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For the boss in Minecraft Dungeons, see *MCD:Corrupted Cauldron*.

A **cauldron** is a [block](#) that can contain [water](#), [lava](#) or [powder snow](#) and, in certain situations, collect it from the environment. In *Bedrock Edition*, it can also hold [potions](#) or dyed water. It also serves as a [leatherworker's job site block](#).

## Cauldron



View [all renders](#)

<b>Renewable</b>	Yes
<b>Stackable</b>	Yes (64)
<b>Tool</b>	
<b>Blast resistance</b>	2
<b>Hardness</b>	2
<b>Luminous</b>	Depends on contained liquid
<b>Transparent</b>	Yes
<b>Flammable</b>	No
<b>Catches fire from lava</b>	No

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## Obtaining

### Breaking

A cauldron can be obtained using any [pickaxe](#). If mined without a pickaxe, it drops nothing. Regardless of the tool, when a cauldron is destroyed, its contents are lost.

Block	Cauldron
Hardness	2
Tool	
Breaking time <sup>[A]</sup>	
Default	10
Wooden	1.5
Stone	0.75
Iron	0.5
Diamond	0.4
Netherite	0.35
Golden	0.25

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

### Natural generation

A single empty cauldron is generated in each [swamp hut](#). In [Bedrock Edition](#), the cauldrons generated there are  $\frac{1}{3}$  to  $\frac{2}{3}$  full of a random [potion](#).

A cauldron  $\frac{2}{3}$  full of water is generated in each [igloo](#) basement.

Cauldrons can be found in a few rooms inside of [woodland mansions](#).

Two filled cauldrons can be found inside savanna, taiga, snowy taiga, and snowy tundra [village](#) tannery houses.

A single filled cauldron can be found in plains village and desert village tannery houses.

In [Java Edition](#), three filled cauldrons can be found in plains village tannery houses.

A naturally occurring cauldron inside of a [witch hut](#).

Cauldron in [woodland mansion](#) jail.



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Ingredients	Crafting recipe
Iron Ingot	

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## Usage

### Storage for substances

Cauldrons can hold a variety of substances. Fluids they cannot hold include [milk](#), [honey](#) and any food items that exist in [bowls](#); namely [mushroom stew](#), [beetroot soup](#), [rabbit stew](#) and [suspicious stew](#). In *Java Edition*, cauldrons containing fluids are considered by the game to be separate blocks from each other and from empty cauldrons, which does not affect gameplay but does affect the commands needed to place them.

### Holding water

A cauldron can be filled with [water](#) by using a [water bucket](#) on the cauldron. Once completely filled, a cauldron can be used to fill a water bucket by using an empty [bucket](#) on the cauldron; this empties the cauldron. Despite containing water, using a [fish bucket](#) on a cauldron does not fill it with water, but places water against it, meaning it does nothing to the cauldron.<sup>[1]</sup>

A cauldron can also be filled by dumping a water bucket on the block above the cauldron. Once the water block is removed, the cauldron is filled to the full level with water.<sup>[Bedrock Edition only]</sup>

It can contain three levels of water. One level of water can be added to a cauldron by using a [water bottle](#) on it. One level of water can be removed from a cauldron, filling a water bottle, by using a [glass bottle](#) on it.

A cauldron slowly fills with [water](#) when [rained](#) upon, if starting empty or with some water. This happens randomly, at 5% of the rate in which snow accumulates on the ground during [snowfall](#).

Water can be stored in a cauldron even in [the Nether](#). Water in a cauldron does not freeze in cold biomes.

Water in a cauldron does *not* absorb [explosion](#) damage; make [sounds](#) and [particles](#); absorb fall damage;<sup>[2][3]</sup> allow [Riptide tridents](#) to activate;<sup>[4][5]</sup> or damage [endermen](#), [striders](#), or [blazes](#).<sup>[6]</sup> Cauldrons do *not* deal drowning damage to mobs inside of them<sup>[7]</sup> and [fish](#) act as if there is no water inside it.<sup>[8]</sup> The player *cannot* float or [swim](#) in it, as the water is about level with the player's waist. Jumping in a cauldron does *not* produce any bubble or water particles.

A cauldron placed below a down-facing [pointed dripstone](#) that has water placed a block above it slowly fills with water. The same works with [lava](#), allowing for infinite lava generation.

Attempting to add lava or potion to water empties the cauldron.<sup>[Bedrock Edition only]</sup>

The water in a cauldron cannot be sucked up by a [sponge](#), whether the sponge is touching the cauldron or not.



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dyed [water](#). Using a dye on a cauldron filled with water colors the water, consuming the dye. Different dyes may be added to produce mixed colors. Using [leather armor](#) or [leather horse armor](#) on the cauldron dyes that item the color of the water, reducing the water in the cauldron by one level for each item dyed.

Attempting to add water, lava or potion to dyed water empties the cauldron.

