Breeze

S   re article feedback

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

A **breeze** is a hostile mob spawned by certain trial spawners found in trial chambers. It moves via jumping large distances when attacking, attacks by firing wind charges, and deflects all projectiles that hit it except wind charges. Breezes are the only source of breeze rods, which are dropped upon death.
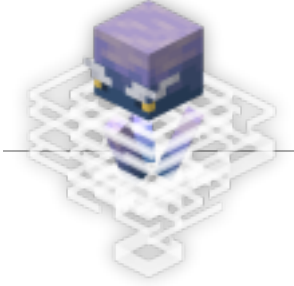
Contents

Breeze	
Java Edition	
Bedrock Edition	
Health points	30 (❤ × 15)
Behavior	Hostile
Mob type	🧟 Monster
Attack strength	💨 **Wind Charge :** Easy and Normal : 1 (❤) Hard : 1.5 (❤ × 0.75)
Hitbox size	Height: 1.77 blocks Width: 0.6 blocks
Spawn	Trial Chambers: from trial spawners.

Spawning

Breezes spawn from trial spawners that generate surrounded by chiseled tuff in trial chambers. These trial spawners only generate in combat chambers, and never in the corridors. Only one breeze spawner can generate in each combat chamber, and it is usually in the center of the room.

Breezes can spawn only in places with line of sight to the trial spawner that spawns them.

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average										
		Default			**Looting I**			**Looting II**			**Looting III**		
	Breeze Rod[A]	1–2	100.00%	1.50	2–4	100.00%	3.00	3–6	100.00%	4.50	4–8	100.00%	6.00

 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**		
	Breeze Rod[A]	1–2	100.00%	1.50	2–4	100.00%	3.00	3–6	100.00%	4.50	4–8	100.00%	6.00

 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

A breeze leaps around between firing wind charges at its target. Before jumping, it compresses

itself like a spring and can jump up to 15 blocks horizontally and 5 blocks vertically. If the breeze is in lava, it can jump only one block into the air. Breezes are immune to all fall damage.

Breezes automatically deflect all projectiles that hit them except wind charges. Unlike shields, deflected projectiles maintain the same velocity, and can potentially harm the attacker or other entities. Breezes are unable to deflect the blast radius of splash potions or firework rockets, which affect them like any other mob if they are in range of the blast.
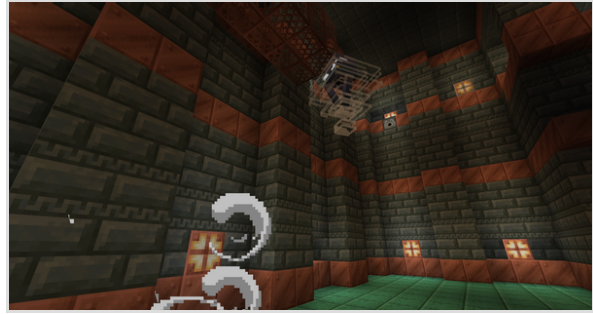
A breeze jumping through the air.

Breezes are partially unaffected by the Invisibility effect. The eyebrows and surrounding wind remain visible.[*Java Edition* only]

Breezes do not retaliate if attacked by mobs that can spawn from trial spawners (zombies, husks, skeletons, bogged, strays, spiders, cave spiders, and slimes). These mobs also do not retaliate if hit by a breeze's wind charge.

Breezes actively pursue and attack iron golems.

Breezes can rotate themselves while in a boat. They are the only mobs that can do this.

Breezes float upwards in water and lava exceptionally faster than all other mobs.[*Java Edition* only]

Wind charge

> *Main article: Wind Charge*

Breezes attempt to shoot a wind charge at a player or enemy within a distance of 16 blocks, with a cooldown of 32 game ticks (1.6 seconds) between attempts. When a breeze's wind charge attack directly hits an entity, the entity takes damage, and a burst of wind appears. If a wind charge hits a block, only a burst of wind appears. This wind burst deals knockback but does not deal any damage by itself; instead, it often deals damage by making the entity fall a high distance. The wind burst can also interact with blocks, toggling block states of *non-iron* doors and trapdoors, buttons, levers, and fence gates, as well as extinguishing lit candles. Such block interactions are potential threats in trial chambers, but can be controlled by the mobGriefing game rule. Bells can also be rung if hit by the wind burst, which is not affected by the mobGriefing game rule.

Wind charges can be deflected if hit with another projectile or a melee attack, similar to ghast fireballs.

