Ghast ⚲ re article feedback

v t *This article is about the hostile mob. For its passive counterpart, see Happy Ghast. For the joke mob, see Angry Ghast. For other namesakes, see Ghast (disambiguation).*

Ghasts are large, floating, ghost-like hostile mobs found in the Nether, and are the only source of ghast tears. Ghasts wander aimlessly and shoot explosive fireballs at players, which can be hit back to kill them instantly upon direct impact.

Ghast	
Floating Shooting	
Health points	10 (❤❤❤❤❤)
Behavior	Hostile
Mob type	🟩 Monster
Attack strength	🟤 **Fireball:** **Impact:** Easy: 4 (❤❤) Normal: 6 (❤❤❤) Hard: 9 (❤❤❤❤❤) To itself and other ghasts, when redirected by players: 1000 (❤ × 500) 💥 **Explosion:** *varies by proximity, maximum:* Easy: 9.5 (❤ × 4.75) Normal: 17 (❤ × 8.5) Hard: 25.5 (❤ × 12.75)
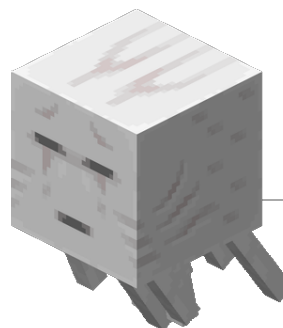
Contents

External links

Navigation

Hitbox size	Height: 4.0 blocks Width: 4.0 blocks
Speed	0.7
Spawn	Nether Wastes Soul Sand Valley Basalt Deltas

Spawning

To spawn naturally, a ghast requires a solid block below it and a free space 5×5 blocks wide and 4 blocks high. They spawn in the basalt deltas, Nether wastes, and soul sand valley biomes in any light level. In *Java Edition*, ghasts cannot spawn in soul sand valleys if another ghast is within 16 blocks of spherical distance to the intended spawning location. In *Bedrock Edition*, two ghasts can spawn within any 4 chunk span.

In *Java Edition*, ghasts spawn in groups of 4 at both Nether wastes and soul sand valleys while they spawn individually in basalt deltas. In *Bedrock Edition*, ghasts will always spawn individually.

Ghasts do not spawn in Nether fortresses, but they can wander nearby. They can, however, spawn in the treasure room variant of bastion remnants if the room is in the correct biome.

Ghast spawns in: [hide]

| Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Soul Sand Valley[note 1]	$^{50}/_{71}$	70.42%	4	40	1
Nether Wastes[note 1]	$^{50}/_{168}$	29.76%	4	40	1
Basalt Deltas[note 1]	$^{40}/_{140}$	28.57%	1	40	1

1. Only 5% of spawn attempts succeed.[*Java Edition only*]

Drops

On death

Java Edition:

Decimal Fraction Distribution   Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
Ghast Tear	0–1	50.00%	0.50	0–2	75.00%	1.00	0–3	87.50%	1.50	0–4	91.67%	2.00
Gunpowder	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
Music Disc Tears[A]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

A. Only when killed by a player-deflected fireball.

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average										
		Default			Looting I			Looting II			Looting III		
	Ghast Tear	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25
	Gunpowder	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	Music Disc Tears[A]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

A. Only when killed by a player-deflected fireball.

- 5 when killed by the player.

Behavior

Ghasts float around with their eyes and mouth closed and periodically make crying sounds heard from up to 80 blocks away. They have a hitbox of 4×4×4 blocks. The ghast's nine tentacles are not within their hitbox.

When within range, a ghast faces the player and shoots a fireball every 3 seconds, opening its eyes and mouth and making a screeching sound. They strafe left to right in the air while targeting. A ghast requires a line of sight to the player before firing, which can be blocked by any solid block, including transparent blocks. In *Java Edition*, they target players within 64 blocks horizontally and 4 blocks vertically[2], and continue attacking as long as they are within a 64 block sphere and have line of sight. In *Bedrock Edition*, a ghast normally targets a player within a sphere of 28 blocks, increasing to 64 blocks if the player damages it. In *Bedrock Edition*, a ghast holds its charge like a pillager when it loses sight of its target and shoots again instantly when in range.[3]

Ghasts do not attempt to approach the player once aggravated, but instead fire at the player from their position within firing range. If a ghast is within close range to its target, it may take damage from the explosion of its own fireball, regardless of the player hitting the fireball back.

