

# Copper Golem re article feedback

**Warning**  *This article is about the mob. For the block, see [Copper Golem Statue](#). For other uses, see [Golem](#).*

A **copper golem** is a buildable passive mob that takes items out of copper chests, and attempts to store them in nearby wooden chests and trapped chests. A chest examined by a copper golem must either be empty, or contain the item type it is holding, for the golem to place anything inside of it.

If not waxed, a copper golem oxidizes over time and eventually turns into a [copper golem statue](#), dropping its currently held items.

## Contents

### Spawning

- [Creation](#)
- [Reanimation](#)

### Drops

- [On death](#)
- [Shearing](#)

### Behavior

- [Chest interactions and item transportation](#)
- [Oxidation](#)
- [Turning into a statue](#)
- [Poppy](#)

### Sounds

- [Unoxidized and exposed sounds](#)
- [Weathered sounds](#)
- [Oxidized sounds](#)

### Data values

- [ID](#)
- [Entity data](#)

### Achievements

### Advancements

### Videos

### History

- [Announcement](#)
- [Java Edition](#)
- [Bedrock Edition](#)

### Issues

### Trivia

### Gallery

- [Textures](#)
- [Renders](#)
- [Animations](#)
- [Screenshots](#)
- [Mojang screenshots](#)
- [Concept artwork](#)
- [In other media](#)
- [Mob vote artwork](#)

### References

Copper Golem

Unoxidized Exposed Weathered Oxidized





Health points12 (♥ × 6)

BehaviorPassive

Hitbox sizeHeight: 0.98 blocks Width: 0.49 blocks

SpawnWhen built by the player. When a player uses an axe on an unwaxed and unoxidized copper golem statue.

Usable items

Axe

Honeycomb

Lead

Shears

## Navigation

# Spawning

## Creation

A copper golem is created by placing a block of copper of any oxidation stage, then placing a carved pumpkin or jack o'lantern on top. The pumpkin must be placed last, whether by the player, a dispenser, or an enderman. The building pattern also works horizontally or upside-down, as long as the pumpkin is the final block placed.

On creation, the block of copper is replaced by a copper chest, and a copper golem spawns at the location of the carved pumpkin or jack o'lantern. The oxidation stage of the copper golem and the copper chest matches that of the block of copper used to create it. A waxed block of copper can also be used, but the golem and the chest are not waxed.<sup>[1]</sup> If a golem is built with the block of copper placed next to an existing copper chest (that is not already part of a large copper chest), the two chests combine into a large copper chest, just as they would if the new copper chest had been placed manually.



Copper golem build configuration. The block of copper may be any oxidation stage or waxed state.

## Reanimation

Using an axe on an unwaxed and unoxidized copper golem statue causes it to reanimate into a copper golem.


When using a copper golem spawn egg, it spawns the golem on its own, without a copper chest. A copper golem spawned this way is unoxidized and unwaxed.

# Drops

## On death


*Java Edition:*

**Decimal** Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	<u>Copper Ingot</u>	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%	3.50

*Bedrock Edition:*

**Decimal** Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	<u>Copper Ingot</u>	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%	3.50

## Shearing

When a copper golem has been given a poppy by an iron golem, it can be sheared to drop 1 poppy.

# Behavior

When idle, copper golems wander aimlessly while avoiding obstacles and environmental hazards. Copper golems can also open and close non-iron doors. They occasionally spin their heads or stare at players. They are completely passive to players and other mobs, and run around in a panic if attacked. Unlike most other passive mobs, copper golems do not suspend their

behavior when more than 32 blocks from a player.

When in a body of water, copper golems sink to the bottom. They do not swim or drown, but they can still move laterally and step up full blocks as if they were on land, similar to iron golems and undead mobs.

Like iron golems and snow golems, copper golems do not take fall damage. However, they still avoid walking off drops that would otherwise cause them harm.

The yellow eyes of copper golems are emissive with Vibrant Visuals, and the rest of the body is metallic, reflecting all types of light.

## Chest interactions and item transportation

If a copper golem is not holding an item, it opens the nearest copper chest (regardless of its oxidation or waxed status) and attempts to take out up to 16 of the first item it finds. It takes 3 seconds to stop and examine each copper chest it visits. If the copper chest is empty, the copper golem moves on to the nearest copper chest it has not opened. The copper golem can remember up to 9 copper chests that it has previously opened. If it checks 10 copper chests and still cannot find an item, it wanders around for 7 seconds, forgets which copper chests it has opened, and continues searching for a copper chest to take items from.

