Fire

re article feedback

For other uses, see Fire (disambiguation).

Fire is a non-solid block that can spread to nearby flammable blocks and destroy them.
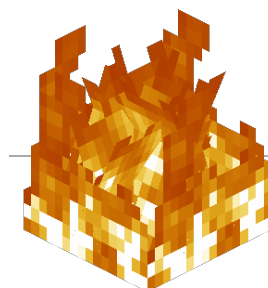
Fire	
Renewable	Yes
Stackable	Yes (64)
Tool	Any tool
Blast resistance	0
Hardness	0
Luminous	Yes (15)
Transparent	Yes
Flammable	No
Catches fire from lava	No
Map color (*JE*)	⬜4 FIRE

Contents

References

Navigation

Obtaining

Fire cannot be obtained as an item under any circumstances in *Java Edition*, though in *Bedrock Edition* fire may be obtained as an item via inventory editing.

Natural generation

Fire naturally generates in fire patches across the terrain of the Nether.

Fire also generates on top of netherrack in some treasure room bastion remnants.

In the End, fire generates on bedrock blocks on top of End spikes, at the same location as the End crystals.

Block distribution for Fire in Java Edition 1.21.7

Fire

The ether

↑ Number of X found among 100,000 blocks
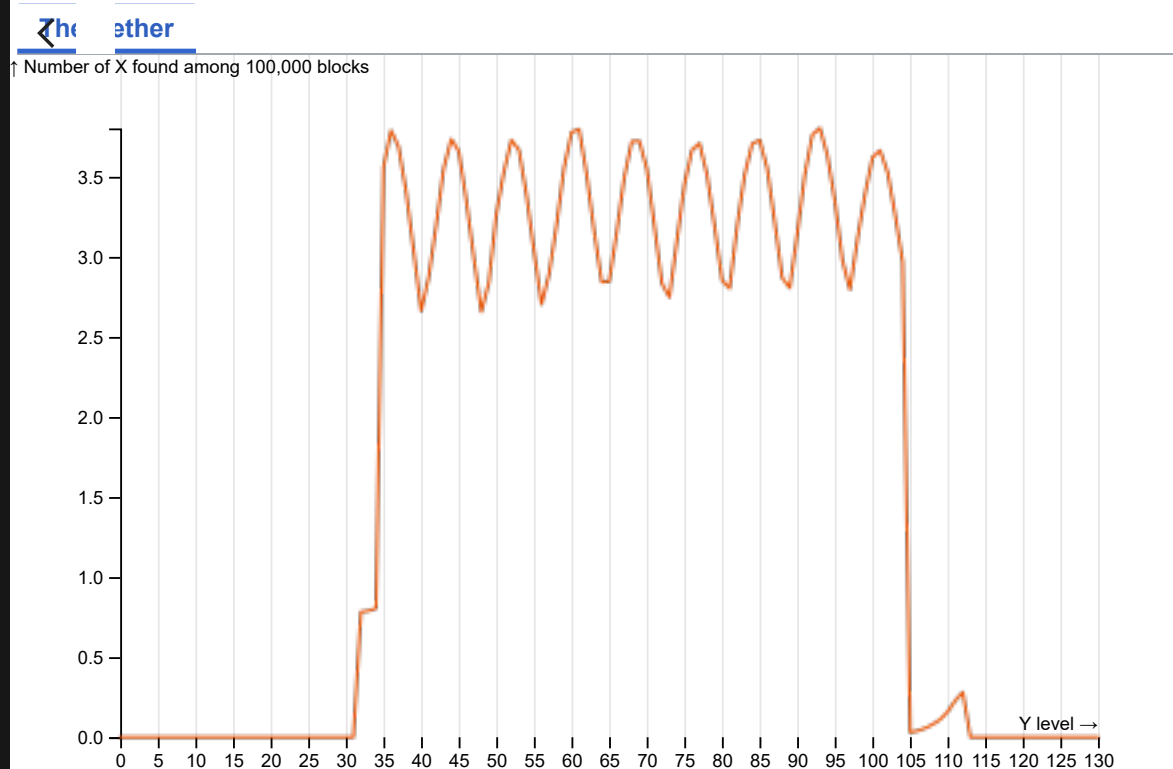
☐ Logarithmic scale

   Slight difference in the Y-coordinate represents a large change in the relative frequency of a block
   type, making it useful to see small changes on the graph when there is a large spike.