Ghasts can provoke other mobs into targeting them, but in *Java Edition* they do not target other mobs, only the player.

Ghasts are immune to fire and lava damage. They are slowed by lava, occasionally sinking into it or passing through lava falls, immobilizing them and making them more vulnerable to ranged attacks for some time. Splash potions affect ghasts if the potion hits on their lower half.

Despite their ghostly appearance, ghasts are not considered undead mobs.[4] This means they can drown,[5] are damaged by Instant Damage[6] and healed by Instant Health, are affected by Regeneration and Poison,[7] and are not affected by Smite.[8] Despite this, withers never deliberately

target them[9], making them the only non-undead mob ignored by withers (excluding agents[BE & edu only], and mobs with the `invulnerable` NBT tag). They are also completely ignored by wolves, "Johnny" vindicators, goats, snow golems, trusting foxes, and zoglins. However, iron golems and wardens attack ghasts, and ghasts do not retaliate.[Java Edition only][10]

Despite being flying mobs, ghasts can destroy turtle eggs when on top of them.[11]

When targeting, the red eyes and mouth of a ghast appears more glowing in *Bedrock Edition*. With Vibrant Visuals, this texture actually glows.

Fireball

Main article: Fireball

Ghasts shoot fireballs at players, dealing damage to entities and creating an explosion that sets fire to nearby blocks upon impact. Blocks with blast resistance as low as 3.5 survive a fireball's explosion, the explosion itself does no damage unless it hits the entities directly.

Hitting a fireball with another projectile or a melee attack deflects it, dealing 1000 (❤ × 500) damage to any ghast hit directly by it, killing them.

All other mobs retaliate to the player instead of the ghast if they are hit by a deflected fireball.

Fireball	
Hitbox size	**Height:** 1 Block **Width:** 1 Block

Farming

Main article: Tutorial:Ghast farming

Sounds

Java Edition:

Sounds								[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**
	Ghast cries	Hostile Mobs	Randomly	`entity .ghast .ambient`	`subtitles .entity .ghast .ambient`	5.0	0.8-1.2	16
	Ghast shoots[sound 1]	Hostile Mobs	When a ghast signals to shoot a fireball	`entity .ghast .warn`	`subtitles .entity .ghast .shoot` [sound 1]	10.0	0.8-1.2	16
	Ghast dies	Hostile Mobs	When a ghast dies	`entity .ghast .death`	`subtitles .entity .ghast .death`	5.0	0.8-1.2	16
	Ghast hurts	Hostile Mobs	When a ghast is damaged	`entity .ghast .hurt`	`subtitles .entity .ghast.hurt`	5.0	0.8-1.2	16
	None[sound 3]	*None*	*Unused sound event*[sound 2]	`entity .ghast .scream`	*None*[sound 3]	*None*	*None*	*None*
	Ghast shoots[sound 1]	Hostile Mobs	When a ghast shoots a fireball	`entity .ghast .shoot`	`subtitles .entity .ghast .shoot` [sound 1]	10.0	0.8-1.2	16

1. MC-218108
2. "[MC-185411] Unused sound event: minecraft:entity.ghast.scream - Jira" (https://bugs.mojang.com/browse/MC/issues/MC-185411) – Mojira, May 23, 2020.
3. MC-177079

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.ghast.moan`	?	2.5	0.8-1.2
	?	Hostile Mobs	When a ghast signals to shoot a fireball	`mob.ghast.charge`	?	2.5	0.8-1.2
	?	Hostile Mobs	When a ghast dies	`mob.ghast.death`	?	2.5	0.8-1.2
	?	Hostile Mobs	When a ghast is damaged	`mob.ghast.scream`	?	2.5	0.8-1.2
	?	Hostile Mobs	*Unused sound event*	`mob.ghast .affectionate_scream`	?	2.5	0.8-1.2
	?	Hostile Mobs	When a ghast shoots a fireball	`mob.ghast.fireball`	?	0.7	0.8-1.2

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
Ghast	`ghast`	`fall_damage_immune`	`entity.minecraft.ghast`

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
Ghast	`ghast`	41	`ghast` `mob` `monster`	`entity.ghast.name`

Entity data

Java Edition:

> Main article: Entity format

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

Entity data

Tags common to all entities
Tags common to all mobs

└ **ExplosionPower**: The radius of the explosion created by the fireballs the ghast fires. Default

value is 1.