If a copper golem is holding one or more items, it opens the nearest wooden chest or trapped chest and attempts to put the items into it. It takes 3 seconds to stop and examine each chest it opens. If the chest is empty or if the chest contains the same type of item that the copper golem is holding, the golem attempts to add its items to the chest. In *Java Edition*, a copper golem cannot distinguish between different potion contents, types of tipped arrows, or suspicious stew types, but it can in *Bedrock Edition*. In both editions, a copper golem ignores durability, enchantments, shulker box contents, custom names, or any other data. While a copper golem is holding an item, the player can press use on the golem with an empty hand to take the item from it, dropping the item on the ground.



A copper golem taking an item from a copper chest (the chest is excluded for clarity).

If it cannot add items to a chest, the copper golem moves on to the nearest chest that it hasn't visited. The copper golem can remember up to 9 chests it has previously visited. If it checks 10 chests and still cannot place its items, it wanders around for 7 seconds, forgets which chests it has opened, and continues searching for a chest to put its items in. The copper golem forgets all the chests that it has previously visited when it successfully deposits an item in a chest.

Copper golems cannot see the contents of chests (either wooden or copper) without manually opening and examining them, and do not remember correct item matches.

When a copper golem deposits items in a chest, it attempts to add them to the frontmost available slot. If the deposited item is stackable, it avoids adding to existing stacks in any slot other than the frontmost available one.

If the chest or copper chest a copper golem is walking toward can no longer be opened (e.g. it has a cat sitting on it) or is destroyed, the copper golem marks the position as visited and moves on.

Copper golems do not simultaneously open a chest that another non-player entity, such as another copper golem, is already interacting with.

Copper golems search for chests and copper chests in a 65×17×65 cubic area centered on the copper golem's block position. Copper golems can not interact with chests located more than one block above them or more than two blocks below them. However, they try to reach chests if they can find a path. If a chest is two blocks below them, copper golems fall on the chest, even if they can't come back up.

Copper golems interact only with wooden chests, trapped chests and copper chests. They ignore items dropped on the ground, ender chests, minecarts with chests, boats with chests, and all other containers.

## Oxidation

Non-waxed copper golems have four stages of oxidation (unoxidized, exposed, weathered, and oxidized). Shortly after becoming fully oxidized, a copper golem turns into a statue. Using an axe on an oxidized copper golem removes the oxidation from the golem one stage at a time, as do lightning bolts.

Copper golems can be waxed with a [honeycomb](#) to prevent the oxidation from progressing, lightning bolts from removing the oxidization, or fully oxidized golems from turning into statues. Wax can be removed by [using](#) an axe on the golem. In *Java Edition*, unlike copper blocks, waxing or unwaxing a copper golem does not grant the "Wax On" and "Wax Off" advancements.<sup>[2]</sup><sup>[3]</sup>

A copper golem takes between 7 hours and 7 hours and 40 minutes (420–460 minutes, or 21–23 in-game days; plus one tick if the mob is in its initial state or was just scraped with an axe) to oxidize to the next stage. Since the timer is based on [gametime](#), it advances even if the golem is not located in a loaded [chunk](#). As the mob begins to oxidize (exposed copper golem), it becomes discolored and develops green spots. As the oxidation continues (weathered copper golem), the mob becomes a green color with brown spots. In the last stage (oxidized copper golem), the mob is teal with several green spots. Like [copper bulbs](#), the texture of the eyes of the copper golem dims as it oxidizes. However, the golem itself does not emit any [light](#), regardless of oxidation level.

## Turning into a statue

*Main article: [Copper Golem Statue](#)*

Once fully oxidized, a copper golem has a 0.58% chance per [tick](#) to become a [copper golem statue](#) and take a random pose, provided it is *not waxed* and is fully located in [air](#) (that is, a copper golem cannot turn into a statue while underwater or standing on a partial block such as a [slab](#), as part of its hitbox is not located within an air block). This process takes on average 8.62 seconds. During the transformation, any items held by the copper golem are [dropped](#). If the golem was named using a [name tag](#), it keeps its custom name.

[Using](#) an axe on a copper golem statue removes the oxidization one stage at a time. If the statue is unoxidized, scraping it with an axe reanimates it into an unoxidized copper golem.

## Poppy

[Iron golems](#) occasionally hold out a [poppy](#), which a copper golem can take and place on top of the rod on its head. Using [shears](#) on the copper golem drops the poppy. Alternatively, it drops when the copper golem turns into a [copper golem statue](#).