### Holding lava

Cauldrons can be used to hold lava. In *Bedrock Edition* and *Minecraft Education*, when a cauldron is already filled with water, it empties the cauldron and makes an extinguishing sound. A cauldron filled with lava emits a light level of 15, similar to lava, and burns any [entity](#) inside of it; in *Bedrock Edition* and *Minecraft Education*, this includes mobs that do not take damage from lava like [zombified piglins](#).

Cauldron filled with lava

Lava inside a cauldron does not interact with water outside of the cauldron. The lava disappears upon putting water in the cauldron.

A [redstone comparator](#) with a lava cauldron behind it outputs redstone signal strength of 3.<sup>[[?](#)][[10](#)]</sup>

A cauldron placed below a down-facing [pointed dripstone](#) that has lava placed a block above it slowly fills with lava.

If a cauldron is filled by lava, using glass bottles on the cauldron does nothing.

### Holding powder snow

[Powder snow](#) is currently the only solid material that can be stored in a cauldron. A cauldron slowly fills with powder snow during [snowfall](#), if starting empty or with any layer of powder snow already inside. Up to three layers can be filled. When the cauldron is full, interacting using a [bucket](#), creates a [powder snow bucket](#) and empties the cauldron. Entities standing in the cauldron do not take freeze damage, and entities wearing [leather boots](#) still fall through the powder snow.

A [redstone comparator](#) with a powder snow cauldron behind it outputs a redstone signal strength proportional to the fill level, up to 3.

Contrary to a cauldron filled with water, a powder snow cauldron that is not full cannot be filled up with a powder snow bucket, as using the bucket on the cauldron instead places powder snow against it.

### Filling cauldrons with potions

**This feature is exclusive to *Bedrock Edition* and *Minecraft Education*.**

In *Bedrock Edition*, a cauldron can hold normal [potions](#), [splash potions](#) and [lingering potions](#). Using a potion on a cauldron empties the potion and increases the level of the potion in the cauldron by one level. A glass bottle can then be [used](#) on a cauldron with a potion in it, filling the bottle with that potion. This reduces the potion in the cauldron by one level.

Using an [arrow](#) on a cauldron that contains a potion transforms the arrow into a [tipped arrow](#) with that potion [effect](#), and reduce the potion in the cauldron by one level. Tipping multiple arrows at once can be more efficient, and it may use more than one level at once. 1 level of potion tips up to 16 arrows, 2 levels up to 32, and a full cauldron can tip a full stack of arrows, resulting in 21.33 tipped arrows per potion.

Attempting to put [water](#), [lava](#) or a different potion into a cauldron with a potion causes an explosion sound, and the cauldron is emptied.

An entity that stands in a cauldron filled to any level with any potion does not receive

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A cauldron with [water](#) can wash the dye off of leather [armor](#) and [shulker boxes](#), and can remove the top-most pattern layer of a [banner](#), by pressing use on the cauldron with the leather armor, shulker box, or banner in hand. Each wash reduces the water in the cauldron by one level. The water does not become dyed while removing dye from objects.

### Changing profession

If a [village](#) has a cauldron that has not been claimed by a [villager](#), any villager that does not already have a profession or [job site](#) block may change their profession to [leatherworker](#).

### Extinguishing fire

A cauldron with [water](#) or [powder snow](#) extinguishes [entities](#) on [fire](#) that fall into it and the entity emits black particles. This includes [mobs](#), [players](#), [items](#) (if they land in the cauldron before burning up), and flaming [arrows](#)<sup>[*JE only*]</sup>. Flaming arrows stuck into the side are also extinguished. Entities must reach the water or powder snow in it. Each entity extinguished causes the substance in the cauldron to decrease by one level. If the cauldron is filled with powder snow, it then becomes a water cauldron.

### Redstone component

*See also:* [Redstone circuit](#)

A cauldron can act as a power source for a [redstone comparator](#). With a cauldron behind it (either directly, or separated by an unpowered solid block), a comparator outputs a signal strength proportional to how full the cauldron is: 0 for empty, 1 for one-third full, 2 for two-thirds full, and 3 for completely full or filled with lava. However, if there is a block between the cauldron and the comparator, the comparator does not immediately update.

An example of a cauldron used in a [redstone](#) circuit.

## Sounds

#### Generic

*Java Edition:*

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



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Sound	Source	Description	Resource location	Volume	<span>[Collapse]</span> Pitch
	Blocks	Once the block has broken	<span>dig.stone</span>	1.0	0.8-1.0
	Blocks	When the block is placed	<span>dig.stone</span>	1.0	0.8-1.0
	Blocks	While the block is in the process of being broken	<span>hit.stone</span>	0.27 <span>[sound 1]</span>	0.5
	Players	Falling on the block with fall damage	<span>fall.stone</span>	0.4	1.0
	Players	Walking on the block	<span>step.stone</span>	0.3	1.0
	Players	Jumping from the block	<span>jump.stone</span>	0.12	1.0
	Players	Falling on the block without fall damage	<span>land.stone</span>	0.22	1.0

