

Phantom

This article is about the hostile mob. For the mob in [Minecraft Dungeons](#), see [MCD:Phantom](#).
For other uses, see [Phantom \(disambiguation\)](#).

Phantoms are flying [undead](#) [hostile mobs](#) that spawn in the night sky when the player has not laid in a [bed](#) or died for three or more in-game days. They attack by diving at the player from the sky to bite them.

Contents

Spawning

[Bedrock Edition](#)

[Java Edition](#)

Drops

[On death](#)

Behavior

[Detailed pathing behavior](#)

Sounds

Data values

[ID](#)

[Entity data](#)

Achievements

Advancements

History

[Development](#)

[Java Edition](#)

[Bedrock Edition](#)

[Legacy Console Edition](#)

[Data history](#)

Issues

Trivia

Gallery

[Renders](#)

[Screenshots](#)

[Mojang images](#)

[Development images](#)

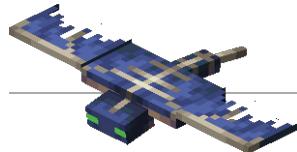
[Concept artwork](#)

[Textures](#)

Phantom



Java Edition



Bedrock Edition



Health points 20 (× 10)

Behavior Hostile

Mob type Undead
 Monster

In Java Edition:

Easy & Normal: 2 ()

Hard: 3 ()

Attack strength

In Bedrock Edition:

Easy: 4 ()

Normal: 6 ()

Hard: 9 ()

Hitbox size Height: 0.5 Blocks

Width: 0.9 Blocks

[In other media](#)[References](#)[Navigation](#)

Spawning

Phantoms spawn unless the game rule `spawn_phantoms`^[JE only] or `doInsomnia`^[BE only] is set to false. The spawning mechanics differ between *Java* and *Bedrock* editions. In both editions, they spawn in the *Overworld* above a player whose "Time Since Last Rest" statistic is at least 1 hour (72000 ticks or 3 in-game days).^[verify] This statistic is reset when the player dies or enters a *bed*. This does not require skipping the night. Furthermore, the player must not have a block overhead that blocks light in any way; for example, leaves prevent phantoms from spawning as they have a light opacity of 2, but glass does not, as its light opacity is 0.

Phantoms do not spawn above players in *Spectator* mode, but they do spawn above players in *Creative* mode.^[1]

Speed	0.7
Spawn	In the <i>Overworld</i> at nighttime or during thunderstorms, when player has not entered a bed or died for 3+ ingame days



Two phantoms at night.

Bedrock Edition

Phantom spawning is similar to other monsters spawning: the spawn location must have a light level of 7 or less, and spawns are limited by the monster population cap. Phantoms are also subject to a density cap of 5. Phantom spawn attempts are made on surface blocks throughout the same spawn radius as other monsters. However, when a phantom spawn attempt succeeds, the phantom appears somewhere in a 21×15×21 cube centered 28 blocks above the player instead of at the block where the spawn attempt occurred.

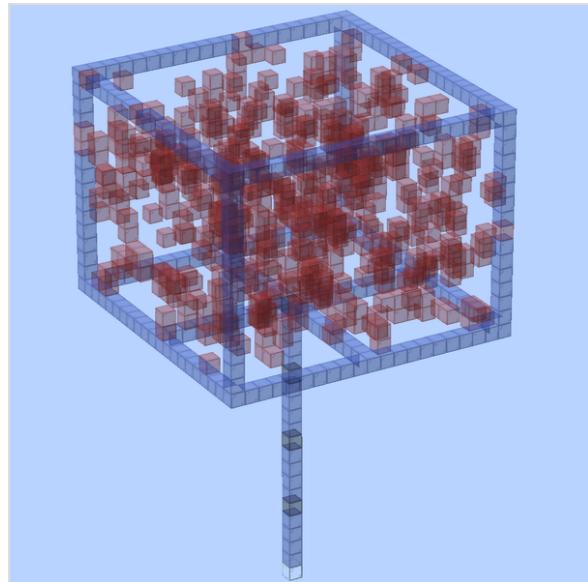
This means phantoms can also spawn during daytime as long as there are suitable blocks around players who are directly below the sky. The number of phantoms spawned is 1-2 in *Easy* difficulty, 1-3 in *Normal*, and 1-4 in *Hard*. Blocks that can spawn phantoms need to count as surface, that is, they have to be the highest spawnable block having no solid blocks directly above them. A solid floor under a roof of leaves, with at least 8 air blocks in between, meets this criteria.