Post-generation

Lava generated next to flammable blocks can naturally cause fires.

Fire spreads quickly across flammable blocks, and can spontaneously ignite when flammable blocks are

near lava, even though many blocks that should be flammable cannot catch fire from nearby lava.

Lightning strikes can also set fires, regardless of whether they are created naturally, redirected to lightning rods, summoned by a trident enchanted with Channeling, or created using the /summon command.

Placing an End crystal on bedrock or obsidian in the End causes fire to appear at the End crystal's location.

The explosion from sleeping in a bed in the Nether or the End creates fire, as does the explosion of a ghast fireball or the impact of a blaze fireball. Using a charged respawn anchor in the Overworld or the End also creates fire from the explosion.

Certain invalid recipes of a lab table can cause it to be set on fire.[*Bedrock Edition* and *Minecraft Education* *only*]

Breaking

Fire is immediately destroyed when broken. When the shears are used to break fire, it doesn't lose durability.

Block	🔥 **Fire**
Hardness	0
Breaking time (secs)	
Default	*0.05*

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

Fire drops nothing when it's destroyed.

Usage

Placement

Fire can be placed using flint and steel or a fire charge. Fire created on soul sand or soul soil becomes soul fire.

When placed, a fire burns for a short and randomly determined amount of time. If nothing flammable is adjacent to it, the flames die out. Water that touches fire extinguishes it.

It cannot be placed suspended in midair, even with commands.[1]

Before a fire.

Burning

"Burning" redirects here. For the enchantment in Minecraft Dungeons*, see MCD:Burning.*

Players and many mobs burn when exposed to fire or lava, represented by them being on fire. Burning obstructs the player's view slightly with the flames. While inside a fire block, the fire inflicts damage at a rate of 1 (❤) per tick (although damage immunity reduces this to once every half-second) unless the

player or mob has Fire Resistance or a total Fire Protection of 7 or higher.[BE only] When the player is on fire outside the fire block, they take damage at 1 (♥) per second. This is the same rate that the player gains health in Peaceful difficulty, so burning alone cannot kill the player in this difficulty. Soul fire deals damage at a rate of 2 (♥) per half-second, making it more dangerous than normal fire. After leaving a fire source, the player or mob continues burning for some time depending on how long it was exposed to the fire (stored in a `Fire` tag shared by all entities, representing the remaining number of game ticks the entity will be on fire, decrementing each tick). Players and mobs that are burning can be extinguished by powder snow, rain, water or a cauldron. Mobs that are burning will also be illuminated by the flames in dark areas.

During the fire.

After the fire.

For mobs, as soon as the mob is exposed to fire, its `Fire` tag will jump from 0 ticks (not on fire) to 160 ticks. This value does not increase the longer the entity spends inside the fire, meaning all mobs will always burn for exactly 160 ticks after leaving the fire.

Players start with a `Fire` value of -20 ticks, meaning they can spend up to 20 ticks (1 second) inside a fire, leave, and immediately stop taking damage. If the value becomes greater than 0, however, it will be immediately set to 160 ticks, and incremented indefinitely (once every few ticks) the longer the player spends inside the fire. For players in Creative mode, the value will instead be set to 1 tick, and does not increase over time.

Most dropped items that are in fire briefly catch fire and disappear. This includes the item forms of blocks that would not be flammable if placed, including obsidian. The only exceptions are these netherite-related items: netherite tools and weapons, netherite armor, blocks of netherite, netherite scrap, netherite ingots, and ancient debris.