## Sounds

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*Java Edition:*



A copper golem with a poppy on its head.

Sounds <span>[hide]</span>								
Sound	<span>Closed captions</span>	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Copper Golem appears	Friendly Mobs	When a copper golem is spawned	entity.copper_golem.spawn	subtitles.entity.copper_golem.spawn	1.0	1.0	16
	Copper Golem is placing an item	Friendly Mobs	When a copper golem puts an item in a chest	entity.copper_golem.item_drop	subtitles.entity.copper_golem.item_drop	1.0	1.0	16
	Copper Golem can't place item	Friendly Mobs	When a copper golem fails to put an item in a chest	entity.copper_golem.item_no_drop	subtitles.entity.copper_golem.item_no_drop	1.0	1.0	16
	Copper Golem is picking up item	Friendly Mobs	When a copper golem takes an item from a copper chest	entity.copper_golem.no_item_get	subtitles.entity.copper_golem.no_item_get	1.0	1.0	16
	Copper Golem can't pick up item	Friendly Mobs	When a copper golem fails to take an item from a copper chest	entity.copper_golem.no_item_no_get	subtitles.entity.copper_golem.no_item_no_get	1.0	1.0	16
	Copper Golem is petrified	Friendly Mobs	When a copper golem turns into a statue	entity.copper_golem_become_statue	subtitles.entity.copper_golem_become_statue	1.0	1.0	16

**Bedrock Edition:**

Sounds <span>[hide]</span>								
Sound	<span>Closed captions</span> <span>[upcoming: BE 26.0]</span>	Source	Description	Identifier	Translation key <span>[upcoming: BE 26.0]</span>	Volume	Pitch	
	?	Friendly Mobs	When a copper golem is spawned	mob.copper_golem.spawn	?	1.0	1.0	
	?	Friendly Mobs	When a copper golem puts an item in a chest	mob.copper_golem.chest_interaction.put_item	?	1.0	1.0	
	?	Friendly Mobs	When a copper golem fails to put an item in a chest	mob.copper_golem.chest_interaction.put_item_fail	?	1.0	1.0	
	?	Friendly Mobs	When a copper golem takes an item from a copper chest	mob.copper_golem.chest_interaction.take_item	?	1.0	1.0	
	?	Friendly Mobs	When a copper golem fails to take an item from a copper chest	mob.copper_golem.chest_interaction.take_item_fail	?	1.0	1.0	
	?	Friendly Mobs	When a copper golem turns into a statue	mob.copper_golem.becoming_statue	?	1.0	1.0	

**Unoxidized and exposed sounds****Java Edition:**

Sounds <span>[hide]</span>								
Sound	<span>Closed captions</span>	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Copper Golem hurts	Friendly Mobs	When a copper golem is damaged	entity.copper_golem.hurt	subtitles.entity.copper_golem.hurt	1.0	1.0	16
	Copper Golem dies	Friendly Mobs	When a copper golem dies	entity.copper_golem.death	subtitles.entity.copper_golem.death	1.0	1.0	16
	Copper Golem's head spins	Friendly Mobs	When a copper golem spins	entity.copper_golem.spin	subtitles.entity.copper_golem.spin	1.0	1.0	16
	Footsteps	Friendly Mobs	While a copper golem is walking	entity.copper_golem.step	subtitles.entity.copper_golem.step	1.0	1.0	16

*Bedrock Edition:*

Sounds <span>[hide]</span>								
Sound	<span>Closed captions</span> <span>[upcoming: BE 26.0]</span>	Source	Description	Identifier	Translation key <span>[upcoming: BE 26.0]</span>	Volume	Pitch	
	?	Friendly Mobs	When a copper golem is damaged	mob.copper_golem.hurt	?	1.0	1.0	
	?	Friendly Mobs	When a copper golem dies	mob.copper_golem.death	?	1.0	1.0	
	?	Friendly Mobs	When a copper golem looks around	mob.copper_golem.regular.look	?	1.0	1.0	
	?	Friendly Mobs	When a copper golem spins	mob.copper_golem.regular.spin	?	1.0	1.0	
	?	Friendly Mobs	While a copper golem is walking	mob.copper_golem.step	?	1.0	1.0	

