

Happy Ghast

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This article is about the passive mob. For its hostile counterpart, see [Ghast](#). For other namesakes, see [Ghast \(disambiguation\)](#).

A **happy ghast** is a passive counterpart of [ghasts](#) that can be harnessed and ridden by up to four players at once as a flying mount. It can also be used in conjunction with [leads](#) to airlift and transport boats and leashable mobs.

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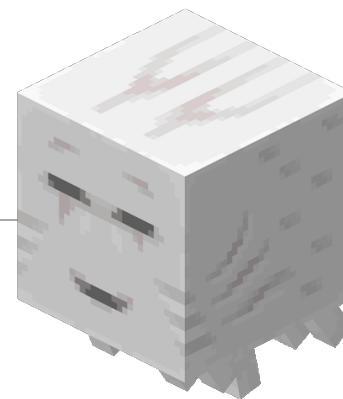
[Official artwork](#)

[In other media](#)

References

Happy Ghast

Normal Harnessed Leashed Ghastling



[View all renders](#)

Health points 20 (❤ × 10)

Behavior Passive

Mob type Animal

Happy Ghast:

Height and width: 4.0 blocks

Ghastling:

Height and width: 0.95 blocks

Speed 0.05

Spawn When a dried ghast is rehydrated in water (as ghastling)

Ghastling:

Snowball

Lead

Usable items Happy Ghast:

Harness

Shears

Lead

Navigation

Spawning

Happy ghasts can be spawned by waterlogging a dried ghast for about 20 minutes. The block will transform into a **ghastling**. The ghastling cannot be harnessed or ridden until fully grown. Feeding it snowballs accelerates its growth. Unlike most other mobs that can be fed, happy ghasts cannot be bred.

Drops

Happy ghasts drop their equipped harness on death, if any, plus 1–3 experience orbs when killed by a player or tamed wolf. Killing a ghastling yields no experience.

Behavior

Home location

Happy ghasts are bound to a home. This home is initially set as the location where it spawns, and is updated to its current location whenever any of the following events happen:

- A harness is equipped on or removed from it.
- A lead is detached from it.
- It is dismounted.
- It is no longer tempted by a player with a snowball or a harness.
 - This can happen by the player switching to a different item, or leaving the radius where the happy ghast can be tempted.
- The ghastling stops following a mob (see § Ghastling).

Unharnessed happy ghasts roam within a 64-block radius of their home, while harnessed happy ghasts and ghastlings roam within a 32-block radius of their home.

Healing

When not at full health, happy ghasts regenerate at a rate of 1 (❤) every 30 seconds. However, if they are between Y-levels 187 and 196 in the Overworld (corresponding to the cloud level), or if it is raining or snowing, they regenerate at a rate of 1 (❤) per second.

Ghastling

"Baby Ghast" redirects here. For the block, see Dried Ghast. For other namesakes, see Baby Ghast (disambiguation).

A baby happy ghast is called a **ghastling**. After spawning from a hydrated dried ghast block, ghastlings require 20 minutes (24000 game ticks) to grow up into adult happy ghasts. This process can be sped up using snowballs. In Bedrock Edition, it takes 10 snowballs for a newly-spawned ghastling to become a happy ghast; in Java Edition, each snowball fed to a ghastling reduces its remaining growth time by 10%.

Ghastlings occasionally follow nearby players or specific mobs within a range of 16 blocks. They move toward their target with a slight speed boost (× 1.1) and stop once they are within 5 blocks of it. They prioritize players but can also follow the mobs listed below, provided they are not babies:

-  Armadillo
-  Bee

-  Camel
-  Cat

-  Chicken
-  Cow

-  Donkey
-  Fox

- [Goat](#)
- [Happy Ghast](#)
- [Horse](#)
- [Llama](#)
- [Mule](#)
- [Ocelot](#)
- [Panda](#)
- [Parrot](#)
- [Pig](#)
- [Polar Bear](#)

- [Rabbit](#)
- [Sheep](#)
- [Skeleton Horse](#)^[1]
- [Sniffer](#)

- [Strider](#)
- [Villager](#)
- [Wolf](#)

Ghastlings do not follow ambient mobs such as [bats](#), [aquatic-based mobs](#), [monsters](#) other than skeleton horses, golems, [allays](#), [mooshrooms](#), as well as [wandering traders](#) and their [llamas](#).