If a mob able to drop meat dies while on fire, it drops the cooked version of it, with the exception of fish that is dropped by polar bears[JE only]. This also applies to the zombie's uncommon potato drop; if a zombie dies while on fire and should drop a potato, it becomes a baked potato.[JE only]

Most Nether mobs are invulnerable to fire and cannot burn. Exceptions include skeletons, endermen, piglins, piglin brutes, and hoglins.

Zoglins, vexes, agents, NPCs, End crystals, wardens, and withers are also invulnerable to fire.

Burning is not considered a status effect and therefore cannot be cured by milk.

Spread

Fire spreads over flammable surfaces and can climb up walls, across floors and ceilings, and over small gaps, if a player is within 8 chunks of the fire. More precisely, a fire block can turn any air block that is adjacent to a flammable block into a fire block. This can happen at a distance of up to one block downward, one block sideways (including diagonals), and four blocks upward of the original fire block

(not the block the fire is on/next to). Therefore, if the player is using fire to build a fireplace, caution is needed. Blocks in the way do not prevent fire from igniting blocks above it—so even if the player protects a wooden roof with cobblestone between it and the fire, the fire ignores that cobblestone.

Fire spreads from a still lava block similarly: any air block one above and up to one block sideways (including diagonals) or two above and two blocks sideways (including diagonals) that is adjacent to a flammable block may be turned into a fire block.

Fire that naturally spreads into a valid Nether portal frame activates the portal.

Safe building area around a fire. All of the planks here are flammable, but they are far enough away to be safe from the fire. Any flammable block placed inside this structure can catch fire.

Flammable blocks

Fire can spread onto and burn away any flammable block (or in the case of TNT, ignite it). On the other hand, a fire that is not adjacent to any flammable block and not on top of a forever-burning block does not spread, even to another flammable block within the normal range.

In the following table, the higher the *ignite odds*, the more quickly a block catches fire if the fire is available to spread there. The higher the *burn odds*, the more quickly a block on fire burns away. These are relative values; actual ignite odds and burn time depends not only on these values, but on difficulty, rain, the age of the fire, the direction of the block relative to the fire, and multiple random values including how long the fire waits between block ticks and further checks based on the previous factors. Fire spread is reduced if it tries to spread to a block more two blocks higher than itself. Fire spread is further reduced by 50% if the flammable blocks are in a humid biome (jungle, bamboo jungle, swamp, mangrove swamp, snowy slopes, frozen peaks, jagged peaks, and mushroom fields; in *Java Edition*, these are defined in the `increased_fire_burnout` biome tag).

Block	Ignite odds		Burn odds	Can catch fire from lava
Logs Stripped Logs Wood Stripped Wood Block of Bamboo Block of Stripped Bamboo Block of Coal	5		5	Yes
Overworld Planks Overworld Wooden Slabs Overworld Fence Gates Overworld Fences Overworld Wooden Stairs Composter Beehive Mangrove Roots Bamboo Mosaic Bamboo Mosaic Slab Bamboo Mosaic Stairs	5		20	Yes
Pale Moss Block Pale Moss Carpet Pale Hanging Moss	5		100	Yes
Target[JE only]	15		20	Yes
Cave Vines Cave Vines Plant	15		60	No
TNT (ignites instead of vanishing) Vines Glow Lichen	15		100	Yes
Bookshelf Lectern Bee Nest	30		20	Yes
Leaves Wool Hanging Roots	30		60	Yes
Azalea Flowering Azalea Dried Kelp Block	30		60	No
Wool Carpets	JE	60	20	Yes
	BE	30	60	
Hay Bale	60		20	No
Bamboo Bamboo Shoot[BE only]	60		60	Yes
Scaffolding	60		60	No
Flowers, 1-block Sweet Berry Bush	JE	60	100	No
	BE	30		
Flowers, 2-block Short Grass Tall Grass Fern Large Fern	60		100	Yes

Block	Ignite odds	Burn odds	Can catch fire from lava
Short Dry Grass Tall Dry Grass Dead Bush Pitcher Plant Cactus Flower Firefly Bush Bush			
Big Dripleaf Big Dripleaf Stem Small Dripleaf Spore Blossom Pink Petals Wildflowers Leaf Litter	60	100	No

Non-flammable blocks

Non-flammable blocks can be lit but do not burn away, and such fire does not spread. Non-flammable blocks other than netherrack, magma blocks, soul sand, or soul soil extinguish themselves quickly. In the End, bedrock also does not extinguish itself.