Bedrock Edition:

>   See Bedrock Edition level format/Entity format.

Achievements

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (P̲S̲)
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
		Return to Sender	Destroy a Ghast with a fireball.	Kill a ghast using a ghast fireball.	30	Silver

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.	
	Return to Sender	Destroy a Ghast with a fireball	Kill a ghast by deflecting a ghast fireball back into it via hitting or shooting a projectile at the fireball.	
	Uneasy Alliance	Rescue a Ghast from the Nether, bring it safely home to the Overworld... and then kill it	Kill a ghast while being in the Overworld. The ghast does not have to be in the Overworld.	
	Monster Hunter	Kill any hostile monster	Kill *one* of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	
	Is It a Balloon?	Look at a Ghast through a Spyglass	—	
	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 historical information specifically pertaining to fireballs, see Fireball § History.

Development

October 11, 2010	Notch tweets that he "just made the most unfair mob ever even more unfair." He then added that "You will hate the Ghast."
October 22, 2010	Originally, ghasts were intended to be able to spawn near Nether portals in the Overworld,[12] though they wouldn't be able to pass through them.[13] However, the ability for ghasts to spawn in the Overworld was never implemented.[14]
October 29, 2010	A preview of the Halloween Update was sent to two gaming companies; their articles[15][16] highlighted the behavior of the upcoming ghast mobs.

Java Edition

Java Edition Alpha			[hide]
v1.2.0	**preview**	Added ghasts, along with the Nether.	
		Ghasts appear to expand slightly before shooting a fireball, similarly to a creeper about to explode.[17] However, this effect does not work in multiplayer.	

Java Edition Beta		[hide]
1.7	Ghasts now aim toward the player and not the camera. Prior to this, pressing F5 (going into third person view) allowed one to easily send the fireball over their head instead of at the character.	

Java Edition			[hide]
1.0.0	**Beta 1.9 Prerelease**	Ghasts now drop ghast tears.	
		Ghasts are now affected by light and no longer appear with the same brightness anywhere.	
	Beta 1.9 Prerelease 5	Killing ghasts by directly hitting them with a fireball grants the player the achievement "Return to Sender".	
1.1	**?**	As heard in `.minecraft/resources/newsound/mob/ghast`, ghasts now have an unused "affectionate scream", which is a high pitched horn sound (like the classic cartoon tugboat sounds).	
1.2.1	**12w05a**	The ghast hitbox has been updated to incorporate their whole body. Prior to this, ghasts could be injured only by hitting their tentacles and lower body.	
	?	Ghasts now fire fireballs from their eyes instead of mouth.[18]	
1.3.1	**12w18a**	As a result of singleplayer being changed to an internal server, ghasts no longer visibly expand before shooting a fireball, alongside many other features broken by this change.	
	12w19a	Ghasts now make their death sound when killed rather than their hurt sound.	
1.6.1	**1.6**	Ghasts no longer visibly catch fire when flying into fire or lava.	
1.8	**14w06a**	The AI of ghasts has slightly changed: • They cannot see the player unless their height comes to almost eye level with the player.[2] • When attacking, ghasts now turn their whole body to face the player's direction, and repeatedly strafe left to right around the player while attacking. • They now have perfect accuracy with their fireballs, shooting at the player's head, compared to earlier versions when the fireball was previously aimed slightly above the player's head.	
		The (now broken) code to make ghasts visibly expand while shooting was removed.	
1.14	**18w43a**	The texture of ghasts has been changed.	
1.16	**20w06a**	Ghasts now spawn in the soul sand valley biome in the Nether.	
		Ghasts' sounds are now heard at shorter range.	
	20w15a	Ghasts now spawn in the new basalt deltas biome.	
1.21.6	**25w15a**	The texture of ghasts has been changed. It is now 32x32 pixels, twice the resolution of the previous texture, to match the happy ghast.	
	25w20a	Ghasts now have a `flying_speed` attribute that affects their flying speed.	
		Ghasts now drop Music Disc Tears when killed by a player-deflected fireball.	

