

# Cauldron

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For other uses, see [Cauldron \(disambiguation\)](#).

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

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Cauldron	
<a href="#">Empty</a>	<a href="#">Water</a> <a href="#">Lava</a> <a href="#">Powder Snow</a>
	
	<a href="#">View all renders</a>
<a href="#">Renewable</a>	Yes
<a href="#">Stackable</a>	Yes (64)
<a href="#">Tool</a>	
<a href="#">Blast resistance</a>	2
<a href="#">Hardness</a>	2
<a href="#">Luminous</a>	Depends on contained liquid
<a href="#">Transparent</a>	Yes
<a href="#">Flammable</a>	No
<a href="#">Catches fire from lava</a>	No
<a href="#">Map color (JE)</a>	<input type="checkbox"/> 11 STONE

[Bedrock Edition](#)[Legacy Console Edition](#)[New Nintendo 3DS Edition](#)[Data history](#)

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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.

<b>Block</b>	 Cauldron
<b>Hardness</b>	2
<b>Tool</b>	
<b>Breaking time (sec)<sup>[A]</sup></b>	
<b>Default</b>	10
 <b>Wooden</b>	1.5
 <b>Stone</b>	0.75
 <b>Copper</b>	0.6
 <b>Iron</b>	0.5
 <b>Diamond</b>	0.4
 <b>Netherite</b>	0.35
 <b>Golden</b>	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

A single empty cauldron is generated in each [swamp hut](#). In [Bedrock Edition](#), the cauldrons generated there are  $\frac{1}{3}$  to  $\frac{3}{3}$  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 plains [village tannery houses](#).

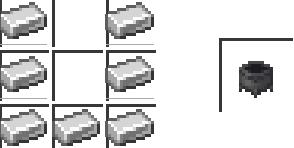
A single filled cauldron can be found in plains village and desert village tannery houses.

In *Java Edition*, three filled cauldrons can be found in plains village tannery houses.

Cauldrons can also generate in [trail ruins](#).

## Crafting

A cauldron can be crafted from iron ingots.

Ingredients	Crafting recipe	[hide]
Iron Ingots		



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



A cauldron in a [woodland mansion jail](#).

## 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.

### 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>

In *Java Edition*, a cauldron 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.

In *Bedrock Edition*, a cauldron can contain six levels of water, and [using](#) a [water bottle](#) or a [bottle](#) on a cauldron respectively adds or removes two levels from it. If there are less than two levels remaining, a [bottle](#) cannot be used to retrieve the remaining water, and it must be either replaced or removed through a method that reduces the level by one.

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 [tridents](#) enchanted with [Riptide](#) to activate;<sup>[4][5]</sup> or damage [endermen](#)<sup>[JE only]</sup>, [striders](#), or [blazes](#).<sup>[6][7]</sup> Cauldrons do *not* deal drowning damage to mobs inside of them<sup>[8]</sup> and [fish](#) act as if there is no water inside it.<sup>[9]</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 a [waterlogged block](#)<sup>[Java Edition only]</sup> or [water source](#) placed a block above it slowly fills with water. The cauldron can be placed at most 10 blocks below the dripstone, and will not be filled if any solid block, [water](#) or [lava](#)<sup>[JE only]</sup>/ any block<sup>[BE only]</sup> is within this range.

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.<sup>[10]</sup>

### Lava

Cauldrons can be used to hold lava. Lava can be manually added to a cauldron using a lava bucket, and can be removed with an empty bucket. 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.

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



Cauldron filled with lava

A redstone comparator with a lava cauldron behind it outputs redstone signal strength of 3.<sup>[11][12]</sup>

A cauldron placed below a downward-facing pointed dripstone that has lava placed a block above it slowly fills with lava, making lava renewable. The same condition for filling water from pointed dripstones applies.

Lava inside cauldrons does not have different height "levels" like water inside cauldrons does, and glass bottles cannot be used on a lava cauldron.

Lava inside cauldrons does not spread fires like free lava.

### 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<sup>[UE only]</sup> or six<sup>[BE only]</sup> 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.

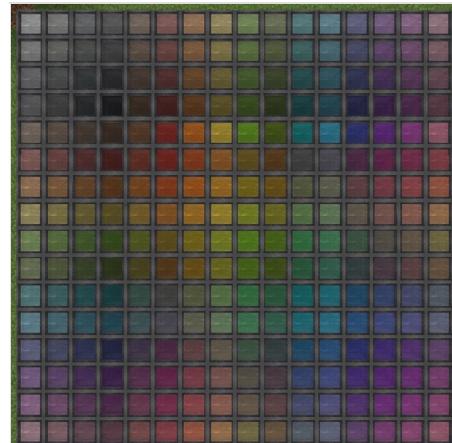
A redstone comparator with a powder snow cauldron behind it outputs a redstone signal strength proportional to the fill level, up to 3.

