Shulker Box ⭐ re article feedback

This article is about the storage block. For the hostile End city mob, see Shulker. For the item that drops from the mob, see Shulker Shell.

A **shulker box** is a dyeable block that stores items, and, unlike all other storage blocks, keeps its contents in item form when broken.

Dyed shulker boxes are the dyed variants of shulker boxes.

Shulker Box	
Plain White Light Gray Gray Black Brown Red Orange Yellow Lime Green Cyan Light Blue Blue Purple Magenta Pink	
Renewable	Yes
Stackable	No
Tool	⛏
Blast resistance	2
Hardness	2
Luminous	No
Transparent	**JE:** No **BE:** Yes
Waterloggable	**JE:** No **BE:** Yes
Flammable	No
Catches fire from lava	No
Map color (*JE*)	⬜ 24 COLOR_PURPLE

Contents

Obtaining

Breaking

All shulker boxes can be mined with any tool or by hand, but using a pickaxe is the most effective. All shulker boxes drop themselves when mined. Unlike other containers, the contents of any shulker box are stored within the dropped item, and not dropped separately. When instantly mined in Creative mode, all shulker boxes drop as an item if there are items stored within, unless `/gamerule doTileDrops` is set to "false".

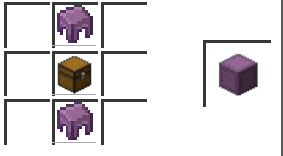| Block	Shulker Box Dyed Shulker Box
Hardness	2
Tool	⛏
Breaking time (sec)[A]	
Default	3
⛏ Wooden	1.5
⛏ Stone	0.75
⛏ Copper	0.6
⛏ Iron	0.5
⛏ Diamond	0.4
⛏ Netherite	0.35
⛏ Golden	0.25

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.

When a shulker box is pushed by a piston, it breaks and drops as an item. It cannot be pulled.

Crafting

Name	Ingredients	Crafting recipe	Description	[hide]
Shulker Box	Shulker Shell + Chest			
Dyed Shulker Box	Any Shulker Box + Matching Dye		When you dye the shulker box, it retains its contents. If it is renamed on an anvil, it also retains its contents.	

Usage

Storage

All shulker boxes have 27 inventory slots, the same as a barrel, a single chest, or an ender chest.

All shulker boxes keep their items when broken, which can be retrieved when placed again, thus making them portable chests. This is different from other containers, which drop their contained items as item entities when broken. A shulker box drops itself as an item if pushed by pistons or destroyed by an explosion. If, however, the shulker box is in item form, explosions cause it to drop its contents. Unlike most blocks with an inventory, shulker boxes always drop themselves when destroyed by explosions. When a shulker box with items inside is being held[Bedrock Edition only] or is in a container's inventory, the items are listed on the tooltip as properties.

Any shulker box's items can be fed or removed by a hopper.

All shulker boxes can be stored in all containers except for other shulker boxes and bundles.

When placed by a player, a shulker box faces toward the player placing it. For example, if a shulker box is placed on a floor, a wall or a ceiling, it faces and opens upward, sideways or upside-down, respectively. Dispensers can also be used to place shulker boxes. If there is no block below the space where the shulker box is placed, the shulker box faces identically to the dispenser. Otherwise, the shulker box always faces upward, even if the block has no hitbox such as torches, signs and open fence gates.

Like a chest, all shulker boxes require a transparent area in the direction of its top surface to be opened. That area is exactly half of a full block, and clear of any obstructions, which may be any other hitbox, including blocks, boats and shulkers[Java Edition only], or a redstone conductive block[Bedrock Edition only]. This way, any shulker box can be opened with an upside-down slab or an upper trapdoor on top of it. It is also unique in that when opened, its hitbox expands to 1.5 blocks high/wide, physically pushing entities where it is facing.

