Carved Pumpkin

re article feedback

A **carved pumpkin** is a [block](#) obtained by [using shears](#) on a [pumpkin](#). It is used to craft [jack o'lanterns](#), build [golems](#), and can be [worn](#) as a [helmet](#).

Contents

Carved Pumpkin

View all renders

Renewable	Yes
Stackable	Yes (64)
Tool	
Blast resistance	1
Hardness	1
Luminous	No
Transparent	No
Flammable	No
Catches fire from lava	No
Map color (*JE*)	15 COLOR_ORANGE

Obtaining

Breaking

Carved pumpkins can be mined using any tool, but axes are the quickest way.

Block	Carved Pumpkin
Hardness	1
Tool	
Breaking time (sec)[A]	
Default	1.5
Wooden	0.75
Stone	0.4
Copper	0.3
Iron	0.25
Diamond	0.2
Netherite	0.2
Golden	0.15
Sword	1

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 carved pumpkin is pushed by a piston, it breaks and drops as an item. It cannot be pulled.

Natural generation

Carved pumpkins generate in rail rooms in woodland mansions, as well as in pillager outposts as a part of scarecrows.

Mob loot

The carved pumpkin of a snow golem can be obtained by shearing its head, revealing the golem's face. The carved pumpkin cannot be put back on the golem.
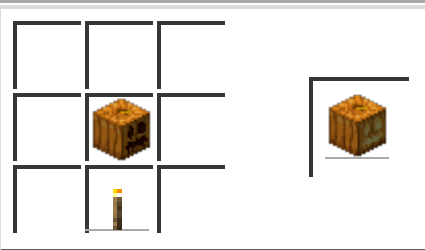
Post-generation

A carved pumpkin (and 4 pumpkin seeds in *Java Edition* or 1 unit of pumpkin seeds in *Bedrock Edition*) is obtained by using shears on an uncarved pumpkin. Once carved, a pumpkin cannot be changed back to uncarved. This changes the rotation of the top texture.[*Java Edition only*][1]

Usage

When placed, a carved pumpkin automatically faces the player. However, in *Java Edition* the stems are directional, meaning the stem will point towards the face, while in *Bedrock Edition* the stems are non-directional, meaning the stems always face northwest just like normal pumpkins.

Crafting ingredient

Name	Ingredients	Crafting recipe	[hide]
Jack o'Lantern	Carved Pumpkin + Torch		

Helmet

A carved pumpkin can be equipped as a helmet without any actual armor value. When worn, it limits the player's viewing area to a mask pattern that resembles the pumpkin's carved face. The

pattern does not appear when using the third-person view (toggled by F5 by default). In *Java Edition*, it also doesn't appear when the heads-up display is disabled by pressing F1.[2]

A player wearing a carved pumpkin does not aggravate endermen or freeze creakings when looking at them. Wearing a carved pumpkin makes the player invisible to other players on a locator map and locator bar.

In *Java Edition*, the following entities will visually appear as wearing a carved pumpkin if summoned as such with commands:

- ⚔ Armor Stand
- 🖼 Bogged
- 🖼 Drowned
- 🖼 Evoker
- 🖼 Husk
- 🖼 Illusioner
- 🖼 Piglin
- 🖼 Piglin Brute
- 🖼 Pillager
- 🖼 Skeleton
- 🖼 Stray
- 🖼 Villager
- 🖼 Vindicator
- 🖼 Wandering Trader
- 🖼 Wither Skeleton
- 🖼 Zombie
- 🖼 Zombie Villager
- 🖼 Zombified Piglin

Dispensers

Dispensers can equip a carved pumpkin on a player, mob or armor stand with an empty helmet slot, within the block the dispenser is facing. It can also place the carved pumpkin as a block, if a snow, iron, or copper golem can be spawned after the pumpkin is placed.

Building golems

Carved pumpkins can be

used to make snow golems, iron golems, and copper golems as shown below. Snow golems require snow blocks for their bodies, iron golems require iron blocks, and copper golems require copper blocks. The carved pumpkin must be placed last or the golem does not spawn. The orientation of the carved pumpkin does not matter while building any golem.

