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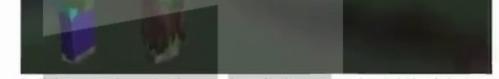
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i call the standard enemies these are the mobs that spawn at low light levels in the overworld they include well known adversaries such as skeletons zombies and creepers although it's a diverse group we can clearly split it up into categories the first set is the natural mobs mobs that don't have anything strange about them and they might be found in nature these include the spider and the creeper the next group is the undead mobs

and this includes zombies zombie villagers skeletons and the situational variants such as the drought and husks in previous videos i've talked about how these undead mobs imply that there used to be a humanoid species which was wiped out the don't worry about the details of this the point is that all undead mobs are in this group another standard mov is the enderman although these are a special case which require more

complex reasoning to understand watch the video above to learn more so as we've just formalized all standard enemies are either natural undead or enderman well almost all of them the obvious question we need to ask is where does the witch fit into this it's clearly not undead as it doesn't take extra damage from smite it's also not an enderman and it doesn't seem to be natural either the witch uses potions which require



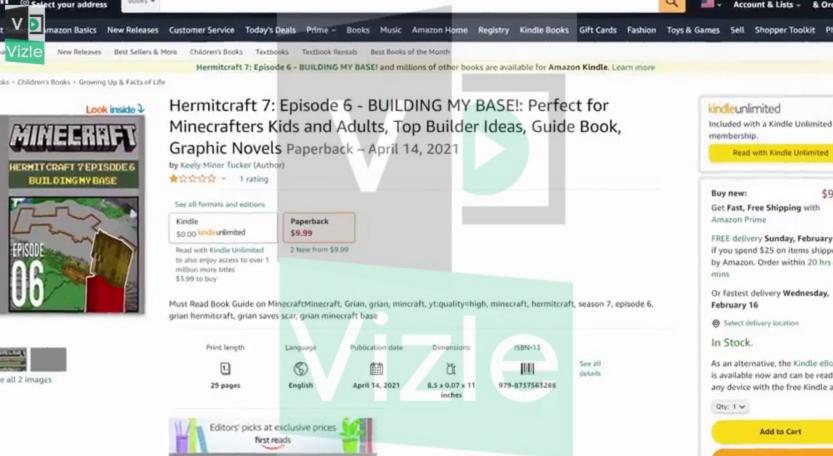
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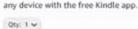
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