## Weathered sounds

*Java Edition:*

Sounds <span>[hide]</span>								
Sound	<span>Closed captions</span>	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Copper Golem hurts	Friendly Mobs	When a weathered copper golem is damaged	entity.copper_golem_weathered.hurt	subtitles.entity.copper_golem_weathered.hurt	1.0	1.0	16
	Copper Golem dies	Friendly Mobs	When a weathered copper golem dies	entity.copper_golem_weathered.death	subtitles.entity.copper_golem_weathered.death	1.0	1.0	16
	Copper Golem's head spins	Friendly Mobs	When a weathered copper golem spins	entity.copper_golem_weathered.spin	subtitles.entity.copper_golem_weathered.spin	1.0	1.0	16
	Footsteps	Friendly Mobs	While a weathered copper golem is walking	entity.copper_golem_weathered.step	subtitles.entity.copper_golem_weathered.step	1.0	1.0	16

*Bedrock Edition:*

Sounds <span>[hide]</span>							
Sound	<div>Closed captions<div><i>[upcoming: BE 26.0]</i></div></div>	Source	Description	Identifier	<div>Translation key<div><i>[upcoming: BE 26.0]</i></div></div>	Volume	Pitch
	?	Friendly Mobs	When a weathered copper golem is damaged	mob.copper_golem.weathered.hurt	?	1.0	1.0
	?	Friendly Mobs	When a weathered copper golem dies	mob.copper_golem.weathered.death	?	1.0	1.0
	?	Friendly Mobs	When a weathered copper golem looks around	mob.copper_golem.weathered.look	?	1.0	1.0
	?	Friendly Mobs	When a weathered copper golem spins	mob.copper_golem.weathered.spin	?	1.0	1.0
	?	Friendly Mobs	While a weathered copper golem is walking	mob.copper_golem.weathered.step	?	1.0	1.0

## Oxidized sounds

*Java Edition:*

Sounds <span>[hide]</span>								
Sound	<div>Closed captions</div>	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Copper Golem hurts	Friendly Mobs	When an oxidized copper golem is damaged	entity.copper_golem_oxidized.hurt	subtitles.entity.copper_golem_oxidized.hurt	1.0	1.0	16
	Copper Golem dies	Friendly Mobs	When an oxidized copper golem dies	entity.copper_golem_oxidized.death	subtitles.entity.copper_golem_oxidized.death	1.0	1.0	16
	Copper Golem's head spins	Friendly Mobs	When an oxidized copper golem spins	entity.copper_golem_oxidized.spin	subtitles.entity.copper_golem_oxidized.spin	1.0	1.0	16
	Footsteps	Friendly Mobs	While an oxidized copper golem is walking	entity.copper_golem_oxidized.step	subtitles.entity.copper_golem_oxidized.step	1.0	1.0	16


*Bedrock Edition:*

Sounds <span>[hide]</span>							
Sound	<div>Closed captions<div><i>[upcoming: BE 26.0]</i></div></div>	Source	Description	Identifier	<div>Translation key<div><i>[upcoming: BE 26.0]</i></div></div>	Volume	Pitch
	?	Friendly Mobs	When an oxidized copper golem is damaged	mob.copper_golem.oxidized.hurt	?	1.0	1.0
	?	Friendly Mobs	When an oxidized copper golem dies	mob.copper_golem.oxidized.death	?	1.0	1.0
	?	Friendly Mobs	When an oxidized copper golem looks around	mob.copper_golem.oxidized.look	?	1.0	1.0
	?	Friendly Mobs	When an oxidized copper golem spins	mob.copper_golem.oxidized.spin	?	1.0	1.0
	?	Friendly Mobs	While an oxidized copper golem is walking	mob.copper_golem.oxidized.step	?	1.0	1.0


## Data values

## ID

*Java Edition:*

Name	Identifier	Entity tags	Translation key <span>[hide]</span>
 Copper Golem	copper_golem	accepts_iron_golem_gift can_breathe_under_water fall_damage_immune	entity.minecraft.copper_golem

*Bedrock Edition:*

Name	Identifier	Numeric ID	Family	Translation key <span>[hide]</span>
 Copper Golem	copper_golem	148	copper_golem mob	entity.copper_golem.name

## Entity data

Copper golems have entity data associated with them that contain various properties.

*Java Edition:*

*Main article: [Entity format](#)*

Entity data

**Tags common to all entities**

**Tags common to all mobs**

- weather\_state**: unaffected, exposed, weathered, or oxidized - the oxidation level of the copper golem
- next\_weather\_age**: The number of ticks gametime must reach for the copper golem's oxidation level to change. Setting the value to -1 automatically sets the oxidation time randomly from 504000 to 552000 + the current gametime. If the value is -2, the copper golem is waxed (it remains unchanged over time).

