

Barrel re article feedback

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](#).

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Obtaining










Barrel







Renewable	Yes
Stackable	Yes (64)
Tool	
Blast resistance	2.5
Hardness	2.5
Luminous	No
Transparent	No
Flammable	No
Catches fire from lava	Yes
Map color <i>(JE)</i>	<input type="checkbox"/> 13 WOOD

Breaking

Barrels can be mined with or without any tool, but axes are the quickest.

Block	 Barrel
Hardness	2.5
Tool	
Breaking time (sec) ^[A]	
Default	3.75
 Wooden	1.9
 Stone	0.95
 Copper	0.75
 Iron	0.65
 Diamond	0.5
 Netherite	0.45
 Golden	0.35

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



1. These durations ignore other influential factors (e.g., Mining Fatigue) and are measured in seconds. For more information, see Breaking § Speed.

Natural generation

Empty barrels can generate naturally in fisher cottages in villages. Up to 3 barrels can generate in a village fisher cottage.

In trial chambers, barrels containing loot can be found in the corridors, while empty barrels generate beneath hoppers at chamber entrances.

Generated loot

Item	Structure	Container	Quantity	Chance [hide]
<i>Java Edition</i>				
 Barrel	 Village	Fisherman's chest	1–3	24.2%

Crafting

Ingredients	Crafting recipe [hide]
Any Planks + Any <u>Wooden Slab</u>	

Usage

Barrels can be moved by pistons.^[*Bedrock Edition only*] 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 burn away.

Container

Barrels have a container inventory with 27 slots, which is the same as a single chest. Unlike chests, the action of opening a barrel is never prevented. They can be filled by droppers and both filled and emptied by 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 ⇧ Shift 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.^[*Java Edition only*] To exit the barrel interface, use the Esc control.



The GUI of the barrel.

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^[*Java Edition only*] (for example, to label a barrel at (0,64,0) as "Bonus Barrel!", use `/data merge block 0 64 0 {CustomName:'"Bonus Barrel!"'}`).

In *Java Edition*, a barrel can be "locked" by setting its lock tag using the `/data` command. If a barrel's lock tag is not blank, the barrel cannot be opened unless the player is holding an item that matches the item predicate in the lock tag. For example, to lock a barrel at (0,64,0) so that the barrel cannot be opened unless the player is holding an item named "Barrel Key", use `/data merge block 0 64 0 {lock:{components:{"custom_name":"Barrel Key"}}}`.

Profession

Main article: Job site block

If a barrel has not been claimed by a villager, any nearby unemployed villager has a chance to change their profession to fisherman and claim the barrel as their job site block.

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:

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

Bedrock Edition:

 wood sound type [hide]							
Sound	<u>Closed captions</u> <i>[upcoming: BE 26.0]</i>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u> <i>[upcoming: BE 26.0]</i>	Volume	Pitch
	Block broken	Blocks	Once the block has broken	dig.wood	subtitles.block .generic.break	1.0	0.8-1.0
	Block broken	Blocks	When the block is placed	dig.wood	subtitles.block .generic.break	1.0	0.8
	Block breaking	Blocks	While the block is in the process of being broken	hit.wood	subtitles.block .generic.hit	0.23	0.5
	Footsteps	Players	Falling on the block with fall damage	fall. .wood	subtitles.block .generic.footsteps	0.4	1.0
	Footsteps	Players	Walking on the block	step. .wood	subtitles.block .generic.footsteps	0.3	1.0
	Footsteps	Blocks	Jumping from the block	jump. .wood	subtitles.block .generic.footsteps	0.12	1.0
	Footsteps	Blocks	Falling on the block without fall damage	land. .wood	subtitles.block .generic.footsteps	0.18	1.0