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.11.0	**build 1**	Added ghasts.	
		Ghasts are currently unobtainable in-game without editing.	
v0.12.1	**build 1**	Ghasts can now be spawned using spawn eggs.	
		Ghasts now spawn naturally in the Nether.	
	build 6	Ghasts now hit the player more reliably.	
	build 7	Ghasts now drop gunpowder and ghast tears.	
	build 8	The hitbox of ghasts is now bigger.	
	build 13	Ghasts now have sounds.	
v0.13.0	**build 1**	The spawn rate of ghasts has been increased.	
	build 4	The spawn rate of ghasts has been increased even more.	
v0.14.0	**build 1**	Open ghast eyes now glow.	

Bedrock Edition			[hide]
1.10.0	**beta 1.10.0.3**	The texture of ghasts has been changed.	
1.16.0	**beta 1.16.0.51**	Ghasts now spawn in the soul sand valley biome.	
1.21.80 — **Experiment** — **Drop 2 2025**	**Preview 1.21.80.25**	The texture of ghasts has been changed. It is now 32x32 pixels, twice the resolution of the previous textures to resemble the happy ghast.	
		Due to a bug, the ghast still uses its old 16x16-pixel shooting texture.[19]	
1.21.90	**Preview 1.21.90.25**	Ghasts now drop Music Disc Tears when killed by a player-deflected fireball.	
1.21.100	**Preview 1.21.100.20**	The ambient sound interval for all ghasts has been adjusted to 4 seconds, matching *Java Edition*.	

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU1	**CU1**	**1.00**	**1.00**	**1.00**	**Patch 1**	**1.0.1**	Added ghasts.	
TU7							Ghasts now drop ghast tears.	
TU9							The volume of the ghast sound effects has been reduced.	
							The distance the ghast's sound effect for shooting a fireball can be heard from has been increased.	
TU11							The volume of the ghast sound effects has been further reduced.	
TU12							Ghasts now fire fireballs from their eyes instead of mouth.	
TU19	**CU7**	**1.12**	**1.12**	**1.12**			Ghasts no longer visibly catch fire when flying into fire or lava.	
			1.90				Open ghast eyes and the mouth now glow if the programmer art texture pack is enabled.	

New Nintendo 3DS Edition

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

Data history

| *Java Edition*			[hide]
1.11	**16w32a**	The entity ID of ghasts has been changed from `Ghast` to `ghast`.	
	16w40a	The ghast `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*]	

Historical screenshots
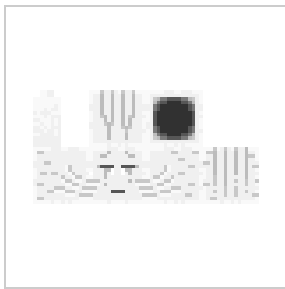
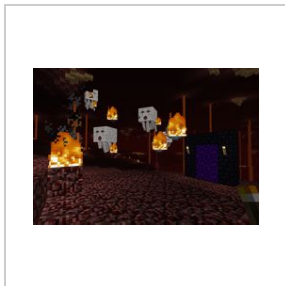Ghast texture shared by Notch on a 4chan thread.

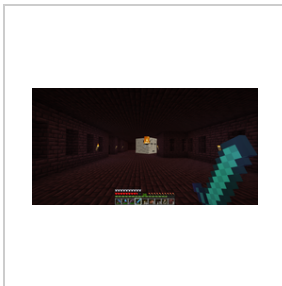Screenshot of Notch's 4chan comment featuring the ghast texture.
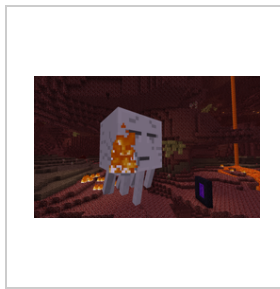
A ghast up close, shooting a fireball (with the old snowball texture) at the player.
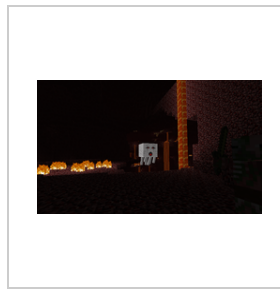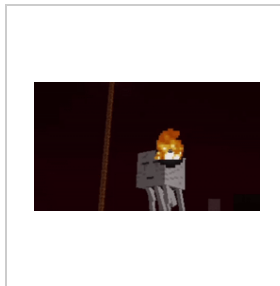

A ghast opens its red eyes when it spits out fireballs (note old "expansion" effect).