1. MCPE-169612 – Many blocks make very slightly different sounds to stone

## Unique

*Java Edition:*

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	<span>[Collapse]</span> Attenuation distance
	Water drips	Blocks	When dripping water from a pointed dripstone falls into a cauldron	<span>block.pointed_dripstone.drip_water_into_cauldron</span>	<span>subtitles.block.pointed_dripstone.drip_water_into_cauldron</span>	2.0	0.9-1.0	16
	Lava drips	Blocks	When dripping lava from a pointed dripstone falls into a cauldron	<span>block.pointed_dripstone.drip_lava_into_cauldron</span>	<span>subtitles.block.pointed_dripstone.drip_lava_into_cauldron</span>	2.0	0.9-1.0	16
	Bucket empties	Blocks	When water from a bucket is placed in a cauldron <span>[sound 1]</span>	<span>item.bucket.empty</span>	<span>subtitles.item.bucket.empty</span>	1.0	1.0 <span>[sound 2]</span>	16
	Bucket fills	Blocks	When water from a bucket is removed from a cauldron	<span>item.bucket.fill</span>	<span>subtitles.item.bucket.fill</span>	1.0	1.0	16
	Bucket empties	Blocks	When lava is placed in a cauldron	<span>item.bucket.empty_lava</span>	<span>subtitles.item.bucket.empty</span>	1.0	1.0	16
	Bucket fills	Blocks	When lava is removed from a cauldron	<span>item.bucket.fill_lava</span>	<span>subtitles.item.bucket.fill</span>	1.0	1.0	16
	Bucket empties	Blocks	When powder snow is placed in a cauldron	<span>item.bucket.empty_powder_snow</span>	<span>subtitles.item.bucket.empty</span>	1.0	<i>varies</i> <span>[sound 3]</span>	16
			When powder					



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	Bottle empties	Blocks	from a bottle is placed in a cauldron	<code>item.bottle.empty</code>	<code>subtitles.item.bottle.empty</code>	1.0	1.0	16
	Bottle fills	Blocks	When water from a bottle is removed from a cauldron	<code>item.bottle.fill</code>	<code>subtitles.item.bottle.fill</code>	1.0	1.0	16
	Leatherworker works	Friendly Creatures	Randomly while a leatherworker is working	<code>entity.villager.work_leatherworker</code>	<code>subtitles.entity.villager.work_leatherworker</code>	0.9	0.8-1.2	16

- 1. `empty1` plays twice as often as the other sounds
- 2. Except for the second copy of `empty1`, which is 0.9
- 3. Can be 1.0, 0.95, or 1.1 for each sound
- 4. Can be 1.0, 0.9, or 1.1 for each sound

Bedrock Edition:

Sound	Source	Description	Resource location	Volume	<div>[Collapse]</div> Pitch
	Blocks	When dripping water from a pointed dripstone falls into a cauldron	<code>cauldron_drip.water</code> <code>.pointed_dripstone</code>	2.0	0.9-1.0
	Blocks	When dripping lava from a pointed dripstone falls into a cauldron	<code>cauldron_drip.lava</code> <code>.pointed_dripstone</code>	2.0	0.9-1.0
	Blocks	When a different liquid is put in a cauldron with a potion	<code>random.fizz</code>	1.0	0.6-0.8 <a href="#">[check the code]</a>
	Blocks	When dye is added to a cauldron	<code>cauldron.adddye</code>	0.1	1.0
	Blocks	When armor is dyed using a cauldron	<code>cauldron.dyearmor</code>	0.1	1.0
	Blocks	When dye is removed from armor using a cauldron	<code>cauldron.cleanarmor</code>	0.1	1.0
	Blocks	When all patterns are removed from a banner using a cauldron	<code>cauldron.cleanbanner</code>	0.1	1.0
	Blocks	When a potion is placed in a cauldron <sup><a href="#">[sound 1]</a></sup>	<code>cauldron.fillpotion</code>	0.1	1.0
	Blocks	When a potion is taken from a cauldron <sup><a href="#">[sound 1]</a></sup>	<code>cauldron.takepotion</code>	0.1	1.0
	Blocks	When water from a bucket or bottle is placed in a cauldron <sup><a href="#">[sound 2]</a></sup>	<code>cauldron.fillwater</code>	0.1	1.0
	Blocks	When water from a bucket or bottle is removed from a	<code>cauldron.takewater</code>	0.1	1.0





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	Blocks	When lava is removed from a cauldron	<span>bucket.fill_lava</span>	1.0	1.0
	Blocks	When powder snow is placed in a cauldron	<span>bucket.empty_powder_snow</span>	1.0	1.0
	Players	When powder snow is removed from a cauldron	<span>bucket.fill_powder_snow</span>	1.0	1.0
	Blocks	Randomly while a leatherworker is working	<span>bucket.fill_water</span>	1.0	1.0

1. [MCPE-174867](#)

2. [MCPE-135919](#)