By default, the GUI of any shulker box is labeled "Shulker Box", which can be changed by naming it in an anvil or by changing the `CustomName`

GUI of the shulker box.
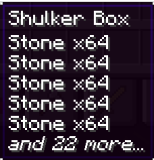
Items inside the shulker box are listed on the tooltip.

tag using the /data command.[*Java Edition only*]

When any shulker box item is destroyed, the contents of the shulker box are dropped as items.

Although the blocks can't be placed in the void, opening a shulker box can make its hitbox expand to the void.

Piglins

Piglins become hostile toward players who open or mine any shulker box.[1]

Undyeing

Dyed shulker boxes can be undyed using a cauldron. To do this, use a dyed shulker box on a cauldron that has water in it. This causes the cauldron's water level to decrease by 1, and the dyed shulker box loses its dye color.

Redstone component

The fullness of any shulker boxes, even if cannot be opened, can be read by redstone comparators, unlike chests.

Observers can detect the opening and closing of any shulker boxes.

Shulker boxes are conductive when closed, but not if open. However, opening or closing a shulker box does not update its neighboring blocks, which can be used to create BUD state redstone wires[*JE only*].

Sounds

Generic

Java Edition:

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

Bedrock Edition:

				stone 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.stone	subtitles.block.generic.break	1.0	0.8-1.0	
	Block broken	Blocks	When the block is placed	dig.stone	subtitles.block.generic.break	1.0	0.8-1.0	
	Block breaking	Blocks	While the block is in the process of being broken	hit.stone	subtitles.block.generic.hit	0.37	0.5	
	Footsteps	Players	Falling on the block with fall damage	fall .stone	subtitles.block.generic .footsteps	0.4	1.0	
	Footsteps	Players	Walking on the block	step .stone	subtitles.block.generic .footsteps	0.3	1.0	
	Footsteps	Blocks	Jumping from the block	jump .stone	subtitles.block.generic .footsteps	0.12	1.0	
	Footsteps	Blocks	Falling on the block without fall damage	land .stone	subtitles.block.generic .footsteps	0.22	1.0	

Unique

Java Edition:

Sounds								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Shulker box closes [sound 1]	Blocks	When a shulker box closes	`block.shulker_box.close`	`subtitles.block.shulker_box.close`	0.5	0.9-1.0	16
	Shulker box opens [sound 1]	Blocks	When a shulker box opens	`block.shulker_box.open`	`subtitles.block.shulker_box.open`	0.5	0.9-1.0	16
	Chest locked[sound 2]	Blocks	When a player attempts to open a shulker box locked using the **lock** tag	`block.chest.locked`[sound 2]	`subtitles.block.chest.locked`[sound 2]	1.0	1.0	16

1. MC-279209 — Shulker box subtitles are improperly capitalized
2. MC-98316 — Wrong subtitles caused by missing distinction

Bedrock Edition:

Sounds							[hide]
Sound	Closed captions [*upcoming: BE 26.0*]	Source	Description	Identifier	Translation key [*upcoming: BE 26.0*]	Volume	Pitch
	?	Blocks	When a shulker box closes	`random.shulkerboxclosed`	?	0.5	0.9-1.0
	?	Blocks	When a shulker box opens	`random.shulkerboxopen`	?	0.5	0.9-1.0

Data values

ID

Java Edition:

Name	Identifier	Form	Block tags	Translation key	[hide]
Shulker Box	`shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.shulker_box`	
White Shulker Box	`white_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.white_shulker_box`	
Orange Shulker Box	`orange_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.orange_shulker_box`	
Magenta Shulker Box	`magenta_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.magenta_shulker_box`	
Light Blue Shulker Box	`light_blue_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.light_blue_shulker_box`	
Yellow Shulker Box	`yellow_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.yellow_shulker_box`	
Lime Shulker Box	`lime_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.lime_shulker_box`	
Pink Shulker Box	`pink_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.pink_shulker_box`	
Gray Shulker Box	`gray_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.gray_shulker_box`	
Light Gray Shulker Box	`light_gray_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.light_gray_shulker_box`	
Cyan Shulker Box	`cyan_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.cyan_shulker_box`	
Purple Shulker Box	`purple_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.purple_shulker_box`	
Blue Shulker Box	`blue_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.blue_shulker_box`	
Brown Shulker Box	`brown_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.brown_shulker_box`	
Green Shulker Box	`green_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.green_shulker_box`	
Red Shulker Box	`red_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.red_shulker_box`	
Black Shulker Box	`black_shulker_box`	Block & Item	`guarded_by_piglins` `shulker_boxes`	`block.minecraft.black_shulker_box`	