Ghasts (note old snowball texture).

A ghast that is in a Nether fortress.

Prior to 1.3, ghasts would slightly expand when shooting a fireball.

Prior to 1.6, ghasts would catch fire when flying through lava.

Issues

Issues relating to "Ghast" 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%20summary%20~%20%22-happy%20-ghastling%22%20AND%20%28summary%20~%20%22Ghast%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- In English, "ghast" is an archaic word meaning "ghastly".[20] H. P. Lovecraft first coined its use as the name for a monster (a vaguely humanoid one, in *The Dream-Quest of Unknown Kadath*), but "ghasts" have appeared in many other fantasy stories and games.
- Ghasts are considered to be fire-breathing ghosts in their Meet the Mob Minecraft.net article.[21]
  - In their Mob Menagerie article, ghasts were said to be "large, incorporeal beings" whose origins are unclear. The article states that "they tend to avoid the fungal forests where it's harder to track their prey". They are also "immune to heat damage" because they have "spent so long in the Nether" that "they love the warmth of lava."[22]
    - Alternatively, the Minecraft: Mobestiary, their appearance in *A Minecraft Movie*, and later merchandise portray ghasts as organic beings with a stomach system resembling a cannon.[23]
- The player can go inside of a ghast by falling through the top of it or flying (or jumping while attacking) up underneath it. If the player stands on top of the head, the player sees inside of it.

- If a ghast is trapped in a 1-thick cube, it shoots fireballs through the cube. This is because all mobs that shoot spawn the projectile one block in front of it to prevent the projectile from hitting the mob.
- On rare occasions, ghasts spawn in such a way as to see through blocks (usually trapped on all sides in a tight area). When this happens and the ghast has a "line of sight" through those blocks, it launches a fireball in the player's direction. This is reminiscent of a blaze but with explosive addition.
- C418 revealed in an AMA on Reddit (https://www.reddit.com/) that ghast sounds are taken from his pet cat, who makes them when disturbed while sleeping.[24]
- Two ghasts are featured in the LEGO set "Minecraft Micro World - The Nether", along with a zombified piglin.
- There is an unused ghast sound called "affectionatescream.ogg"   in the game files. It can be heard in the last scene of the Nether Update trailer and during the elytra chase scene of *A Minecraft Movie*.
- Ghasts use different models between the *Java Edition* and *Bedrock Edition*, and some of their tentacles are different lengths.
- To distinguish them from the happy ghasts and dried ghasts, this mob has been referred to as "angry Ghast"[25]

Gallery
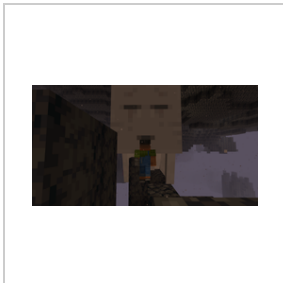
Screenshots
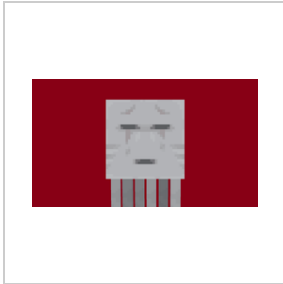
A normal idle ghast.
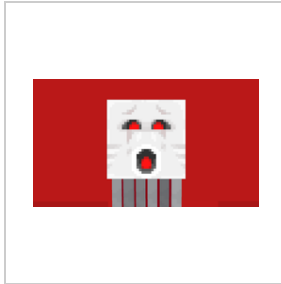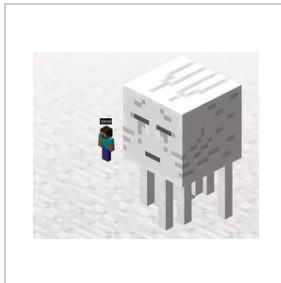

A shooting ghast in *Java Edition*.