Sounds

Java Edition:

						Sounds			[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Breeze whirs	Hostile Mobs	Randomly while on ground	entity .breeze .idle_ground	subtitles .entity .breeze .idle_ground	1.0	0.8-1.2	16
	Breeze flies	Hostile Mobs	Randomly while not on ground	entity .breeze .idle_air	subtitles .entity .breeze .idle_air	1.0	0.8-1.2	16
	Breeze whirls	Hostile Mobs	Randomly	entity .breeze .whirl	subtitles .entity .breeze .whirl	0.8-1.0	0.7-1.1	16
	Breeze dies	Hostile Mobs	When a breeze dies	entity .breeze .death	subtitles .entity .breeze .death	1.0	0.8-1.2	16
	Breeze hurts	Hostile Mobs	When a breeze is damaged	entity .breeze.hurt	subtitles .entity .breeze.hurt	1.0	0.8-1.2	16
	Breeze inhales	Hostile Mobs	When a breeze prepares to shoot a wind charge	entity .breeze .inhale	subtitles .entity .breeze .inhale	1.0	1.0. 1.1	16
	Breeze charges	Hostile Mobs	When a breeze prepares to jump	entity .breeze .charge	subtitles .entity .breeze .charge	1.0	1.0	16
	Breeze shoots	Hostile Mobs	When a breeze shoots a wind charge	entity .breeze .shoot	subtitles .entity .breeze .shoot	1.5	1.0, 1.1, 1.2	16
	Breeze deflects	Hostile Mobs	When a breeze deflects an arrow or a trident	entity .breeze .deflect	subtitles .entity .breeze .deflect	1.0	1.0	16
	Breeze jumps	Hostile Mobs	When a breeze makes a long jump	entity .breeze.jump	subtitles .entity .breeze.jump	1.0	1.0	16
	Breeze lands	Hostile Mobs	When a breeze lands from a long jump or from a fall greater than three blocks	entity .breeze.land	subtitles .entity .breeze.land	1.0	1.0	16

| | Breeze slides | Hostile Mobs | When a breeze slides | entity .breeze .slide | subtitles .entity .breeze .slide | 1.0 | 1.0 | 16 |

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 while on ground	`mob.breeze .idle_ground`	?	0.8-1.0	0.7-1.1
	?	Hostile Mobs	Randomly while not on ground	`mob.breeze .idle_air`	?	1.0	1.0
	?	Hostile Mobs	Randomly	`mob.breeze .whirl`	?	1.0	1.0
	?	Hostile Mobs	When a breeze dies	`mob.breeze .death`	?	1.0	1.0
	?	Hostile Mobs	When a breeze is damaged	`mob.breeze .hurt`	?	1.0	1.0
	?	Hostile Mobs	When a breeze prepares to shoot a wind charge	`mob.breeze .inhale`	?	1.0	1.0/1.1
	?	Hostile Mobs	When a breeze prepares to jump	`mob.breeze .charge`	?	1.0	1.0
	?	Hostile Mobs	When a breeze shoots a wind charge	`mob.breeze .shoot`	?	1.5	1.0-1.2
	?	Hostile Mobs	When a breeze deflects an arrow or a trident	`mob.breeze .deflect`	?	1.0	1.0
	?	Hostile Mobs	When a breeze makes a long jump	`mob.breeze .jump`	?	1.0	1.0
	?	Hostile Mobs	When a breeze lands from a long jump or from a fall greater than three blocks	`mob.breeze .land`	?	1.0	1.0
	?	Hostile Mobs	When a breeze slides[*verify*]	`mob.breeze .slide`	?	1.0	1.0

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
🟦 Breeze	breeze	can_turn_in_boats deflects_arrows deflects_tridents fall_damage_immune no_anger_from_wind_charge	entity.minecraft.breeze

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
🟦 Breeze	breeze	140	breeze mob monster	entity.breeze.name

Entity data

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

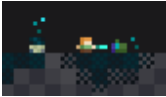*Java Edition*:

> *Main article: Entity format*

Entity data

Tags common to all entities
Tags common to all mobs

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]
	Not Today, Thank You	Deflect a projectile with a Shield	Block any projectile with a shield.
	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.
	Blowback	Kill a Breeze with a deflected Breeze-shot Wind Charge	Kill a breeze by deflecting a wind charge that was shot by the breeze itself.

Advancements that apply to all mobs:

[show]

Videos

History

Announcement

October 15, 2023 (https://www.youtube.com/watch?v=DnY5xz11IR0&ab_channel=Minecraft)	Breezes are announced at Minecraft Live 2023.