## Data values

### ID

*Java Edition:*

Name	Identifier	Form	Block tags	Translation key
Cauldron	<span>cauldron</span>	Block & Item	<span>cauldrons</span>	<span>block.minecraft.cauldron</span> <span>item.minecraft.cauldron</span>
Lava Cauldron	<span>lava_cauldron</span>	Block	<span>cauldrons</span>	<span>block.minecraft.lava_cauldron</span>
Powder Snow Cauldron	<span>powder_snow_cauldron</span>	Block	<span>cauldrons</span>	<span>block.minecraft.powder_snow_cauldron</span>
Water Cauldron	<span>water_cauldron</span>	Block	<span>cauldrons</span>	<span>block.minecraft.water_cauldron</span>

*Bedrock Edition:*

Type	Identifier	Numeric ID	Form	Item ID <sup>[i 1]</sup>	Translation key
Normal block	<span>cauldron</span>	<span>118</span>	Block & Ungiveable Item <sup>[i 2]</sup>	<span>item.cauldron</span>	<span>tile.cauldron.name</span>
Brighting block	<span>lava_cauldron</span>	<span>465</span>	Block & Ungiveable Item <sup>[i 2]</sup>	Identical <sup>[i 3]</sup>	–
Item	<span>cauldron</span>	<span>432</span>	Item	–	<span>item.cauldron.name</span>

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

Name	Savegame ID
Block entity	<span>Cauldron</span>

### Block states

See also: *Block states*

*Java Edition:*

Water cauldron and powder snow cauldron:

Name	Default value	Allowed values	Description
		<span>0</span>	



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Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description
fill_level	<div><div>0x1</div><div>0x2</div><div>0x4</div></div>	0	0	0	Fullness of a cauldron, 0 is empty and 6 is full.
			1	1	
			2	2	
			3	3	
			4	4	
			5	5	
			6	6	
cauldron_liquid	0x8	water	water	0	The cauldron contains water
			lava	1	The cauldron contains lava
			powder_snow	Unsupported <span>[sic]</span>	The cauldron contains powder snow.

Block data

In *Bedrock Edition*, a cauldron has a block entity associated with it that holds additional data about the block.

See [Bedrock Edition level format/Block entity format](#).

Achievements

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS4)
PS4	Other					
		Tie Dye Outfit	Use a <b>cauldron</b> to dye all 4 unique pieces of <a href="#">leather armor</a> .	—	15G	Bronze

History

Java Edition		
1.0.0	Beta 1.9 Prerelease 2	Cauldrons are present in the code, but are not assigned to a <a href="#">block</a> ID (and thus are unobtainable without <a href="#">mods</a> ( <a href="http://www.minecraftforum.net/topic/673742-19-pre2-cauldron-block/">http://www.minecraftforum.net/topic/673742-19-pre2-cauldron-block/</a> ) (archived link: <span>[1]</span> ( <a href="https://web.archive.org/web/20141222205821/https://dl.dropboxusercontent.com/u/19728555/cauldron.zip">https://web.archive.org/web/20141222205821/https://dl.dropboxusercontent.com/u/19728555/cauldron.zip</a> ))).
	Beta 1.9 Prerelease 3	Cauldrons have been given a <a href="#">block</a> ID, an <a href="#">item</a> ID, and a <a href="#">crafting</a> recipe.
1.2.1	12w06a	Cauldrons have now become <a href="#">renewable</a> , due to <a href="#">zombies</a> sometimes dropping iron ingots.
1.4.2	12w40a	Empty cauldrons can now be found in <a href="#">witch huts</a> .
1.5	13w02a	The walls inside of the cauldron now use the bottom texture, and the cauldron now has no bottom. <sup><span>[1]</span></sup>



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1.8	14w06a	Cauldrons now have extra planes inside the feet. These planes are now rendered solid, so the <a href="#">player</a> cannot see through the <a href="#">water</a> . <i>[more information needed]</i>
	14w10a	The cauldron's feet now have planes on all sides.
1.11	16w39a	Cauldrons now generate naturally in jail cells in <a href="#">woodland mansions</a> .
July 19, 2017 ( <a href="https://twitter.com/jeb_/status/887599625045250048">https://twitter.com/jeb_/status/887599625045250048</a> )		<a href="#">Jeb</a> tweets image of a new jungle <a href="#">planks</a> , cauldron and <a href="#">dandelion</a> textures.
1.13	17w47a	Prior to <i>The Flattening</i> , this <a href="#">block</a> 's numeral ID was 118, and the <a href="#">item</a> 's was 380.
1.14	18w43a	The textures of cauldrons have been changed.
	18w48a	Cauldrons now generate in the updated <a href="#">plains villages</a> .
	18w49a	Cauldrons now generate in the updated <a href="#">savanna</a> villages and the new <a href="#">snowy tundra</a> villages.
	18w50a	Cauldrons now generate in the updated <a href="#">desert</a> and <a href="#">taiga</a> villages.
	19w03a	The numerous missing cullface arguments for the cauldron have been fixed.
	19w11a	Cauldrons now serve as leatherworker <a href="#">villagers</a> ' job site block.
	19w13a	The cauldron's hitbox has been fixed. <sup>[13]</sup>
1.17	20w45a	Normal and water cauldrons have been split into different blocks, making filled cauldrons no longer work as a workstation for villagers. <sup>[14]</sup>
		This also means that any <a href="#">structures</a> before this snapshot that have cauldron(s) fill with water now no longer generate(s) cauldron. Instead, water cauldron(s) will generate.
	20w48a	Cauldrons can now collect water and lava dripped by <a href="#">pointed dripstone</a> .
	21w11a	<a href="#">Lava buckets</a> and <a href="#">powder snow buckets</a> can now be emptied into any filled cauldron.
	21w13a	Filled cauldrons work again as a workstation for villagers.
1.20	23w12a	Cauldrons now generate in <a href="#">trail ruins</a> .
Pocket Edition Alpha		
v0.14.0	build 1	Added cauldrons.
		Cauldrons are generated naturally in <a href="#">witch huts</a> .
v0.15.0	build 1	Cauldrons can now be moved by <a href="#">pistons</a> .
Pocket Edition		
1.1.0	alpha 1.1.0.0	Cauldrons now generate naturally in <a href="#">woodland mansions</a> , their fullness status is unknown.
Bedrock Edition		
1.10.0	beta 1.10.0.3	The textures of cauldrons have been changed.