A ghast in the Overworld during rain.
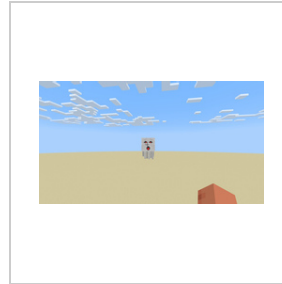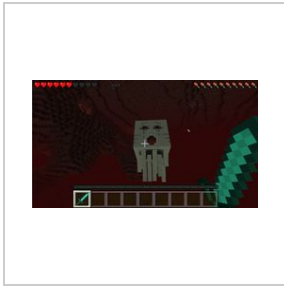

A ghast preparing to shoot in *Bedrock Edition*.
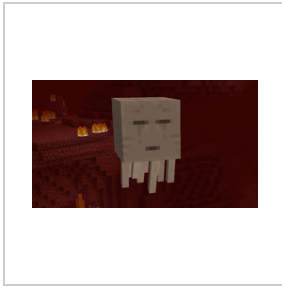

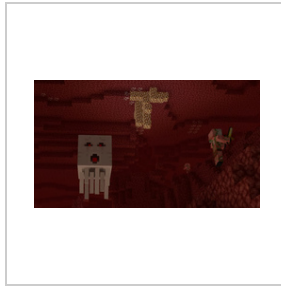A ghast in front of sunny.

The size of a ghast compared to Steve.

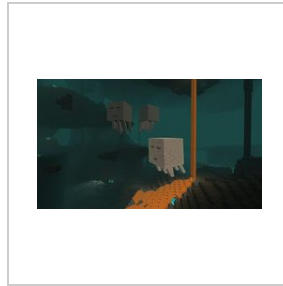## Mojang screenshots

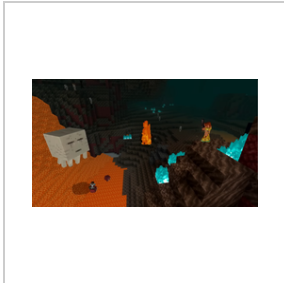A ghast in *Pocket Edition*.

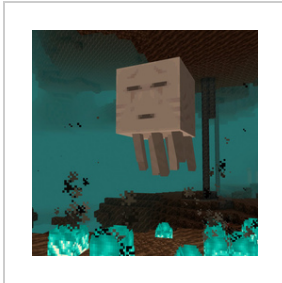A ghast flying through the Nether.

A ghast spitting a fireball at a player.

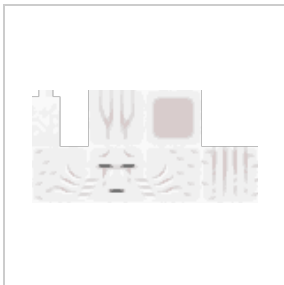A preview of three ghasts in the soul sand valley.

Ari fighting a ghast in a soul sand valley.
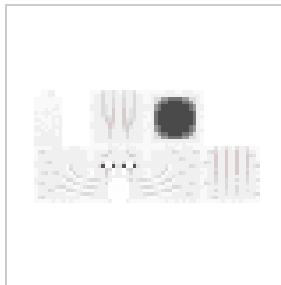

A ghast floating.
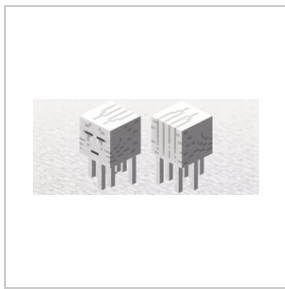
Textures

Ghast texture file

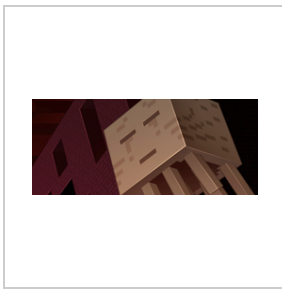Shooting ghast texture file[*JE only*]
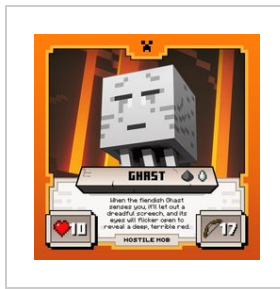