*Bedrock Edition:*

See [Bedrock Edition level format/Entity format](#).

## Achievements

Achievements that apply to all mobs:

[show]

## Advancements

Advancements that apply to all mobs:


[show]

## Videos



## History




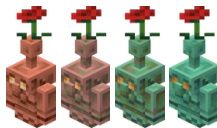
## Announcement

<b>September 4, 2021</b> ( <a href="https://x.com/_Ulraf/status/1433889361913909292">https://x.com/_Ulraf/status/1433889361913909292</a> )	The copper golem is teased as the next mob vote candidate by Ulraf through the use of emojis.
<b>October 13, 2021</b> ( <a href="https://www.minecraft.net/article/mob-vote-2021-copper-golem">https://www.minecraft.net/article/mob-vote-2021-copper-golem</a> )	 The copper golem is announced as a candidate for the <a href="#">Minecraft Live 2021</a> mob vote. It was featured alongside the <a href="#">allay</a> and <a href="#">glare</a> . <sup>[4]</sup> <sup>[5]</sup> <div>During the mob vote, it was planned for the copper golem to press random copper buttons and have the oxidation removed with either an axe,<sup>[6]</sup> or by being struck by lightning.<sup>[7]</sup> It would also have turned into a statue at full oxidation.<sup>[8]</sup></div>
<b>October 16, 2021</b>	The copper golem lost the final round of vote with 45.7% of the votes.
<b>June 30, 2025</b> ( <a href="https://www.youtube.com/shorts/ynfjKH93ly0">https://www.youtube.com/shorts/ynfjKH93ly0</a> )	The copper golem is teased in a series of <a href="#">social media teasers</a> .
<b>July 1, 2025</b> ( <a href="https://www.minecraft.net/article/a-new-friend-with-a-familiar-patina">https://www.minecraft.net/article/a-new-friend-with-a-familiar-patina</a> )	The copper golem, now a mob that sorts items from copper chests, is announced for the then-unnamed <a href="#">The Copper Age</a> drop with its functionality completely redone and design slightly tweaked.

## Java Edition

<i>Java Edition</i>		[hide]
1.21.9	<b>25w31a</b>	 Added copper golems.
	<b>25w33a</b>	 Decorative flowers can now be planted on by <a href="#">iron golems</a> , these flowers can be removed with <a href="#">shears</a> and drop upon turning into a statue.
	<b>25w34a</b>	The eyes of the copper golem are now invisible as well when splashed with <a href="#">potion of Invisibility</a> .
		The hitbox has been tweaked.
		Copper golems are now audible from up to 12 blocks away.
		The copper sorting sounds have been tweaked to be quieter.
	<b>25w35a</b>	Copper golems hitbox height is reduced to 0.98 blocks, from 1 block.
	<b>25w37a</b>	The copper golem now uses the saddle equipment slot for blocks placed atop of its lightning rod.
		The hitbox has been tweaked, the hitbox is now 0.49 blocks in width to be able to pathfind through narrow spaces.
	<b>pre1</b>	Copper golems can now open <a href="#">doors</a> .
		Lightning bolts now deoxidize copper golems.
	<b>pre2</b>	Now only tries to open <a href="#">chests</a> that are neighboring blocks when it's a passenger.
		Copper golems no longer need to be close to the center of an empty block position in order to turn into a statue.
	<b>pre2</b>	Copper golems now have the possibility to turn into a statue as soon as they become fully oxidized.

## Bedrock Edition

Bedrock Edition			<a href="#">[hide]</a>
1.21.100 — Experiment — Drop 3 2025	Preview 1.21.100.23	<div></div> Added copper golems.	
1.21.111	Preview 1.21.110.20	All features behind the "Drop 3 2025" experimental toggle have been fully implemented.	
		Interacting with a copper golem that is holding an item makes the copper golem drop the item.	
		Copper golems that fully oxidize turn into a <u>copper golem statue</u> and freeze into a random pose, dropping any items it was holding.	
	Preview 1.21.110.23	The collision box for Copper Golems has been reduced.	
		Copper golems can now open non-iron doors.	
		Copper golems no longer attempt to transport items when leashed.	
		Added code for copper golems taking <u>poppies</u> from <u>iron golems</u> and wearing them on their lightning rod, however the feature cannot be seen in-game.	
	Preview 1.21.110.24	<div></div> Decorative flowers can now be planted on by <u>iron golems</u> , these flowers can be removed with <u>shears</u> and drop upon turning into a <u>statue</u> .	
	Preview 1.21.110.25	Copper golems can now pathfind through 1 block high passages.	
		The copper golem no longer interacts with chests and copper chests that it cannot see.	
		Chests now close immediately when a copper golem starts panicking while looking inside.	