If a block is flammable, it catches fire from lava. However, certain blocks do not burn away:

Block	Can catch fire from lava		Can burn away
🎋 Bamboo Shoot	**JE**	Yes	No
	BE	No	Yes
🎯 Target	**JE**	Yes	Yes
	BE	No	No
🏳️ Banners 🛢️ Barrel 🔥 Campfire 🗺️ Cartography Table 📦 Chest 📚 Chiseled Bookshelf 🔨 Crafting Table 🔲 Daylight Detector 🏹 Fletching Table 🎵 Jukebox 🧵 Loom 🍄 Mushroom Blocks 🌿 Nether Sprouts 🎹 Note Block ⚒️ Smithing Table 🔵 Soul Campfire 📦 Trapped Chest 🚪 Overworld Wooden Doors Overworld Wooden Pressure Plates 🪧 Overworld Signs Overworld Wooden Trapdoors	Yes		No
▬ Wooden Buttons of all types Stems Stripped Stems Hyphae Stripped Hyphae Nether Planks Nether Wooden Slabs Nether Fence Gates Nether Fences Nether Wooden Stairs Nether Doors Nether Pressure Plates Nether Signs Nether Trapdoors	**JE**	No	No
	BE	Yes	
🛏️ Bed 🪧 Overworld Hanging Signs Resin Clump	**JE**	Yes	No
	BE	No	
Wood- and other flammable material-like blocks such as: 🕸️ Cobweb ⚙️ Grindstone 🪜 Ladder 🕹️ Lever 🟩 Moss Block Moss Carpet 🪧 Nether Hanging Signs 🟫 Piston 🛤️ Rails of all types 🔴 Redstone Torch 🌱 Saplings 🔥 Smoker 🕯️ Torch	No		No

~~ Tripwire		
🚩 Tripwire Hook		
and all other non-flammable blocks...		

Extinguishing

Fire burns out after a while when on a non-flammable block other than netherrack or magma blocks; however, punching or hitting the side of a burning block extinguishes the fire on that side, making the *Fire extinguished* sound (see below). Hitting fire while holding a tool does not reduce the tool's durability. Placing blocks on the fire also extinguishes it. Water and lava extinguish fires that they flow into, and thrown splash and lingering water bottles extinguish fires in the block hit and the four blocks horizontally surrounding it.

Mobs on fire are extinguished when in water or in a cauldron containing it. In the latter case, one layer of water disappears.

Fire extinguishes more quickly if nothing flammable is present, and soon after it consumes a flammable block immediately beneath it.

- Fire has an *age* property that determines how it extinguishes, ranging from age 0 when the fire is set, and growing to age 15. For fire older than age 3, if nothing flammable is adjacent to the fire, or if the block below doesn't have a solid top surface, the fire is extinguished by the next block tick. At age 15, as long as there isn't a flammable block below the fire, a block tick has a $\frac{1}{4}$ chance to extinguish the fire.

If a fire is exposed to rain, it extinguishes quickly.

- Rain affects fire if it falls directly onto the fire, or into the four adjacent blocks. Specifically, no matter the age, any block tick has a 20–65% chance of rain extinguishing the fire, depending on the fire's age: 20 percent plus 3 percentage points per age of the fire.

Eternal fire

When lit, netherrack, magma blocks, soul sand, and soul soil maintain fire forever, unless extinguished by any method except rain. Bedrock in the End also burns eternally. Eternal fire cannot exist on the sides of these blocks.

The blocks that can support eternal fire are defined per-dimension, in the #infiniburn_overworld, #infiniburn_nether, and #infiniburn_end block tags.

If /gamerule fire_spread_radius_around_player is set to 0, fire lasts forever until it is put out by the player, and does not spread or affect flammable blocks.