Java Edition

Phantoms attempt to spawn every 1–2 minutes. They spawn only if it is night or a thunderstorm is happening, the player is above sea level ($y=64$) with sky visible directly above, and the local difficulty is greater than a randomly chosen value between 0.0 and 3.0. The formula x^{-72000}/x represents the chance of a successful spawn, where x is the number of ticks since the player last entered a bed or died. This roughly comes to a $\frac{1}{4}$ (25.0%) chance on day 4, a $\frac{2}{5}$ (40.0%) chance on day 5, a $\frac{3}{6}$ ($\frac{1}{2}$) (50.0%) chance on day 6, $\frac{4}{7}$ (about 57.1%) chance on day 7, and so on.

If all conditions are met, a group of phantoms attempts to spawn 20–34 blocks above the player, and off to the side by a [Chebyshev distance](#) of up to 10 blocks. The number of phantoms spawned is 1-2 in [Easy](#) difficulty, 1-3 in [Normal](#), and 1-4 in [Hard](#). Phantoms can spawn inside buildings, if the player is outside and the building is both near enough and the building has a large enough cavity for them to spawn inside.

Phantoms count toward the hostile mob cap, but they do not adhere to it when spawning.^[2] Their spawning mechanic is based on the location of players in the world rather than by chance, unlike regular [mob spawning](#). Phantom spawning is completely independent of biome, meaning they can spawn in biomes that normally prevent hostile mob spawning such as [mushroom fields](#)^[3] and [the void](#).^[4] The number of phantoms that spawn indirectly increase in number every consecutive night a player has not entered a bed, as there is a higher chance that phantoms spawn every time there is a spawn attempt. They then stop spawning when the player lies down in bed.



The phantom's spawn range in *Java Edition*. The glass at the bottom indicates the player's position, the red stained glass indicates phantom spawning locations, and the blue stained glass indicates the bounding box of the spawn range.

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Phantom Membrane ^[A]	0-1	50.00%	0.50	0-2	75.00%	1.00	0-3	87.50%	1.50	0-4	91.67%	2.00

A. Only when killed by a [player](#) or a [tamed wolf](#).

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Phantom Membrane ^[A]	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25

A. Only when killed by a player.

- 5 when killed by the player or a tamed wolf.

Behavior

When idle, phantoms fly around in a roughly circular pattern within 15 to 25 blocks of a player horizontally and within 24 to 35 blocks of a player vertically. They leave a trail of gray smoke while they fly. Their movement speed is one of the fastest of any mob, up to 20 blocks per second. They have a large search radius, targeting and following players from 64 blocks away. Once every 10-20 seconds^[BE only] or every 8-12 seconds^[JE only], they swoop in to attack. If stopped or hurt during this action, the phantom retreats back to its original elevation with sky visibility. When a path to its original elevation is obstructed by a block, the phantom continues attempting to return to its original elevation until it either attacks or moves out from under the block. In the case of spawning under a high glass ceiling, phantoms spawn, immediately attack, and then fly up to the glass (even despawning in the process if they get far enough). Phantoms attack exposed players in beds, but do not attack players in creative mode. Phantoms switch targets if a player has spawned them but another player qualifies to be attacked, however they are neutralized if the spawning or targeted player resets their timer.



A phantom swooping at the player. In addition, a spider is stalking the player and a sheep and some pigs can be seen in the background.

Phantoms can move through water at their normal speed. Phantoms do not drown.

A phantom's body disappears when under the Invisibility effect, but its eyes and smoke particles are still visible.

