Honey Block ▪ re article feedback

For other uses, see Honey.

Honey blocks are storage blocks equivalent to four honey bottles. Honey blocks are sticky and can be used in conjunction with pistons to move blocks and adhered entities.

Contents

Honey Block

Honey Block	
Renewable	Yes
Stackable	Yes (64)
Tool	Any tool
Blast resistance	0
Hardness	0
Luminous	No
Transparent	**JE:** Partial (diffuses sky light) **BE:** Yes
Flammable	No
Catches fire from lava	No
Map color (*JE*)	☐ 15 COLOR_ORANGE

Obtaining

Breaking
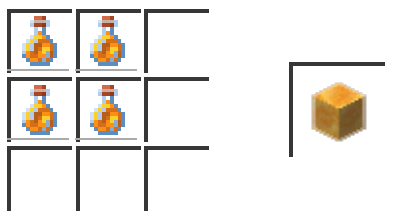
Honey blocks can be broken instantly, regardless of held items, or when under the Mining Fatigue effect.

Block	🟧 Honey Block
Hardness	0
Breaking time (secs)	
Default	*0.05*

Legend

- ☐ incorrect tool, drops nothing
- ☐ correct tool, drops nothing or something other than the block itself
- ☐ correct tool, drops the block itself
- *italicized* can be instant mined

Crafting

Ingredients	Crafting recipe	Description	[hide]
Honey Bottle		Empty bottles remain in the crafting grid after crafting the honey block.	

Usage

Redstone

Unlike the slime block, the honey block in *Java Edition* is non-conductive and cannot have a redstone signal sent through it (including via a repeater or an observer, etc). In *Bedrock Edition*, honey blocks are conductive, which is notable behavior because it is transparent and both mobs and players will not suffocate while they are inside of it.

When being moved by a piston, entities on a honey block's top surface move with it. They are not launched in the direction of the push, as a slime block would do. Honey blocks moved by pistons do not move entities that are touching the side or bottom of the block.[1]

When a honey block is moved by a piston, it attempts to move all adjacent blocks in the same direction. A honey block can move any block a sticky piston can *pull*, except for glazed terracotta and slime blocks. The blocks that are moved may, in turn, push other blocks, as if they were being pushed

by a piston. For example, a honey block sitting on the ground attempts to move the ground block underneath itself, which pushes additional ground blocks in the direction of motion.

When the adjacent block that is moved is also a honey block, that block *also* attempts to move all its adjacent blocks. For example, a 2×2×2 cube of honey blocks may be pushed or pulled as a unit by a single piston acting on any of the blocks in the cube.

A honey block adjacent to a block that cannot be moved by pistons ignores the immobile block. However, if an adjacent block *could* be moved but is prevented by the presence of an immobile block, the honey block is also prevented from moving. Liquids are an exception: they are not moved, but neither do they stop a piston from pushing or pulling blocks into their space (usually destroying the liquid, and in a rare case displacing it through the piston).[2]

Honey blocks are not pulled by a non-sticky piston, nor are they moved if an adjacent (non-honey) block is moved by a piston.

The maximum of 12 blocks moved by a piston still applies. For example, a 2×2×3 of honey blocks may be pushed or pulled by a sticky piston as long as no other movable blocks are adjacent to it. However, the platform in which a honey block shifts is entirely dependent on the placement of the sticky piston, as well as placement of blocks too.

Slowing down entities

Honey blocks slow down entities walking on top of them and prevent them from jumping. Players walking on honey blocks move at 2.508 m/s, about a 60% reduction from the normal walking speed. In *Bedrock Edition*, players also slow down slightly if walking up against the side of it. Players, who can ordinarily jump about $1\frac{1}{4}$ blocks high, can jump about $\frac{3}{16}$ blocks high on honey; this is an 85% reduction. They can more easily step up onto other blocks than jump up onto them.

This effect applies even through other blocks on top of honey blocks as long as they are half-block or less in height - so the player cannot jump on carpets, bottom slabs or daylight detectors that are placed on honey blocks.

This effect also applies regardless of a player's mode of movement, such as flying with elytra or swimming.