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TU7	CU1	1.0	Patch 1	1.0.1	<span>[<i>verify</i>]</span> Added cauldrons.
TU60	CU51	1.64	Patch 30	1.0.11	<span>[<i>verify</i>]</span> <span>Water</span> in a cauldron can now be <span>dyed</span> .
					<span>[<i>verify</i>]</span> <span>Armor</span> can be dyed in a cauldron filled with dyed water.
					<span>[<i>verify</i>]</span> Cauldrons can no longer be pushed by <span>pistons</span> .
		1.90			<span>[<i>verify</i>]</span> The textures of cauldrons have been changed.
New Nintendo 3DS Edition					
				0.1.0	Added cauldrons.

Water cauldron

Java Edition		
1.0.0	Beta 1.9 Prerelease 2	<div>If made to work with a mod, cauldrons can be filled with a <span>water bucket</span>.</div> <div>Cauldron water transparency appears inconsistent depending on hardware.</div>
1.3.1	12w22a	Cauldrons can now be filled with <span>water</span> , if placed outside during <span>rain</span> or a <span>thunderstorm</span> .
1.4.2	12w34a	Holding a piece of <span>dyed</span> leather <span>armor</span> and right-clicking a <span>water</span> -filled cauldron now washes away all <span>dyes</span> applied to the leather armor.
1.5	13w02a	The walls inside of the cauldron now use the bottom texture, and the cauldron now has no bottom. <sup>[1]</sup>
	13w02b	Fixed the model error from 13w02a.
1.6.1	13w18a	When used with a <span>redstone comparator</span> , cauldrons now output a signal varying in strength according to the amount of water inside.
1.7.2	13w43a	Cauldrons now extinguish burning <span>entities</span> .
1.8	14w10a	The cauldron's feet now have planes on all sides.
	14w30a	Right-clicking a non-empty cauldron with a <span>banner</span> now removes the top-most pattern layer.
1.9	15w43a	A cauldron now generates within <span>igloo</span> basements, <sup>2</sup> / <sub>3</sub> full.
	15w44a	A full cauldron can now be emptied with a <span>bucket</span> , filling the bucket with <span>water</span> .
1.11	16w32a	When a cauldron washes a dyed item (leather <span>armor</span> or <span>banner</span> ), it reduces its water level by 1.
	16w33a	A <span>water bottle</span> is now able to add 1 <span>water</span> level to a cauldron.
1.13	18w10d	<span>Shulker boxes</span> can now be undyed in a cauldron.
	18w15a	<span>Water</span> in cauldrons is now white colored. <sup>[15]</sup>
	18w20b	<div>Cauldron water is now colored again, depending on the biome.</div> <div>This currently affects ocean temperature variants and swamps.</div>



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1.14	18w43a		The textures of cauldrons have been changed.		
	19w03a		The numerous missing cullface arguments for the water cauldron have been fixed.		
1.17	20w45a		Normal and water cauldrons have been split into different blocks, making filled cauldrons no longer work as a workstation for villagers. <sup>[14]</sup>		
			This also means that any <a href="#">structures</a> before this snapshot that have cauldron(s) fill with water now no longer generate(s) cauldron. Instead, water cauldron(s) will generate.		
	21w13a		Filled cauldrons work again as a workstation for villagers.		
Pocket Edition Alpha					
v0.14.0	build 1		Added water cauldrons.		
			<a href="#">Water</a> color in cauldrons can be changed by adding <a href="#">dyes</a> . <a href="#">Items</a> dipped in the water are dyed that color.		
v0.15.0	build 1		Cauldrons are now used to dye leather <a href="#">horse armor</a> .		
			Water cauldrons can now be moved by <a href="#">pistons</a> .		
Pocket Edition					
1.0.0	alpha 0.17.0.1		Cauldrons now generate naturally in <a href="#">igloo</a> basements.		
			Cauldrons now extinguish burning <a href="#">entities</a> .		
Bedrock Edition					
1.10.0	beta 1.10.0.3		The textures of cauldrons have been changed.		
1.20.0	beta 1.20.0.20		<a href="#">Water</a> in cauldrons now looks like lava. <sup>[17]</sup>		
1.20.10	beta 1.20.10.20		Cauldron water now uses the correct texture.		
Legacy Console Edition					
TU7	CU1	1.0	Patch 1	1.0.1	<sup>[<a href="#">verify</a>]</sup> Added water cauldrons.
TU12					<a href="#">Water</a> is no longer removed from a <a href="#">water bucket</a> when filling a cauldron in <a href="#">creative</a> mode.
TU14		1.04			Cauldrons fill with water if placed outside during <a href="#">rain</a> or a <a href="#">thunderstorm</a> .
TU31	CU19	1.22	Patch 3		Cauldrons with <a href="#">water</a> in them extinguish burning <a href="#">entities</a> , taking away one water level each time.
New Nintendo 3DS Edition					
0.1.0					<sup>[<a href="#">verify</a>]</sup> Added cauldrons.
					Water color in cauldrons can be changed by adding <a href="#">dyes</a> .
					Cauldrons can be used to <a href="#">dye</a> leather <a href="#">armor</a> .

