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A **barrel** is a solid [block](#) used to store [items](#). Unlike a [chest](#), it cannot connect to other barrels. It also serves as a [fisherman's job site block](#).

## Barrel



<b>Renewable</b>	Yes
<b>Stackable</b>	Yes (64)
<b>Tool</b>	
<b>Blast resis- tance</b>	2.5
<b>Hardness</b>	2.5
<b>Luminous</b>	No
<b>Transparent</b>	No
<b>Flammable</b>	No
<b>Catches fire from lava</b>	Yes

### Contents

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# Obtaining

## Natural generation

Empty barrels can generate naturally in fisher cottages in [villages](#). Up to 3 barrels can generate in a village fisher cottage.

## Breaking

Barrels can be mined with or without any [tool](#), but [axes](#) are the quickest.

Block	Barrel
Hardness	2.5
Tool	
Breaking time <sup>[A]</sup>	
Default	3.75
Wooden	1.9
Stone	0.95
Iron	0.65
Diamond	0.5
Netherite	0.45
Golden	0.35

- Times are for unenchanted tools as wielded by players with no status effects, measured in seconds. For more information, see [Breaking § Speed](#).

## Chest loot

Item	Structure	Container	Quantity	Chance
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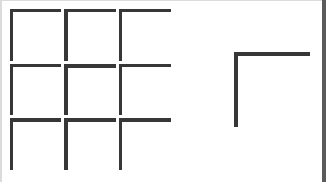


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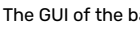
Ingredients	Crafting recipe
Any <a href="#">Planks</a> + Any <a href="#">wood Slab</a>	



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## Usage

Barrels can be moved by [pistons](#),<sup>[*Bedrock Edition only*]</sup> [water](#) and [lava](#) flow around barrels without affecting them. Lava can create [fire](#) in air blocks next to barrels as if the barrel was flammable, but the barrel does not actually catch fire and can't be burned.

## Container

Barrels have a container inventory with 27 slots, which is the same as a single [chest](#). Unlike chests, a barrel can be placed below a solid block and still be able to be opened. They can be filled by [droppers](#) and both filled and emptied by The GUI of the barrel. [hoppers](#). When broken, barrels drop the contents of the container and the barrel item itself.

To open the barrel interface, use the [Use Item](#) control. To move items between the barrel inventory and the player inventory or hotbar while the barrel interface is open, drag or shift-click the items. Holding  and double-clicking while holding an item moves all items of the type clicked on in or out of the barrel to the extent that space is available for them.<sup>[*Java Edition only*]</sup> To exit the barrel interface, use the  control.

By default, the interface of a barrel is labeled "Barrel". A barrel's GUI label can be changed by naming the barrel in an [anvil](#) before placing it or by using the [/data](#) command<sup>[*Java Edition only*]</sup> (for example, to label a chest at (0,64,0) as "Bonus Barrel", use [/data merge block 0 64 0 {CustomName: '"Bonus Barrel!'"}](#) ).



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cannot be opened unless the player is holding an item named "Barrel Key", use `/data merge block 0 64 0 {Lock:"Barrel Key"}`.

### Changing profession

If a [village](#) has a barrel that has not been claimed by a villager, any villager who does not have a chosen [job site](#) block has a chance to change their profession into a fisherman.

### Fuel

Barrels can be used as a fuel in [furnaces](#), smelting 1.5 items per block.

### Note Blocks

Barrels can be placed under [note blocks](#) to produce "bass" sounds.

### Piglins

[Piglins](#) become hostile toward players who open or break barrels.

