Campfire ᵉ re article feedback

For the soul variant, see Soul Campfire. For other uses, see Fire (disambiguation).

A **campfire** is a block that can be used to cook food, pacify bees, or act as a spread-proof light source, a smoke signal, or a damaging trap.

Contents

Campfire	
Lit Unlit	

Renewable	Yes
Stackable	Yes (64)
Tool	
Blast resistance	2
Hardness	2
Luminous	Yes (15) when lit
Transparent	Yes
Waterloggable	Yes
Flammable	No
Catches fire from lava	Yes
Map color (*JE*)	34 PODZOL

Obtaining

Breaking

Campfires can be mined with any tool or by hand, but axes are the fastest. When mined regularly, a campfire drops 2 charcoal. If mined with a tool enchanted with Silk Touch, the campfire instead drops itself as an item.

In *Bedrock Edition*, a campfire can also be broken by pushing it with a piston or sticky piston. Pistons cannot move or break campfires in *Java Edition*.

Block	🔥 Campfire
Hardness	2
Tool	🪓
Breaking time (sec)[A]	
Default	3
🪓 **Wooden**	1.5
🪓 **Stone**	0.75
🪓 **Copper**	0.6
🪓 **Iron**	0.5
🪓 **Diamond**	0.4
🪓 **Netherite**	0.35
🪓 **Golden**	0.25

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

Campfires can generate in taiga and snowy taiga[*Bedrock Edition only*] villages.

Campfires can generate in camps inside ancient cities, beneath a pile of blue, light blue and cyan wool blocks.

Campfires can generate in trail ruins.

Crafting

Ingredients	Crafting recipe	[hide]
Stick + Coal or Charcoal + Any Log or Stem or Any Stripped Log or Stem or Any Wood or Hyphae or Any Stripped Wood or Hyphae		

Note that crimson and warped stems are valid campfire ingredients even though they are not themselves flammable as items.

Trading

Villager		Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
		JE	BE					
Fisherman	Apprentice	67%	50%	2 × Emerald	Campfire	12	5	0.05

Usage

Lit campfires emit a light level of 15. Unlike regular fire, a campfire's fire does not spread under any circumstances.

Campfires are lit by default when placed. A campfire can be manually lit by using flint and steel on it (either by player or by dispenser), using a fire charge on it, shooting it with a flaming arrow, or using or dispensing fire charges, blaze fireballs, and ghast fireballs when /gamerule mobGriefing is true. In *Bedrock Edition*, campfires can also be lit by using an item enchanted with Fire Aspect, or stepping on it while burning.

A campfire can be extinguished by waterlogging it (placing water in the same block space), throwing a splash water bottle on it, or using a shovel on it. Campfires cannot be extinguished from their bottom face.[*JE only*][1] In *Bedrock Edition*, campfires can also be extinguished by placing a water source or allowing water to flow in the space above the campfire. As with torches, rain does not extinguish campfires.[2]

Using flint and steel on the side of a waterlogged or lit campfire sets the adjacent air block on fire instead.

Particles and smoke signals

Campfires produce smoke particles that float up around 10 blocks before disappearing. If a hay bale is placed below, the campfire becomes a signal fire and the smoke floats up 24 blocks instead.

Campfire smoke particles can partially pass through a block directly above it, but do not pass through blocks any higher than that.

Although a trapdoor is thinner than a slab, a trapdoor can block the smoke completely, preventing the smoke from floating up.

Campfires emit extra smoke particles during rain, similar to lava.

Campfires also occasionally emit ember particles, similar to lava.

Damage

If lit, campfires damage mobs standing on top of them, even if underwater (with exceptions such as shulkers, zombified piglins, or guardians). Campfires deal 1 (♥) every tick (although damage immunity reduces this to once every half-second). Campfires do not cause lasting burning or destroy items. Because campfires do not set mobs on fire, mobs that die to them drop raw food instead of cooked food. Damage taken is considered fire damage, so armor itself does not reduce damage caused by campfire; to do so, the player needs the Resistance potion effect, or the Protection or Fire Protection enchantments. The player can avoid being damaged at all, either by using a potion of Fire Resistance or wearing Frost Walker boots.

Regardless of height, all blocks prevent damage done to mobs or players above campfires. The campfire deals damage only to entities occupying its block.

A campfire emitting smoke

Cooking

The player can place any of the following food items on a lit campfire by using the food item on it.