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.

### Dyed water

This feature is exclusive to *Bedrock Edition*.

In *Bedrock Edition*, water in a cauldron can be dyed. Using a dye on the cauldron colors the water (at any fill level), consuming the dye. Multiple dyes may be added (one at a time) to produce mixed colors. Using any piece of leather armor, leather horse armor, or wolf 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.



All colors of dyed water that can be made with two dyes.

Attempting to add water, lava, powder snow, or potions to dyed water empties the cauldron.

### 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 two levels. 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 two levels.

Using an arrow on a cauldron that contains a potion transforms the arrow into a tipped arrow with that potion effect, and reduces the potion in the cauldron by two levels. Tipping multiple arrows at once can be more efficient, and it may use more than two levels at once. 2 levels of potion tips up to 16 arrows, 4 levels up to 32, and 6 levels up to a full stack of arrows, resulting in 16 tipped arrows per potion.

Technically, the bottom three levels of a cauldron are only counted as a single level for the purposes of tipping arrows. However,

getting a cauldron with three levels is impossible without cheats, since putting potions in or using them always changes the level by two. Any quantity of arrows that would leave less one level of potion remaining when tipped empties the cauldron completely. If there is only one level of potion in the cauldron (which can only be achieved by directly setting the block of editing the NBT data to be that way), it cannot be retrieved using a glass bottle and must be either replaced or used to tip an [arrow](#).

Attempting to put [water](#), [lava](#) or a different potion into a cauldron with a potion causes a hissing sound, and empties the cauldron.

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

Using an empty [bucket](#) on a cauldron filled with any potion does nothing, as the bucket remains empty and the potion in the cauldron does not empty.

## Removing dye from items

*Main article: [Dye § Dyeing armor](#)*

A cauldron with [water](#) can wash the dye off of [leather armor](#), [leather horse armor](#), [wolf armor](#), and [shulker boxes](#), and can remove the top-most pattern layer of a [banner](#). This is done by pressing [use](#) on the cauldron with the leather armor, wolf 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.

## Profession

*Main article: [Job site block](#)*

If a cauldron has not been claimed by a [villager](#), any nearby unemployed villager has a chance to change their profession to [leatherworker](#) and claim the cauldron as their [job site block](#).

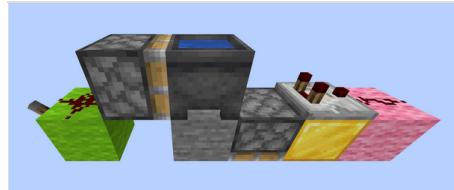
## Extinguishing fire

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

Despite being composed entirely of iron, cauldrons do not use iron sounds.<sup>[13]</sup>

*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	<i>Entity-Dependent</i>	Falling on the block with fall damage	block.stone.fall	subtitles.block.generic.fall	0.5	0.75	16
	Footsteps	<i>Entity-Dependent</i>	Walking on the block	block.stone.step	subtitles.block.generic.footsteps	0.15	1.0	16

*Bedrock Edition:*

█ normal 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	0.27 [sound 1]	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	

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

## Unique

*Java Edition:*

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Water drips	Blocks	When dripping water from a pointed dripstone falls into a cauldron	block.pointed_dripstone.drip_water_into_cauldron	subtitles.block.pointed_dripstone.drip_water_into_cauldron	2.0	0.9-1.0	16	
	Lava drips	Blocks	When dripping lava from a pointed dripstone falls into a cauldron	block.pointed_dripstone.drip_lava_into_cauldron	subtitles.block.pointed_dripstone.drip_lava_into_cauldron	2.0	0.9-1.0	16	
	Bucket empties	Blocks	When water from a bucket is placed in a cauldron [sound 1]	item.bucket.empty	subtitles.item.bucket.empty	1.0	1.0 [sound 2]	16	
	Bucket fills	Blocks	When water from a bucket is removed from a cauldron	item.bucket.fill	subtitles.item.bucket.fill	1.0	1.0	16	
	Bucket empties	Blocks	When lava is placed in a cauldron	item.bucket.empty_lava	subtitles.item.bucket.empty	1.0	1.0	16	
	Bucket fills	Blocks	When lava is removed from a cauldron	item.bucket.fill_lava	subtitles.item.bucket.fill	1.0	1.0	16	
	Bucket empties	Blocks	When powder snow is placed in a cauldron	item.bucket.empty_powder_snow	subtitles.item.bucket.empty	1.0	varies [sound 3]	16	
	Bucket fills	Blocks	When powder snow is removed from a cauldron	item.bucket.fill_powder_snow	subtitles.item.bucket.fill	1.0	varies [sound 4]	16	
	Bottle empties	Blocks	When water from a bottle is placed in a cauldron	item.bottle.empty	subtitles.item.bottle.empty	1.0	1.0	16	
	Bottle fills	Blocks	When water from a bottle is removed from a cauldron	item.bottle.fill	subtitles.item.bottle.fill	1.0	1.0	16	
	Leatherworker works	Friendly Mobs	Randomly while a leatherworker is working	entity.villager.work_leatherworker	subtitles.entity.villager.work_leatherworker	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:*