## Sounds

#### Generic

*Java Edition:*

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	<a href="#">[Collapse]</a> Attenuation distance
	Block broken	Blocks	Once the block has broken	<code>block.wood.break</code>	<code>subtitles.block.generic.break</code>	1.0	0.8	16
	Block placed	Blocks	When the block is placed	<code>block.wood.place</code>	<code>subtitles.block.generic.place</code>	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	<code>block.wood.hit</code>	<code>subtitles.block.generic.hit</code>	0.25	0.5	16
	<i>None</i> <sup><a href="#">[sound 1]</a></sup>	<i>Entity-Dependent</i>	Falling on the block with fall damage	<code>block.wood.fall</code>	<i>None</i> <sup><a href="#">[sound 1]</a></sup>	0.5	0.75	16
	Footsteps	<i>Entity-</i>	Walking on	<code>block.wood</code>	<code>subtitles.block</code>	0.15	1.0	16



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Sound	Source	Description	Resource location	Volume	[Collapse] Pitch
	Blocks	Once the block has broken	<span>dig</span> <span>.wood</span>	1.0	0.8-1.0
	Blocks	When the block is placed	<span>dig</span> <span>.wood</span>	1.0	0.8
	Blocks	While the block is in the process of being broken	<span>hit</span> <span>.wood</span>	0.23	0.5
	Players	Falling on the block with fall damage	<span>fall</span> <span>.wood</span>	0.4	1.0
	Players	Walking on the block	<span>step</span> <span>.wood</span>	0.3	1.0
	Players	Jumping from the block	<span>jump</span> <span>.wood</span>	0.12	1.0
	Players	Falling on the block without fall damage	<span>land</span> <span>.wood</span>	0.18	1.0

Unique

Java Edition:

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	[Collapse] Attenuation distance
	Barrel closes	Blocks	When a barrel closes	<span>block.barrel</span> <span>.close</span>	<span>subtitles</span> <span>.block.barrel</span> <span>.close</span>	0.5	0.9-1.0	16
	Barrel opens	Blocks	When a barrel opens	<span>block.barrel</span> <span>.open</span>	<span>subtitles</span> <span>.block.barrel</span> <span>.open</span>	0.5	0.9-1.0	16
	Fisherman works	Friendly Creatures	Randomly while a fisherman is working	<span>entity</span> <span>.villager</span> <span>.work_fisherman</span>	<span>subtitles</span> <span>.entity</span> <span>.villager</span> <span>.work_fisherman</span>	1.0	0.8-1.2	16
	Chest locked <sup>[sound 1]</sup>	Blocks	When a player attempts to open a barrel	<span>block.chest</span> <span>.locked</span> <sup>[sound 1]</sup>	<span>subtitles</span> <span>.block.chest</span> <span>locked</span> <sup>[sound 1]</sup>	1.0	1.0	16



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Bedrock Edition:

Sound	Source	Description	Resource location	Volume	[Collapse] Pitch
	Blocks	When a barrel closes	<code>block.barrel.close</code>	1.0	1.0
	Blocks	When a barrel opens	<code>block.barrel.open</code>	1.0	1.0
	Blocks	Randomly while a fisherman is working	<code>block.barrel.open</code>	1.0	1.0

## Data values

### ID

Java Edition:

Name	Identifier	Form	Block tags	Translation key
Barrel	<code>barrel</code>	Block & Item	<code>guarded_by_piglins</code>	<code>block.minecraft.barrel</code>

Name	Identifier
Block entity	<code>barrel</code>

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID <sup>[i 1]</sup>	Translation key
Barrel	<code>barrel</code>	458	Block & Giveable Item <sup>[i 2]</sup>	Identical <sup>[i 3]</sup>	<code>tile.barrel.name</code>

1. ID of block's direct item form, which is used in savegame files and addons.
2. Available with `/give` command.
3. The block's direct item form has the same id as the block.

Name	Savegame ID
Block entity	<code>Barrel</code>

### Block states

See also: *Block states*

Java Edition:





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<b>facing</b>	<div>north</div>	<div><div>south</div><div>up</div><div>west</div></div>	facing.
<b>open</b>	<div>false</div>	<div><div>false</div><div>true</div></div>	Whether the barrel is currently being looked at by a player; changes the texture on the top face.