Bees

Setting fire to a beehive or bee nest causes the contained bees to be ejected from the block.

Fire burning on netherrack creates a perpetually burning fire.

Sounds

Generic

Java Edition: [sound 1]

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

 1. MC-171366

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**
	Fire crackles	Blocks	Randomly	`block.fire .ambient`	`subtitles .block.fire .ambient`	1.0-2.0	0.3-1.0	16
	Fire extinguished	Blocks	When a fire is put out by hitting	`block.fire .extinguish`	`subtitles .block.fire .extinguish`	0.5	1.8-3.4	16
	Fireball whooshes	Blocks	When fire is created using a fire charge	`item .firecharge .use`[sound 1]	`subtitles.item .firecharge .use`[sound 1]	1.0	0.8-1.2	16
	Flint and Steel click	Blocks	When fire is created using a flint and steel	`item .flintandsteel .use`[sound 1]	`subtitles.item .flintandsteel .use`[sound 1]	1.0	0.8-1.2	16

1. MC-177457

Bedrock Edition:

				Sounds				[hide]
Sound	**Closed captions** [*upcoming: BE 26.0*]	**Source**	**Description**	**Identifier**	**Translation key** [*upcoming: BE 26.0*]	**Volume**	**Pitch**
	?	Blocks	Randomly	`fire.fire`	?	1.0-2.0	0.3-1.0
	?	Blocks	When a fire is put out by hitting	`random.fizz`	?	0.5	1.8-2.4
	Fireball whooshes	Hostile Mobs	When fire is created using a fire charge	`mob.ghast .fireball`	?	1.0	1.0
	?	Blocks	When fire is created using a flint and steel	`fire.ignite`	?	1.0	0.8-1.2

Data values

ID

Java Edition:

Name	**Identifier**	**Form**	**Block tags**	**Translation key**	[hide]
🔥 Fire	`fire`	Block	`fire`	`block.minecraft.fire`	

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID[i 1]	Translation key	[hide]
🔥 Fire	fire	51	Block & Ungiveable Item[i 2]	Identical[i 3]	tile.fire.name	

1. ID of block's direct item form, which is used in savegame files and addons.
2. Unavailable 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:
Fire:

Name	Default value	Allowed values	Description	[hide]
age	0	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Newly placed fire has an age of 0, and has a $\frac{1}{3}$ chance of incrementing with each block tick. This factor affects how the fire extinguishes.	
east	false	false true	When true, fire texture shows on that face of the block to the east; false if there's a block below this fire.	
north	false	false true	When true, fire texture shows on that face of the block to the north; false if there's a block below this fire.	
south	false	false true	When true, fire texture shows on that face of the block to the south; false if there's a block below this fire.	
up	false	false true	When true, fire texture shows on that face of the block above; false if there's a block below this fire.	
west	false	false true	When true, fire texture shows on that face of the block to the west; false if there's a block below this fire.	

Bedrock Edition:
Fire and Soul Fire:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description	[hide]
age	0x1 0x2 0x4 0x8	0	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Newly placed fire has an age of 0. This factor affects how the fire extinguishes.	

Videos

History

> ℹ **This section is missing information about:**
>
> - **Closely inspect fire before and after 13w02a - pixels may have become stretched**
> - **place an End crystal on bedrock or obsidian in the End creates the fire in the End crystal location**
>
> Please expand the section to include this information. Further details may exist on the talk page.
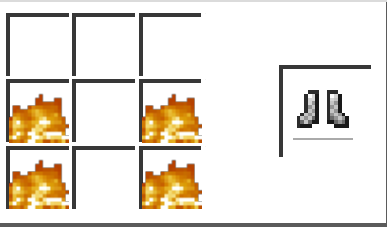
There is an associated technical blocks page for the internal item form of this block; see Technical blocks/Fire.
There is an associated page detailing the algorithm used for generating this block's texture in legacy versions; see Procedural animated texture generation/Fire.