Shooting ghast texture file[*BE only*]
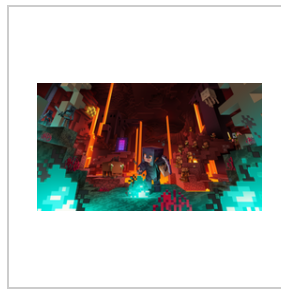
In other media

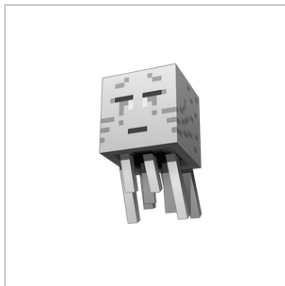Header of the ghast's Meet the Mob Minecraft.net article.

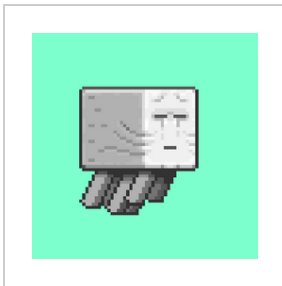Header of the ghast's Mob Menagerie Minecraft.net article.

Artwork of a ghast.

A ghast in promotional artwork for the Nether Update.

Official ghast artwork.

Animated official ghast artwork.

Ghast Spirit from *Super Smash Bros. Ultimate*.

A baby ghast in 15 Year Journey.
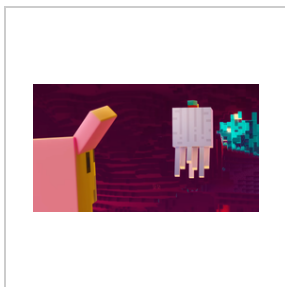
A ghast carrying a snifflet.
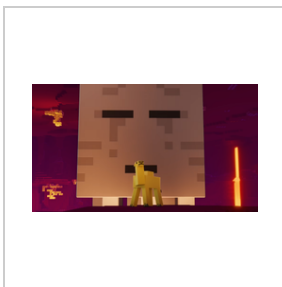
A ghast floating behind a camel.
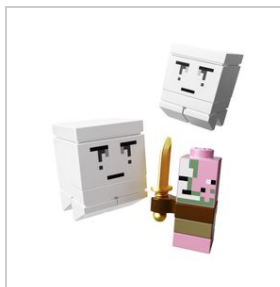
Ghast micromobs from *LEGO Minecraft*.

LEGO *Minecraft* brick-built Ghast.

Official T-shirt artwork "Ghastbusters" made by JINX (https://www.jinx.com).

Official T-shirt artwork "Glimpse" made by JINX.
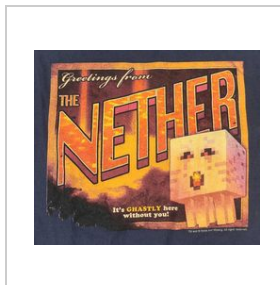
Official T-shirt artwork "Postcard" made by JINX.
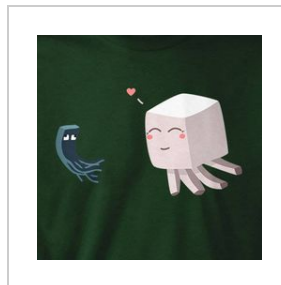
Official T-shirt artwork "Rumor Has It" made by JINX.

A glow in the dark ghast T-Shirt.

An officially licensed ghast hoodie.

Ghast plush made by JINX.
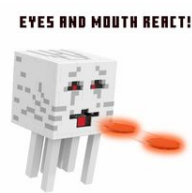
An official ghast action figure.

"Never Trick or Treat in the Nether," an official tote bag sold for Halloween.

A Ghast pictured in the Mobestiary.

An officially licensed *Nerf* Ghast gun.
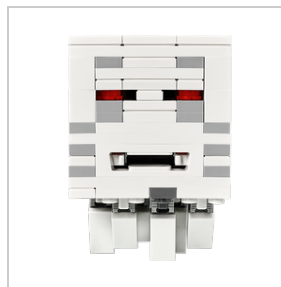

The Secret Ghast, featured in the Trails & Tales Event.