Sounds								<a href="#">[hide]</a>
Sound	Closed captions [upcoming: BE 26.0]	Source	Description		Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
	?	Blocks	When dripping water from a pointed dripstone falls into a cauldron		cauldron_drip.water .pointed_dripstone	?	2.0	0.9-1.0
	?	Blocks	When dripping lava from a pointed dripstone falls into a cauldron		cauldron_drip.lava .pointed_dripstone	?	2.0	0.9-1.0
	?	Blocks	When a different liquid is put in a cauldron with a potion		random.fizz	?	1.0	1.0
	?	Blocks	When dye is added to a cauldron		cauldron.adddye	?	0.1	1.0
	?	Blocks	When armor is dyed using a cauldron		cauldron.dyearmor	?	0.1	1.0
	?	Blocks	When dye is removed from armor using a cauldron		cauldron.cleanarmor	?	0.1	1.0
	?	Blocks	When all patterns are removed from a banner using a cauldron		cauldron.cleanbanner	?	0.1	1.0
	?	Blocks	When a potion is placed in a cauldron [sound 1]		cauldron.fillpotion	?	0.1	1.0
	?	Blocks	When a potion is taken from a cauldron [sound 1]		cauldron.takepotion	?	0.1	1.0
	?	Blocks	When water from a bucket or bottle is placed in a cauldron [sound 2]		cauldron.fillwater	?	0.1	1.0
	?	Blocks	When water from a bucket or bottle is removed from a cauldron [sound 2]		cauldron.takewater	?	0.1	1.0
	?	Blocks	When lava is placed in a cauldron		bucket.empty_lava	?	1.0	1.0
	?	Blocks	When lava is removed from a cauldron		bucket.fill_lava	?	1.0	1.0
	?	Blocks	When powder snow is placed in a cauldron		bucket.empty_powder_snow	?	1.0	1.0
	?	Players	When powder snow is removed from a cauldron		bucket.fill_powder_snow	?	1.0	1.0
	?	Blocks	Randomly while a leatherworker is working		bucket.fill_water	?	1.0	1.0

- MCPE-174867 — Filling or emptying cauldron with bottle plays two separate sounds
- MCPE-135919 — Filling a cauldron with a water bucket and emptying the water cauldron produces splash sounds instead of water bucket sounds

## Data values

### ID

Java Edition:

Name	Identifier	Form	Block tags	Translation key	<a href="#">[hide]</a>
Cauldron	cauldron	Block & Item	cauldrons	block.minecraft.cauldron item.minecraft.cauldron	
Lava Cauldron	lava_cauldron	Block	cauldrons	block.minecraft.lava_cauldron	
Powder Snow Cauldron	powder_snow_cauldron	Block	cauldrons	block.minecraft.powder_snow_cauldron	
Water Cauldron	water_cauldron	Block	cauldrons	block.minecraft.water_cauldron	

Bedrock Edition:

Cauldron	Identifier	Alias ID	Numeric ID	Form	Item ID <sup>[i 1]</sup>	Translation key	<a href="#">[hide]</a>
Block	cauldron	lava_cauldron	118	Block & Ungiveable Item <sup>[i 2]</sup>	item.cauldron	tile.cauldron.name	
Item	cauldron	None	432	Item	—	item.cauldron.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	Cauldron	

## Block states

See also: [Block states](#)

*Java Edition:*

Water cauldron and powder snow cauldron:

Name	Default value	Allowed values	Description	[hide]
level	1	1 2 3	Fullness of a cauldron, 3 is full.	