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description
<b>facing_direction</b>	<div><div>0x1</div><div>0x2</div><div>0x4</div></div>	<div>0</div>	<div><div>0</div><div>1</div><div>2</div><div>3</div><div>4</div><div>5</div></div>	<div><div>0</div><div>1</div><div>2</div><div>3</div><div>4</div><div>5</div></div>	The direction the barrel is facing. <ul style="list-style-type: none"><li>0:Down facing barrel</li><li>1:Up facing barrel</li><li>2:East facing barrel</li><li>3:West facing barrel</li><li>4:South facing barrel</li><li>5:North facing barrel</li></ul>
<b>open_bit</b>	<div>0x8</div>	<div>0</div>	<div><div>0</div><div>1</div></div>	<div><div>0</div><div>1</div></div>	Whether the barrel is currently being looked at by a player; changes the texture on the top face.

Block data

A barrel has a block entity associated with it that holds additional data about the block.

Java Edition:





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	<b>19w07a</b>	An <span>open</span> block state has been added to barrels.
	<b>19w11a</b>	Barrels now serve as fisherman <span>villagers'</span> job site block.
<b>1.16</b>	<b>20w06a</b>	<span>Crimson planks</span> and <span>warped planks</span> can now be used to craft barrels.
	<b>20w15a</b>	<span>Piglins</span> now become hostile toward <span>players</span> who open or <span>break</span> barrels.
<b>1.18</b>	<b>Pre-release 5</b>	Bottom texture was changed.
<b>1.19</b>	<b>22w11a</b>	<span>Mangrove planks</span> can now be used to craft barrels.
<b>Bedrock Edition</b>		
<b>1.9.0</b>	<b>beta 1.9.0.2</b>	<span>[verify]</span> Added barrels.
		Barrels have unused textures titled "fish barrel."
		Barrels have unused textures titled "empty barrel."
		A barrel can be used to <span>smelt</span> 1.5 <span>items</span> in a <span>furnace</span> .
<b>1.10.0</b>	<b>beta 1.10.0.3</b>	A <span>crafting</span> recipe has been added to barrels, which is different compared from <i>Java Edition</i> 's crafting recipe.
		Barrels now generate in fisher cottages in <span>villages</span> .
<b>1.11.0</b>	<b>beta 1.11.0.1</b>	The functionality of barrels has been added.
<b>1.18.10</b>	<b>beta 1.18.10.22</b>	Changed the bottom texture to match the spruce planks.
<b>1.20.10</b>	<b>beta 1.20.10.20</b>	The crafting recipe for barrels now use <span>planks</span> instead of <span>sticks</span> to match <i>Java Edition</i> .
<b>PlayStation 4 Edition</b>		
<b>1.91</b>		Added barrels.

## Issues

Issues relating to "Barrel" are maintained on the [bug tracker](#). Report issues [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%22Barrel%22%29%20order%20by%20resolution%20desc%29>).



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- While wearing a barrel, the player's vision becomes largely obstructed and they can see only through a narrow window; when sneaking, it will disguise the player as a barrel block.

## Gallery



LadyAgnes tweets a screenshot of an updated savanna village, which features some barrels.<sup>[1]</sup>



A close up of the barrels in the previous image.



Something similar to the unused fish barrel in the camp in *Minecraft Dungeons*.



Player's vision while hiding inside a barrel in the *April Fool's update 2022*.



Barrels placed next to each other facing opposite directions.



A blast furnace, smoker and barrel.