Lava cauldron

Java Edition		
1.17	20w45a	Cauldrons can now be filled with lava.
	21w20a	Lava cauldrons now emits redstone signal strength of 3. <sup>[9]</sup>
Bedrock Edition		
1.9.0	beta 1.9.0.2	Cauldrons can now be filled with lava.



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	<b>1.9.0</b>				The texture of cauldrons filled with lava has been changed.
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Powder Snow Cauldron

Java Edition		
<b>1.17</b>	<b>20w46a</b>	Cauldrons can now be filled with powder snow.
<b>1.17.1</b>	<b>Pre-release 1</b>	Powder snow now fills twice as fast in a cauldron.
Bedrock Edition		
<b>1.17.0</b>	<b>beta 1.17.0.52</b>	Cauldrons can now be filled with powder snow.

Potion cauldron

**This article needs cleanup to comply with the [style guide](#).** [\[discuss\]](#)

Please help [improve](#) this page. The [talk page](#) may contain suggestions.

**Reason:** Many potion cauldrons here are listed as being added in versions where said potion did not exist yet - please rearrange and add new history entries accordingly

Java Edition		
<b>1.0.0</b>	<b>Beta 1.9 Prerelease 2</b>	<p>Cauldrons are intended to be used for the creation of <a href="#">potions</a>.</p> <p>Cauldrons can be made to work with a mod, through which the following has been revealed:</p> <ul style="list-style-type: none"><li>Applying a <a href="#">potion</a> ingredient to a water cauldron cause it to change to a differently-colored <a href="#">lava</a> texture, and adding any further potion ingredients to the filled cauldron cause the <a href="#">liquid</a> to change color.</li><li>Scooping out a potion with ingredients applied cause the potion to have an effect related to the ingredient, e.g. a potion brewed with a <a href="#">magma cream</a> have <a href="#">Fire Resistance</a> as an effect.</li></ul>
	<b>Beta 1.9 Prerelease 3</b>	<p>The system was deemed too complex and not user-friendly,<sup>[18]</sup> so the cauldron's ability to brew potions has been replaced with the <a href="#">brewing stand</a>.<sup>[19][20]</sup> That brewing system is finalized and doesn't change in the rest of the pre-releases.</p>
Pocket Edition Alpha		
<b>v0.14.0</b>	<b>build 1</b>	Cauldrons can store <a href="#">potions</a> , and <a href="#">explode</a> if potions are mixed.
<b>v0.15.0</b>	<b>build 1</b>	Cauldrons are now used to make <a href="#">tipped arrows</a> .
Bedrock Edition		
<b>1.10.0</b>	<b>beta 1.10.0.3</b>	The textures of cauldrons filled with <a href="#">potions</a> have been changed.
Legacy Console Edition		
		<a href="#">[verify]</a>



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		1.90			<sup>[<i>verify</i>]</sup> The textures of cauldrons filled with <a href="#">potions</a> have been changed.
New Nintendo 3DS Edition					
		0.1.0			<sup>[<i>verify</i>]</sup> <div>Cauldrons can store <a href="#">potions</a>. Cauldrons make an explosion <a href="#">sound</a> if potions are mixed, and the potions disappear. Potions inside cauldrons have a bubbling effect.</div>

Cauldron "item"

The following content is transcluded from *Technical blocks/Cauldron*.

**This section is missing information about Pick Block functionality.**

Please expand the section to include this information. Further details may exist on the [talk page](#).

Java Edition		
1.0.0	Beta 1.9 Prerelease 2	Cauldrons have an extra, unobtainable item form corresponding to its block ID. This can be seen only if the block is assigned an ID with mods.
	Beta 1.9 Prerelease 3	Cauldron items can be obtained via inventory editors with numeric item ID 118.
1.3.1	12w16a	Cauldron items can now be obtained in singleplayer worlds via the <sup>[<i>give</i>]</sup> command using the respective numeric ID.
1.7.2	13w37a	The direct item form of cauldrons has been removed from the game. It can no longer exist as an item in any way, only as a placed block.
Pocket Edition Alpha		
	?	Cauldrons probably have an extra item form.
Bedrock Edition		
	?	Lava cauldrons have an item form.

