

Soul Sand

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Not to be confused with Soul Soil.

Soul sand is a block found primarily in the Nether that slows down entities walking on it unless they are wearing Soul Speed boots. It can also be used to grow Nether wart, create soul fire, and make upward bubble columns.

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Soul Sand	
Renewable	Yes
Stackable	Yes (64)
Tool	
Blast resistance	0.5
Hardness	0.5
Luminous	No
Transparent	No
Flammable	No, but burns indefinitely on the top side as soul fire
Catches fire from lava	No
Map color (JE)	<input type="checkbox"/> 26 COLOR_BROWN

[Screenshots](#)[References](#)[External links](#)[Navigation](#)

Obtaining

Breaking

Soul sand can be mined with any [tool](#) or by hand, but [shovels](#) are the quickest.

Block	 Soul Sand
Hardness	0.5
Tool	
Breaking time (sec)^[A]	
Default	0.75
 Wooden	0.4
 Stone	0.2
 Copper	0.15
 Iron	0.15
 Diamond	0.1
 Netherite	0.1
 Golden	0.1

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](#).

Natural generation

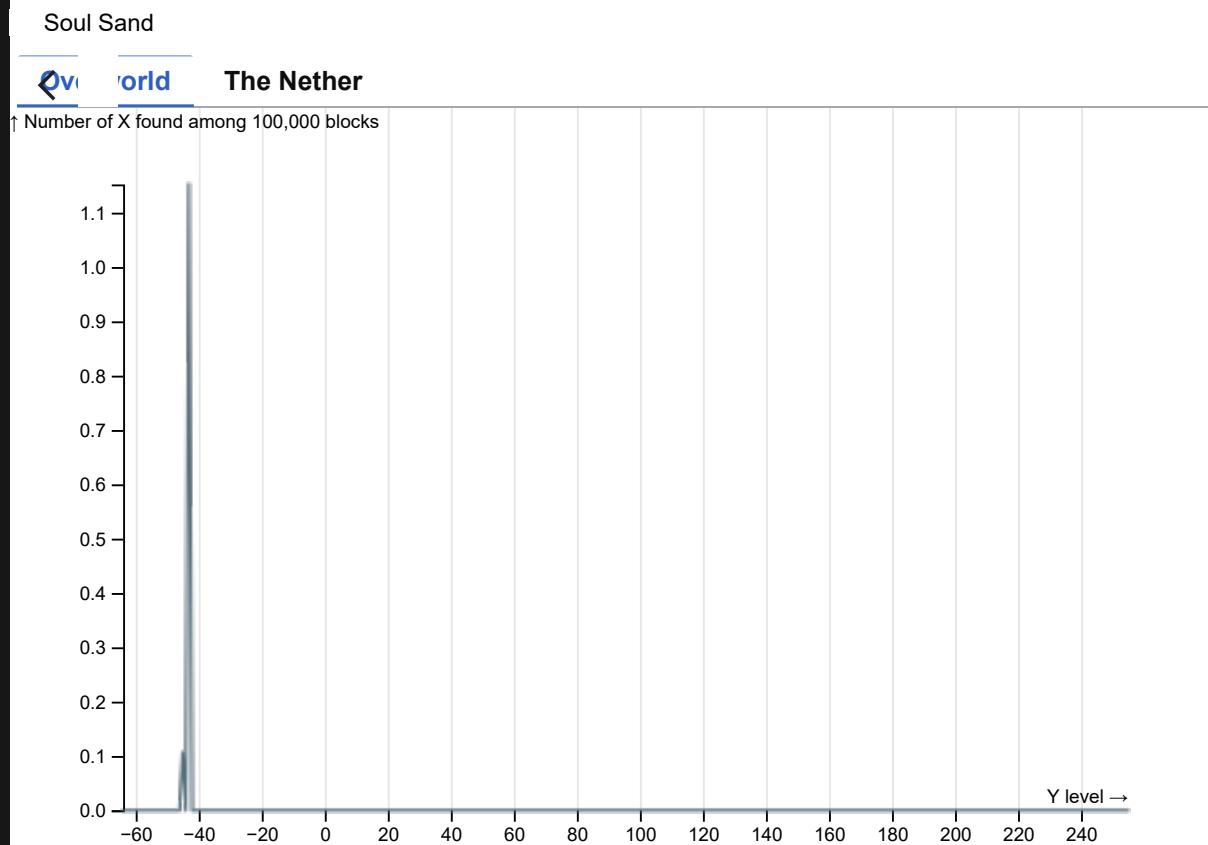
Soul sand generates most abundantly in [soul sand valleys](#), where it and [soul soil](#) make up the surface terrain. It is also found below Y=34 in the [Nether wastes](#) along the shores of [lava seas](#), generally in four-block-deep layers.