A unique sprite of a crying ghast appearing in the Minecraft launcher on Halloween, 2023.
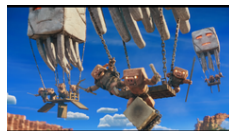
Ghasts as they appear in *A Minecraft Movie*.
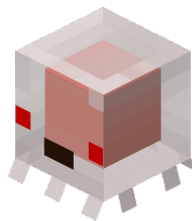
Baby ghasts as they appear in *Minecraft Dungeons*.

Ghasts as they appear in *Minecraft Dungeons*.
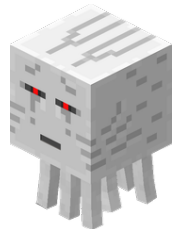
Ghasts as they appear in *Minecraft: Story Mode*
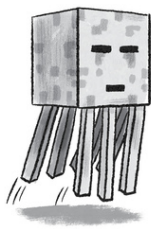
Ghasts as they appear in Minecraft: Woodsword Chronicles

References

1. MCPE-218741
2. MC-49640 — Ghasts don't aggro unless you're at the exact same height they are flying — resolved as "Works As Intended".
3. MCPE-45311 — Ghast holding onto its fire charge till the player re-enters it's vicinity.
4. MC-190140 — Ghasts are not considered undead mob — resolved as "Invalid".
5. MC-238622 — Ghasts can drown — resolved as "Works As Intended".
6. MC-200929 — Ghast are harmed with potion of harming — resolved as "Works As Intended".
7. MC-238623 — Ghasts are affected by the poison effect — resolved as "Works As Intended".
8. MC-200937 — Ghast are not affected with the smite enchantment — resolved as "Works As Intended".
9. MC-162557 — Withers no longer attack ghasts — resolved as "Works As Intended".
10. MC-250234 — A ghast which is attacked by another monster doesn't attack the monster — resolved as "Works As Intended".
11. MC-248332 — Bees, ghasts, phantoms, and allays can destroy turtle eggs
12. "@jakeyyyboyy if you've got a gate, they can (rarely) spawn there." (https://twitter.com/notch/statu s/28442542287) – @notch (https://twitter.com/notch) (Markus Persson) on X (formerly Twitter), October 22, 2010
13. "@FFFruedy they'll spawn near the portals, yes. Rarely. But they won't actually travel through." (htt ps://twitter.com/notch/status/28438762420) – @notch (https://twitter.com/notch) (Markus Persson) on X (formerly Twitter), October 22, 2010
14. "@BlakesAwesome No it doesn't" (https://twitter.com/jeb_/status/53730464141295616) – @jeb_ (ht tps://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), April 1, 2011
15. Minecraft Halloween Update hands-on (http://www.pcgamer.com/minecraft-halloween-update-hand s-on/); PC Gamer - October 29, 2010
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17. Minecraft Halloween Update - Slipgate Adventures 2.avi (https://www.youtube.com/watch?v=Pc2N0 wckNn4&t=12); PC Gamer - October 29, 2010
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19. MCPE-218741
20. https://www.merriam-webster.com/dictionary/ghast
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22. "Mob Menagerie: Ghast" (https://www.minecraft.net/en-us/article/ghast) by Duncan Greere – Minecraft.net, January 4, 2024.
23. "Minecraft Ghast Skeleton Unisex Comfort Colors T-Shirt" (https://minecraftshop.com/collections/ne w-arrivals/products/minecraft-ghast-skeleton-unisex-comfort-colors-t-shirt) – Minecraft.net.
24. http://www.reddit.com/r/IAmA/comments/nbe2h/ i_am_the_composer_and_sound_designer_of_minecraft/c37sjyb
25. "Minecraft Java Edition 1.21.6" (https://www.minecraft.net/en-us/article/minecraft-java-edition-1-2 1-6) by Java Team – Minecraft.net, June 17, 2025.

External links

- "Meet the Ghast" (https://www.minecraft.net/en-us/article/meet-ghast) by Tom Stone – Minecraft.net, May 22, 2017.

- "Mob Menagerie: Ghast" (https://www.minecraft.net/en-us/article/ghast) by Duncan Greere – Minecraft.net, January 4, 2024.

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]

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