Sliding

Entities pressed against the sides of a honey block slide down at a slow speed and do not take fall damage, similar to going down a ladder. In *Java Edition*, the entity's horizontal momentum gradually decreases; this allows players to jump 2 blocks further by holding on to the walls. In *Bedrock Edition*, the entity's horizontal momentum resets instead. The slowdown induced by honey blocks stacks with the Slow Falling status effect. It is important that a honey block is NOT a full block, the transparent yellow corona around it is not solid. This is testable by sneaking around it on a one block wide area.
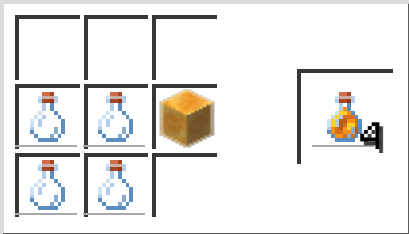
Falling

As with hay bales, falling onto a honey block reduces fall damage by 80%. For example, if a player or

mob falls from a height that would normally cause 10 (❤❤❤❤❤) fall damage, the fall causes 2 (❤) damage instead.

Crafting ingredient

Although the 2×2 inventory crafting grid is sufficient to craft a honey block, a 3×3 crafting table grid is required to convert a honey block back into four honey bottles.

Name	Ingredients	Crafting recipe	[hide]
Honey Bottle	Glass Bottle + Honey Block		

Sounds

Generic

Java Edition:

🟫 honey_block sound type								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Block broken	Blocks	Once the block has broken	block.honey_block.break	subtitles.block.generic.break	1.0	0.8	16
	Block placed	Blocks	When the block is placed	block.honey_block.place	subtitles.block.generic.place	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	block.honey_block.hit	subtitles.block.generic.hit	0.25	0.5	16
	Something falls on a block	*Entity-Dependent*	Falling on the block with fall damage	block.honey_block.fall	subtitles.block.generic.fall	0.5	0.75	16
	Footsteps	*Entity-Dependent*	Walking on the block	block.honey_block.step	subtitles.block.generic.footsteps	0.15	1.0	16

Bedrock Edition:

🟧 **honey_block sound type**								[hide]
Sound	**Closed captions** [*upcoming: BE 26.0*]	**Source**	**Description**	**Identifier**	**Translation key** [*upcoming: BE 26.0*]	**Volume**	**Pitch**	
	?	Blocks	Once the block has broken	`dig.honey_block`	?	1.0	0.8-1.0	
	?	Blocks	When the block is placed	`dig.honey_block`	?	1.0	0.8-1.0	
	?	Blocks	While the block is in the process of being broken	`hit.honey_block`	?	0.23	0.5	
	?	Players	Falling on the block with fall damage	`fall.honey_block`	?	0.4	1.0	
	?	Players	Walking on the block	`step.honey_block`	?	0.15	1.0	
	?	Blocks	Jumping from the block	`jump.honey_block`	?	0.12	1.0	
	?	Blocks	Falling on the block without fall damage	`land.honey_block`	?	0.14	1.0	

Unique

Java Edition

Sounds								[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**
	Sliding down a honey block[3]	*Entity-Dependent*	While something is sliding down a honey block	`block.honey_block.slide`	`subtitles.block.honey_block.slide`	0.8	*varies* [sound 1]	16

1. Can be 1.0 or 0.8 for each sound, except `slide1`, which can be 1.0 or 0.9

Bedrock Edition:

Sounds							[hide]
Sound	**Closed captions** [*upcoming: BE 26.0*]	**Source**	**Description**	**Identifier**	**Translation key** [*upcoming: BE 26.0*]	**Volume**	**Pitch**
	?	Players	While something is sliding down a honey block	`step.honey_block` [*verify*]	?	1.0	1.0

Data values

ID

Java Edition:

Name	Identifier	Form	Translation key	[hide]
🟧 Honey Block	`honey_block`	Block & Item	`block.minecraft.honey_block`	

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID[i 1]	Translation key [hide]
🟧 Honey Block	`honey_block`	473	Block & Giveable Item[i 2]	Identical[i 3]	`tile.honey_block.name`

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.