Cats hiss at phantoms that are currently attacking players, and phantoms try to stay at least 16 blocks away from them. (This is true even if the cat is inside a building.) In Bedrock Edition, phantoms also avoid ocelots in the same manner.

Being an undead mob, they are:

- damaged by the status effect Instant Health and healed by the status effect Instant Damage.
- unaffected by the status effects Regeneration and Poison.
- ignored by the wither.
- affected by the Smite enchantment.

- unable to swim in water, but do not drown.
- a threat to armadillos, causing them to hide in their shell.

Like zombies and skeletons, phantoms burn in sunlight. They burn even when equipped with helmets through commands.^[5] Phantoms leave a trail of particles behind each wing.

The eyes of phantoms are emissive with Vibrant Visuals.

Detailed pathing behavior

Observation in Bedrock Edition v1.20: It seems that the circling is better described as targeting a certain location. This location starts out as the ground block that they logically spawned from. This means that they can circle even *below* the player. After swooping a player (even unsuccessfully), a new target location is designated, and thus a new circling height.

Sounds

Java Edition:



Phantoms circling below a player in creative mode, who is standing 30 blocks above the logical spawning locations

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Phantom screeches	Hostile Mobs	Randomly while aggroed	entity.phantom.ambient	subtitles.entity.phantom.ambient	0.8	0.8-1.2	16	
	Phantom flaps	Hostile Mobs	Periodically	entity.phantom.flap	subtitles.entity.phantom.flap	0.95-1.0	0.95-1.0	16	
	Phantom hurts	Hostile Mobs	When a phantom is damaged	entity.phantom.hurt	subtitles.entity.phantom.hurt	0.75	0.8-1.2	16	
	Phantom dies	Hostile Mobs	When a phantom dies	entity.phantom.death	subtitles.entity.phantom.death	1.0	0.8-1.2	16	
	Phantom swoops	Hostile Mobs	When a phantom dives down to attack	entity.phantom.swoop	subtitles.entity.phantom.swoop	7.0	0.95-1.05	16	
	Phantom bites	Hostile Mobs	When a phantom attacks something	entity.phantom.bite	subtitles.entity.phantom.bite	0.3	0.9-1.0	16	

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	
	?	Hostile Mobs	Randomly while aggroed	mob.phantom.idle	?	10.0	0.8-1.2	
	?	Hostile Mobs	Periodically	mob.phantom.flap	?	10.0	0.8-1.2	
	?	Hostile Mobs	When a phantom is damaged	mob.phantom.hurt	?	10.0	0.8-1.2	
	?	Hostile Mobs	When a phantom dies	mob.phantom.death	?	10.0	0.8-1.2	
	?	Hostile Mobs	When a phantom dives down to attack	mob.phantom.swoop	?	10.0	0.95-1.05	
	?	Hostile Mobs	When a phantom attacks something	mob.phantom.bite	?	10.0	0.8-1.2	

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
■ Phantom	phantom	burn_in_daylight can_breathe_under_water fall_damage_immune ignores_poison_and_regen inverted_healing_and_harm undead wither_friends sensitive_to_smite	entity.minecraft.phantom

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
■ Phantom	phantom	58	mob monster phantom undead	entity.phantom.name

Entity data

Phantoms have entity data associated with them that contains various properties.

Java Edition:

Main article: Entity format

Entity data

Tags common to all entities

Tags common to all mobs

size: The size of the phantom. Ranges from 0 to 64, similar to [slimes](#). Unlike slimes, phantoms always have a constant 20 ($\heartsuit \times 10$) HP, and deal 6 ($\heartsuit\heartsuit\heartsuit$)+Size damage. Naturally spawned phantoms are always size 0.

anchor_pos: The phantom, when not actively attacking, attempts to circle around X,Y,Z. Appears to reset to a point above the target player every time the phantom flies up after a swoop. Set to spawn location if not specified.