- 🥩 Raw Beef
- 🍗 Raw Chicken
- 🐇 Raw Rabbit
- 🥓 Raw Porkchop
- 🍖 Raw Mutton
- 🐟 Raw Cod
- 🐟 Raw Salmon
- 🥔 Potato
- 🌿 Kelp

Some food being cooked on a campfire

Up to four food items can be placed on a campfire, which cooks the items simultaneously. Unlike other blocks that can cook food, campfires do not require any kind of fuel to cook. On a campfire, foods produce small smoke particles, indicating they are being cooked. Food items take 30 seconds (600 ticks) to cook, compared to 10 seconds for furnaces or 5 seconds for smokers. Assuming that one uses all four slots to cook at once, campfires are more efficient than furnaces (taking 10 seconds less per four items and no fuel) for cooking, but must be watched so as to pick up the food and refill it once it is done. It is slower than a smoker by about ten seconds, but its lack of fuel consumption could be seen as a worthwhile trade-off. Once finished cooking, items pop off the campfire. If the campfire is extinguished while cooking food, the remaining cooking time quickly counts back up. Food items can be placed on an unlit campfire. Any items cooking on a campfire always drop when the campfire block is broken.

Other items can be placed on campfires using external editors, mods, or add-ons.

Hoppers

Campfires do not have an external inventory. Raw food cannot be loaded into the campfire with a hopper.

A hopper placed directly underneath a campfire pulls through any items dropped into the campfire. Any drops from a mob that dies in the campfire get pulled into the hopper.

Bees

Placing a campfire under a beehive or bee nest allows honey bottles and honeycomb to be harvested without

provoking the bees.

There must be unobstructed air between the campfire and the beehive or bee nest. Copper grates and carpets[Java Edition only] are an exception.

Light source

Standard lit campfires emit a light level of 15. Like most other sources of light, campfires melt nearby snow and ice.

Note blocks

Campfires can be placed under note blocks to produce "bass" sounds.

Piston interactivity

In *Bedrock Edition*, pushing a campfire with a piston or sticky piston breaks it, dropping two charcoal. Campfires cannot be pulled by sticky pistons.

In *Java Edition*, pistons do not interact with campfires. Campfires neither move nor break when pushed or pulled by pistons.

Sounds

Generic

Java Edition:

wood sound type								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	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	*Entity-Dependent*	Falling on the block with fall damage	`block .wood .fall`	`subtitles .block .generic.fall`	0.5	0.75	16
	Footsteps	*Entity-Dependent*	Walking on the block	`block .wood .step`	`subtitles .block .generic .footsteps`	0.15	1.0	16

Bedrock Edition:

	🪵 wood sound type							[hide]
Sound	Closed captions [*upcoming: BE 26.0*]	Source	Description	Identifier	Translation key [*upcoming: BE 26.0*]	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	

Unique

Java Edition

	Sounds							[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Campfire crackles	Blocks	Randomly while lit	`block.campfire .crackle`	`subtitles.block .campfire .crackle`	0.5-1.5	0.6-1.3	16
	Flint and steel click	Blocks	When a campfire is lit with a flint and steel	`item .flintandsteel .use`	`subtitles.item .flintandsteel .use`	1.0	0.8-1.2	16
	Fireball whooshes	Blocks	When a campfire is lit with a fire charge	`item.firecharge .use`	`subtitles.item .firecharge.use`	1.0	0.8-1.2	16
	Fire extinguishes	Blocks	When a campfire is extinguished with water	`entity.generic .extinguish_fire`	`subtitles.entity .generic .extinguish_fire`	1.0	1.0	16
	Fire extinguished	Blocks	When a campfire is extinguished	`block.fire .extinguish`	`subtitles.block .fire.extinguish`	0.5	2.0	16

Bedrock Edition:

Sounds							[hide]
Sound	Closed captions [*upcoming: BE 26.0*]	Source	Description	Identifier	Translation key [*upcoming: BE 26.0*]	Volume	Pitch
	?	Blocks	Randomly while lit	`block.campfire.crackle`	?	0.5-1.5	0.6-1.3
	?	Blocks	When a campfire is lit	`fire.ignite`	?	1.0	0.8-1.2
	?	Hostile Mobs	When a campfire is lit with a fire charge	`mob.ghast.fireball`	?	1.0	1.0
	?	Blocks	When a campfire is extinguished	`random.fizz`	?	0.5	1.8-2.4