Java Edition

Java Edition Indev			[hide]
0.31	**20100109-1939**	![fire icon] Added fire.	
		The model of fire currently does not render the back faces; faces have to be seen from the front to be rendered.	
		Fire is placed directly like a block. It is not known if its texture was any different.	
	?	Fire has the "wood" material assigned to it for sound playback, which could be encountered by placing it with its item form, or by walking on top of it in certain cases or setups.	
	20100110	Lava now sets fire to flammable materials.	
		All items and mobs can now catch fire.	
		Fire is now placed by flint and steel.	
	20100125	Fire now has particle effects.	
	20100129-1447	Ores can now be smelted by using fire on dropped items.	
20100212-1210		![crafting table with fire and chain boots] Fire can now be used to craft chain armor.	
20100219		Ores can no longer be smelted by using fire on dropped items with the introduction of furnaces.	
Java Edition Infdev			[hide]
20100617-1531		![backup fire texture] Added a backup fire texture for if the animation could not be loaded.	
20100624		![FIRE TEX! HNST texture] Changed the fire backup texture to read "FIRE TEX! HNST", which means "Fire texture! Honest".	
Unknown			[hide]
?		Previously, it was possible for fire to exist without any real attachments to any blocks, resulting in it being completely invisible but still being a danger. This has been fixed such that it can no longer be placed in these positions nor come to be in one via changes to surrounding blocks, as it immediately disappears upon finding itself in such a situation.	
Java Edition Alpha			[hide]
v1.2.0	**preview**	Fire now generates as fire patches in the Nether.	
v1.2.6		Lava can now cause surrounding flammable blocks to burn. Forest fires may start spontaneously if an above-ground lava pool is generated among trees during a biome's creation.	
Java Edition Beta			[hide]
1.2		Fire now uses two similar textures, rather than just one.	
		![FIRE TEX! HNST texture] A second placeholder texture for fire has been added to `terrain.png` corresponding to the second fire texture.	
1.2_02		The ability for blocks to burn forever has been removed. Previously, a non-netherrack flammable block, like wood, may burn continuously when its sides are surrounded by nonflammable blocks, like stone or dirt.	

1.6	Test Build 3	Fire spreading has been severely nerfed — infinite fire spread has been disabled.[2]
		In this build only, fire is an obtainable item that can be used to craft a chainmail armor.

Java Edition		[hide]
1.0.0	Beta 1.9 Prerelease 6	Fire above bedrock in the End now burns forever.
1.2.1	12w06a	When the player hits fire in Creative, the block under the fire is no longer removed.
1.4.2	12w32a	Added the game rule doFireTick.
	12w34a	Fire now spreads differently based on difficulty.
	12w40a	Firespread has been slightly nerfed again to prevent infinitely spreading fires.
1.5	13w02a	The texture of fire is no longer procedurally generated and now has its own texture files
1.6.1	1.6	Zombie pigmen and ghasts no longer appear to be on fire in cases where mobs susceptible to fire would be.
1.8	14w17a	The model of fire has been changed slightly – the sides are completely erect rather than slanted inward, however, the back faces of fire are still not visible.
	14w25a	The model of fire is now incorrectly affected by directional shading. One of the inner planes (furthest to the south) is now also missing.
		Wither skeletons no longer appear to be on fire in cases where mobs susceptible to fire would be.
		Removed the item form of fire, therefore removing its crafting recipes (chain armor) as well.
	14w28b	The model of fire has been changed, fixing the missing internal plane. However, it is still less symmetrical overall than it was prior to 14w25a, which is best seen looking from directly above.
	14w31a	Fire is no longer affected by directional shading. Fire now uses the wool sound rather than the wood sound if broken through certain means or stepped on.
1.9	15w31a	Extra planes have been added to the model of fire in the back. However, the outer texture planes appear to foot by a pixel.
	15w33c	The positioning of the outer planes of fire has been fixed.
	15w38a	Fire's chance of extinguishing in the rain on its block tick has been decreased from 100% to a chance from 0–45% depending on its *age* state.
	15w49a	Fire's chance of extinguishing in the rain on its block tick has been increased to 20–65% depending on its *age* state.
1.12	17w06a	Fire now burns indefinitely on magma blocks.
1.16	20w06a	Fire no longer burns items.[3]
	20w07a	Fire burns items again.
	20w10a	Fire now has a proper hitbox like all other blocks.
		Fire now produces fire particles when destroyed.
		Fire can no longer be put out with swords or tridents in Creative mode.
		The blockstates and info of fire can now be properly read via F3.