Ghastlings, unlike adults, do not [drown](#) when submerged underwater.

Ghastlings do not have a separate [spawn egg](#), since they are technically baby happy ghosts. They can be spawned specifically using [commands](#). In *Bedrock Edition*, happy ghast [spawn eggs](#) have a 5% chance to spawn a ghastling.

Happy ghast

Happy ghosts fly around aimlessly and are passive to players and other [mobs](#). Unlike most [passive mobs](#), they do not panic when damaged.

They follow [players](#) holding [snowballs](#). They also follow players holding a [harness](#), if they do not have one already equipped. They can also be [leashed](#), and the lead can stretch a maximum of 16 blocks, instead of 12 blocks like other mobs.

Unlike regular [ghasts](#), happy ghosts are not immune to fire and lava damage, and cannot shoot [fireballs](#).

Happy ghosts are unaffected by [Speed](#).^[2]

Riding

Main article: [Riding](#)

A happy ghast can be ridden and piloted by the player when equipped with a [harness](#). Only adult happy ghosts can be equipped with a harness and ridden. The harness can be taken off using [shears](#) to retrieve the item.

Up to four players can ride a happy ghast. The first player who mounts a happy ghast controls it, sitting in the front just above its face. Players who mount after the piloting player sit in a spot on the remaining sides, starting clockwise from the first player. When one of the players dismounts, the next players are rotated counter-clockwise, filling in the empty seat. While the happy ghast is being ridden, its goggles lower to cover its eyes.

When riding, the player can fly both horizontally and vertically, allowing for more precise movement in the air. A happy ghast is controlled with the standard directional controls; pressing [forward](#) moves the happy ghast in the direction the player is looking. Pressing [jump](#) moves the happy ghast straight upward. There is no dedicated control to move downward; in order to do so, the player should look down and press [forward](#), or look up and press [backward](#). To move the happy ghast in a way that doesn't increase nor decrease height, move sideways.

A ridden happy ghast moves at about 3.6 m/s when going in the direction the pilot is looking.

While riding a happy ghast, the player gains an increased vertical range for picking up [dropped items](#) on the ground below. This range is about the entire perimeter of the happy ghast near the bottom of its body. This allows for items close to any side of the happy ghast to be picked up by the player. The player's [third-person view camera](#) also appears farther (8 blocks) from the player than the usual 4 blocks.



A happy ghast being ridden by Steve

Dismounting a happy ghast places the player on top of it. Players can stand on top of a happy ghast (both harnessed and unharnessed) in the air as if it were a solid block. While players are standing on it, the happy ghast becomes stationary and aligns to one of the cardinal directions, making it easier to mount and dismount and to build structures high above the ground. Reloading the chunks causes the happy ghast to realign and face south. Other entities (such as other mobs and items) also sit on top of the stationary happy ghast, and mobs make little to no attempt to pathfind while standing on it. When there are no longer any players standing on the happy ghast, it becomes mobile again and loses this collision. Any entities left on it are flung off, which can indirectly cause mobs to fall to their death.

Because happy ghosts can behave like solid blocks, it is possible to teleport onto one using an ender pearl.

Carrying leashed entities

Happy ghosts can also be used to carry and transport entities in the air using leads.

The player can attach a leashed boat, boat with chest, or specific leash-able mobs too large to fit in boats (horses, donkeys, mules, skeleton horses, zombie horses, camels, camel husks, and sniffers) to a happy ghast (both harnessed and unharnessed). Although only one lead is required to suspend an entity from a happy ghast, the carried entity appears to be hanging from four leads. If the happy ghast is harnessed, it also gains a unique visual design of ropes fastened to it.