Bedrock Edition:

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

Achievements

[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Monster Hunter	Attack and destroy a monster.	Kill one of these 41 monsters: [show] Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon . Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	Monster Hunter	Kill any hostile monster	Kill one of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.
	It Spreads	Kill a mob near a Sculk Catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this advancement.
	Monsters Hunted	Kill one of every hostile monster	Kill each of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.
	Two Birds, One Arrow	Kill two Phantoms with a piercing Arrow	Use a crossbow enchanted with Piercing to kill two phantoms with a single arrow shot.

Advancements that apply to all mobs:

[show]

History

Development

November 1, 2017 (https://www.youtube.com/watch?v=Cf9-ngK-LgM)	Phantoms are first shown on YouTube (back then known only as Mob B and The Monster of the Night Skies). The colored version later appeared after it won the vote.
November 14, 2017 (https://minecraft.net/en-us/article/meet-mob-b)	The article about the phantom was published, which introduced a community vote option for the phantom at MINECON Earth 2017.
November 18, 2017 (https://twitter.com/Minecraft/status/931953200625840132)	The phantom wins the vote at MINECON Earth. It is the second of mobs that were added as a result of the community voting for it.
December 13, 2017 (https://twitter.com/jeb_/status/940955214810615808)	A newer version of the model is shown by jeb. Adrian Östergård jokingly refers to it as a Raybow.
December 13, 2017 (https://twitter.com/jeb_/status/940891459812720640)	Another version of the model is shown by jeb later that day with another model and a missing texture.
?	At some point in development, the phantoms model and texture resembled the final design.
?	A texture almost identical to the final design with a red color.

Java Edition

<u>Java Edition</u>		
[hide]		
1.13	<u>18w07a</u>	 Added phantoms with a placeholder drop of 1-4 leather.
	<u>18w09a</u>	Phantoms no longer spawn in the End.
	<u>18w10a</u>	Phantoms now despawn at daytime.
	<u>18w10c</u>	The phantom's model and texture have been changed.
	<u>18w10d</u>	Phantoms are now considered undead.
	<u>18w14a</u>	Phantoms now burn in sunlight like most undead mobs.
	<u>18w19a</u>	Phantoms no longer despawn at daytime.
	<u>pre1</u>	Phantoms now drop 0-1 phantom membrane, instead of leather.
	<u>18w43a</u>	The phantom's animation has been changed to have the wings flap quicker and smoother.
1.14	<u>18w44a</u>	Phantoms now drop experience. ^[6]
	<u>pre3</u>	Phantoms now have new flapping sounds.
	<u>19w36a</u>	Phantoms are now required for the "Two Birds, One Arrow" advancement.
1.15	<u>19w36a</u>	Phantoms are now afraid of cats.
	<u>19w36a</u>	The damage of phantoms has been reduced from 6 (❤️❤️) to 2 (❤️). ^[7]
	<u>19w36a</u>	Phantom spawning can now be toggled with the game rule doInsomnia.

Bedrock Edition

<u>Bedrock Edition</u>		
[hide]		
1.6.0	<u>beta 1.6.0.1</u>	 Added phantoms with the health of 10 (❤️❤️❤️), with a placeholder drop of 1-4 leather. ^[verify]
	<u>beta 1.6.0.5</u>	Phantoms now drop phantom membranes.
	<u>beta 1.6.0.5</u>	The phantom's health has been increased from 10 (❤️❤️❤️) to 20 (❤️ × 10).
	<u>beta 1.6.0.5</u>	Phantoms now burn in direct sunlight.
	<u>beta 1.6.0.6</u>	Due to a bug, phantoms are now able to drown. ^[8]
	<u>beta 1.6.0.6</u>	Phantom spawning can now be toggled with the game rule doInsomnia.
1.8.0	<u>beta 1.8.0.8</u>	Phantoms are now afraid of cats.
1.21.130	<u>Preview</u> <u>1.21.130.22</u>	Phantoms are no longer able to drown.

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU69		<u>1.76</u>	<u>1.76</u>	<u>1.76</u>	<u>Patch 38</u>		 Added phantoms.
							Phantoms only have 10 health.
							The maximum number of phantoms in a world is 5.
		<u>1.83</u>					Phantoms are now afraid of <u>cats</u> .