UniqueJava Edition

Sounds [hide]								
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u>	<u>Volume</u>	<u>Pitch</u>	<u>Attenuation distance</u>
	Barrel closes	Blocks	When a barrel closes	block.barrel.close	subtitles.block.barrel.close	0.5	0.9-1.0	16
	Barrel opens	Blocks	When a barrel opens	block.barrel.open	subtitles.block.barrel.open	0.5	0.9-1.0	16
	Fisherman works	Friendly Mobs	Randomly while a fisherman is working	entity.villager.work_fisherman	subtitles.entity.villager.work_fisherman	1.0	0.8-1.2	16
	Chest locked ^[sound 1]	Blocks	When a player attempts to open a barrel locked using the lock tag	block.chest.locked ^[sound 1]	subtitles.block.chest.locked ^[sound 1]	1.0	1.0	16

1. MC-98316 — Wrong subtitles caused by missing distinction


Bedrock Edition:


Sounds [hide]							
Sound	<u>Closed captions</u> ^[<i>upcoming: BE 26.0</i>]	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u> ^[<i>upcoming: BE 26.0</i>]	<u>Volume</u>	<u>Pitch</u>
	?	Blocks	When a barrel closes	block.barrel.close	?	1.0	1.0
	?	Blocks	When a barrel opens	block.barrel.open	?	1.0	1.0
	?	Blocks	Randomly while a fisherman is working	block.barrel.open	?	1.0	1.0

Data values


ID

Java Edition:

Name	<u>Identifier</u>	<u>Form</u>	<u>Block tags</u>	<u>Translation key</u> [hide]
 Barrel	barrel	Block & Item	guarded_by_piglins	block.minecraft.barrel

Name	<u>Identifier</u> [hide]
 Block entity	barrel

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID ^[i 1]	Block tags	^[hide] Translation key
<div> Barrel</div>	barrel	458	Block & Giveable Item ^[i 2]	Identical ^[i 3]	minecraft:is_axe_item_destructible wood	tile.barrel.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.

Name	Savegame ID ^[hide]
<div> Block entity</div>	Barrel

Block states

See also: *Block states*

Java Edition:

Name	Default value	Allowed values	Description ^[hide]
facing	north	down east north south up west	The direction the barrel is facing.
open	false	false true	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 ^[hide]
facing_direction	0x1 0x2 0x4	0	0 1 2 3 4 5	0 1 2 3 4 5	The direction the barrel is facing. <div><div>▪ 0:Down facing barrel</div><div>▪ 1:Up facing barrel</div><div>▪ 2:East facing barrel</div><div>▪ 3:West facing barrel</div><div>▪ 4:South facing barrel</div><div>▪ 5:North facing barrel</div></div>
open_bit	0x8	0	0 1	0 1	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:

See also: *Block entity format*



Tags common to all block entities

- ### Bedrock Edition:





Videos

History

Java Edition

<i>Java Edition</i> [hide]		
1.14	<u>18w44a</u>	 Added barrels.
		Barrels have been added to the <u>Creative inventory</u> .
		Barrels currently have the inventory of a <u>chest</u> , but there is no way to view this in-game.
		Barrels can currently be filled only by <u>hoppers</u> and <u>droppers</u> .
		Barrels can currently be emptied only by <u>hoppers</u> .
		Barrels currently do not drop the <u>items</u> they contain when broken.
	<u>18w47b</u>	The <code>facing=south</code> <u>block state</u> texture of barrels has been changed. <i>[more information needed]</i>
	<u>18w48a</u>	Barrel items are now found in chests in village fisher cottages.
		Barrels can now generate naturally in <u>villages</u> in <u>plains</u> .
	<u>18w49a</u>	Barrels can now generate naturally in <u>savanna</u> and <u>snowy</u> villages.
	<u>18w50a</u>	Barrels can now generate naturally in <u>desert</u> and <u>taiga</u> villages.
		Barrels now act as a storage unit.
		Barrels can now be used in tight spaces, even if there is a <u>block</u> above it, unlike a <u>chest</u> .
		Barrels can now be crafted using 6 wood <u>planks</u> and 2 wood <u>slabs</u> .
1.16	<u>19w03a</u>	<u>Sounds</u> have been added for barrels.
	<u>19w07a</u>	 An open block state has been added to barrels.
	<u>19w11a</u>	Barrels now serve as fisherman <u>villagers'</u> job site block.
1.18	<u>20w06a</u>	<u>Crimson planks</u> and <u>warped planks</u> can now be used to craft barrels.
	<u>20w15a</u>	<u>Piglins</u> now become hostile toward <u>players</u> who open or <u>break</u> barrels.
1.18	<u>pre5</u>	Bottom texture was changed.
1.19	<u>22w11a</u>	<u>Mangrove planks</u> can now be used to craft barrels.
1.19.3 — Experiment — Update 1.20	<u>22w42a</u>	<u>Bamboo planks</u> can now be used to craft barrels.
1.19.4 — Experiment — Update 1.20	<u>23w07a</u>	<u>Cherry planks</u> can now be used to craft barrels.
1.20.3 — Experiment — Update 1.21	<u>23w45a</u>	Barrels containing loot now generate in <u>trial chambers</u> .
1.21.2	<u>24w33a</u>	Empty barrels now generate beneath <u>hoppers</u> at chamber entrances in trial chambers.