Name	Identifier	[hide]
Block entity	shulker_box	

Bedrock Edition:

Name	Identifier	Alias ID	Numeric ID	Form	Item ID[i 1]	Block tags	Translation key [hide]
Shulker Box	undyed_shulker_box	*None*	205	Block & Giveable Item[i 2]	Identical[i 3]	minecraft:is_pickaxe_item_destructible	tile.shulkerBox.name
White Shulker Box	white_shulker_box	shulker_box / 0	218	Block & Giveable Item[i 2]	Identical[i 3]	minecraft:is_pickaxe_item_destructible	tile.shulkerBoxWhite.name
Orange Shulker Box	orange_shulker_box	shulker_box / 1	868	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -613)	minecraft:is_pickaxe_item_destructible	tile.shulkerBoxOrange.name
Magenta Shulker Box	magenta_shulker_box	shulker_box / 2	869	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -614)	minecraft:is_pickaxe_item_destructible	tile.shulkerBoxMagenta.name
Light Blue Shulker Box	light_blue_shulker_box	shulker_box / 3	870	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -615)	minecraft:is_pickaxe_item_destructible	tile.shulkerBoxLightBlue.name
Yellow Shulker Box	yellow_shulker_box	shulker_box / 4	871	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -616)	minecraft:is_pickaxe_item_destructible	tile.shulkerBoxYellow.name
Lime Shulker Box	lime_shulker_box	shulker_box / 5	872	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -617)	minecraft:is_pickaxe_item_destructible	tile.shulkerBoxLime.name
Pink Shulker Box	pink_shulker_box	shulker_box / 6	873	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -618)	minecraft:is_pickaxe_item_destructible	tile.shulkerBoxPink.name
Gray Shulker Box	gray_shulker_box	shulker_box / 7	874	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -619)	minecraft:is_pickaxe_item_destructible	tile.shulkerBoxGray.name
Light Gray Shulker Box	light_gray_shulker_box	shulker_box / 8	875	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -620)	minecraft:is_pickaxe_item_destructible	tile.shulkerBoxSilver.name
Cyan Shulker Box	cyan_shulker_box	shulker_box / 9	876	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -621)	minecraft:is_pickaxe_item_destructible	tile.shulkerBoxCyan.name
Purple Shulker Box	purple_shulker_box	shulker_box / 10	877	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -622)	minecraft:is_pickaxe_item_destructible	tile.shulkerBoxPurple.name
Blue Shulker Box	blue_shulker_box	shulker_box / 11	878	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -623)	minecraft:is_pickaxe_item_destructible	tile.shulkerBoxBlue.name
Brown Shulker Box	brown_shulker_box	shulker_box / 12	879	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -624)	minecraft:is_pickaxe_item_destructible	tile.shulkerBoxBrown.name
Green Shulker Box	green_shulker_box	shulker_box / 13	880	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -625)		tile.shulkerBoxGreen.name
Red Shulker Box	red_shulker_box	shulker_box / 14	881	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -626)	minecraft:is_pickaxe_item_destructible	tile.shulkerBoxRed.name
Black Shulker Box	black_shulker_box	shulker_box / 15	882	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -627)	minecraft:is_pickaxe_item_destructible	tile.shulkerBoxBlack.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]
Block entity	ShulkerBox	

Block states

See also: Block states

Java Edition:

Name	Default value	Allowed values	Description	[hide]
facing	up	down east north south up west	The direction the shulker box is pointing. The opposite from the direction the player faces while placing the shulker box.	

