Blaze

re article feedback

For other uses, see Blaze (disambiguation).
Not to be confused with Breeze.

A **blaze** is a hostile mob found in Nether fortresses, and the only source of blaze rods. A blaze attacks by floating upward and shooting fireballs at its target in volleys of three at a time. It can also attack its target in melee range with its spinning rods.

Contents

Blaze

Java Edition

Bedrock Edition

Health points	20 (❤ × 10)
Behavior	Hostile
Mob type	🟩 Monster
Attack strength	🟤 **Small Fireball:** Easy: 3.5 (❤ × 1.75) Normal: 5 (❤❤❤) Hard: 7.5 (❤ × 3.75) 🔥 **Fire:** 1 (❤) per sec for 5 sec (❤❤) **Contact:** Easy: 4 (❤❤) Normal: 6 (❤❤❤) Hard: 9 (❤❤❤❤)
Hitbox size	Height: 1.8 Blocks Width: 0.6 Blocks
Spawn	🏯 Nether Fortress: Light level of 11 or less. From monster spawners.

Spawning

Blazes may spawn naturally in Nether fortresses in groups of 2 or 3[JE only] and from 1 to 3[BE only] at a light level of 11 or less.

Blazes may also spawn from monster spawners in Nether fortresses. Two spawners generate in every Nether fortress, and are located on small platforms surrounded by nether brick fences with a three-block staircase leading up to it.

Spawning conditions for blazes:

- In the structure bounding box of any single piece of the Nether fortress they can spawn on any block
- In the larger area bounding box of the entire Nether fortress they can spawn exclusively on Nether bricks

Blaze spawns in: [hide]

ⓘ **There is a related tutorial page for this topic!**
See Tutorial:Blaze farming.

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
🏯 Nether Fortress	$^{10}\!/_{28}$	35.71%	2–3	10	1–2

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average										
		Default			Looting I			Looting II			Looting III	
	Blaze Rod[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	
	Blaze Rod[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 or a tamed wolf.

10 experience orbs are dropped if killed by a player or tamed wolf.

Behavior

Blazes can fly and are immune to damage from fire and lava. When not attacking, they stay on the ground or slowly sink through the air. When idle, blazes attempt to swim upward in lava or water in *Bedrock Edition* but sink in *Java Edition*. Despite taking damage from water, blazes make no attempt to protect themselves if pushed or dropped into water. Their pathfinding does not avoid fire or lava but does avoid water.

Blazes take 5 (❤❤❤) freezing damage from powder snow.

Blazes take 3 (❤❤) damage when hit by a snowball and 1 (❤) damage when hit by a splash water bottle.

Like endermen, blazes are damaged by rain by 1 (❤) every half second.

The entire blaze texture appears brighter in *Bedrock Edition*, similar to the drowned's eyes. With Vibrant Visuals, blazes and their fire are actually emissive and glowing, with the side-effect that the environment around a blaze darkens when looking at it.

Attacking

  See also: Tutorial:Combat § Blaze

Blazes target players within 48 blocks. If a blaze is damaged by a player or another mob, it alerts other blazes within 48 blocks to target the attacker. A blaze flies when it acquires a target,

slowly approaching while attempting to remain from 0.5 to 3.5 blocks above the target.

A blaze attacking

A blaze's normal attack is a trio of small fireballs, shot from up to 48 blocks. Unlike with the ghast or breeze, a blaze's projectiles *cannot* be deflected, but can be blocked with a shield. A blaze shoots only when it has a clear line of sight to its target. If line of sight is broken in the middle of its volley, the blaze suspends the remainder of its volley until line of sight returns. When using this attack, the blaze burns with fire for 3 seconds, shoots 3 small fireballs over the course of 0.9 seconds, then extinguishes its flames and waits for 5 seconds before attacking again. A blaze shoots its small fireballs with roughly the same lack of accuracy as a dispenser; however, the blaze's shots maintain the same speed all the way to the target, unlike the dispenser's, which start slow and accelerate. If a neutral or hostile mob is accidentally hit by a fireball, the mob will retaliate against the blaze.