Data values

ID

Java Edition:

Name	Identifier	Form	Block tags	Translation key	[hide]
🔥 Campfire	`campfire`	Block & Item	`campfires`	`block.minecraft.campfire`	

Name	Identifier	[hide]
🔥 Block entity	`campfire`	

Bedrock Edition:

Campfire	Identifier	Numeric ID	Form	Item ID[i 1]	Translation key	[hide]
🔥 Block	`campfire`	464	Block & Ungiveable Item[i 2]	`item.campfire` (Numeric: -209)	`tile.campfire.name`	
🔥 Item	`campfire`	589	Item	—	`tile.campfire.name`	

1. ID of block's direct item form, which is used in savegame files and addons.
2. Unavailable with `/give` command

Name	Savegame ID	[hide]
🔥 Block entity	`Campfire`	

Block states

See also: Block states

Java Edition:

Name	Default value	Allowed values	Description	[hide]
facing	north	east north south west	The direction the campfire is facing. The opposite from the direction the player faces while placing the campfire.	
lit	true	false true	Whether the campfire is lit.	
signal_fire	false	false true	Whether the campfire has a hay bale below it.	
waterlogged	false	false true	Whether or not there's water in the same place as this campfire.	

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description	[hide]
extinguished	0x4	false	false true	0 1	Whether the campfire is put out.	
minecraft:cardinal_direction	Not Supported	south	east north south west	Unsupported	The direction the campfire is facing. The opposite from the direction the player faces while placing the campfire.	

Block data

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

Java Edition:

  See also: Block entity format

  Block entity data

Tags common to all block entities
— **CookingTimes**: How long each item has been cooking, first index is slot 0, etc.
— **CookingTotalTimes**: How long each item has to cook, first index is slot 0, etc.
— **Items**: List of up to 4 items currently cooking.
An item

Bedrock Edition:

  See Bedrock Edition level format/Block entity format.

Achievements

						[hide]
Icon		**Achievement**	**In-game description**	**Actual requirements (if different)**	**Gamerscore earned**	**Trophy type (PS)**
PS4	**Other**					
		Bee our guest	Use a Campfire to collect Honey from a Beehive using a Bottle without aggravating the bees.	—	15	Bronze

Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	Bee Our Guest	Use a Campfire to collect Honey from a Beehive using a Glass Bottle without aggravating the Bees	Use a glass bottle on a beehive or bee nest while not angering the bees inside.

History

There is an associated page listing all historical changes related to the appearance and/or sounds associated with this block in further detail than below; see /Asset history.

Announcement and biome vote

Main article: MINECON Earth 2018 § Biome chooser

September 26, 2018 (https://twitter.com/Minecraft/status/1044587405779451906)	Campfires are announced to be part of the biome vote at MINECON Earth 2018.
September 29, 2018 (https://youtube.com/watch?v=HoMDyRqMNMA)	Campfires are showcased at MINECON Earth 2018.
September 29, 2018 (https://twitter.com/Minecraft/status/1046097775199498325)	Taiga wins the biome vote, meaning campfires are to be added to the game in 1.14.

Java Edition

Java Edition			[hide]
1.14	**19w02a**		Added campfires.
	19w03a	The model and texture of the campfire have been changed.	
		Lit campfires now produce spark particles.	
		The light level of campfires has been changed from 9 to 15.	
		Campfires are now directionally placed.	
		Lit campfires produce smoke plume particles more often.	
	19w04a	Campfires now spawn in taiga villages on the ground and inside chimneys.	
		Crouching on a campfire no longer prevents the player from taking damage from it.[3]	
	19w08a	Campfires can now be extinguished by splash water bottles.	
	19w11a	Fisherman villagers now sell campfires for 2 emeralds.	
1.14.1	**pre2**	Campfires can now be lit by flaming arrows.	
1.14.2	**pre1**	Flaming arrows can no longer light waterlogged campfires.	
1.15	**19w34a**	Campfires under bee nests and bee hives now prevent bees from aggravating toward players who harvest them.	
	19w37a	Campfires can now be extinguished using a shovel.	
	19w42a	Campfires can now be lit by small fireballs.	
1.16	**20w11a**	Campfires can now be lit by any burning projectile.	
	20w13a	Campfires can now be crafted using stems and hyphae.	
	20w22a	Campfires now drop the food being cooked when they are put out with a shovel or water bottle.	
	pre3	Food can now be placed on unlit campfires. However, due to a bug,[4] food pops off of campfires when extinguished.	
1.17	**20w46a**	Food no longer pops off of campfires when extinguished.	
1.18	**21w41a**	Changed campfire textures as items.	
1.19	**22w13a**	Campfires now generate in camps inside ancient cities.	
1.19.4 — **Experiment** — **Update 1.20**	**pre1**	Cherry logs, wood, and their stripped variations can now used to craft a campfire.[5]	