Any other leashable entity not listed above can also be leashed to the happy ghast, but they do not gain the 4-lead design, instead using only one lead.

While the player is sneaking and holding an entity's leash, pressing the Use key on a happy ghast attaches the leashed entity underneath it. This secures the carried entity for safe transport while flying. Multiple entities can be attached this way at once, with there being no limit to how many. The leash can be removed later by using shears on either the happy ghast or the carried entity, separating them. Using shears on the happy ghast while carrying multiple entities cuts all leads simultaneously.

While most mobs can safely sit in a boat or boat with chest while it is being carried, players cannot. When a player enters the boat, it becomes immovable by the happy ghast, eventually resulting in the lead snapping. However, a player can be carried while riding a pig or unsaddled horse attached to a happy ghast.

Sounds

Happy Ghast

Despite being a solid surface, walking on happy ghosts is completely silent and does not produce footstep sounds.
[3]

Java Edition:



A happy ghast carrying a boat on a lead

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Happy Ghast croons	Friendly Mobs	Randomly	entity.happy_ghast.ambient	subtitles.entity.happy_ghast.ambient	?	?	?	
	Happy Ghast dies	Friendly Mobs	When a happy ghast dies	entity.happy_ghast.death	subtitles.entity.happy_ghast.death	?	?	?	
	Happy Ghast hurts	Friendly Mobs	When a happy ghast is damaged	entity.happy_ghast.hurt	subtitles.entity.happy_ghast.hurt	?	?	?	
	<i>None</i> [sound 1]	Friendly Mobs	While riding a happy ghast	entity.happy_ghast.riding	<i>None</i> [sound 1]	?	?	?	
	Happy Ghast is ready	Friendly Mobs	When mounting a happy ghast	entity.happy_ghast.harness_goggles_down	subtitles.entity.happy_ghast.harness_goggles_down	?	?	?	
	Happy Ghast stops	Friendly Mobs	When dismounting a happy ghast	entity.happy_ghast.harness_goggles_up	subtitles.entity.happy_ghast.harness_goggles_up	?	?	?	
	Harness equips	Friendly Mobs	When equipping a harness on a happy ghast	entity.happy_ghast.equip	subtitles.entity.happy_ghast.equip	?	?	?	
	Harness unequips	Friendly Mobs	When unequipping a harness on a happy ghast using shears	entity.happy_ghast.unequip	subtitles.entity.happy_ghast.unequip	?	?	?	

1. MC-296368

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	?	Friendly Mobs	Randomly	mob.happy_ghast.ambient	?	1.0	1.0	
	?	Friendly Mobs	When a happy ghast dies	mob.happy_ghast.death	?	1.0	1.0	
	?	Friendly Mobs	When a happy ghast is damaged	mob.happy_ghast.hurt	?	1.0	1.0	
	?	Friendly Mobs	While riding a happy ghast	mob.happy_ghast.ride	?	1.0	1.0	
	?	Friendly Mobs	When mounting a happy ghast	mob.happy_ghast.goggles_down	?	1.0	1.0	
	?	Friendly Mobs	When dismounting a happy ghast	mob.happy_ghast.goggles_up	?	1.0	1.0	
	?	Friendly Mobs	When equipping a harness on a happy ghast	mob.happy_ghast.harness_equip	?	1.0	1.0	
	?	Friendly Mobs	When unequipping a harness on a happy ghast using shears	mob.happy_ghast.harness Unequip	?	1.0	1.0	

Ghastling

Java Edition:

Sounds								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Ghastling coos	Friendly Mobs	Randomly	entity.ghastling.ambient	subtitles.entity.ghastling.ambient	?	?	?
	Ghastling dies	Friendly Mobs	When a ghastling dies	entity.ghastling.death	subtitles.entity.ghastling.death	?	?	?
	Ghastling hurts	Friendly Mobs	When a ghastling is damaged	entity.ghastling.hurt	subtitles.entity.ghastling.hurt	?	?	?
	Ghastling appears	Friendly Mobs	When a ghastling spawns	entity.ghastling.spawn	subtitles.entity.ghastling.spawn	?	?	?