A blaze that touches its target performs a melee attack once per second that does 4 (❤❤) damage on Easy difficulty, 6 (❤❤❤) on Normal, and 9 (❤❤❤❤❤) on Hard. This attack is not considered fire damage and does not ignite the target, and as such cannot be prevented by the Fire Resistance status effect.

Sounds

Java Edition:

Sounds								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Blaze breathes	Hostile Mobs	Randomly	`entity .blaze .ambient`	`subtitles .entity .blaze .ambient`	1.0	0.8–1.2	16
	Blaze crackles	Hostile Mobs	Randomly	`entity .blaze .burn`	`subtitles .entity .blaze .burn`	1.0–2.0	0.3-1.0	32
	Blaze dies	Hostile Mobs	When a blaze dies	`entity .blaze .death`	`subtitles .entity .blaze .death`	1.0	0.8–1.2	16
	Blaze hurts	Hostile Mobs	When a blaze is damaged	`entity .blaze .hurt`	`subtitles .entity .blaze .hurt`	1.0	0.8–1.2	16
	Blaze shoots	Hostile Mobs	When a blaze shoots a fireball	`entity .blaze .shoot`	`subtitles .entity .blaze .shoot`	2.0	0.8–1.2	32

Bedrock Edition:

Sounds							[hide]
Sound	Closed captions [*upcoming: BE 26.0*]	Source	Description	Identifier	Translation key [*upcoming: BE 26.0*]	Volume	Pitch
	?	Hostile Mobs	Randomly	`mob.blaze .breathe`	?	1.0	0.8-1.2
	?	Hostile Mobs	Randomly	`entity .blaze .burn`	?	1.0–2.0	0.3-1.0
	?	Hostile Mobs	When a blaze dies	`mob.blaze .death`	?	1.0	0.8-1.2
	?	Hostile Mobs	When a blaze is damaged	`mob.blaze .hit`	?	1.0	0.8-1.2
	?	Hostile Mobs	When a blaze shoots a fireball	`mob.blaze .shoot`	?	3.0	0.8-1.2

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
🔥 Blaze	blaze	fall_damage_immune freeze_hurts_extra_types	entity.minecraft.blaze

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
🔥 Blaze	blaze	43	blaze mob monster	entity.blaze.name

Entity data

Java Edition:

> Main article: *Entity format*

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

Entity data
Tags common to all entities
Tags common to all mobs

Bedrock Edition:

> See Bedrock Edition level format/Entity format.

Achievements

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
		Into Fire	Relieve a Blaze of its rod.	Pick up a blaze rod from the ground.	20	Bronze

Achievements that apply to all mobs:

[show]

Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	Not Today, Thank You	Deflect a projectile with a Shield	Block any projectile with a shield.
	Into Fire	Relieve a Blaze of its rod	Have a blaze rod in the inventory.
	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.

Advancements that apply to all mobs:

[show]

History

For information specifically pertaining to small fireballs, see Small Fireball § History.

Java Edition

Java Edition			[hide]
1.0.0	Beta 1.9 Prerelease	Added blazes.	
		Blazes shoot small fireballs when attacking the player.	
	Beta 1.9 Prerelease 4	Blazes now drop items only when they aren't on fire (about to attack); this has since been fixed, and they now have a chance to drop blaze rods any time they are killed.	
	Beta 1.9 Prerelease 5	Blazes now drop a blaze rod only when killed by the player.	
	RC1	Sounds specific to blazes have been added. They make "breath" sounds and make metallic clunks when hurt.	
1.4.2	12w36a	Due to the addition of wither skeletons, blazes now spawn less often in Nether fortresses (the chance has been decreased from 43.5% to 35.7%).	
1.7.2	1.7	Blazes are no longer provoked when attacked by the player in Creative mode.	
1.8	14w06a	The blaze's AI has been altered. Blazes now attempt to attack the player even if there are blocks between them.	
		A blaze now alerts other blazes in a staggering 50 block radius around itself of the player's presence upon being hit, causing all blazes within the wide radius to swarm the player, if they have a clear path.	
		Blazes now have a decreased firing distance: previously, blazes would shoot at the player from about 32 blocks away once angered, but they now shoot from only 16 blocks. When the player moves out of their radius, they slowly "walk" over to the player, flying over obstructions in the way. When within melee range, the blaze now actively rushes toward the player and attempts to hit the player out of melee range, and shoots small fireballs once the player is out.	
		Blazes no longer attempt to swim in water or lava, instead sinking to the bottom.	
1.11	16w35a	Blazes are now dealt 1 (❤) damage by splash water bottles.	
1.14	18w43a	The texture of blazes has been changed.	
1.14.3	pre3	Blazes now take knockback from damage from splash water bottles and lingering water bottles, which is applied away from the player.	
		Blazes now drop experience when killed by splash or lingering water bottles thrown by players.[1]	
1.16	20w06a	Blazes no longer take damage from snowy weather.[2]	
1.17	21w13a	Blazes now take extra damage when freezing.	
1.19.4	pre2	Blazes now have a weakness to freezing damage for the /damage command.	
1.21.2	24w34a	The texture for the bottom face of a blaze's rods were changed from to .	