Appearances

Java Edition		
1.0.0	Beta 1.9 Prerelease 2	The cauldron item uses this texture in inventories, when held in first or third person view or as a dropped item.
		It can be seen only with mods in this version to assign it an item ID, but can be seen in vanilla in Beta 1.9 Prerelease 3 and onward.
1.4.2	12w34a	The cauldron item now uses the aforementioned texture when in an item frame.
1.5	13w02a	The cauldron item now uses this texture in inventories, when held in first or third person view, as a dropped item or when in an item frame.
		This is due to major texture storage changes in this version.

Names

Java Edition

- Beta 1.9 Pre-release 3 - 13w36b: Cauldron

Issues

Issues relating to "Cauldron" are maintained on the [bug tracker](#). Report issues [there](#) (https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20an



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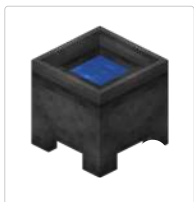
- [Arrows](#) "stick" to the [water](#) in a cauldron.
- The inside of a cauldron is 0.25 (¼) blocks tall.
- A cauldron holding water is the only way to have water in [the Nether](#) without the use of [commands](#).

## Renders

### Normal water



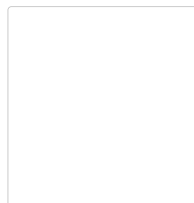
Level 1



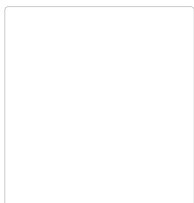
Level 2



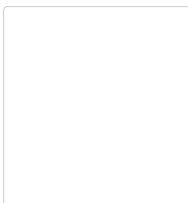
Level 3 - full



Level 1 (Bedrock Edition)

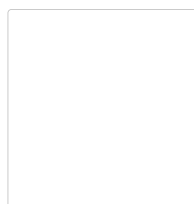


Level 2 (Bedrock Edition)

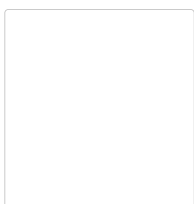


Level 3 - full (Bedrock Edition)

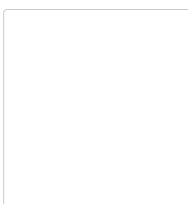
### Dyed water <sup>[Bedrock Edition only]</sup>



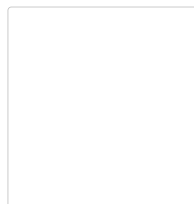
White Water Cauldron



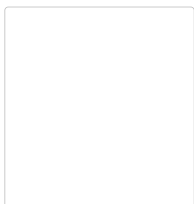
Light Gray Water Cauldron



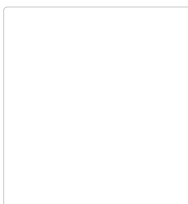
Gray Water Cauldron



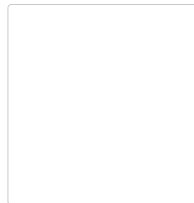
Black Water Cauldron



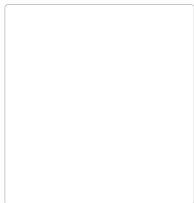
Brown Water Cauldron



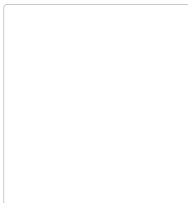
Red Water Cauldron



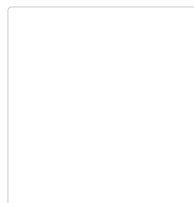
Orange Water Cauldron



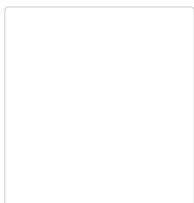
Yellow Water Cauldron



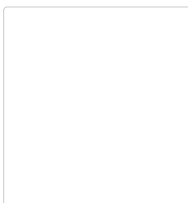
Lime Water Cauldron



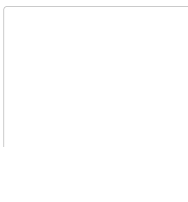
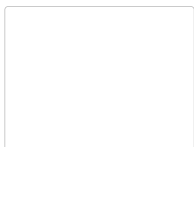
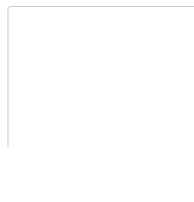
Green Water Cauldron



Cyan Water Cauldron



Light Blue Water Cauldron







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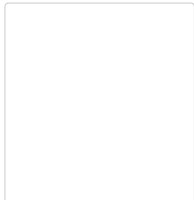
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Pink Water Cauldron