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	?	Friendly Mobs	Randomly	mob.ghastling.ambient	?	1.0	0.5	
	?	Friendly Mobs	When a ghastling dies	mob.ghastling.death	?	1.0	0.5	
	?	Friendly Mobs	When a ghastling is damaged	mob.ghastling.hurt	?	1.0	0.5	
	?	Friendly Mobs	When a ghastling spawns	mob.ghastling.spawn	?	1.0	0.5	

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
☺ Happy Ghast	happy_ghast	can_equip_harness dismounts_underwater fall_damage immune followable_friendly_mobs	entity.minecraft.happy_ghast

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
☺ Happy Ghast	happy_ghast	147	happy_ghast mob	entity.happy_ghast.name

Entity data

Happy Ghast have entity data associated with them that contain various properties.

Java Edition:

Main article: Entity format

Entity data

Additional fields for mobs that can breed

Tags common to all entities

Tags common to all mobs

still_timeout: Prevents the Happy Ghast from moving when greater than 0. Set to 10 when a player is less than 2 blocks above and decreases by 1 per tick otherwise. Movement resumes when it reaches 0.

Achievements

[\[hide\]](#)

Icon						
PS4	Other	Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
		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]
	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.	

Advancements that apply to all mobs:

[\[show\]](#)

Videos

History

Announcement

2020s	Concept art is created for a rideable ghast mount intended for implementation in <i>Minecraft Legends</i> . ^[4]
March 12, 2025 (https://www.instagram.com/minecraftraft/p/DHHJMfORUg2)	The <i>Minecraft</i> Instagram account releases a post teasing happy ghosts, asking, "how did Steve get up there?"
March 22, 2025 (https://www.youtube.com/watch?v=jGNgh5zEFkY)	 Happy ghosts are revealed at <i>Minecraft LIVE</i> – March 2025.

Java Edition

		Java Edition	[hide]
1.21.6	25w15a	 Added happy ghosts.	
	25w16a	Boats and large mobs that can be <u>leashed</u> but not fit in a boat can now be leashed in a 4-leash configuration to a happy ghast.	
	25w18a	Ghastlings can now follow happy ghosts.	
	25w19a	The <u>scale</u> attribute for the happy ghast now has a limit of 1.0.	
	pre1	Happy ghosts ridden by a player can no longer completely fly through another happy ghast ridden by a player.	
1.21.9	25w31a	Is now audible from 64 blocks.	
		Riding sound volume is slightly increased.	

Bedrock Edition

<i>Bedrock Edition</i>			[hide]
1.21.80 Experiment Drop 2 2025	Preview 1.21.80.25	 Added happy ghosts.	
	Preview 1.21.80.27	Health reduced from 40 (心灵 × 20) to 20 (心灵 × 10).	
1.21.90	Preview 1.21.90.20	All features behind the "Drop 2 2025" experimental toggle have been fully implemented.	
	Preview 1.21.90.21	Boats and large mobs that can be leashed but not fit in a boat can now be leashed in a 4-leash configuration to a happy ghast.	
	Preview 1.21.90.26	Ghastlings can now follow happy ghosts. The collision box of happy ghosts and ghastlings has been changed.	
1.21.100	Preview 1.21.100.22	A sound now plays when removing a harnesses from a happy ghast using shears.	
	Preview 1.21.100.22	It now drops 1-3 <u>experience</u> orbs when killed by a player.	
	Preview 1.21.100.22	Increased volume of happy ghast ride sound. Ghastlings are now able to follow <u>wolves</u> .	
<i>Minecraft Education</i>			[hide]
1.21.90	 Added happy ghosts.		