## References

1. "Me and the amazing @ProfMobius are working on the updated looks of villages, here is a savanna village!" ([https://twitter.com/\\_LadyAgnes/status/1065957800831082496](https://twitter.com/_LadyAgnes/status/1065957800831082496)) – @\_LadyAgnes ([https://twitter.com/\\_LadyAgnes](https://twitter.com/_LadyAgnes)) (Agnes Larsson) on X, November 23, 2018

## External Links

- **Block of the Week: Barrel** (<https://www.minecraft.net/en-us/article/block-week--barrel>) – Minecraft.net on December 23, 2021





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	<b>Utility</b>	<b>[Collapse]</b>
	<a href="#">Anvil</a> ( <a href="#">Chipped</a>	
	<a href="#">Damaged</a> ) <b>Barrel</b>	
	<a href="#">Beacon</a> <a href="#">Brewing Stand</a>	
	<a href="#">Cartography Table</a> <a href="#">Chest</a>	
	( <a href="#">Ender</a> )	
	<a href="#">Chiseled Bookshelf</a>	
	<a href="#">Crafting Table</a>	
<b>Interactable</b>	<a href="#">Enchanting Table</a>	
	<a href="#">Fletching Table</a> <a href="#">Furnace</a>	
	( <a href="#">Blast</a> <a href="#">Smoker</a> )	
	<a href="#">Grindstone</a> <a href="#">Lectern</a>	
	<a href="#">Loom</a> <a href="#">Shulker Box</a>	
	<a href="#">Sign</a> ( <a href="#">Hanging</a> )	
	<a href="#">Smithing Table</a>	
	<a href="#">Stonecutter</a>	
	<a href="#">Banners</a> <a href="#">Beehive</a>	
	<a href="#">Beds</a> <a href="#">Bell</a> <a href="#">Cake</a>	
	( <a href="#">with Candle</a> ) <a href="#">Campfire</a>	
	( <a href="#">Soul</a> ) <a href="#">Cauldron</a> ( <a href="#">Lava</a>	
	<a href="#">Powder Snow</a> <a href="#">Water</a> )	
	<a href="#">Composter</a> <a href="#">Conduit</a>	
	<a href="#">End Gateway</a> <a href="#">End Portal</a>	
	<a href="#">End Portal Frame</a>	
<b>Utilizable</b>	<a href="#">Farmland</a> <a href="#">Flower Pot</a>	
	<a href="#">Frosted Ice</a> <a href="#">Heads</a>	
	<a href="#">Item Frame</a> ( <a href="#">Glow</a> )	
	<a href="#">Jukebox</a> <a href="#">Ladder</a>	
	<a href="#">Lodestone</a>	
	<a href="#">Monster Spawner</a>	
	<a href="#">Nether Portal</a>	
	<a href="#">Respawn Anchor</a>	
	<a href="#">Scaffolding</a> <a href="#">Sponge</a>	
	( <a href="#">Wet</a> ) <a href="#">TNT</a>	
	<a href="#">Button</a> <a href="#">Daylight Detector</a>	
	<a href="#">Dispenser</a> ( <a href="#">Dropper</a> )	
	<a href="#">Doors</a> ( <a href="#">Trapdoors</a> )	
	<a href="#">Fence Gates</a> <a href="#">Honey Block</a>	
	<a href="#">Hopper</a> <a href="#">Lever</a>	
	<a href="#">Lightning Rod</a> <a href="#">Note Block</a>	
	<a href="#">Observer</a> <a href="#">Piston</a>	
<b>Redstone/Mechanical</b>	( <a href="#">Sticky</a> <a href="#">Head</a> <a href="#">Moving</a> )	
	<a href="#">Pressure Plates</a> <a href="#">Rail</a>	
	( <a href="#">Activator</a> <a href="#">Detector</a>	
	<a href="#">Powered</a> ) <a href="#">Redstone Wire</a>	
	( <a href="#">Comparator</a> <a href="#">Repeater</a>	
	<a href="#">Lamp</a> <a href="#">Torch</a> )	
	<a href="#">Slime Block</a> <a href="#">Target</a>	
	<a href="#">Trapped Chest</a>	
	<a href="#">Tripwire Hook</a> ( <a href="#">Tripwire</a> )	

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<b>Commands only</b>	<a href="#">[Expand]</a>
<b>Unimplemented</b>	<a href="#">[Expand]</a>
<b>Unused</b>	<a href="#">[Expand]</a>
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