Snow golem

Iron golem

Copper golem

Snow golem build configuration

Iron golem build configuration

Copper golem build configuration
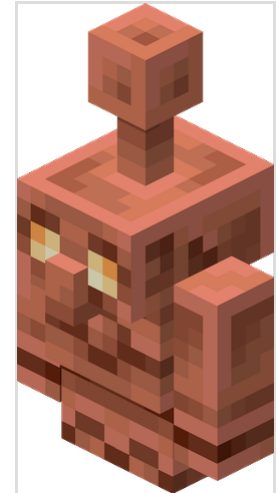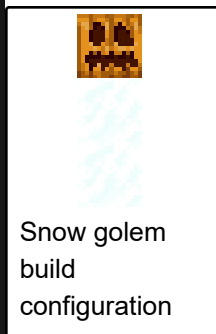
Enchantments

Carved pumpkins can receive the following enchantments, but only through an anvil.

Name	Max level	Method
Curse of Binding	I	🔨 Anvil
Curse of Vanishing	I	🔨 Anvil

Composting

Placing a carved pumpkin into a composter has a 65% chance of raising the compost level by 1.

Note blocks

Carved pumpkins do not produce didgeridoo sounds when placed under a note block, unlike regular pumpkins.[3]

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**
	Shears carve	Blocks	When a pumpkin is carved	`block.pumpkin .carve`	`subtitles .block .pumpkin .carve`	1.0	1.0	16
	Gear equips	Players	When a carved pumpkin is equipped	`item.armor .equip_generic`	`subtitles .item .armor .equip`	1.0	1.0	16

Bedrock Edition:

	Closed captions [*upcoming: BE 26.0*]							

		Sounds						[hide]
Sound	**Closed captions** [*upcoming: BE 26.0*]	**Source**	**Description**	**Identifier**	**Translation key** [*upcoming: BE 26.0*]	**Volume**	**Pitch**
	?	Blocks	When a pumpkin is carved	`pumpkin.carve`	?	1.0	1.0
	?	Players	When a carved pumpkin is equipped	`armor .equip_generic`	?	1.0	1.0

Data values

ID

Java Edition:

Name	**Identifier**	**Form**	**Block tags**	**Translation key**	[hide]
🎃 Carved Pumpkin	`carved_pumpkin`	Block & Item	`enderman_holdable` `mineable/axe`	`block.minecraft .carved_pumpkin`	

Bedrock Edition:

Name	**Identifier**	**Numeric ID**	**Form**	**Item ID**[i 1]	**Translation key**	[hide]
🎃 Carved Pumpkin	`carved_pumpkin`	410	Block & Giveable Item[i 2]	Identical[i 3] (Numeric: -155)	`tile.carved_pumpkin .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.

Block states

> *See also: Block states*

Java Edition:
Carved pumpkin:
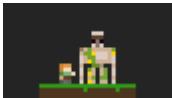
Name	**Default value**	**Allowed values**	**Description**	[hide]
facing	north	east north south west	The direction the pumpkin's carved face is facing. The opposite from the direction the player faces while placing the pumpkin.	

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description [hide]
minecraft:cardinal_direction	Not Supported	south	east north south west	Unsupported	The direction the pumpkin and carved pumpkin are facing. The opposite from the direction the player faces while placing the pumpkins. Though it doesn't affect the pumpkin at all.

Achievements

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS) [hide]
PS4	Other					
		Body Guard	Create an Iron Golem	—	20	Bronze

Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	Hired Help	Summon an Iron Golem to help defend a village	Summon an iron golem.

History

> ℹ️ **This section is missing information about: When were pumpkins changed to face away from the player upon placement? There were multiple such times (once in beta and once in 1.8 dev).**
> Please expand the section to include this information. Further details may exist on the talk page.