Issues

Issues relating to "Happy Ghast" or "Ghastling" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jqI=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%22Happy%20Ghast%22%20OR%20summary%20~%20%22Ghastling%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- The first concepts of the happy ghast came from Minecraft Legends concept art of a flying ghast mount.^[4]
 - A similar concept is used in A Minecraft Movie, where some piglins rode ghasts in a more abusive manner.
 - In an official Minecraft poster (<https://www.amazon.com/Minecraft-Beyond-Gaming-Poster-POSTER/dp/B0745CY7YT>) created by Mojang, players are depicted riding smiling ghasts in a manner similar to players riding happy ghasts.
- While working on the happy ghast, a Mojang designer compared all existing transportation methods in Minecraft, in order to determine when in the game progression the happy ghast can be obtained, as well as its speed.^[5]
- The texture of both adult happy ghosts and regular ghosts is more detailed than the previous ghost texture. However, it's still not consistent with the core texel size (16/m), using half density as the compromise between two tex.^[6]
- During Minecraft LIVE, Agnes Larsson advised the community to construct designated "Ghast Stations" at their high-altitude builds, to allow for safe boarding of happy ghosts.
- According to the alt text of an image on a Minecraft.net article, the collective noun for a group of happy ghosts is "a chuckle of happy ghosts".^[7]
- In Java Edition 25w15a, if a happy ghast has a harness and is turned back into a ghastling (by editing NBT data using /data), the harness remains visible and even shrinks to fit the ghastling.
 - This can still be done in Bedrock Edition by using /event with a repeating command block.
- Ghastlings undergo the largest relative size transition when growing into an adult, increasing their hitbox size by over 4.2x.
- According to Marc Watson, ghastlings are not baby ghosts from Minecraft Dungeons, but instead represent a different stage of the ghost life cycle.^{[8][9]}

Gallery

Renders



A non-moving happy ghast

A non-moving happy ghast with a harness

A leashed, non-moving happy ghast with a harness

A non-moving ghastling

A non-moving ghastling without its outer skin (this state cannot be seen normally)



A leashed happy ghast with a blue harness

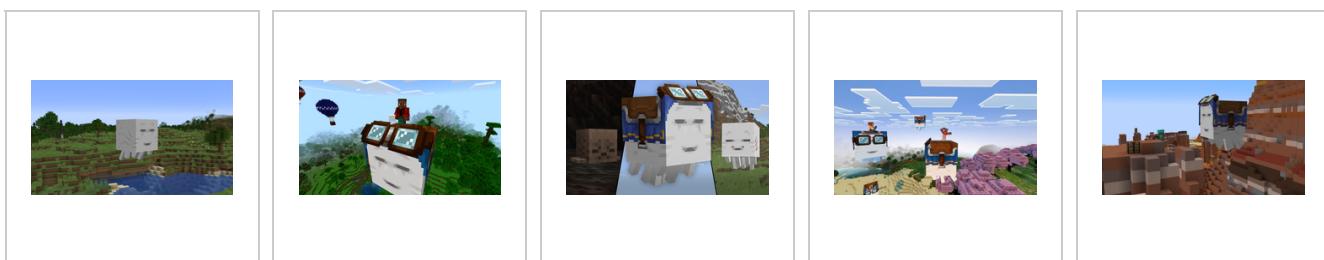
A leashed happy ghast without a harness (this state cannot be seen normally)

All harness colors

Goggles up [\[show\]](#)

Goggles down [\[show\]](#)

Mojang screenshots



Happy ghast in a plains

Noor standing on top of a happy ghast

Dried ghast, ghastling and happy ghast with blue harness

Multiple happy ghosts and players with the Vibrant Visuals shaders enabled

Steve next to a harnessed happy ghast in a badlands



A happy ghast flying over Steve in a frozen ocean



Steve riding a happy ghast in a badlands



Steve riding a happy ghast in a forest



Agnes, Felix, and Snifferish riding a happy ghast wearing a red harness, and happy ghosts wearing green, blue, and lime harnesses



"A chuckle of happy ghosts floating through the air in the sunset"