		Fire can now be modified using debug sticks.
	20w11a	Fire no longer produces particles when destroyed.
	20w12a	Added respawn anchor, which creates fire in an explosion when using the respawn anchor in a dimension other than the Nether.
	20w16a	Fire now generates in some bastion remnants.
	pre7	Creative players inside of fire now permanently are displayed as being in fire for the period spent within it rather than it intermittently flashing.
1.20.2	**23w32a**	Fire being doused by splash water bottles now emits a `block_destroy` vibration of frequency 12.
1.21.5	**25w06a**	Fire no longer burns or spreads if no player is within 8 chunks.
		Added game rule `allowFireTicksAwayFromPlayer` to toggle this behavior.
1.21.11	**25w44a**	Added the game rule `fire_spread_radius_around_player`.
		Removed the game rules `doFireTick` and `allowFireTicksAwayFromPlayer`.

Bedrock Edition

Pocket Edition Alpha		[hide]
v0.1.0		Added fire.
		Fire currently has no texture associated with it, and thus appears invisible.
		Fire spreading mechanics are very buggy, allowing fire to spread to any block.[4]
v0.3.3		Fire spreading has been disabled as a temporary fix to the aforementioned spreading bug.
v0.7.0		Fire can now spread again and spreading mechanics have been improved.
		Fire can now be created using flint and steel.
		Fire now has a texture, but it currently renders incorrectly.[5]
v0.7.1		Fire now renders correctly.
		Fire now burns indefinitely on netherrack.
v0.7.3		Undead mobs now actually catch fire in sunlight, rather than just taking damage.
v0.8.0	build 1	Burning mobs now turn orange and emit large fire particles.
	build 4	Fire now ignites TNT more aggressively.
v0.9.0	build 2	Fire now burns out faster in jungle and roofed forest biomes.
v0.11.0	build 9	Attacks from burning mobs can now catch fire to the victim.
	build 14	The burning animation has been removed from Creative mode completely.
v0.12.1	build 1	Burning mobs now have a sizzling particle effect once extinguished.
Unknown		[hide]
?		Fire has the "wood" material assigned to it for sound playback, which could be encountered by placing it with its item form, or by walking on top of it in certain cases or setups.[6]
Pocket Edition		[hide]
1.1.0	alpha 1.1.0.0	Added the game rule doFireTick.
Bedrock Edition		[hide]
1.2.0	beta 1.2.0.2	The unique fire animation has been removed from burning mobs (excluding blazes), and replaced with a stretched burning animation like that on *Java Edition*.
1.21.111	Preview 1.21.110.20	Some blocks that could catch fire with flint and steel, like the top stone slab or wood stair, will now also catch fire during fire explosion, such as those from fireballs.
		Glass blocks will now catch fire with flint and steel or fire explosion.

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 fire.	
TU19	CU7	1.12	1.12	1.12			Zombie pigmen and ghasts no longer appear to be on fire in cases where mobs susceptible to fire would be.	
TU31	CU19	1.22	1.22	1.22	Patch 3		Wither skeletons no longer appear to be on fire in cases where mobs susceptible to fire would be.	
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Fire now burns indefinitely on magma blocks.	
TU60	CU51	1.64	1.64	1.64	Patch 30	1.0.11	The animation of burning mobs has been changed to match *Bedrock Edition*.	
							Players who have been standing in fire for less 1 second no longer immediately stop burning after leaving the fire just like in *Bedrock Edition* and the burning duration is now always 8 seconds after leaving the fire.	