Achievements

	Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
	PS4	Other					
	🟧	[screenshot]	Sticky Situation	Slide down a honey block to slow your fall.	—	30	Silver

Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
🟧	Sticky Situation	Jump into a Honey Block to break your fall	Collide on a vertical side of a honey block while falling.

History

Announcement

September 28, 2019 (https://youtube.com/watch?v=OZqNaEX8208&t&t=42m24s)	🟧 Honey blocks are announced at MINECON Live 2019.
September 28, 2019 (https://www.minecraft.net/en-us/article/everything-we-announced-minecon-live-2019)	🟧 In official article about all content announced at Minecon 2019 was shown another honey block texture, which wasn't shown on live.

Java Edition

Java Edition			[hide]
1.15	**19w41a**	Added honey blocks.	
	19w42a	Honey blocks no longer stick to slime blocks when pushed by pistons.	
	19w44a	Honey blocks can now be used to craft honey bottles.	
		The inventory icon of honey blocks has been slightly changed from to .	
	pre1	The sliding sound event for honey blocks no longer uses the same subtitles as footsteps.	
1.17	**21w08a**	Honey block have been moved to the "Redstone Blocks" tab of the Creative inventory.	
	21w18a	Goats can no longer make long jumps on honey blocks.	
1.20	**23w12a**	The inventory icon of the honey block has been changed from to .	
	23w18a	Entities touching the edge of a honey block now properly get affected by the stickiness.[4]	

Bedrock Edition

Bedrock Edition			[hide]
1.14.0	**beta 1.14.0.1**	Added honey blocks.	
	beta 1.14.0.2	The model of honey blocks has been changed to match *Java Edition'*s.	
		Honey blocks no longer stick to slime blocks when pushed by pistons.	
	beta 1.14.0.4	Honey blocks can now be used to craft honey bottles.	
1.14.20	**beta 1.14.2.50**	Projectiles can now be shot through the gap between two honey blocks.	
1.16.0	**beta 1.16.0.57**	New sounds have been added for honey blocks.	

Issues

Issues relating to "Honey Block" 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%20%28summary%20~%20%22Honey%20Block%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- Honey blocks are not full blocks: despite taking up 16^3 pixels, the collision box is only 14×14×15 pixels.
  - The bottom face of the honey block is the same depth as a full block, though it is only 14×14 pixels.

- - Small entities such as arrows are free to move through the gap between honey blocks as they are under 2 pixels wide.
  - Only when entities are partially "in" the honey block (i.e., they are touching the 14^3-pixel hitbox) can they slide down against it.
- In real life, bees eat honey when the temperature is low and flowers are difficult to find. Otherwise, pollen and nectar are their primary food sources.
- The bottom surface of the honey block does not slow down entities.
- It takes 1 minute and 14 seconds to slide down 256 honey blocks.
- The player cannot place some blocks on the honey block such as vines, ladders and torches. [*Java Edition* only][5]

Gallery

Screenshots

A bee "eating" from a honey block.

A pollen-loaded bee stopping by, having some honey.

Development images
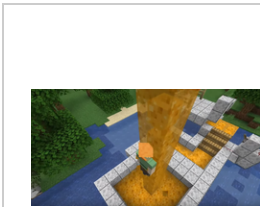
A player sliding down a stack of honey blocks, as seen in the reveal.

Early honey block with lack of cube inside.

References

1. MC-163122 — Honey blocks don't move entities from the side — resolved as "Works As Intended".

2. MC-75581 — Water and lava teleport or disappear when moved via slime blocks — resolved as "Works As Intended".

3. MC-206779

4. MC-1133 — Whether or not a player experiences some effect is calculated based on the block under the center of the player — resolved as "Fixed".

5. MC-131115 — Torches, levers, buttons, tripwire hooks, coral fans, vines, ladders and bells cannot be placed on the sides of farmland or grass paths — resolved as "Works As Intended".