## Issues

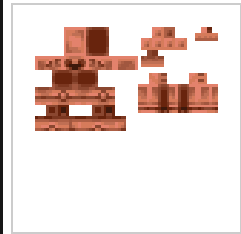
Issues relating to "Copper Golem" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Copper%20Golem%22%29%20ORDER%20BY%20resolution%20DESC>).

## Trivia

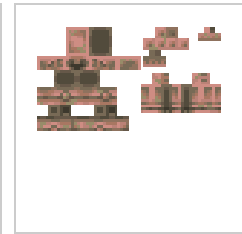
- The copper golem's original design pitch was made by developer Ulraf.<sup>[9]</sup>
- Spinning animation variants for the weathered and oxidized copper golem exist within the animation files, but as of now they share the same animation as the unoxidized spinning animation.
- Sprites of copper golems appeared as an easter egg in the 2022 Mob Vote Event, 2023 Mob Vote Event, and the Eerie Mojang Office Party server.
- The copper golem became the second community vote losing mob to be later added to the game, having lost the 2021 mob vote to the allay, after the frog and mangrove swamp content was implemented in The Wild Update.

## Gallery

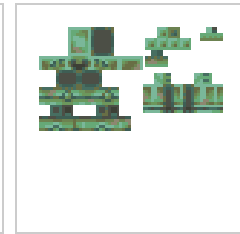
### Textures



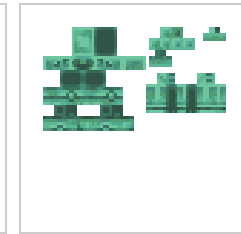
Texture of a copper golem




Texture of an exposed copper golem



Texture of a weathered copper golem



Texture of an oxidized copper golem



Texture of a copper golem's eyes



Texture of an exposed copper golem's eyes



Texture of a weathered copper golem's eyes



Texture of an oxidized copper golem's eyes

## Renders



Copper golem holding an invisible item



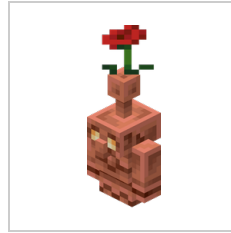
Exposed copper golem holding an invisible item



Weathered copper golem holding an invisible item



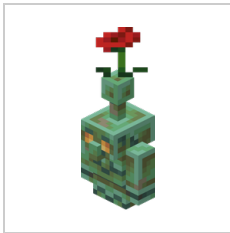
Oxidized Copper golem holding an invisible item



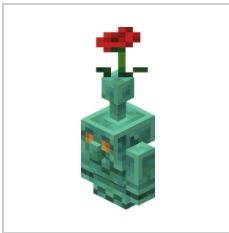
Copper golem with flower



Exposed copper golem with flower



Weathered copper golem with flower



Oxidized copper golem with flower

## Animations

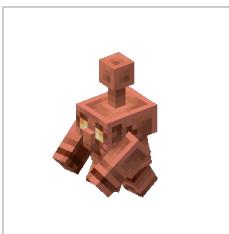
### Unoxidized



Spawn



Walking



Walking while holding an item



Walking while holding an item without the hold item animation attached to it (this state cannot be seen in game)



Putting an item in a chest



Failing to put an item in a chest



Taking an item from a chest



Failing to take an item from a chest



Spinning

## Exposed



Spawn



Walking



Walking while holding an item



Walking while holding an item without the hold item animation attached to it (this state cannot be seen in-game)



Putting an item in a chest



Failing at putting an item in a chest



Taking an item from a chest



Failing at taking an item from a chest



Spinning

## Weathered



Spawn



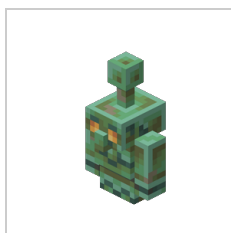
Walking



Walking while holding an item



Walking while holding an item without the hold item animation attached to it (this state cannot be seen in-game)