Bedrock Edition

Bedrock Edition			[hide]
1.10.0 ——— Experiment ——— **Experimental Gameplay**	**beta 1.10.0.3**	Added campfires.	
		Campfires are available only through Experimental Gameplay.	
1.11.0	**beta 1.11.0.1**	Campfires have been fully implemented.	
		The model and texture of the campfire have been changed.	
	beta 1.11.0.4	Campfires can now be bought from fishermen villagers.	
1.13.0	**?**	Campfires now emit embers similar to lava.	
1.14.0	**beta 1.14.0.1**	Campfires under bee nests and beehives now prevent bees from aggravating toward players who harvest them.	
1.17.30	**beta 1.17.30.23**	Campfires are now stackable in the inventory.	
1.18.0	**beta 1.18.0.22**	Campfires now drop 2 charcoal instead of 1 when broken by a piston or explosion.[6]	
1.18.10	**beta 1.18.10.20**	Changed campfire textures as items.	
1.19.60	**Preview 1.19.60.23**	Campfires no longer set players and mobs on fire.	
1.19.80	**Preview 1.19.80.22**	Campfires now damage mobs standing on top of them.	
1.20.30	**Preview 1.20.20.21**	Decreased the hardness and blast resistance campfires from 5 to 2.	
1.20.60	**Preview 1.20.60.21**	Campfires now drop 2 charcoal when mined, rather than 4.	

PlayStation 4 Edition

PlayStation 4 Edition		[hide]
1.91	Added campfires.	
	Campfires can be bought from fishermen villagers for 2 emeralds.	
	Campfires are not stackable.	

Cooking with a campfire in Java Edition 19w02a

Data history

Bedrock Edition			[hide]
1.20.30	**Preview 1.20.30.20**	Campfires now use the `minecraft:cardinal_direction` block state instead of `direction`.	

Issues

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

Gallery

Screenshots

A few naturally generating campfires in a taiga biome village

A comparison between a campfire with a hay bale below it (left) and one without (right)

The number of particles depends on the height of the top block.
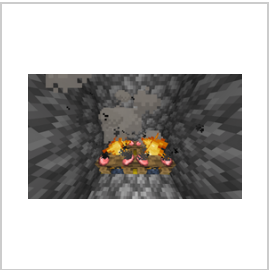
Cooking porkchops with a campfire

Mojang screenshots

Campfire smoke coming out of a cozy cabin.

Campfire near a cozy cabin

A campfire amidst a sheet of ice.

In other media

Steve, Alex, Sunny, Noor, and Efe around a campfire.

Several monsters in front of a campfire.

An arctic fox beside a campfire.

The campfire texture as it appears in Minecraft Plus!.

A classic styled Campfire texture using sticks as seen in the Minecraft Minigames result screen

Trivia

- An early campfire design can be seen in the Legacy Console Edition Minigames when the Player's being a "Camper".

References

1. MC-262205 — Campfires can't be extinguished on the bottom face — resolved as "Works As Intended".
2. MC-141920 — Rain doesn't put out campfire — resolved as "Works as Intended".
3. MC-141913 — Sneaking on a campfire prevents damage — resolved as "Fixed".
4. MC-188448 — Food pops off of campfire when extinguished — resolved as "Fixed".
5. MC-260149 — Cherry logs can't be used to craft campfires — resolved as "Fixed".
6. MCPE-139467 — Campfires drop 1 charcoal when broken by a piston or an explosion — resolved as "Fixed".

External links

- Taking Inventory: Campfire (https://www.minecraft.net/en-us/article/taking-inventory--campfire) – Minecraft.net on March 19, 2020

Navigation

🟩 **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]

Retrieved from "https://minecraft.wiki/w/Campfire?oldid=3338352"