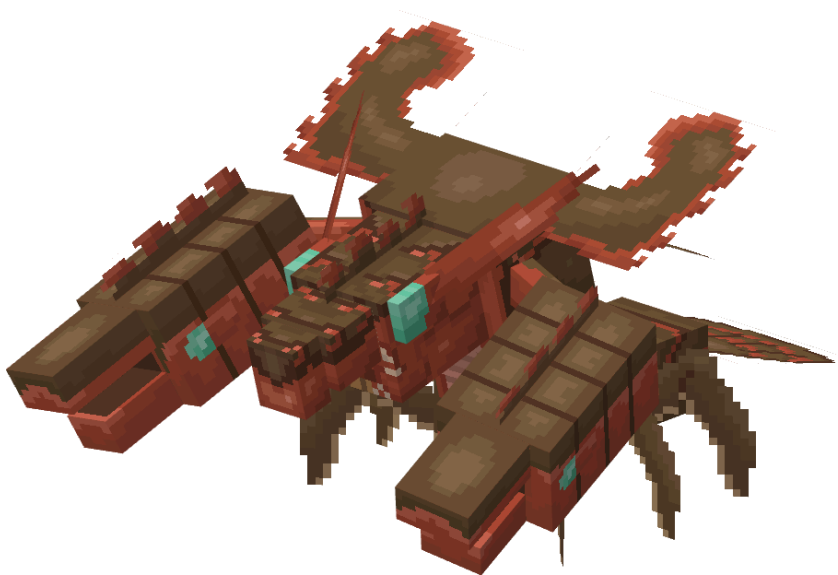
Aggression: Hostile

Drops: 4 Feathers

Spawning: Taigas

Special information: They are very fast fliers.

Tachikanata



(Modelled by Moodkip)

HP: 30

ATK: 7

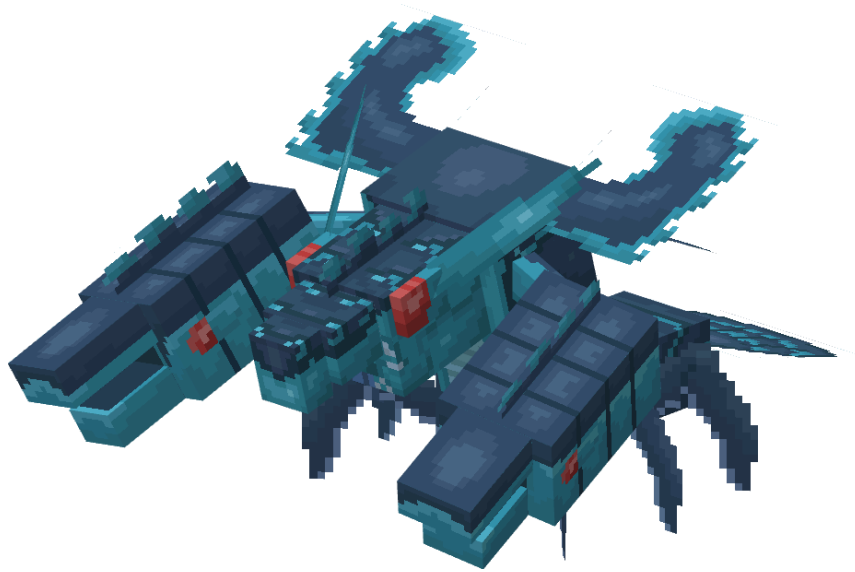
Aggression: Hostile

Drops: Tachikanata Meat

Spawning: Deserts & Badlands

Special information: They have high knockback attack. They give Slowness II for 17 seconds when hurting the player.

Azure Tachikanata



(Modelled by Moodkip)

HP: 30

ATK: 7

Aggression: Hostile

Drops: Tachikanata Meat

Spawning: Rivers & Freezing biomes

Special information: They have high knockback attack. They give Slowness II for 17 seconds when hurting the player.

Tachikanata (Ancestor)



(Modelled by Moodkip)

HP: 40

ATK: 8

Aggression: Hostile

Drops: 4 Tachikanata Meat

Spawning: Deserts & Badlands

Special information: They have high knockback attack. They give Slowness II for 17 seconds when hurting the player. Also has a 40% chance of giving players Levitation I for 3 seconds.

Strength-Sucker



HP: 25

ATK: 4

Aggression: Hostile

Drops: Spider Eye & Gunpowder

Spawning: Savannas & Cherry Grove

Special information: They give Weakness I for 16 seconds to the players they hit.

Pupa-Carrier



HP: 15

ATK: 6

Aggression: Hostile

Drops: Sugar & Gunpowder

Spawning: Mushroom Fields, Forests, Taigas, Birches & Cherry Grove

Special information: They give Nausea II for 17 seconds to the players they hurt.

Rare Pupa-Carrier



HP: 20

ATK: 6

Aggression: Hostile

Drops: Sugar & Gunpowder

Spawning: Birches

Special information: They give Nausea for 17 seconds to the players they hurt and also Poison III for 8 seconds.

Kudara



HP: 30

ATK: 7

Aggression: Hostile

Drops: Raw Beef

Spawning: Mushroom Fields & Swamps

Special information: They give players Poison III and Nausea for 20 seconds.

Shadow Kudara



HP: 30

ATK: 7

Aggression: Hostile

Drops: Raw Beef

Spawning: Soul Sand Valley & Freezing biomes

Special information: They give players Poison III and Nausea for 20 seconds.

Mountain-Spinner



HP: 45

ATK: 8

Aggression: Neutral

Drops: 3 Charcoal

Spawning: Mountains & Beaches

Special information: It starts attacking players if they attack it first. It has big knockback attack and knockback resistance.

Fire Mountain-Spinner



HP: 45

ATK: 8

Aggression: Neutral

Drops: 3 Raw Gold

Spawning: Deserts, Badlands & Nether Wastes

Special information: It starts attacking players if they attack it first. It has big knockback attack and knockback resistance. They set the player on fire for 9 seconds. They're also immune to fire.

Ice Mountain-Spinner



HP: 45

ATK: 8

Aggression: Neutral

Drops: 3 Raw Iron

Spawning: Freezing biomes & Rivers

Special information: It starts attacking players if they attack it first. It has big knockback attack and knockback resistance. They give the player Slowness II for 9 seconds.

Rock-Walker



HP: 30

ATK: 7

Aggression: Hostile

Drops: Rotten Flesh

Spawning: Mountains & Dripstone Caves

Special information: They can leap at players as an attack.