Soul sand can generate in the Nether in the form of [ore blobs](#). Soul sand attempts to generate 12 times per chunk in blobs of size 0 to 23 at altitudes from 0 to 31^[JE only] or 32^[BE only] in [soul sand valleys](#). It can replace only [netherrack](#).

Soul sand is found naturally in Nether wart rooms of Nether fortresses. It also generates in hoglin stables and housing unit bastion remnants.

Soul sand is also found in ancient cities, the only location with soul sand in the Overworld.

Block distribution for Soul Sand in Java Edition 1.21.7



Generated loot

Item	Structure	Container	Quantity	Chance	[hide]
<i>Java Edition and Bedrock Edition</i>					
Soul Sand	Bastion Remnant	Hoglin stable chest	2–7	22.8%	

Bartering

Piglins have approximately an 8.53% ($^{40}/_{469}$) chance to barter 2–8 soul sand when given a gold ingot.

Usage

Movement on or just above soul sand is slowed down for any mob or player that is not wearing boots enchanted with Soul Speed by approximately 41.91% (i.e. a player's speed is 2.508 m/s with no Speed or Slowness effects), and standing on soul sand causes entities to sink 2 pixels (or 0.125

blocks) into the block. A cover with solid blocks of any non-zero physical thickness prevents sinking, and any solid cover thicker than half a block also eliminates the slowing effect.

The effect applies to sneaking, walking, sprinting, and crawling (but not gliding), and to both regular and sprint-swimming. It also applies to riding mounts. Travel by boat is also slowed, although this requires water no more than 2/8 a block in depth for the boat to sit low enough to be affected. Furthermore, it does not matter whether the player or mob moves actively or is being moved, like by flowing water.

Most blocks that can be placed on full blocks can be placed on soul sand, with the exceptions of both types of Nether fungi, crimson roots, warped roots, and Nether sprouts.^[1] In addition, a falling block that lands on soul sand turns into an item,^[2] which prevents gravel from replacing lava if soul sand is underneath.

A hopper underneath a soul sand block can collect items that are dropped on it.

Soul sand cannot be used in place of regular sand as a falling block because it is not affected by gravity.

Striders are slowed down by soul sand underneath a layer of lava.

Soul sand has a height of $\frac{14}{16}$ of a block.

Crafting ingredient



The slowing and sinking effect of soul sand is canceled depending on the height of the solid block directly above it. (Note: The snow behind the example blocks is for visual reference. Each layer of snow represents one-eighth of a full block high.)

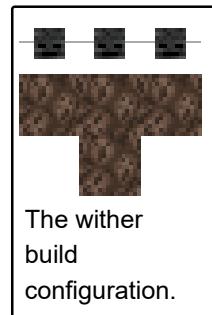
Name	Ingredients	Crafting recipe	[hide]
Dried Ghast	Ghast Tear + Soul Sand		
Soul Campfire	Stick + Soul Sand + Any Log or Stem or Any Stripped Log or Stem or Any Wood or Hyphae or Any Stripped Wood or Hyphae		
Soul Torch	Coal or Charcoal + Stick + Soul Sand		

Growing Nether wart

Soul sand is used for growing Nether wart, a primary base ingredient for many types of potions. Nether warts can be placed on soul sand and grow through four growth stages over time. Placing Nether wart on soul sand grants the "A Seedy Place" advancement [Java Edition only]. Nether wart can grow in any dimension and does not have any light level requirements. Nether wart can also be placed only in soul sand, not soul soil.