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.12.1	build 1	Added blazes.	
	build 12	Blazes are now neutral in Creative mode.	
		Blazes now have sounds.	
v0.13.0	build 1	Blazes are now passive in Creative mode.	
v0.14.0	build 1	The blaze texture now glows.	

Pocket Edition			[hide]
1.0.0	alpha 0.17.0.1	Blazes are now dealt 1 (❤) damage by splash water bottles.	

Bedrock Edition			[hide]
1.10.0	beta 1.10.0.3	The texture of blazes has been changed.	
1.17.0	beta 1.16.230.54	Blazes now take extra damage from powder snow.	
1.21.90	beta 1.21.90.21	Increased blaze attack sound distance to 32 to match *Java Edition*.	
		Blaze's attack distance has been increased from 16 to 48 blocks to match its target detection range.	

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU7	CU1	1.00	1.00	1.00	Patch 1	1.0.1	Added blazes.	
TU8							Blazes now drop 0–2 glowstone dust when killed.	
TU46	CU36	1.38	1.38	1.38	Patch 15		Blazes no longer drop 0-2 glowstone dust when killed.	
TU48	CU38	1.41	1.41	1.41	Patch 17		Blazes drop 0-2 glowstone dust when killed again.	
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Blazes are now dealt 1 (❤) damage by splash water bottles.	

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0		Added blazes.

Data history

Java Edition			[hide]
1.11	**16w32a**	The entity ID of the blaze has been changed from `Blaze` to `blaze`.	
	16w40a	The blaze's `life` tag is no longer used for anything, but still saved/read.	
1.13	**17w47a**	Numeric IDs for entities were presumably deprecated in this version.[*more information needed*]	

Issues

Issues relating to "Blaze" 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%22Blaze%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- When throwing a potion of Invisibility on a blaze, the smoke remains visible.
- According to Jens Bergensten, blazes look the way they do because all mobs in *Minecraft* are cuboid-shape, so to make them flame-like and magical, he created them as a core surrounded by rotating rods.[3]
- Blazes originally didn't have eyes when Jens Bergensten was first creating them and "just looked like a yellow rock". Eyes were added to "give it more personality".[4]
- Despite not having visible feet, blazes are still capable of making footstep sounds.[5]
- According to Minecraft's "Visit the Nether!" blazes are sentient beings made of pure lava. The article theorizes they were created by the original inhabitants of Nether fortresses to serve as guards, but their creators lost control over the blazes and were subsequently destroyed by them.[6]
- On the official T-shirt "Alchemy" by JINX, the blaze is in the form of the Vitruvian Man and the text uses the Standard Galactic Alphabet. The words on the outside of the ring translate to: "nigredo", "albedo", "citrinitas", and "rubedo",[note 1] which are all relating to magnum opus. The words on the ring translate to (starting from the top): "B * Crowmer", "poison * speed", "strenth * resist" [*sic (https://en.wikipedia.org/wiki/Sic)*], "vision * heal", and "regeneration" relating to potions and probably the artist's name. On the connecting lines the words translate to: "potln of thickness" [*sic (https://en.wikipedia.org/wiki/Sic)*], "potln of awkward" [*sic (https://en.wikipedia.org/wiki/Sic)*], "weakness potion" and "mundane potion" relating to

base potions.