Putting an item in a chest



Failing at putting an item in a chest



Taking an item from a chest



Failing at taking an item from a chest



Spinning

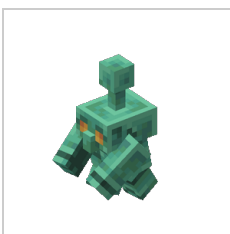
## Oxidized



Spawn



Walking



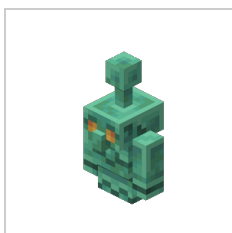
Walking while holding an item



Walking while holding an item without the hold item animation attached to it (this state cannot be seen in-game)



Putting an item in a chest



Failing at putting an item in a chest



Taking an item from a chest



Failing at taking an item from a chest



Spinning

## Screenshots



A copper golem with poppy on the head.

## Mojang screenshots



A player-made workshop with several copper golems walking around.



A copper golem standing next to an open copper chest inside a cherry grove.



An oxidized copper golem.



A copper golem in front of an oxidized copper house.



The oxidation stages of copper golems.



A copper golem opening a copper chest in a cave.

## Concept artwork



Copper golem concept art.

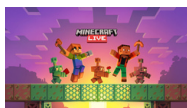
## In other media



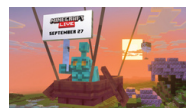
Hologram of a copper golem in the Eerie Mojang Office Party.



Thumbnail with a copper golem and copper equipment.



Artwork featuring copper golems with Sunny and Noor



A copper golem Promoting Minecraft LIVE – September 2025 with a sign.



A copper golem being scraped by a human.



A line of copper golems in a savanna village as seen in the Minecraft LIVE Official Trailer–September 2025 (<https://www.youtube.com/watch?v=5QU20HMPZ3M>)



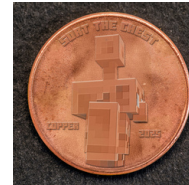
Poster of a copper golem along with a feature list and a note about copper chests.



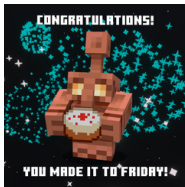
Instructional poster showing a copper golem and its oxidation stages.



Poster with tips regarding copper golems.



A copper golem on a penny



A meme of a copper golem congratulating the viewer for making it through the week



A meme of a copper golem having a long day

### Mob vote artwork



The copper golem shown at Minecraft Live 2021.



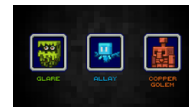
Recreation of the oxidized copper golem statue.



The copper golem animation that could have played if the copper golem had won the mob vote.



Ditto.



The copper golem as one of the three options for the mob vote.



Header for the copper golem article.







































































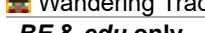





















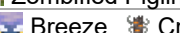



















































The copper golem inside a room.

## References

- MCPE-223868 — resolved as "Works As Intended".
- MC-300096 — Waxing copper golems doesn't grant the advancement "Wax On" — resolved as "Works As Intended".

- MC-300099 — Scraping wax off copper golems doesn't grant the advancement "Wax Off" — resolved as "Works As Intended".
- "Are you forever pushing buttons? Want to craft a new friend? Are Tiny Agnes and Tiny Jens really saved – were they ever lost? Will the Copper Golem get your vote at #MinecraftLive on Oct 16? Learn more about the mob with some-assembly-required." (<https://twitter.com/Minecraft/status/1448302795266875392>) – @Minecraft (<https://twitter.com/Minecraft>) (Minecraft) on X (formerly Twitter), October 13, 2021, video is entitled *Meet the Copper Golem!*
- "Minecraft Mob Vote 2021: Copper Golem" (<https://www.minecraft.net/en-us/article/mob-vote-2021-copper-golem>) by Sofia Dankis – Minecraft.net, December 12, 2021.
- "Is there a way to unfreeze them or are they just stuck in the world?" (<https://twitter.com/SemajLovesTV/status/144830405661909518>) – @SemajLovesTV (<https://twitter.com/SemajLovesTV>) on X (formerly Twitter), October 13, 2021  
"Like with copper blocks, you can use an axe to scrape away the golem to clean it!" ([https://twitter.com/\\_Ulraf\\_/status/1448304488570363905](https://twitter.com/_Ulraf_/status/1448304488570363905)) – @\_Ulraf\_ ([https://twitter.com/\\_Ulraf\\_](https://twitter.com/_Ulraf_)) on X (formerly Twitter), October 13, 2021
- "That lightning rod on its head is not just for show 😊 Yes it will!"  
[x.com/XdPetersgamer/status/1448304838249488391](https://twitter.com/XdPetersgamer/status/1448304838249488391) ([https://twitter.com/\\_Ulraf\\_/status/1448306663585456137](https://twitter.com/_Ulraf_/status/1448306663585456137)) – @\_Ulraf\_ ([https://twitter.com/\\_Ulraf\\_](https://twitter.com/_Ulraf_)) on X (formerly Twitter), October 13, 2021
- "Sooo, when he oxidized become a statue? 🤩" (<https://twitter.com/AlexCraft05/status/1448305276839469057>) – @AlexCraft05 (<https://twitter.com/AlexCraft05>) on X (formerly Twitter), October 13, 2021  
"YES 🤩" ([https://twitter.com/\\_Ulraf\\_/status/1448307567323750403](https://twitter.com/_Ulraf_/status/1448307567323750403)) – @\_Ulraf\_ ([https://twitter.com/\\_Ulraf\\_](https://twitter.com/_Ulraf_)) on X (formerly Twitter), October 13, 2021
- <https://youtu.be/2cxUNoWNy50?t=2542>