*Bedrock Edition:*

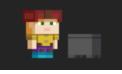
Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description	[hide]
fill_level	0x1 0x2 0x4	0	0 1 2 3 4 5 6	0 1 2 3 4 5 6	Fullness of a cauldron, 0 is empty and 6 is full.	
cauldron_liquid	0x8	water	water lava powder_snow	0 1 Unsupported [sic ( <a href="https://en.wikipedia.org/wiki/Sic">https://en.wikipedia.org/wiki/Sic</a> )]	The cauldron contains water, potions, or is empty. The cauldron contains lava. 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

[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Tie Dye Outfit	Use a cauldron to dye all 4 unique pieces of leather armor.	—	15	Bronze

## History

There is an associated [technical blocks](#) page for the internal item form of this block; see [Technical blocks/Cauldron](#).

## Java Edition

<i><b>Java Edition</b></i>			[hide]
1.0.0	<b>Beta 1.9 Prerelease 2</b>	 Cauldrons are present in the code, but are not assigned to a block ID (and thus are unobtainable without mods ( <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: [1] ( <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> ))).	
	<b>Beta 1.9 Prerelease 3</b>	 Cauldrons have been given a block ID, an item ID, and a crafting recipe.	
1.2.1	<a href="#">12w06a</a>	Cauldrons have now become renewable, due to zombies sometimes dropping iron ingots.	
1.4.2	<a href="#">12w40a</a>	Empty cauldrons can now be found in witch huts.	
1.5	<a href="#">13w02a</a>	 The walls inside of the cauldron now use the bottom texture, and the cauldron now has no bottom. <sup>[14]</sup>	
	<a href="#">13w02b</a>	 Fixed the model error from 13w02a.	
1.8	<a href="#">14w03a</a>	 Cauldrons now appear completely opaque. <sup>[15]</sup>	
	<a href="#">14w03b</a>	 Cauldrons now render as normal again.	
	<a href="#">14w06a</a>	Cauldrons now have extra planes inside the feet. Additionally, cauldrons now appear solid, <sup>[verify]</sup> meaning water placed into them no longer appears translucent.	
	<a href="#">14w10a</a>	 The cauldron's feet now have planes on all sides.	
1.9	<a href="#">15w44a</a>	 The model of cauldrons has been changed to fix mirrored faces.	
1.11	<a href="#">16w39a</a>	Cauldrons now generate naturally in jail cells in woodland mansions.	
<b>July 19, 2017 (<a href="https://twitter.com/jeb_/status/887599625045250048">https://twitter.com/jeb_/status/887599625045250048</a>)</b>		Jeb tweets image of a new jungle planks, cauldron and dandelion textures.	
1.14	<a href="#">18w43a</a>	  The textures of cauldrons have been changed.	
	<a href="#">18w48a</a>	Cauldrons now generate in the updated plains villages.	
	<a href="#">18w49a</a>	Cauldrons now generate in the updated savanna villages and the new snowy tundra villages.	
	<a href="#">18w50a</a>	Cauldrons now generate in the updated desert and taiga villages.	
	<a href="#">19w03a</a>	The numerous missing cullface arguments for the cauldron have been fixed.	
	<a href="#">19w11a</a>	Cauldrons now serve as leatherworker villagers' job site block.	
	<a href="#">19w13a</a>	The cauldron's hitbox has been fixed. <sup>[16]</sup>	
1.17	<a href="#">20w45a</a>	Filled cauldrons no longer work as a workstation for villagers. <sup>[17]</sup>	
	<a href="#">20w48a</a>	Cauldrons can now collect water and lava dripped by pointed dripstone.	
	<a href="#">21w11a</a>	Lava buckets and powder snow buckets can now be emptied into any filled cauldron.	
	<a href="#">21w13a</a>	Filled cauldrons work again as a workstation for villagers.	
1.20	<a href="#">23w12a</a>	Cauldrons now generate in trail ruins.	

## ***Bedrock Edition***

Pocket Edition Alpha			[hide]
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 pistons.	
Pocket Edition			[hide]
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			[hide]
1.10.0	beta 1.10.0.3		The textures of cauldrons have been changed. Cauldrons now generate in tannery houses in <a href="#">villages</a> .
			The lighting of cauldrons has been changed.
1.16.220 <small>Experiment Caves and Cliffs</small>	beta 1.16.220.50	Cauldrons can now collect water and lava dripped by <a href="#">pointed dripstone</a> .	
1.17.0	beta 1.17.0.52	Powder snow buckets can now be emptied into cauldrons.	
1.20.0	Preview 1.20.0.22	Cauldrons now generate in <a href="#">trail ruins</a> .	
1.21.50	Preview 1.21.50.24	Cauldrons drop themselves only if mined using a pickaxe, matching <a href="#">Java Edition</a> .	

## Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU7	CU1	1.00	1.00	1.00	Patch 1	1.0.1		[verify]  Added cauldrons.
TU19	CU7	1.12	1.12	1.12				Empty cauldrons can now be found in <a href="#">witch huts</a> .
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4		Cauldrons now generate naturally in jail cells in <a href="#">woodland mansions</a> .
TU60	CU51	1.64	1.64	1.64	Patch 30	1.0.11	Water in a cauldron can now be <a href="#">dyed</a> .	
							Armor can be dyed in a cauldron filled with dyed water.	
							Cauldrons can no longer be moved by pistons.	
TU62	CU52	1.66	1.66	1.66	Patch 31	1.0.12		Cauldrons can once again be moved by pistons.
		1.90						[verify]
								The textures of cauldrons have been changed.
		1.91						Cauldrons now generate in tannery houses in <a href="#">villages</a> .

## New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0		 Added cauldrons.

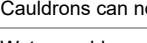
## Water cauldron

 This section is missing information about: 15w44a model change; files will need to be moved  
Please expand the section to include this information. Further details may exist on the [talk page](#).

## Java Edition

<i><b>Java Edition</b></i>		
[hide]		
<b>1.0.0</b>	<b>Beta 1.9 Prerelease 2</b>	   If made to work with a mod, cauldrons can be filled with a <a href="#">water bucket</a> .
		Cauldron water transparency appears inconsistent depending on hardware.
<b>1.3.1</b>	<a href="#">12w22a</a>	Cauldrons can now be filled with <a href="#">water</a> , if placed outside during <a href="#">rain</a> or a <a href="#">thunderstorm</a> .
<b>1.4.2</b>	<a href="#">12w34a</a>	Holding a piece of <a href="#">dyed leather armor</a> and right-clicking a <a href="#">water-filled cauldron</a> now washes away all <a href="#">dyes</a> applied to the leather armor.
<b>1.5</b>	<a href="#">13w02a</a>	   The walls inside of the cauldron now use the bottom texture, and the cauldron now has no bottom. <sup>[14]</sup>
	<a href="#">13w02b</a>	   Fixed the model error from 13w02a.
<b>1.6.1</b>	<a href="#">13w18a</a>	When used with a <a href="#">redstone comparator</a> , cauldrons now output a signal varying in strength according to the amount of water inside.
<b>1.7.2</b>	<a href="#">13w43a</a>	Cauldrons now extinguish burning <a href="#">entities</a> .
<b>1.8</b>	<a href="#">14w10a</a>	   The cauldron's feet now have planes on all sides.
	<a href="#">14w30a</a>	Right-clicking a non-empty cauldron with a <a href="#">banner</a> now removes the top-most pattern layer.
<b>1.9</b>	<a href="#">15w43a</a>	A cauldron now generates within igloo basements, $\frac{2}{3}$ full.
	<a href="#">15w44a</a>	A full cauldron can now be emptied with a <a href="#">bucket</a> , filling the bucket with <a href="#">water</a> .
		The models of cauldrons have been changed to fix mirrored faces.
<b>1.11</b>	<a href="#">16w32a</a>	When a cauldron washes a dyed item (leather armor or banner), it reduces its water level by 1.
	<a href="#">16w33a</a>	A water bottle is now able to add 1 water level to a cauldron.
<b>1.13</b>	<a href="#">18w10d</a>	Shulker boxes can now be undyed in a cauldron.
	<a href="#">18w15a</a>	   Water in cauldrons is now white colored. <sup>[18]</sup>
	<a href="#">18w20b</a>	   Cauldron water is now colored again, depending on the biome.
		     This currently affects ocean temperature variants and swamps.
	<a href="#">pre3</a>	 Swampland M water has a yellowish color while in a cauldron. <sup>[19]</sup>
<b>1.14</b>	<a href="#">18w43a</a>	      The textures of cauldrons have been changed.
	<a href="#">19w03a</a>	The numerous missing cullface arguments for the water cauldron have been fixed.
<b>1.17</b>	<a href="#">20w45a</a>	Normal and water cauldrons have been split into different blocks, making filled cauldrons no longer work as a workstation for <a href="#">villagers</a> . <sup>[17]</sup>
		This also means that any structures before this snapshot that have cauldron(s) fill with water no longer generate(s) cauldron. Instead, water cauldron(s) generate.
		Using a banner on a cauldron to remove the top-most pattern layer now reduces the water level of the cauldron, even in creative mode. <sup>[20]</sup>
		Filled cauldrons work again as a workstation for <a href="#">villagers</a> .
<b>1.20.2</b>	<a href="#">23w31a</a>	The speed of rain filling cauldrons with water is now affected by the game rule <code>randomTickSpeed</code> . <sup>[21]</sup>