Bedrock Edition

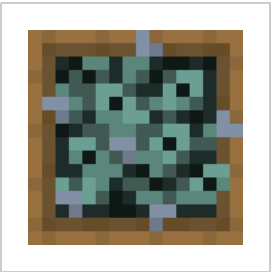
<i>Bedrock Edition</i> [hide]		
<u>1.9.0</u>	<u>beta 1.9.0.0</u>	  Unused barrel textures are added, including textures titled "fish barrel" and "empty barrel." [verify]
<u>1.9.0</u> Experiment Experimental Gameplay	<u>beta 1.9.0.2</u>	  Added barrels which are currently behind <u>Experimental Gameplay</u> .
		A barrel can be used to <u>smelt</u> 1.5 <u>items</u> in a <u>furnace</u> .
<u>1.10.0</u> Experiment Experimental Gameplay	<u>beta 1.10.0.3</u>	A crafting 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 <u>villages</u> .
<u>1.11.0</u>	<u>beta 1.11.0.1</u>	The functionality of barrels has been added.
		Barrels are now available outside of Experimental Gameplay.
<u>1.18.10</u>	<u>beta 1.18.10.22</u>	Changed the bottom texture to match the spruce planks.
<u>1.20.10</u>	Preview <u>1.20.10.20</u>	The crafting recipe for barrels now use <u>planks</u> instead of <u>sticks</u> to match <i>Java Edition</i> .

PlayStation 4 Edition

<i>PlayStation 4 Edition</i> [hide]	
<u>1.91</u>	  Added barrels.



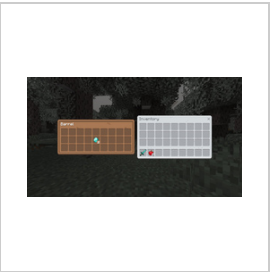
A close up of barrels.



An unused texture of a barrel of fish, found in a *Bedrock Edition* resource pack template.



How a barrel would look if the unused texture was on its top.



Prototype of a barrel menu in Ore UI.

Issues

Issues relating to "Barrel" 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%22Barrel%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- In the 2022's April Fool's update, a barrel can be thrown onto a player and make them appear as if they were "wearing" or "hiding" under the block.

Gallery

Mojang screenshots



First image of barrels in a savanna village.



Barrels placed next to each other facing opposite directions.



A blast furnace, smoker, and a barrel.



Alex wearing a barrel



In other media



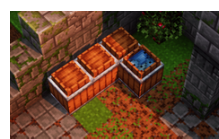
A stack of barrels.



A bonus barrel, which randomly generates throughout the world in the April Fool's update 2019.





















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



Barrels as they appear in *Minecraft Dungeons*, even including a fish barrel.



<u>BE & edu only</u>	 Allow	 Border	 Chalkboard	 Compound Creator	 Deny
	 Element Constructor	 Heat Block	 Item Frame (Glow)	 Lab Table	
	 Material Reducer	 Underwater TNT	 Underwater Torch		
	 <u>Creative or commands only</u>				[show]
	 <u>Removed</u>				[show]
	 <u>Unused</u>				[show]
	 <u>Unimplemented</u>				[show]
	 <u>Joke</u>				[show]
	 <u>Extreme metadata variants</u>				[show]

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