Data history

Java Edition			[hide]
<u>1.20.3</u>	<u>23w40a</u>	Phantoms are now part of the <code>#can_breathe_under_water</code> and <code>#undead</code> tags.	
<u>1.21.5</u>	<u>25w07a</u>	The Size field has been renamed to size.	
		The AX, AY, and AZ fields have been collected into a single anchor_pos field.	

Issues

Issues relating to "Phantom" 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%2C%206%29%29%20AND%20%28summary%20~%20%22Phantom%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- At one point before the release of 18w10a, the phantom texture was made red, but it was decided that it appeared too much like a Nether mob.^[9]
- The unused red design was used later in Minecraft Dungeons as a pet phantom.
- The phantom was originally going to have a mouth, like the drawing shown during MINECON Earth, but it was eventually scrapped because "it looked so much like a muppet".^[9] Earlier designs can be seen on Minecraft's Instagram account.^[10]
- The sounds of the phantom were taken from Samuel Åberg's son screaming.^{[11][12]}
- Despite being flying mobs, phantoms can destroy turtle eggs when on top of them.^[13]



The red phantom design was scrapped because it looked like a Nether mob.

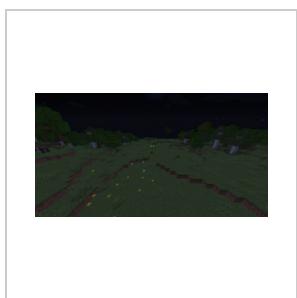
Gallery

Renders



Non-moving phantom
(this state cannot be seen in-game)

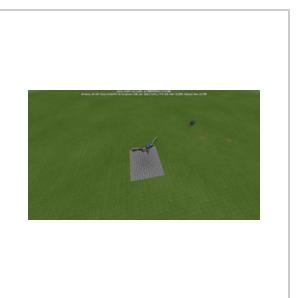
Screenshots



A phantom under the Invisibility effect.



Phantoms exposed to sunlight and taking fire damage.



The particles produced by the phantom's wings can be clearly seen.

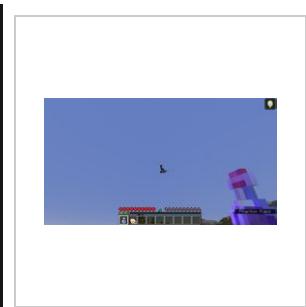


A phantom swooping down at a player at night leaving a trail of gray smoke.



A phantom stuck in a player's boat, caught in the daylight.

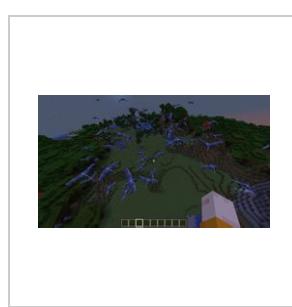
Mojang images



A player avoiding a phantom by using the Invisibility effect.



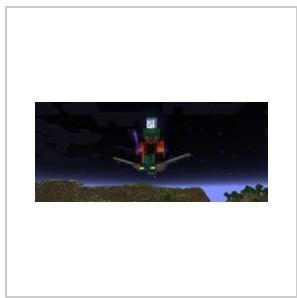
A swarm of phantoms.



Another swarm of phantoms.

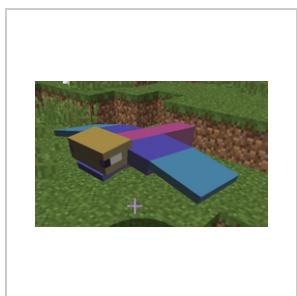


A phantom on fire.



Noor riding a phantom.

Development images



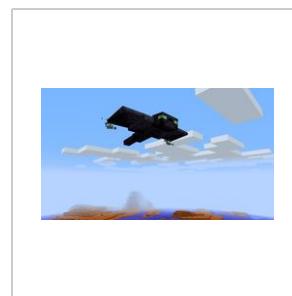
A phantom with a model template texture.



A phantom with no texture.