***Bedrock Edition***

Pocket Edition Alpha [hide]						
v0.14.0	build 1		Added water cauldrons. Water color in cauldrons can be changed by adding dyes. Cauldrons can be used to dye and strip dye from leather armor.			
v0.15.0	build 1		Cauldrons can now be used to dye and strip dye from leather horse armor. Water cauldrons can now be moved by pistons.			
Pocket Edition [hide]						
1.0.0	alpha 0.17.0.1		Cauldrons now generate naturally in igloo basements. Cauldrons now extinguish burning entities.			
Bedrock Edition [hide]						
1.10.0	beta 1.10.0.3		The textures of cauldrons have been changed.			
1.17.30	beta 1.17.20.23		Dyed water cauldrons can no longer be filled with their respective liquid by water dripped from pointed dripstone if they aren't already full.			
1.20.0	Preview 1.20.0.20		Water in cauldrons now looks like lava. <sup>[22]</sup>			
1.20.10	Preview 1.20.10.20		Cauldron water now uses the correct texture.			
1.20.80	Preview 1.20.80.20		Cauldrons can now be used to dye and strip dye from wolf armor.			

## Legacy Console Edition

Legacy Console Edition [hide]						
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch
TU7		1.00	1.00	1.00	Patch 1	 [verify] Added water cauldrons. Water is no longer removed from a water bucket when filling a cauldron in creative mode. Cauldrons fill with water if placed outside during rain or a thunderstorm. Cauldrons with water in them extinguish burning entities, taking away one water level each time. Using a non-empty cauldron with a banner now removes the top-most pattern layer. A cauldron now generates within igloo basements, $\frac{2}{3}$ full. A full cauldron can now be emptied with a bucket, filling the bucket with water.
TU12						
TU14						
TU31	CU19	1.22	1.22	1.22	Patch 3	
TU43	CU33	1.36	1.36	1.36	Patch 13	
TU46	CU36	1.38	1.38	1.38	Patch 15	

## New Nintendo 3DS Edition

New Nintendo 3DS Edition [hide]		
	[verify]	Added cauldrons.
0.1.0		Water color in cauldrons can be changed by adding dyes.
		Cauldrons can be used to dye leather armor.

## Lava cauldron

### Java Edition

Java Edition [hide]		
1.17	20w45a	 Cauldrons can now be filled with lava.
	21w20a	Lava cauldrons now emit redstone signal strength of 3. <sup>[11]</sup>

## Bedrock Edition

<b>Bedrock Edition</b>		[hide]
1.9.0	<a href="#">beta 1.9.0.2</a>	 Cauldrons can now be filled with lava.
1.10.0	<a href="#">beta 1.10.0.3</a>	 The texture of cauldrons filled with lava has been changed.

## Legacy Console Edition

<b>Legacy Console Edition</b>								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
			<a href="#">1.88</a>				 Cauldrons can now be filled with lava.	 The texture of cauldrons filled with lava has been changed.
			<a href="#">1.90</a>					

## Powder snow cauldron

### Java Edition

<b>Java Edition</b>			[hide]
1.17	<a href="#">20w46a</a>	   Cauldrons can now be filled with powder snow.	
1.17.1	<a href="#">pre1</a>	Powder snow now fills twice as fast in a cauldron.	

### Bedrock Edition

<b>Bedrock Edition</b>			[hide]
1.17.0	<a href="#">beta 1.17.0.52</a>	   Cauldrons can now be filled with powder snow.	

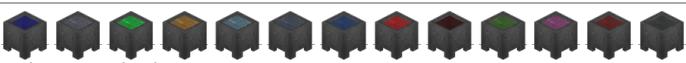
## Potion cauldron

 **This section would benefit from the addition of more images.**

Please remove this notice once you have added suitable images to the article.

The specific instructions are: *Possible/potential need? Add Night Vision cauldron potion BE2, and also the new potion colors for cauldrons as of 1.20+.*