Ari riding a happy ghast



Ghastlings following Efe



A ghastling following a chicken



Zuri and Kai riding a happy ghast



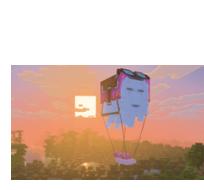
Ghastlings following a warm pig



Happy ghast carrying a wolf in a boat

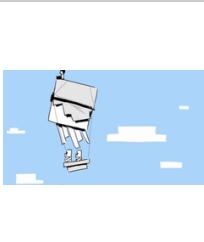


A bunch of leashed ghastlings carrying a cow



Pigs on a boat carried by a happy ghast

Concept artwork



An animated concept art of a happy ghast carrying villagers in a boat.



Concept art of the Minecraft Legends ghast used as the main inspiration for the happy ghast.

Screenshots



Zuri riding a happy ghast



Kai and Noor leading a chuckle



A ghastling on a beach



A player feeding a ghastling with snowballs in the frozen ocean biome



A ghastling next to a player in a beach



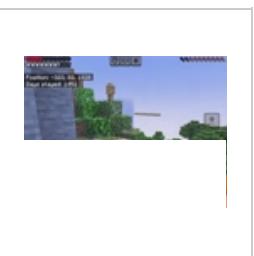
A ghastling leashed to a harnessed happy ghast



A ghastling with the leashed texture. This is only possible in-game with commands.

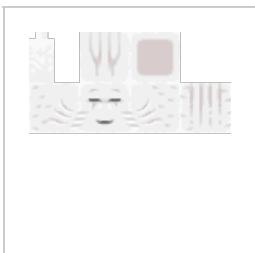


A harnessed ghastling. This is only possible in-game with commands.

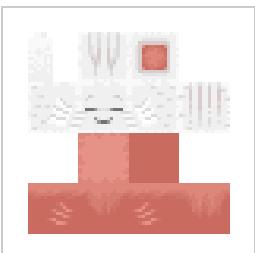


A video showing a player harnessing and riding a happy ghast on a touchscreen

Textures



Happy ghast texture file



Ghastling texture file



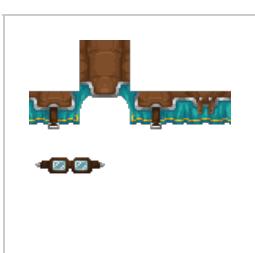
Black happy ghast harness texture file



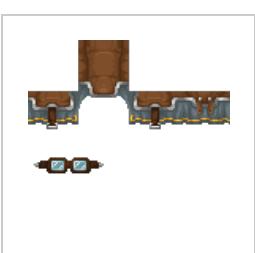
Blue happy ghast harness texture file



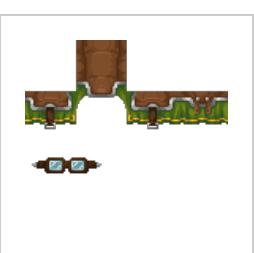
Brown happy ghast harness texture file



Cyan happy ghast harness texture file



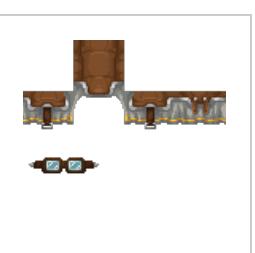
Gray happy ghast harness texture file



Green happy ghast harness texture file



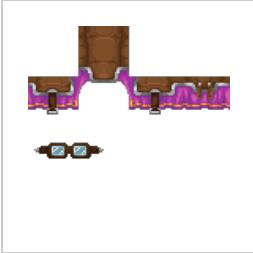
Light blue happy ghast harness texture file



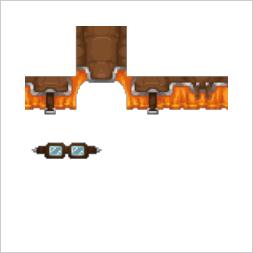
Light gray happy ghast harness texture file