Java Edition

Java Edition			[hide]
1.20.3 — **Experiment** — **Update 1.21**	**23w45a**	Added breezes behind the "Update 1.21" experimental data pack.	
	23w46a	Now counts for the "Monster Hunter" and is required for the "Monsters Hunted" advancements.	
1.20.5 — **Experiment** — **Update 1.21**	**23w51a**	Added new breeze sounds.	
		Changed the sounds of breezes.	
		The texture of the breeze have been changed. Separate eyes textures have been merged into the head.	
	24w03a	Breezes can now deflect any projectile, except for their own wind charges.	
		Deflected projectiles now deflect in the direction of the shooter.	
		The texture for the bottom faces of breeze's rods were changed from to .	
	24w04a	Breezes are now aggressive toward iron golems in addition to players.	
		Breezes no longer retaliate against attacks from skeletons, strays, boggeds, zombies, husks, spiders, cave spiders, or slimes.	
	24w06a	Breezes now drop 4-6 wind charges upon death.	
	24w07a	Breezes now deflect wind charge projectiles thrown by players.[1]	
	24w11a	Breezes no longer drop wind charges, and instead drop 1-2 breeze rods upon death.	
	24w13a	Now avoids jumping into dangerous blocks or air.	
	24w14a	Breezes no longer deflect wind charge projectiles thrown by players.[2]	
1.21	**24w18a**	Breezes are now available without using the "Update 1.21" experimental data pack.	
		Breezes can no longer toggle blockstates of redstone components nor extinguish lit candles if mobGriefing game rule is false.[3][4]	
1.21.2	**24w33a**	No longer have a minimum distance required to attack a target.	
	pre2	The idle animation now matches Bedrock Edition.[5]	

Bedrock Edition

Bedrock Edition			[hide]
1.20.60 — Experiment — **Update 1.21**	**Preview 1.20.60.20**		Added breezes behind the "Update 1.21" experimental toggle.
	Preview 1.20.60.21		Breezes can now reflect arrows.
	Preview 1.20.60.23		Changed the sounds of breezes.
	Preview 1.20.60.24		Breezes can now reflect tridents.
	Preview 1.20.60.25		Breezes can now reflect ice bombs[*Minecraft Education only*], eggs, llama spits, shulker bullets, and snowballs.
			The pixels at the bottom of breezes' torso rods now match with their surrounding colors.
1.20.70 — Experiment — **Update 1.21**	**Preview 1.20.70.21**		Breezes are now aggressive toward iron golems in addition to players.
			Breezes no longer retaliate against attacks from skeletons, strays, zombies, husks, spiders, cave spiders, or slimes.
	Preview 1.20.70.24		Breezes now drop 4-6 wind charges upon death.
			Breezes now take damage when hit by wind charge projectiles.
1.20.80 — Experiment — **Update 1.21**	**Preview 1.20.80.22**		Breezes no longer drop wind charges, and instead drop 1-2 breeze rods upon death.
			Breezes now must be submerged up to their eyes to drown, rather than only their base.
1.21.0	**Preview 1.21.0.22**		Breezes are now available without using the "Update 1.21" experimental toggle.
			The breeze now slides during combat.
1.21.20	**Preview 1.21.10.22**		Breezes can no longer toggle blockstates of redstone components if `mobGriefing` game rule is `false`[6].

Trivia

- Regarding a change made to prevent breezes from drowning while swimming, a changelog for a *Bedrock Edition* Preview said that breezes breathe through their eyes rather than their "feet".[7] This is referring to how eye height defines drowning height for most mobs.
- During the design process to determine how the breeze would look, the developers reportedly sat in a room for half a day sketching and throwing out designs.[8] One of the designs they came up with was a "strider with really long legs wearing cowboy pants".[9]
- While Tom Olovsson was designing the breeze's sounds he tried using granular synthesis (https://en.wikipedia.org/wiki/granular_synthesis) to create the whoosh sounds, but mis-clicked while trying to load in a specific file and loaded in a bunch of different "whoosh" sounds instead, and he felt this was actually the right sound for the breeze.[10]

Issues

Issues relating to "Breeze" 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%2
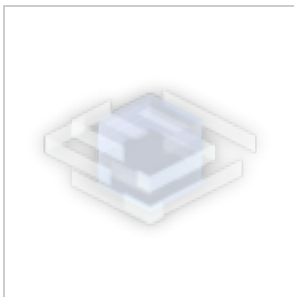
9%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%20
2%2C%206%29%29%20AND%20%28summary%20~%20%22Breeze%22%29%20ORDER%20B
Y%20resolution%20DESC).
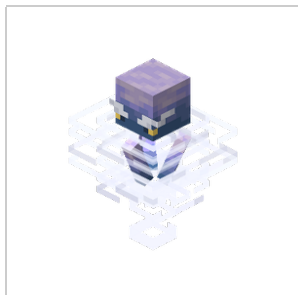
Gallery

Renders

A breeze without its wind armor.
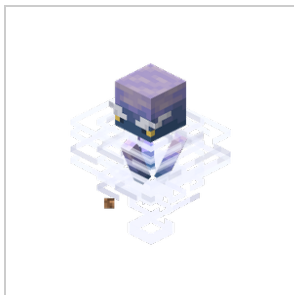

A breeze's wind charge.