Java Edition

Java Edition Alpha			[hide]
v1.2.0	**preview**	Added carved pumpkins, then simply called pumpkins as they were the only form of pumpkins at the time.	
		Pumpkins generate in many of the newly-added biomes.	
		Pumpkins can be worn by players.	
		Pumpkins can be crafted into jack o'lanterns.	

Java Edition Beta			[hide]
1.8	**Pre-release**	Pumpkins have become a renewable resource, as it is possible to farm pumpkins in the same way as melons.	
		They have been changed to face away from the player.	
		They can also appear in swamps.	
		Mineshafts can now have pumpkin seeds, providing another way to farm pumpkins besides finding them.	
		Endermen have been introduced, which do not become hostile when players look at them if they're wearing a pumpkin.	

Java Edition			[hide]
1.0.0	**Beta 1.9 Prerelease**	Snow golems have been introduced, which can be "crafted" by stacking two snow blocks on top of each other, then placing a pumpkin on top of the snow.	
	Beta 1.9 Prerelease 2	Pumpkins can now be crafted into pumpkin seeds.	
	Beta 1.9 Prerelease 6	Pumpkins are now broken faster using an axe.	
1.1	**11w49a**	Pumpkins no longer require farmland to grow on.	
1.2.1	**12w08a**	Pumpkins can now be used to make iron golems.	
1.4.2	**12w37a**	Pumpkins are now used to craft pumpkin pies.	
		Some zombies, skeletons, zombie pigmen, and wither skeletons wear pumpkins during Halloween on the player's computer's clock.	
1.8	**14w02a**	Pumpkins can now be sold to farmer villagers, at 8–13 pumpkins for 1 emerald.	
	14w04a	Dispensers can now be used to place the pumpkin to activate iron golems and snow golems.	
	14w25a	The top and bottom texture now rotates according to the facing direction.	
1.9	**15w31a**	Faceless pumpkins have been removed from the game, presumably due to block states not including it.[*is this the correct version?*]	
	15w32c	Pumpkins now generate in end ships, replacing beacons.	
	15w33c	Pumpkins no longer generate in end ships, they have been replaced by a hopper.	

	15w39a	Dispensers can now equip pumpkins onto players, mobs, and armor stands.
	15w49a	Worn pumpkins no longer turn red when the player or mob takes damage.[4]
1.11	**16w39a**	Pumpkins now generate in woodland mansions.
	16w44a	Pumpkins can now be enchanted in Survival mode using an anvil with cursed books.
1.13	**17w47a**	"Pumpkin" has been renamed to "Carved Pumpkin".
		Shearing a regular pumpkin now turns it into a carved pumpkin, and drops 1 pumpkin seeds.
		Carved pumpkins can now be placed without a block beneath them.
		Carved pumpkins can no longer be enchanted.[5]
1.14	**18w43a**	The textures of carved pumpkins have been changed.
	18w44a	The texture of carved pumpkins have been slightly changed.
	18w47a	Carved pumpkins can now generate as pillager outpost targets.
1.15	**19w35a**	After the feature being removed in 1.13, carved pumpkins can now be enchanted in Survival mode.
	19w37a	Mobs that spawn wearing carved pumpkins on Halloween no longer drop them.
1.16	**20w07a**	A carved pumpkin is now dropped when a snow golem is sheared.[6]
1.17	**21w11a**	Changed a pixel on the pumpkin top texture.
1.19.4	**23w05a**	Worn carved pumpkins can now be swapped by using helmets in the hotbar[7], but not vice versa.
1.21.2	**24w39a**	Carved pumpkins now hide their wearers' player markers on other players' maps.
1.21.6 — Experiment — **Locator Bar**	**25w15a**	Will now hide players from the locator bar when worn in the head slot.
1.21.9	**25w31a**	Carved pumpkins can now be used to make copper golems.