Withers

Four blocks of soul sand (or soul soil) are used to construct the wither. The four blocks are arranged in a "T"-like formation (similar to the summoning of an iron golem) and 3 wither skeleton skulls are placed in a row on top of the "T" to summon the wither.



Bubble columns

Placing soul sand under source water blocks creates a lifting bubble column, which causes items, entities, players, and mobs inside the column to rise to the surface. The bubble column extends upward through any number of empty water source blocks (not waterlogged blocks).

A player can restore breath by entering a soul sand bubble column.

Note blocks

Soul sand can be placed under note blocks to produce cowbell sounds.

Fire

Fire lit on soul sand becomes [soul fire](#), which burns indefinitely.

Because soul sand is not as high as a full [block](#), a player is set on fire if standing next to lava while on soul sand.^[3] Standing near water while on soul sand extinguishes the player.



Soul fire generating on soul sand in an ancient city.

Sounds

[Java Edition:](#)

soul_sand sound type [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Block broken	Blocks	Once the block has broken	block.soul_sand.break	subtitles.block.generic.break	1.0	0.8	16
	Block placed		When the block is placed	block.soul_sand.place	subtitles.block.generic.place	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	block.soul_sand.hit	subtitles.block.generic.hit	0.1375	0.5	16
	Something falls on a block		Falling on the block with fall damage	block.soul_sand.fall	subtitles.block.generic.fall	0.5	0.75	16
	Footsteps	Entity-Dependent	Walking on the block	block.soul_sand.step	subtitles.block.generic.footsteps	0.15	1.0	16

[Bedrock Edition:](#)

 soul_sand sound type [hide]							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
?	Blocks	Once the block has broken	dig.soul_sand	?	1.0	0.8-1.0	
	Blocks	When the block is placed	dig.soul_sand	?	1.0	0.8-1.0	
?	Blocks	While the block is in the process of being broken	hit.soul_sand	?	0.21	0.5	
	Players	Falling on the block with fall damage	fall.soul_sand	?	0.4	1.0	
	Players	Walking on the block	step.soul_sand	?	0.15	1.0	
	Blocks	Jumping from the block	jump.soul_sand	?	0.12	1.0	
	Blocks	Falling on the block without fall damage	land.soul_sand	?	0.14	1.0	

Data values

ID

Java Edition:

Name	Identifier	Form	Block tags	Item tags	Translation key [hide]
 Soul Sand	soul_sand	Block & Item	soul_fire_base_blocks soul_speed_blocks wither_summon_base_blocks mineable/shovel	soul_fire_base_blocks	block.minecraft.soul_sand

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID ^[i 1]	Item tags	Translation key [hide]
 Soul Sand	soul_sand	88	Block & Giveable Item ^[i 2]	Identical ^[i 3]	minecraft:soul_fire_base_blocks	tile.soul_sand.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.

Achievements

[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		The Beginning?	Spawn the Wither	Be within a 100.9×100.9×103.5 cuboid centered on the Wither when it is spawned.	20	Bronze

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	Withering Heights	Summon the Wither	Be within a 100.9×100.9×103.5 cuboid centered on the <u>wither</u> when it is spawned.	
	A Seedy Place	Plant a seed and watch it grow	Plant <i>one</i> of these 7 crops:  Beetroot  Melon  Nether Wart  Pumpkin  Wheat  Torchflower  Pitcher Other crops and plants can be planted, but are ignored for this advancement.	

Videos

<iframe data-bbox="117 1161 1488 1679" src="https://www.youtube.com/embed/1269865704?rel=0&showinfo=0"></iframe>	
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History

Development

October 8, 2010 (<https://web.archive.org/web/0/http://notch.tumblr.com/post/1269865704/work-on-the-new-dimension-is-going-well-heres-a>)

Soul sand first appears on Notch's blog.