- As part of an official collaboration, blazes are included as monsters in a free add-on for the roleplaying game *Dungeons & Dragons* (https://en.wikipedia.org/wiki/Dungeons_%26_Dragons).[7] In the game, they are "Elementals" and have the alignment "Typically Neutral Evil".

Gallery

Renders

A blaze without particles.
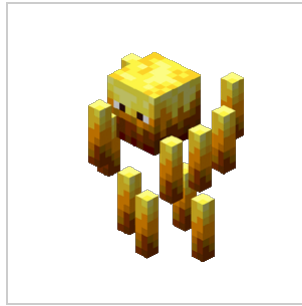
Animated version
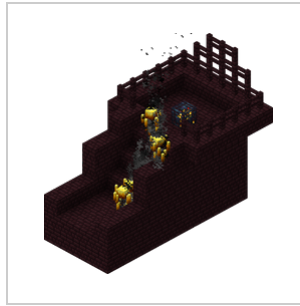
A blaze spawner platform with blazes.

Blaze spawner

Screenshots
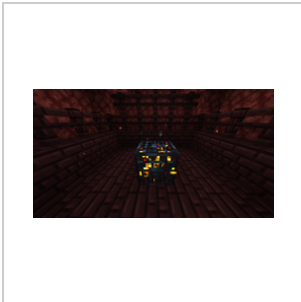
A close up look at a blaze spawner in a Nether fortress.
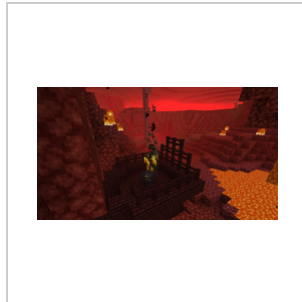
Zoomed out view of the blaze spawner, showing the spawner area and a spawned blaze.
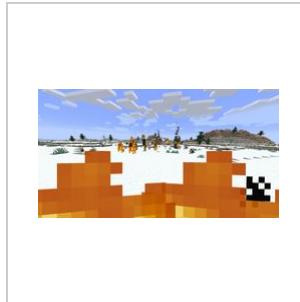
Multiple blazes shooting small fireballs at the player as they hover around their spawner.
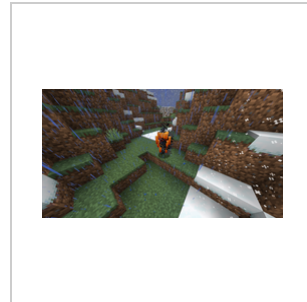
A Blaze that was spawned in the Overworld is taking damage from snowy weather. (Before 20w06a)
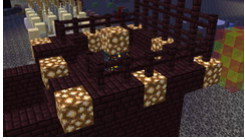
Disabling a blaze spawner with 9 glowstone blocks. Glowstone can be replaced with other light sources of light level 15.
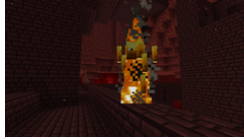
A triggered blaze preparing to attack who still hasn't flown.

A triggered blaze preparing to attack with fire around it, floating on the wall of a Nether fortress.

A blaze and a wither skeleton idling in a Nether fortress.
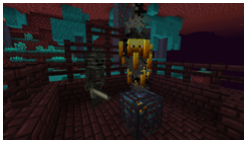
Two blazes spawned near a blaze spawner and a wither skeleton.
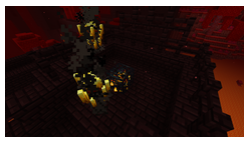
Blazes spawned by a spawner.

A comparison of a blaze and a breeze.

Mojang images

"Kai fighting off Blazes in a Basalt Delta, aiming their shield up toward a Blaze to block their projectile."[8]
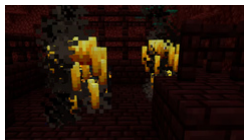
Screenshot of blazes.

Textures
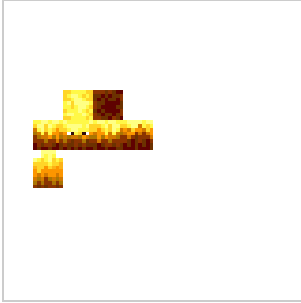
Blaze texture file.