Bedrock Edition

Bedrock Edition		[hide]
1.4.0	**beta 1.2.14.2**	Added carved pumpkins.
		Shearing a regular pumpkin turns it into a carved pumpkin.
1.10.0	**beta 1.10.0.3**	The textures of carved pumpkins have been changed.
		Carved pumpkins now generate in pillager outpost targets.
1.16.0	**beta 1.15.0.51**	Carved pumpkins can now be placed without a block beneath them.
		Carved pumpkins can now be enchanted in Survival mode.
1.16.100	**beta 1.16.100.51**	A carved pumpkin is now dropped when a snow golem is sheared.[8]
1.21.80 — Experiment — **Locator Bar**	**Preview 1.21.80.20**	Will now hide players from the locator bar when worn in the head slot.
1.21.100 — Experiment — **Drop 3 2025**	**Preview 1.21.100.23**	Carved pumpkins can now be used to make copper golems.

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU1	CU1	1.00	1.00	1.00	Patch 1	1.0.1	Added pumpkins.	
TU7							Snow golems have been introduced, which can be "crafted" by stacking two snow blocks on top of each other, then placing a pumpkin on top of the snow.	
TU12							Pumpkins can now be used to make iron golems.	
TU14			1.04				Pumpkins are now used to craft pumpkin pies.	
TU31	CU19	1.22	1.22	1.22	Patch 3		Pumpkins can now be sold to farmer villagers, at 8–13 pumpkins for 1 emerald.	
							Dispensers can now be used to place the pumpkin to activate iron golems and snow golems.	
TU34	CU22	1.25	1.25	1.25	Patch 4		Worn pumpkins can now be swapped by using helmets in the hotbar, but not vice versa.	
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Pumpkins now generate in woodland mansions.	
							Pumpkins can now be enchanted in Survival mode using an anvil with cursed books.	
TU69		1.76	1.76	1.76	Patch 38		"Pumpkin" has been renamed to "Carved Pumpkin".	
							Shearing a regular pumpkin now turns it into a carved pumpkin, and drops 1 pumpkin seeds.	
			1.90				The texture of carved pumpkins have been slightly changed.	
			1.91				Carved pumpkins now generate in pillager outpost targets.	

New Nintendo 3DS Edition

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

Data history

Java Edition

Java Edition			[hide]
1.8	**14w06a**	Carved pumpkins now use the newly-implemented model json file `models/block/cube.json`; previously the geometry was defined in the game code itself.	
1.13	**17w47a**	The ID of pumpkins has been changed from `pumpkin` to `carved_pumpkin`.	
		Prior to *The Flattening*, this block's numeral ID was 86.	

Bedrock Edition

Bedrock Edition			[hide]
1.20.0	**Preview 1.20.0.22**	Carved pumpkins now use the `minecraft:cardinal_direction` block state instead of `direction`.	

Issues

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

Trivia

- The carved pumpkin is the only headgear that obstructs the player's view.
- The function of using the carved pumpkin as a headgear might be a reference to the web-comic "Jailbreak (https://www.homestuck.com/jailbreak)" where one of the main characters carved a pumpkin that got stuck on his head to see.
- A carved pumpkin enchanted with Curse of Binding cannot be removed from a player's helmet slot unless the player dies, since it does not lose durability like armor does.

    - In Hardcore mode, such a carved pumpkin effectively stays on the player forever.

Gallery

Renders

Blocks

Facing south

Facing
sout
h[*Bedrock Edition only*]

Facing west

Facing west or
nort
h[*Bedrock Edition only*]


Facing north

Facing east

Facing
eas
t[*Bedrock Edition only*]