## Navigation

	<b>Copper</b>		<a href="#">[hide]</a>						
<b>Material</b>	 Ore	 Deepslate Ore	 Raw	 Raw Block	 Ingot	 Nugget			
<b>Building blocks</b>	 Block	 Chiseled	 Cut (	 Stairs	 Slab)	 Grate	 Bars	 Chain	
	 Lantern	 Torch							
<b>Functional blocks</b>	 Bulb	 Chest	 Door	 Trapdoor	 Golem Statue	 Lightning Rod			
<b>Armor</b>	 Helmet	 Chestplate	 Leggings	 Boots	 Horse Armor	 Nautilus Armor			
<b>Tools</b>	 Pickaxe	 Axe	 Shovel	 Sword	 Hoe	 Spear			
<b>Mobs</b>	 Golem								
	<b>Entities</b>		<a href="#">[hide]</a>						
	<b>Mobs</b>		<a href="#">[hide]</a>						
<b>Passive</b>	 Allay	 Armadillo	 Axolotl	 Bat	 Camel	 Camel Husk	 Cat	 Chicken	 Cod
	 Copper Golem	 Cow	 Donkey	 Frog	 Glow Squid	 Happy Ghast	 Horse	 Mooshroom	
	 Mule	 Ocelot	 Parrot	 Pig	 Rabbit	 Salmon	 Sheep	 Skeleton Horse	 Sniffer
	 Snow Golem	 Squid	 Strider	 Tadpole	 Tropical Fish	 Turtle	 Villager		
	 Wandering Trader	 Zombie Horse							
	<b>BE &amp; edu only</b>		 Agent	 NPC					
<b>Neutral</b>	 Bee	 Cave Spider	 Dolphin	 Drowned	 Enderman	 Fox	 Goat	 Iron Golem	 Llama
	 Nautilus	 Panda	 Piglin	 Polar Bear	 Pufferfish	 Spider	 Trader Llama	 Wolf	
	 Zombie Nautilus	 Zombified Piglin							
<b>Hostile</b>	 Blaze	 Bogged	 Breeze	 Creaking	 Creeper	 Elder Guardian	 Endermite	 Evoker	
	 Ghast	 Guardian	 Hoglin	 Husk	 Magma Cube	 Parched	 Phantom	 Piglin Brute	
	 Pillager	 Ravager	 Shulker	 Silverfish	 Skeleton	 Slime	 Stray	 Vex	 Vindicator
	 Warden	 Witch	 Wither Skeleton	 Zoglin	 Zombie	 Zombie Villager			
<b>Bosses</b>	 Ender Dragon	 Wither							
<b>Mob types</b>	 Animal	 Aquatic	 Arthropod	 Illager	 Monster	 Undead			
<b>Other</b>	 Jockey	 Camel Husk	 Chicken	 Hoglin	 Ravager	 Skeleton Horseman	 Spider	 Strider	
	 Zombie Horseman	 Zombie Nautilus)	 Mob variants	 Mob conversion					
	<b>Other entities</b>		<a href="#">[show]</a>						
	<b>Unimplemented</b>		<a href="#">[show]</a>						
	<b>Joke</b>		<a href="#">[show]</a>						





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