New Nintendo 3DS Edition

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

Data history

Java Edition			[hide]
1.9	15w31a	The block states *alt* and *flip* of fire have been removed, and the state *upper* has been changed to the byte state *up*. However, the behavior of fire has remained unchanged.	
1.13	17w47a	Prior to *The Flattening*, this block's numeral ID was 51.	
1.16	20w11a	Fire now has an associated loot table, which is empty by default.	

Issues

Issues relating to "Fire" 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%28re solution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AN D%20%28summary%20~%20%22Fire%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- Sometimes, in Survival, when the player walks into a fire briefly and walks out quickly enough, the player takes minor damage, but does not stay on fire.
- Fire uses two texture files, one for the inner fire and one for the outer fire.
- Each End crystal continuously generates a block of fire at its location, if the crystal is placed or generated in the End.
- Fire has the third highest number of possible block state combinations, at 512, behind note block's 1150 and redstone dust's 1296.

Bedrock Edition

- Burning mobs have the same animation as Java, yet differently scaled.
- The fire spreading mechanic is based on how it would be prior to *Java Edition* Beta 1.6.
- The sides of the fire model in this edition are rotated like in versions before *Java Edition* 1.8.
- When the player is on fire, there is a different burning animation on the screen than in *Java Edition* (it partially obstructs view when looking downward).
- Players with Fire Resistance do not visibly burn when in fire sources.

Gallery

Renders
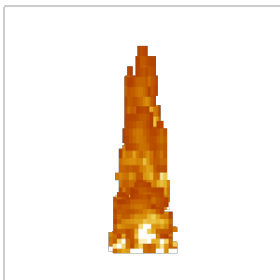
Animated render of the mob burning fire.

Screenshots

A house that has caught fire because it was too close to a lava lake, and made out of wood.

A burning zombie in *Bedrock Edition* emitting unique fire particles.
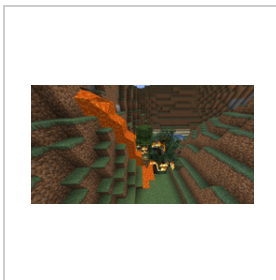
A natural fire started by lava flowing into trees.
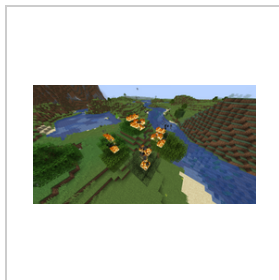
A fire spreading across several trees.

Fire as seen in a burning forest.

Invisible fire as seen in early *Pocket Edition*, and could burn up non-flammable blocks such as stone and dirt.

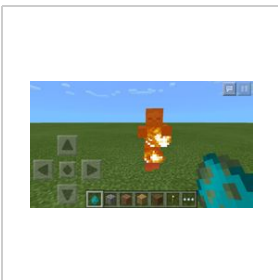Forest and lava lake before the fire.

Forest and lava lake during the fire.

Forest and lava lake after the fire.
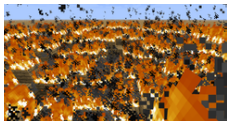
Lots of fire.

A zombie approaching a player while burning from daylight.[7]

The old chainmail recipe as seen in Java Edition Beta 1.6 Test Build 3. However, this recipe is patched. Uses the obtainable *Fire* item.

References

1. MC-182709
2. "Aaaand I just nerfed fire. It no longer spreads infinitely." (https://twitter.com/notch/status/72582596294483969) – @notch (https://twitter.com/notch) (Markus Persson) on X (formerly Twitter), May 23, 2011
3. MC-170881
4. https://youtu.be/3hrz7KK2EJs
5. MCPE-2458
6. MCPE-29998
7. https://twitter.com/minecraftjapan/status/1723958882694045854

Navigation

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🟫 **Structural**	[show]
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🌿 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)

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❄️ **Removed**	[show]
🟥 **Unused**	[show]
🟫 **Unimplemented**	[show]
▪️ **Joke**	[show]
🟪 **Extreme metadata variants**	[show]