Mobs
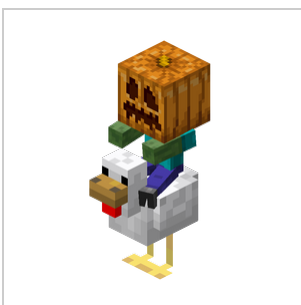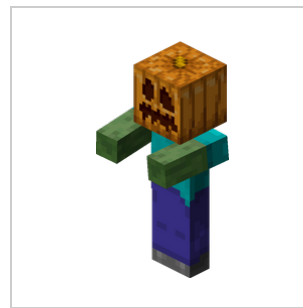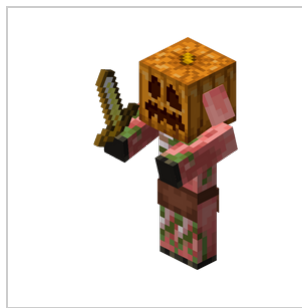
Screenshots
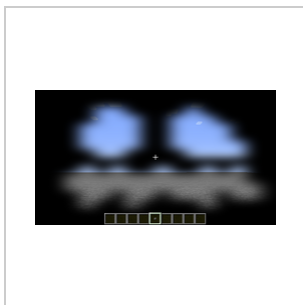
View of the world while wearing a carved pumpkin as a helmet.
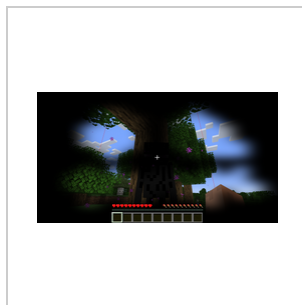
Looking at an enderman while wearing a carved pumpkin as a helmet. Notice that its back is turned and it's not attacking the player.


A player wearing a pumpkin.
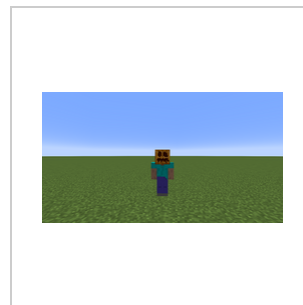
A player wearing a pumpkin.

Carved pumpkin face texture.

Mojang screenshots

A carved pumpkin being enchanted with the Curse of Binding.

First image of a pumpkin being worn in *Bedrock Edition*.

Unreleased Texture Update carved pumpkin texture.

Makena wearing a carved pumpkin.

In other media
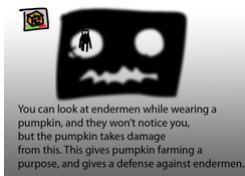
The original suggestion image for pumpkins protecting from endermen.

"Pumpkin Carving and Crafting", an official T-Shirt design featuring a carved pumpkin.
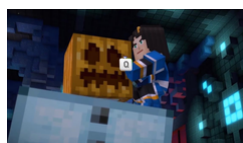
Jesse trying to rip a carved pumpkin off an Icy Golem.

An Avatar item of a carved pumpkin.

References

1. MC-122685 — resolved as "Won't Fix".
2. MC-121536 — The carved pumpkin overlay disappears when pressing F1 — resolved as "Works As Intended".
3. MC-145068 resolved as "Works As Intended"
4. MC-85756
5. MC-125810
6. MC-94094
7. MC-216270 — resolved as "Fixed".
8. MCPE-66967

External links

- "Block of the Week: Pumpkin" (https://www.minecraft.net/en-us/article/block-week-pumpkin)

by Alex Wiltshire – Minecraft.net, April 14, 2017.

Navigation

Armor and other wearables [hide]

Head slot

Helmets
Leather Copper Chainmail Iron
Golden Diamond Netherite Turtle Shell

Other Carved Pumpkin Head

Chest slot

Chestplates
Leather Copper Chainmail Iron
Golden Diamond Netherite

Other Elytra

Leggings
Leather Copper Chainmail Iron Golden
Diamond Netherite

Boots
Leather Copper Chainmail Iron Golden
Diamond Netherite

Horse Armor
Leather Copper Iron Golden Diamond
Netherite

Nautilus Armor Copper Iron Golden Diamond Netherite

Other Harness Saddle Wolf Armor

Blocks [hide]

Structural [show]

Ornamental [show]

Natural [hide]

Sediment/Soil
Clay Dirt (Coarse Grass Block Mycelium Podzol
Rooted Dirt) Gravel Mud Nylium (Crimson
Warped) Sand (Red) Soul Sand (Soil)

Misc. rock
Bedrock Magma Block Obsidian Calcite
Pointed Dripstone (Block)