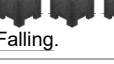
### Java Edition

		<a href="#">Java Edition</a>										[hide]	
1.0.0	<a href="#">Beta 1.9 Prerelease 2</a>	 <p>Cauldrons are intended to be used for the creation of potions.</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 potion ingredient to a water cauldron cause it to change to a differently-colored lava texture, and adding any further potion ingredients to the filled cauldron cause the liquid 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 magma cream have Fire Resistance as an effect.</li> </ul>											
	<a href="#">Beta 1.9 Prerelease 3</a>	<p>The system was deemed too complex and not user-friendly,<sup>[23]</sup> so the cauldron's ability to brew potions has been replaced with the brewing stand.<sup>[24][25]</sup> That brewing system is finalized and doesn't change in the rest of the pre-releases.</p>											
<a href="#">Pocket Edition Alpha</a>													[hide]
v0.14.0	<a href="#">build 1</a>	 <p>Cauldrons can store potions, and explode if potions are mixed.</p>											
v0.15.0	<a href="#">build 1</a>	<p>Cauldrons are now used to make tipped arrows.</p>											
v0.16.0	<a href="#">build 4</a>	 <p>Added cauldron with potion of Decay.</p>											

## Bedrock Edition

		<a href="#">Bedrock Edition</a>												[hide]										
1.5.0	<a href="#">beta 1.5.0.4</a>		<p>Added cauldron with potion of the Turtle Master.</p>																					
1.6.0	<a href="#">beta 1.6.0.5</a>		<p>Added cauldron with potion of Slow Falling.</p>																					
1.10.0	<a href="#">beta 1.10.0.3</a>	 <p>The textures of cauldrons filled with potions have been changed.</p>																						
1.17.30	<a href="#">beta 1.17.20.23</a>	<p>Potion cauldrons can no longer be filled with their respective liquid by water dripped from pointed dripstone if they aren't already full.</p>																						

## Legacy Console Edition

		<a href="#">Legacy Console Edition</a>												[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch								
TU60	<a href="#">CU51</a>	<a href="#">1.64</a>	<a href="#">1.64</a>	<a href="#">1.64</a>	<a href="#">Patch 30</a>	<a href="#">1.0.11</a>	 <p>Cauldrons can now be filled with potions and make an explosion sound if they are mixed.</p>							<a href="#">[verify]</a>
		<p>Effects can now be applied to arrows by using them on a potion-filled cauldron.</p>												
TU69		<a href="#">1.76</a>	<a href="#">1.76</a>	<a href="#">1.76</a>	<a href="#">Patch 38</a>		 <p>Added cauldrons with potion of Decay, Turtle Master and Slow Falling.</p>							<a href="#">[verify]</a>
		 <p>The textures of cauldrons filled with potions have been changed.</p>												

## New Nintendo 3DS Edition

		<a href="#">New Nintendo 3DS Edition</a>												[hide]
0.1.0		 <p>Cauldrons make an explosion sound if potions are mixed, and the potions disappear.</p>												
		<p>Potions inside cauldrons have a bubbling effect.</p>												

## Data history

Java Edition			[hide]
1.13	17w47a	Prior to <i>The Flattening</i> , this block's numeral ID was 118, and the item's was 380.	
1.17	20w45a	Normal and water cauldrons have been split into different blocks.	

## Issues

Issues relating to "Cauldron" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jqql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%20AND%20%28summary%20~%20%22Cauldron%22%29%20ORDER%20BY%20resolution%20DESC>).

## Trivia

- The inside of a cauldron is 0.25 ( $\frac{1}{4}$ ) blocks tall.

## Gallery

### Renders

#### Normal water



Level 3 - full (Bedrock Edition)

#### Dyed water

i This feature is exclusive to *Bedrock Edition*.





Red water cauldron



Orange water cauldron



Yellow water cauldron



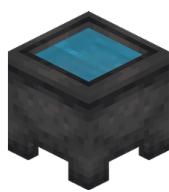
Lime water cauldron



Green water cauldron



Cyan water cauldron



Light blue water cauldron



Blue water cauldron



Purple water cauldron



Magenta water cauldron



Pink water cauldron

## Cauldrons filled with potions

This feature is exclusive to **Bedrock Edition**.

This section needs to be updated.

Please update this section to reflect recent updates or newly available information.

Reason: Renders still show pre-Bedrock Edition 1.19.80 potion colors.



Night Vision potion cauldron



Invisibility potion cauldron



Leaping potion cauldron



Fire Resistance potion cauldron



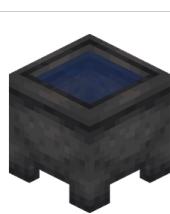
Swiftness potion cauldron



Slowness potion cauldron



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



Level 1

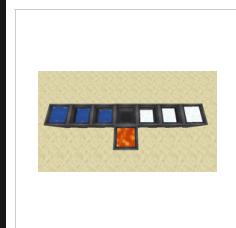


Level 2



Level 3 - full

### Screenshots



All cauldron states in Java Edition.



All potions in cauldrons. [BE only]



All cauldron water colors possible with one dye. [BE only]

### Mojang screenshots



Cauldrons filled with dyed water.