Other

A blaze with hidden pixels revealed by disabling the alpha channel.[*verify*]

The old texture if the hidden pixels are revealed by disabling the alpha channel

In other media
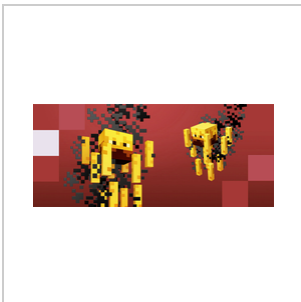
Artwork of a blaze
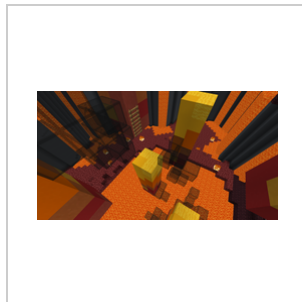
Blaze Parkour, an attraction set on a giant blaze in Realms Celebration.
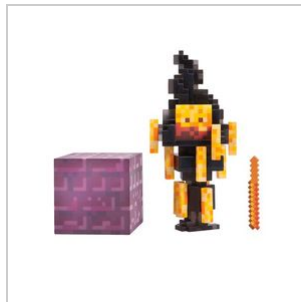
An official blaze action figure.
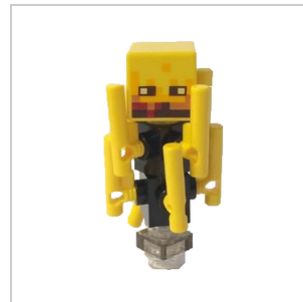
Official LEGO Blaze minifigure.

Official T-shirt artwork "Alchemy" featuring a blaze. Made by JINX (https://www.jinx.com).
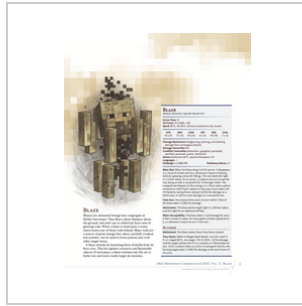
Official blaze statistics for *D&D*.
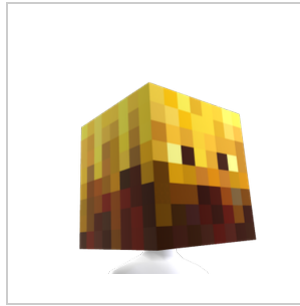
A Blaze Head for the Xbox 360 avatar.

Notes

1. There is a nether track titled Rubedo.

References

1. MC-110004
2. MC-194697
3. "Meet the Blaze" (https://www.minecraft.net/en-us/article/meet-blaze) by Marsh Davies – Minecraft.net, December 20, 2016.
4. "Ask Mojang Midsummer Special with Jeb" (https://youtube.com/watch?v=v3TXUTLClb0) – Minecraft on YouTube, June 18, 2020
5. "[MC-92623] Certain mobs play footstep sounds and subtitles when they shouldn't - Jira" (https://bugs.mojang.com/browse/MC/issues/MC-92623) – Mojira, November 13, 2015.
6. "Visit the Nether!" (https://www.minecraft.net/en-us/article/visit-nether-) by Duncan Geere – Minecraft.net, November 10, 2019.
7. "Minecraft x D&D" (https://www.dndbeyond.com/claim/source/minecraft-creatures-monstrous-compendium) – D&D Beyond.
8. "Minecraft Java Edition 1.20.3" (https://www.minecraft.net/en-us/article/minecraft-java-edition-1-20-3) by Java Team – Minecraft.net, December 5, 2023.

External links

- "Meet the Blaze" (https://www.minecraft.net/en-us/article/meet-blaze) by Marsh Davies – Minecraft.net, December 20, 2016.
- "Mob Menagerie: Blaze" (https://www.minecraft.net/en-us/article/blaze) by Duncan Geere – Minecraft.net, March 6, 2025.

Navigation

Entities	[hide]

Mobs

[hide]

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

BE & *edu* only Agent · NPC

Neutral

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

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 Ender Dragon · Wither

Mob types Animal · Aquatic · Arthropod · Illager · Monster · Undead

Other

Jockey (Camel Husk · Chicken · Hoglin · Ravager · Skeleton Horseman · Spider · Strider · Zombie Horseman · Zombie Nautilus) · Mob variants · Mob conversion

 Other entities [show]

 Unimplemented [show]

 Joke [show]