Ore/Mineral
Amethyst Bud (Cluster Budding Amethyst) Ancient Debris
Coal Ore (Deepslate) Copper Ore (Deepslate
Raw Block) Diamond Ore (Deepslate) Emerald Ore
(Deepslate) Gold Ore (Deepslate Nether) Iron Ore
(Deepslate Raw Block) Lapis Lazuli Ore (Deepslate)
Nether Quartz Ore Redstone Ore (Deepslate)

Plant
Azalea (Flowering) Bamboo (Shoot) Beetroots
Big Dripleaf (Small) Bush Cactus Carrots
Cave Vines Chorus Plant (Flower) Cocoa

Creaking Heart • Dead Bush • Fern (Large) • Firefly Bush • Hanging Roots • Leaf Litter • Leaves • Lily Pad • Mangrove Propagule • Mangrove Roots (Muddy) • Melon (Stem) • Moss Block (__ Carpet) • Pale Hanging Moss • Pale Moss Block (__ Carpet) • Potatoes • Pumpkin (Carved • Stem) • Resin Clump • Saplings • Seagrass (Tall) • Short Dry Grass (Tall) • Short Grass (Tall) • Sugar Cane • Sweet Berry Bush • Vines • Wheat Crops (Hay Bale)

Flower

Allium • Azure Bluet • Blue Orchid • Cactus Flower • Cornflower • Dandelion • Eyeblossom • Lilac • Lily of the Valley • Oxeye Daisy • Peony • Pink Petals • Pitcher Plant (Crop) • Poppy • Rose Bush • Spore Blossom • Sunflower • Torchflower (Crop) • Tulips • Wildflowers • Wither Rose

Fungus & Related

Nether Fungi (Crimson • Warped) • Glow Lichen • Mushrooms (Brown • Red • Blocks • Stem) • Nether Sprouts • Nether Wart • Wart Block (Nether • Warped) • Crimson Roots • Warped Roots • Shroomlight • Twisting Vines • Weeping Vines

Fauna & algae

Coral (Dead) • Coral Blocks (Dead) • Coral Fans (Dead) • Dried Ghast • Kelp (Dried Block) • Sea Pickle

Fauna/Related

Bee Nest • Bone Block • Cobweb • Dragon Egg • Frogspawn • Infested Blocks • Sniffer Egg • Turtle Egg

Sculk

Sculk • Sculk Catalyst • Sculk Sensor (Calibrated) • Sculk Shrieker • Sculk Vein

Fluid & Related

Lava • Water (Bubble Column) • Ice (Blue • Packed) • Snow (Powder • Block)

Non-physical

Air (Cave[JE only] • Void[JE only]) • Invisible Bedrock[BE & edu only] • Fire (Soul)

🔧 **Utility**	[show]
🎛 **Creative or commands only**	[show]
⚙ **Removed**	[show]
🟥 **Unused**	[show]
🟫 **Unimplemented**	[show]
⬛ **Joke**	[show]
🟪 **Extreme metadata variants**	[show]

Combat	[hide]
⚔ **Melee**	[show]
🏹 **Ranged**	[show]
🛡 **Armor**	[hide]

Mechanics — Armor points • Armor toughness • Knockback resistance

Items

Helmet — Leather • Copper • Golden • Chainmail • Iron • Diamond • Netherite • Turtle

Chestplate — Leather • Copper • Golden • Chainmail • Iron • Diamond • Netherite

Leggings	Leather Copper Golden Chainmail Iron Diamond Netherite	
Boots	Leather Copper Golden Chainmail Iron Diamond Netherite	
Horse armor	Leather Copper Iron Golden Diamond Netherite	
Nautilus armor	Copper Iron Golden Diamond Netherite	
Enchantments	Elytra Carved Pumpkin Heads (Zombie Skeleton Creeper Wither Skeleton Piglin Dragon Player) Wolf Armor	

Enchantments

Blast Protection   Curse of Binding   Fire Protection
Projectile Protection   Protection   Thorns

Helmet	Aqua Affinity Respiration
Leggings	Swift Sneak
Boots	Depth Strider Feather Falling Frost Walker Soul Speed

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