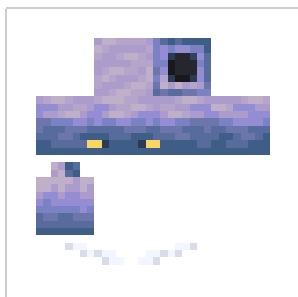## Animations

Animation for firing wind charges.

Animation for jumping.

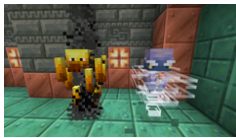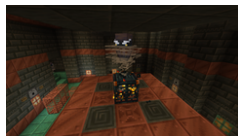Animation for sliding on the ground.

Textures

Breeze

Breeze eyes
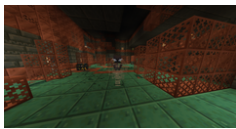

Breeze overlay

Screenshots

A comparison of a breeze and a blaze.

A recently spawned breeze on top of a trial spawner.

A fight with a breeze.

A breeze on fire.

A breeze in the assembly chamber.

Mojang images

A breeze rushing toward the camera.

A breeze firing a wind charge at a player during the "upcoming features" presentation at *Minecraft* Live 2023.

The breeze.

The breeze in combat.

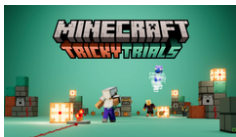## Concept artwork

Sketch of a breeze that resembles a strider with cowboy pants.

Various concepts of the breeze.

Sketch of a breeze.

In other media

Steve and Kai reacting to the appearance of a breeze.
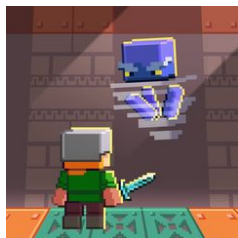

Artwork featuring a breeze.
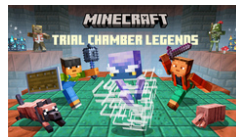
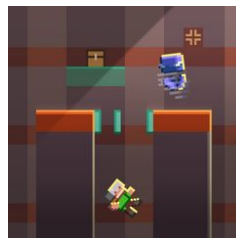A breeze as it appears on the key art for Trial Chamber Legends.

Pixel art of a breeze used in Trial Chamber Legends.
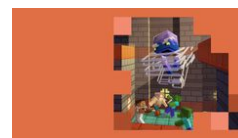

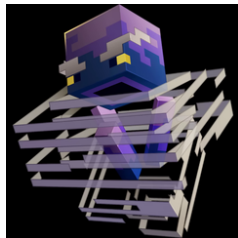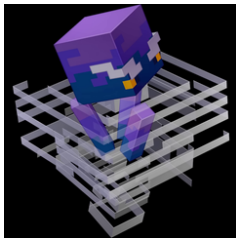Noor fighting a breeze in Trial Chamber Legends.

Alex facing a breeze.

Alex falling off a platform while a breeze watches.

A breeze jumping.

Official artwork of a breeze.

Ditto.

References

1. MC-268342 — Breeze can be damaged by wind charge — resolved as "Fixed".
2. MC-268601 — Breezes can deflect player-thrown wind charges — resolved as "Fixed".
3. MC-270849 — Breeze can extinguish lit candles when mobGriefing is false — resolved as "Fixed".
4. MC-270974 — Breeze wind charges can change activation blockstates of redstone components when mobGriefing is disabled — resolved as "Fixed".
5. Breeze idle animations are different than Bedrock Edition — Fixed
6. MCPE-181211 — Breeze wind charges can change activation blockstates of redstone components when mobGriefing gamerule is disabled — resolved as "Fixed".
7. "Minecraft Preview 1.20.80.22" (https://www.minecraft.net/en-us/article/minecraft-preview-1-2 0-80-22) by Matt Gartzke – Minecraft.net, March 14, 2024.
8. "ALL ABOUT TRICKY TRIALS MOBS & ITEMS @ 0:44" (https://youtube.com/watch?v=1CPKe 6ynKE4&t=44) – Minecraft on YouTube, June 11, 2024
9. "ALL ABOUT TRICKY TRIALS MOBS & ITEMS @ 0:53" (https://youtube.com/watch?v=1CPKe 6ynKE4&t=53) – Minecraft on YouTube, June 11, 2024
10. "ALL ABOUT TRICKY TRIALS MOBS & ITEMS @ 1:20" (https://youtube.com/watch?v=1CPKe 6ynKE4&t=80) – Minecraft on YouTube, June 11, 2024

Navigation

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]

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