External links

- Block of the Week: Honey (https://www.minecraft.net/en-us/article/block-week--honey) – Minecraft.net on May 21, 2020

Navigation

	◆ **Redstone**	[hide]
	Redstone circuits & tutorials	[show]
	Redstone components	[hide]
Power emission	Block of Redstone ▪ Buttons (▪ Wooden ▪ Stone ▪ Polished Blackstone) Daylight Detector Detector Rail Jukebox Lectern Lever Lightning Rod Observer Pressure Plates (Wooden Stone Polished Blackstone Light Weighted Heavy Weighted) Redstone Comparator Redstone Torch Sculk Sensor (Calibrated) Target Trapped Chest Tripwire Hook (Tripwire)	
Signal transmission	Redstone Wire Redstone Repeater Conductive and non-conductive blocks	
Item and entity transportation	Allay Boat with Chest (Bamboo Raft) Copper Golem Crafter Dispenser Dropper Hopper Minecart (with Chest with Furnace with Hopper) Rail (Activator Powered) Water (Bubble Column)	
Comparator-readable	Barrel Bee Nest (Hive) Brewing Stand Cake Cauldron Chest (Copper) Chiseled Bookshelf Composter Copper Golem Statue Decorated Pot End Portal Frame Furnace (Blast Smoker) Item Frame (Glow) Respawn Anchor Shulker Box	
Observer-related	Redstone Ore (Deepslate) Scaffolding Sculk Catalyst Sculk Shrieker Wall	
Pistons/related	Piston (Sticky) Honey Block Slime Block Movable and immovable blocks	
Sculk sensor-related	Block of Amethyst Wool (Carpet)	
Mechanisms/misc.	Armor Stand Bell Big Dripleaf Copper Bulb Creaking Heart Doors (Copper Iron Wooden) Fence Gate Head Note Block Redstone Lamp Shelf TNT (Minecart) Trapdoors (Copper Iron Wooden)	

Creative or commands only	Command Block (Minecart) Minecart with Monster Spawner Structure Block Test Block

	Blocks	[hide]
	Structural	[show]
	Ornamental	[show]
	Natural	[show]
	Utility	[hide]

Interactable	Anvil (Chipped Damaged) Barrel Beacon Brewing Stand Cartography Table Chest (Ender Copper) Crafting Table Enchanting Table Furnace (Blast Smoker) Grindstone Lectern Loom Shulker Box (Dyed) Sign (Hanging) Smithing Table Stonecutter
Utilizable	Banners (Ominous) Beehive Beds Bell Bookshelf Cake (with Candle) Campfire (Soul) Cauldron Chiseled Bookshelf Composter Conduit Copper Golem Statue Decorated Pot End Gateway End Portal End Portal Frame Farmland Fletching Table Flower Pot Frosted Ice Heads (Skeleton Wither Skeleton Zombie Creeper Piglin Dragon) Heavy Core Jukebox Ladder Lodestone Monster Spawner Nether Portal Respawn Anchor Scaffolding Shelf Sponge (Wet) Suspicious Gravel Suspicious Sand TNT Trial Spawner (Ominous) Vault (Ominous)
Redstone/ Mechanical	Buttons (Wooden Stone Polished Blackstone) Copper Bulb Crafter Daylight Detector Dispenser Dropper Doors (Copper Iron Wooden) Honey Block Hopper Lever Lightning Rod Note Block Observer Piston (Sticky) Pressure Plates (Wooden Stone Polished Blackstone Heavy Weighted Light Weighted) Rail (Activator Detector Powered) Redstone Lamp Redstone Wire (Comparator Repeater Torch) Slime Block Target Trapped Chest Trapdoors (Copper Iron Wooden) Fence Gates Tripwire Hook (Tripwire)
BE & edu only	Allow Border Chalkboard Compound Creator Deny Element Constructor Heat Block Item Frame (Glow) Lab Table Material Reducer Underwater TNT Underwater Torch

	Creative or commands only	[show]
	Removed	[show]
	Unused	[show]
	Unimplemented	[show]
	Joke	[show]
	Extreme metadata variants	[show]

This page was last edited on 4 December 2025, at 11:00.