**Cauldrons filled with potions** *[Bedrock Edition only]*



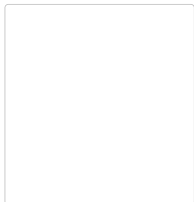
Night Vision Potion  
Cauldron



Invisibility Potion Cauldron



Leaping Potion Cauldron



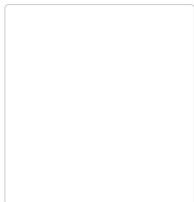
Fire Resistance Potion  
Cauldron



Swiftess Potion Cauldron



Slowness Potion Cauldro



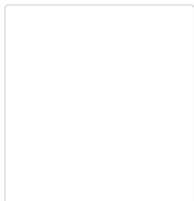
Turtle Master Potion  
Cauldron



Water Breathing Potion  
Cauldron



Healing Potion Cauldron



Harming Potion Cauldron



Poison Potion Cauldron



Regeneration Potion  
Cauldron



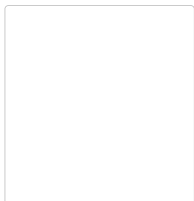
Strength Potion Cauldron



Weakness Potion Cauldron

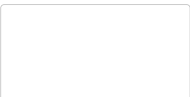
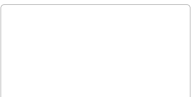
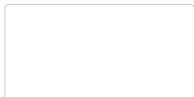


Slow Falling Potion  
Cauldron

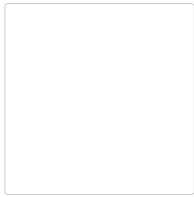


Decay Potion Cauldron

**Powder Snow**



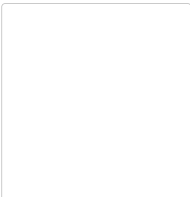
## Gallery



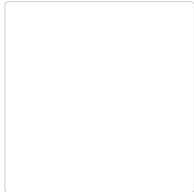
All cauldron states in [Java Edition](#).



All [potions](#) in cauldrons.  
*[BE only]*



All cauldron [water](#) colors possible with one dye.  
*[BE only]*



How potions were brewed in Beta 1.9 Pre-Release 2 if enabled through a mod.



Cauldrons filled with dyed water.



A cauldron filled with potions.



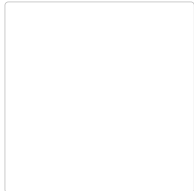
Using a cauldron to make [tipped arrows](#).



Using a cauldron to make [tipped arrows](#).



Using a cauldron to make [tipped arrows](#).



A cauldron full of snow.

## References

1.

[MC-129109](#) – resolved as "Works As Intended".
2.

[MC-176867](#) – resolved as "Won't Fix".
3.

[MCPE-104572](#) – resolved as "Won't Fix".
4.

[MC-145311](#) – resolved as "Won't Fix".
5.

[MCPE-93111](#)
6.

[MC-106813](#) – resolved as "Won't Fix".
7.

[MC-152680](#)
8.

[MC-126819](#) – resolved as "Won't Fix".
9.

[MC-204393](#)
10.

[MCPE-104824](#)
11.

[MC-6772](#)
12.

[MC-44990](#)
13.

[MC-129205](#)
14.

[MC-204430](#)
15.

[MC-128253](#)
16.

[MC-128558](#)
17.

[MCPE-170427](#)
18.

"Potions are delayed because \*add to cauldron, pick up, look at tooltip, pour back into cauldron, repeat\* was extremely tedious" ([https://twitter.com/jeb\\_/status/119466949708222465](https://twitter.com/jeb_/status/119466949708222465)) – [@jeb\\_](https://twitter.com/jeb_) ([https://twitter.com/jeb\\_](https://twitter.com/jeb_)) (Jens Bergensten) on X, September 29, 2011
19.

"A quick discussion with @notch led me in on a new way of doing the potion brewing. Cauldron is out..." ([https://twitter.com/jeb\\_/status/119710836469149697](https://twitter.com/jeb_/status/119710836469149697)) – [@jeb\\_](https://twitter.com/jeb_) ([https://twitter.com/jeb\\_](https://twitter.com/jeb_)) (Jens Bergensten) on X, September 30, 2011
20.

"Look back at me! Your Cauldron is now a Brewing Stand. Anything's possible when working with interaction design." ([https://twitter.com/jeb\\_/status/119762786619359232](https://twitter.com/jeb_/status/119762786619359232)) – [@jeb\\_](https://twitter.com/jeb_) ([https://twitter.com/jeb\\_](https://twitter.com/jeb_)) (Jens Bergensten) on X,



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Interactable	Anvil ( <a href="#">Chipped</a> <a href="#">Damaged</a> ) <a href="#">Barrel</a> <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>
	<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>
Utilizable	<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> ) <b>Cauldron</b>
	( <a href="#">Lava</a> <a href="#">Powder Snow</a> <a href="#">Water</a> ) <a href="#">Composter</a>
Redstone/Mechanical	<a href="#">Conduit</a> <a href="#">End Gateway</a> <a href="#">End Portal</a>
	<a href="#">End Portal Frame</a> <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>
Education Edition only	<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>
BE & edu only	<a href="#">Note Block</a> <a href="#">Observer</a> <a href="#">Piston</a> ( <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>
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