Block data

A shulker box has a block entity associated with it that identifies its contents.

Java Edition:

See also: Block entity format

Block entity data
Tags common to all block entities	
Tags common to all objects that can be renamed	
Items: List of items in this container.	
: An item, including the slot tag. Shulker box slots are numbered 0–26, 0 starts in the top left corner.	
An item	
Tags common to all containers that can be locked	
Tags common to all objects that use loot tables to produce items	

Bedrock Edition:

See Bedrock Edition level format/Block entity format.

Item data

Java Edition:

See also: Data component format

components: the item's **components** tag.
  minecraft:block_entity_data: Block entity NBT applied when this block is placed. Depending on the block type that this item places, and the block entity ID specified in this component, this component may add a red message to the item's tooltip warning the player that placing it may result in command execution.
    See Block entity format. Must include `id` tag. Excludes `x`, `y`, `z`, `components` and `keepPacked` tags.
  minecraft:container: The items contained in this container's slots. Items are listed in the tooltip of the item (only seen on shulker boxes in normal gamepaly or ctrl-middle-clicked containers in creative mode).
    : A single item.
      item: The item stack in this slot.
      A single item stack
      slot: A slot in this container. Can be between 0 and 255 (inclusive).
  minecraft:container_loot: The unresolved loot table and seed of this container item.
    loot_table: The ID of a loot table.
    seed: The pseudorandom seed to resolve the loot table with. If not specified or 0, a seed is randomly chosen by the game.
      minecraft:custom_name: Text component to use as this item's name. See Text component format.
  minecraft:lock: An item predicate representing the "key" to open this container item.
    item predicate
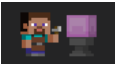
Bedrock Edition:

See also: Bedrock Edition level format/Item format

Achievements

							[hide]
Icon		**Achievement**	**In-game description**	**Actual requirements (if different)**	**Gamerscore earned**	**Trophy type (PS)**	
PS4	**Other**						
		Organizational Wizard	Name a Shulker Box with an Anvil	—	30	Bronze	

History

ℹ️ **This section is missing information about:**

- **Shulker textures from Legacy Console Edition - the terrain.png only contained a single white "shulker top" texture rather than a texture per color, so were color variants generated via a tint system?**
- **Verify if the original purple shulker box ( ) differs in texture or model from the modern undyed shulker box ( ) - the renders look subtly different, but there is a possibility that one of them is simply mapped incorrectly**

Please expand the section to include this information. Further details may exist on the talk page.

Java Edition

Java Edition			[hide]
1.11	16w39a	Added shulker boxes.	
	16w39c	"Silver Shulker Boxes" have been now renamed to "Light Gray Shulker Boxes", in keeping with naming consistencies across dyed blocks.	
1.12	17w16a	Shulker boxes have been recolored.	
	17w17a	The color of purple shulker boxes has been reverted.	
1.13	18w10b	Added a default shulker box.	
		Purple shulker boxes from previous versions are now converted to default shulker boxes instead of purple ones.	
		The purple shulker box texture has been changed to the one used in 17w16a.	
	18w10d	Dyed shulker boxes can now be undyed in a cauldron.	
		Undyed shulker boxes can now be obtained by undyeing dyed shulker boxes in a cauldron.	
1.17	20w45a	Shulker post-generation mechanic is now added, making all shulker boxes renewable.	
	20w51a	All shulker boxes now drop their contents when destroyed as an item entity.	
1.19.3	22w45a	Blocks attached to the sides and lid of any shulker box now pop off when the shulker box opens.[2]	

Bedrock Edition

Pocket Edition			[hide]
1.1.0	alpha 1.1.0.0	Added shulker boxes.	
	alpha 1.1.0.9	The color palette for shulker boxes has been updated.	
?	?	Shulker boxes no longer use the wood sound.	