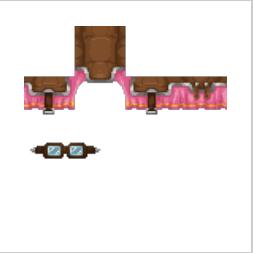
Lime happy ghast harness texture file



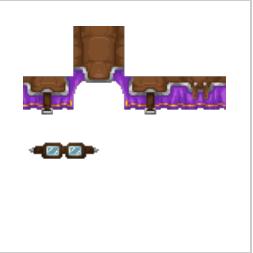
Magenta happy ghast harness texture file



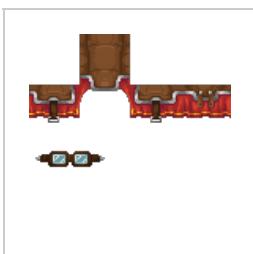
Orange happy ghast harness texture file



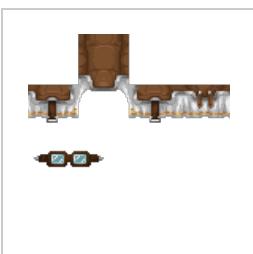
Pink happy ghast harness texture file



Purple happy ghast harness texture file



Red happy ghast harness texture file



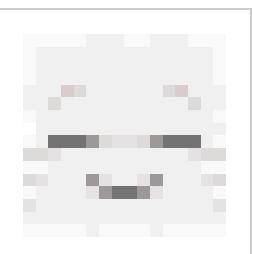
White happy ghast harness texture file



Yellow happy ghast harness texture file



Texture for leash ropes on a Happy Ghast



Ghastling's face.

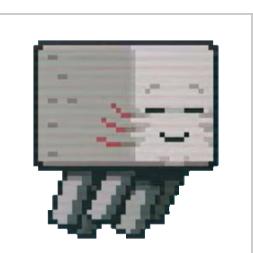
Official artwork



Ghastling pixel art

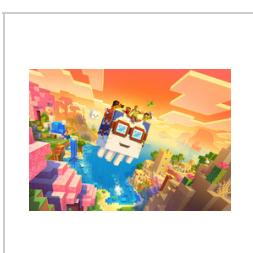
Happy ghast with the Tiny trio

Cutout of the stylized happy ghast

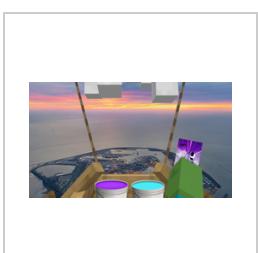
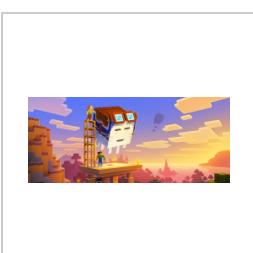


Cutout of the ghastling pixel art

In other media



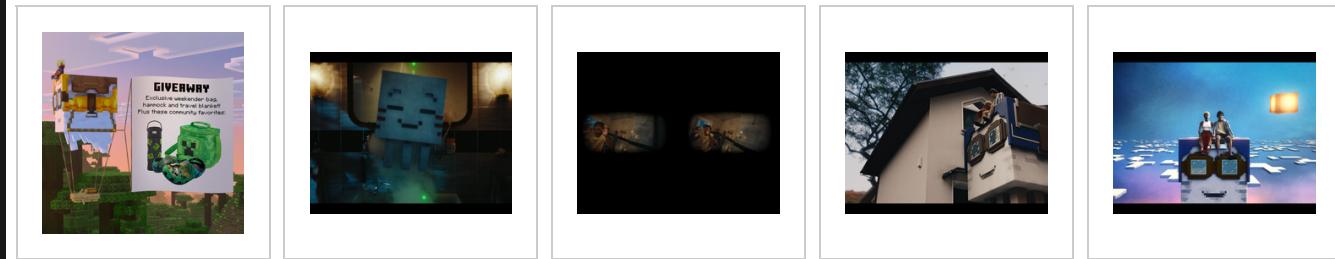
A Grow' A' Ghast Product



A happy ghast coloring the world with real paint



Dried ghast and ghastling



A happy ghast carrying a giveaway flag, showcasing igloo coolers and thermos.