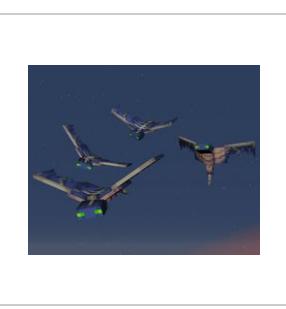
Phantoms flying overhead.



A phantom flying high in the air, using its model and texture from 18w07a. The smoke particles beside each of its wings can be seen.



A phantom flying high in the air, using its model and texture from 18w07a. The smoke particles beside each of its wings can be seen.

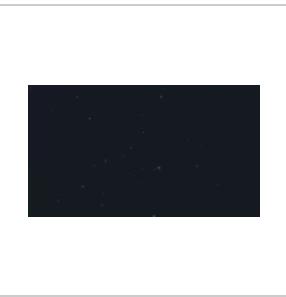


The phantom's poses.

Concept artwork



Mob B alongside the other mobs.



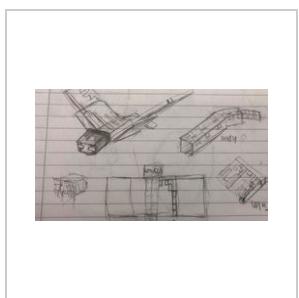
Mob B finally wins in Minecon Earth Mob Vote.



All the revisions of the phantom design, except for the red revision.

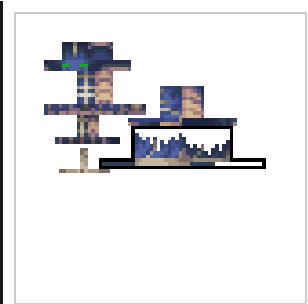


The red phantom revision.

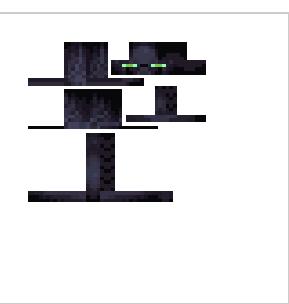


Concept sketches.

Textures



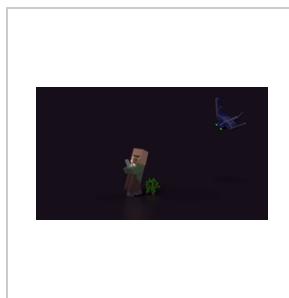
Phantom texture file.

Old texture before
18w10a.

In other media

Artwork of a
phantom.LEGO Minecraft
Phantom."Phantoms and
Witches and Ghasts,
Oh My," an officially
licensed T-Shirt.

Phantom Plush.

A demotivational
poster of a phantom.World Kindness Day
artwork.A phantom lunging at
the Nitwit.

References

1. [MC-145177](#) — resolved as "Works As Intended".
2. [MC-198101](#)
3. [MC-126778](#)
4. [MC-127599](#)
5. [MC-146985](#) — Helmeted phantoms still burn under the sunlight
6. [MC-128712](#)
7. [MC-154372](#) — resolved as "Works As Intended".

8. [MCPE-101541](#)
9. "Meet the Phantom" (<https://www.minecraft.net/en-us/article/meet-phantom>) by Tom Stone – Minecraft.net, March 12, 2018.
10. "The first mob to ever be voted into Minecraft by the community! Originally known as 'Mob B - The Monster Of The Night Skies', this creature won your heart - and your vote! And so it is that we now present you with the many development phases of the Phantom!" ([@minecraft on Instagram](https://www.instagram.com/p/BkdvBUXjqcD), June 25, 2018)
11. "Spoopy and Serene - Making The Sound of 'Minecraft Dungeons' With Mojang's Audio Team" (<https://www.asoundeffect.com/minecraft-dungeons-game-audio/>) by Adriane Kuzminski – A Sound Effect, July 15, 2020.
12. "Growth & Evolution - Part 3: 15 Years of Minecraft" (<https://youtube.com/watch?v=f0k7JNFGhm s&t=492s>) – Minecraft on YouTube
13. [MC-248332](#)

Navigation

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

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