Bedrock Edition			[hide]
1.2.0	beta 1.2.0.2	Added a default shulker box.	
		The purple shulker box color has been changed to the new palette.	
1.8.0	beta 1.8.0.13	A recipe for undyed shulker boxes has been added.	
1.16.0	beta 1.16.0.51	Dyed shulker boxes can now be undyed in a cauldron.	
		Undyed shulker boxes can now be obtained by undyeing dyed shulker boxes in a cauldron.	
1.17.30	beta 1.17.30.22	All shulker boxes now drop their contents when destroyed as an item entity.	
1.18.30	beta 1.18.30.22	Shulker post-generation mechanic is now added, making all shulker boxes renewable.	
1.20.30	Preview 1.20.20.21	Decreased the hardness and blast resistance of shulker boxes and dyed shulker boxes from 2.5 to 2.	
		Shulker boxes no longer receive a mining speed penalty when being mined without a pickaxe.	

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU53	CU43	1.49	1.50	1.49	Patch 23	1.0.3	Added shulker boxes.[3]	
TU63	CU53	1.67	1.67	1.67	Patch 32	1.0.13	Shulker boxes can no longer be opened when an entity is inside the area that the shulker box's collision box would extend to when opened.	
			1.88				Added a default shulker box.	
							The purple shulker box color has been changed to the new palette.	

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
1.9.19	Added shulker boxes.	
	There is no default shulker box separate from the purple shulker box; the purple shulker box uses the texture of the default shulker box.	

Data history

Java Edition

Java Edition			[hide]
1.13	17w47a	The ID for the light gray shulker box has been changed from `silver_shulker_box` to `light_gray_shulker_box`.	
		Prior to *The Flattening*, these blocks' numeral IDs were 219 through 234.[*more information needed*]	

Bedrock Edition

Bedrock Edition		[hide]
1.20.10	Preview 1.20.10.20	The different block states for the dyed shulker box ID, the `shulker_box` ID, have been split into their own IDs.

Issues

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

Trivia

- With 37 shulker boxes in a player's inventory, hotbar, and off-hand slot, 999 stacks of up to 64 items (up to 63,936 total items; 63,973 if counting shulker boxes themselves) can be held. With 37 shulker boxes and an ender chest with 27 shulker boxes in one of the shulker box slots, 1,727 stacks (up to 110,528 items; 1,728 stacks with up to 110,592 items if counting stacked ender chests) can be held.[*Java Edition only*]
- Before they were added to *Minecraft*, storage objects that keep their inventory when picked up were already present in *Minicraft*.

Gallery

Renders

Opening and closing animation of a shulker box.

In other media

Monty with two
shulker boxes

References

1. MC-189485 — resolved as "Works As Intended".
2. MC-177789
3. https://www.youtube.com/watch?v=N5xI3RA152g

External links

- Block of the Week: Shulker Box (https://www.minecraft.net/en-us/article/block-week--shulker-box) – Minecraft.net on November 19, 2020

Navigation

	Dyed materials	[hide]
Dyes	🟫 White 🔘 Light Gray 🔘 Gray ⬛ Black 🟫 Brown 🟥 Red 🟧 Orange 🟨 Yellow 🟩 Lime 🟩 Green 🟦 Cyan 🔵 Light Blue 🔵 Blue 🟪 Purple 🟪 Magenta 🩷 Pink	
Blocks	🟥 Wool ⬜ Carpets 🟧 Stained Terracotta 🟩 Glazed Terracotta 🟩 Concrete Powder 🟦 Concrete 🔵 Stained Glass ⬜ Stained Glass Panes 🟪 Shulker Boxes 🛏 Beds 🕯 Candles 🟫 Banners	
	***BE** & **edu** only* 🟨 Hardened Stained Glass ⬜ Hardened Stained Glass Panes	
Items	🔴 Bundles 🐢 Harnesses	
	***BE** & **edu** only* 🎈 Balloons	

	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]

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