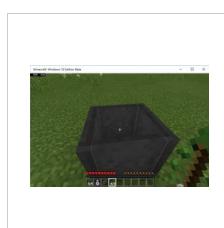
A cauldron filled with potions.



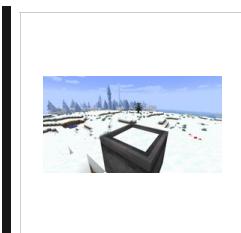
Using a cauldron to make tipped arrows.



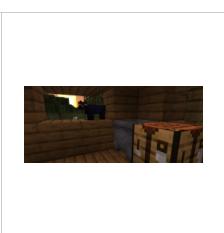
Using a cauldron to make tipped arrows.



Using a cauldron to make tipped arrows.



A cauldron full of snow.



A cauldron.



A sample of cauldrons.

## Development images



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

## References

1. MC-129109 — Using a fish bucket on a cauldron does not fill the cauldron with water — resolved as "Works As Intended".
2. MC-176867 — Fall damage for water cauldron — resolved as "Won't Fix".
3. MCPE-104572 — Player takes fall damage when falling into a cauldron full of water — resolved as "Won't Fix".
4. MC-145311 — Riptide trident doesn't work while standing in a filled cauldron — resolved as "Won't Fix".
5. MCPE-93111 — Riptide does not work when inside a cauldron filled with water — resolved as "Won't Fix".
6. MC-106813 — Endermen, striders, blazes, snowmen, and bees don't take damage when inside of water cauldrons — resolved as "Won't Fix".
7. MCPE-171760 — Certain mobs don't take damage in water cauldron — resolved as "Won't Fix".
8. MC-152680 — You cannot drown in water cauldrons
9. MC-126819 — fish bouncing and suffocating on top of the cauldron which fill with water — resolved as "Won't Fix".
10. MC-271196 — Sponges do not absorb water stored in Cauldrons — resolved as "Works As Intended".
11. MC-204393 — Lava Cauldron emits redstone signal strength 1 instead of 3 — resolved as "Fixed".
12. MCPE-104824 — Lava Cauldron emits 3 redstone signal strength instead of 1 — resolved as "Works As Intended".
13. MC-279220 — Cauldrons do not use minecraft:block.iron.\* sounds despite being made of iron — resolved as "Invalid".
14. MC-6772 — Cauldrons have no bottom texture inside — resolved as "Fixed".
15. MC-44990 — Iron Bars, Regular Glass Panes and Cauldrons aren't transparent. — resolved as "Fixed".
16. MC-129205 — Cannot target blocks underneath cauldrons through the cauldron — resolved as "Fixed".
17. MC-204430 — Cauldrons filled with water, lava or powder snow cannot be used as a workstation for villagers — resolved as "Fixed".
18. MC-128253 — Water in cauldron isn't tinted — resolved as "Fixed".
19. Swamp Hills ([mutated\\_swampland](#)) biomes have wrong colored water ([light yellow](#)) — Fixed
20. MC-279593 — Cleaning banners in Creative mode lowers cauldron water level — resolved as "Works As Intended".
21. MC-93820 — Rain filling cauldrons is not affected by randomTickSpeed — resolved as "Fixed".
22. MCPE-170427 — Broken Water Texture in Cauldrons — resolved as "Fixed".
23. "Potions are delayed because \*add to cauldron, pick up, look at tooltip, pour back into cauldron, repeat\* was extremely tedious" ([@jeb\\_ \(\[https://twitter.com/jeb\\\_\]\(https://twitter.com/jeb\_\)\) \(Jens Bergensten\) on X \(formerly Twitter\), September 29, 2011](https://twitter.com/jeb_/status/119466949708222465)
24. "A quick discussion with @notch led me in on a new way of doing the potion brewing. Cauldron is out..." ([@jeb\\_ \(\[https://twitter.com/jeb\\\_\]\(https://twitter.com/jeb\_\)\) \(Jens Bergensten\) on X \(formerly Twitter\), September 30, 2011](https://twitter.com/jeb_/status/119710836469149697)
25. "Look back at me! Your Cauldron is now a Brewing Stand. Anything's possible when working with interaction design." ([@jeb\\_ \(\[https://twitter.com/jeb\\\_\]\(https://twitter.com/jeb\_\)\) \(Jens Bergensten\) on X \(formerly Twitter\), September 30, 2011](https://twitter.com/jeb_/status/119762786619359232)

## External links

- "Cauldron" (<https://www.minecraft.net/en-us/article/cauldron>) by Duncan Geere – Minecraft.net, November 25, 2024.

## Navigation

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

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