A ghastling as it appears in Shape Your World: A Minecraft Story.

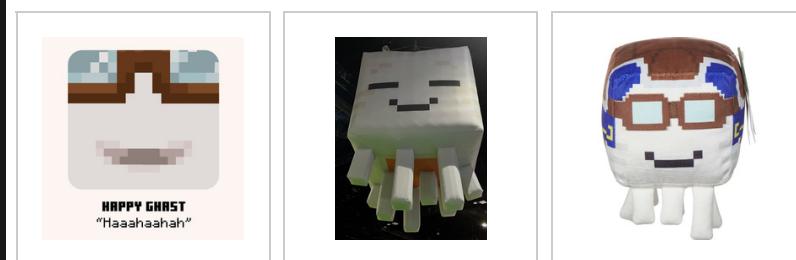
The ghastling's point of view.

A happy ghast as it appears in the film.

Ditto.



A copper golem holding up a sign promoting Minecraft LIVE with a happy ghast in the background.



Happy ghast photo in a yearbook.

An inflatable ghastling at TwitchCon

Happy Ghast plush

References

1. MC-304389 — Skeleton horses are part of the `#followable_friendly_mobs` tag, which is inconsistent with other undead mobs
2. MCPE-199192 — resolved as "Works As Intended".
3. MC-297212 — resolved as "Works As Intended".
4. "Minecraft LIVE – March 2025 | The Deep Dig – FLYING ON A HAPPY GHAST" (<https://youtube.com/watch?v=xIEKI4vWKQQ&t=210>) – Minecraft on YouTube, March 22, 2025 (at 3:30)
5. "MAKING THE HAPPY GHAST" (<https://youtube.com/watch?v=gOusaq5i-f0&t=1m9s>) – May 25, 2025 on YouTube
6. "The Happy Ghast pixels are 2x2 pixels. We made a compromise between core pixel size and the ghast size. With the original ghast pixel size, they look odd up close, adding more pixels made it feel better when you're close to it, and you'll be more close with the ghast than ever." (<https://twitter.com/JasperBoerstra/status/1903675022209601786>) – @JasperBoerstra (<https://twitter.com/JasperBoerstra>) (Jasper Boerstra) on X (formerly Twitter), March 23, 2025

7. "Take a vibrant test flight" (<https://www.minecraft.net/en-us/article/take-a-vibrant-test-flight>) by Sophie Austin – Minecraft.net, April 3, 2025.
8. "Look at that smiling little face! Comes from a dried ghast, and then of course we have the baby ghast from Minecraft Dungeons, so it feels like we've got a whole complex lifecycle of this neat mob." ([@marc-irl.bsky.social \(<https://bsky.app/profile/marc-irl.bsky.social>\)](https://bsky.app/profile/marc-irl.bsky.social/post/3lkyatdrsn22u) on Bluesky, March 22, 2025
9. "Seeing lots of great theory posts about the lifecycle of ghosts in Minecraft, but as someone who worked with Minecraft Dungeons, I will not stand for baby ghast erasure! Make sure to fit them in!" ([@marc-irl.bsky.social \(<https://bsky.app/profile/marc-irl.bsky.social>\)](https://bsky.app/profile/marc-irl.bsky.social/post/3ll6wknh5mc26) on Bluesky, March 25, 2025

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Entities																																				
Mobs																																				
Passive	Allay	Armadillo	Axolotl	Bat	Camel	Camel Husk	Cat	Chicken	Cod									[hide]																		
	Copper Golem	Cow	Donkey	Frog	Glow Squid	Happy Ghast	Horse										[hide]																			
	Mushroom	Mule	Ocelot	Parrot	Pig	Rabbit	Salmon	Sheep																												
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