Java Edition

Java Edition Alpha			[hide]
v1.2.0	preview	 Added soul sand.	
		Soul sand generates in the newly added Nether dimension.	
	v1.2.0_01	Gravel now generates where soul sand should generate. Some soul sand can still generate.	
	v1.2.0_02	Soul sand now generates where some of the gravel would.	
Java Edition Beta			[hide]
	1.6.6	The player can now get out of soul sand to another block while sneaking.	
Java Edition			[hide]
1.0.0	Beta 1.9 Prerelease	Added Nether warts, which can be grown on soul sand.	
	Beta 1.9 Prerelease 6	Shovels now mine soul sand faster.	
1.4.2	12w36a	Wither skeleton skulls can now be placed on a formation of soul sand to create a wither.	
	12w38a	Soul sand now has new sounds when being walked on.	
1.5	13w02a	In texture packs, soul sand now uses /textures/blocks/hellsand.png.	
1.8	14w17a	Silverfish and endermites now take damage if they walk on soul sand.	
	14w32b	One-way doorways can no longer be made with soul sand.	
1.12	17w18b	Placing a Nether wart in soul sand now gives the player the "A Seedy Place" advancement. ^[verify]	
1.13	18w07a	Soul sand now produces upward bubble columns when under water.	
1.14	18w43a	 The texture of soul sand has been changed.	
	18w46a	Soul sand has now lost the ability to support many blocks. ^[4]	
		Soul sand no longer suffocates mobs.	
	18w47b	Soul sand can now support many blocks they could not due to the above bug.	
	19w09a	Soul sand can now be used to play the cowbell, if they are under note blocks.	
	19w13a	Soul sand can no longer support such blocks. ^[5]	
	19w14a	Soul sand and gravel now generate around lava sea level instead of between y level 60 and 65. ^[6]	
1.15	19w41a	Soul sand no longer has an increased slowing effect when placed above ice, packed ice, or slime blocks. ^[7]	
	pre2	Soul sand now suffocates mobs.	
	pre3	Soul sand no longer suffocates mobs.	
1.15	?	Walking on soul sand is no longer faster on the edges.	
December 3, 2019 (https://twitter.com/MiaLe_m_n/status/1201782817417580544)		Maria Lemón confirms that fire set on soul sand does not become soul fire.	

	<u>20w06a</u>	Soul sand now generates in the <u>soul sand valley</u> biome. New unique sounds have been added for soul sand.
	<u>20w07a</u>	Soul sand now has a $10/109$ (~9.17%) chance of being given by the new <u>piglins</u> when <u>bartering</u> , in a stack size of 1–4, making it <u>renewable</u> .
	<u>20w09a</u>	Soul sand can no longer be obtained by bartering with piglins, making it no longer renewable.
<u>1.16</u>	<u>20w10a</u>	Soul sand now has a $40/411$ (~9.74%) chance of being given by piglins when bartering, in a stack size of 4–16, making it renewable, once again.
	<u>20w11a</u>	Soul sand can now support many <u>blocks</u> , once again. ^{[8][9]}
	<u>20w12a</u>	<u>Fire</u> lit on top of soul sand now becomes soul fire.
	<u>20w15a</u>	Soul sand is now used to craft <u>soul fire torches</u> and <u>soul campfires</u> .
	<u>20w16a</u>	Soul sand can now generate in <u>bastion remnants</u> or be found in its chests.
<u>1.16.2</u>	<u>20w28a</u>	<u>Sea pickles</u> can be placed on soul sand. Soul sand now has a $40/459$ (~8.71%) chance of being given by piglins when bartering, in a stack size of 2–8.
<u>1.19</u>	<u>Deep Dark Experimental Snapshot 1</u>	Soul sand now generate as part of <u>ancient cities</u> .
<u>1.21.6</u>	<u>25w18a</u>	Soul sand can now be used to craft <u>dried ghasts</u> .

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.12.1	build 1	 Added soul sand.	
v0.16.0	build 4	Soul sand can now be used to spawn the wither .	
Bedrock Edition			[hide]
1.5.0	beta 1.5.0.4	Soul sand now produces upward bubble columns when under water.	
1.10.0	beta 1.10.0.3	 The texture of soul sand has been changed.	
1.13.0	beta 1.13.0.9	Soul sand can now be used to play the cowbell, if they are under note blocks .	
1.16.0	beta 1.16.0.51	Soul sand now generates in the soul sand valley .	
	beta 1.16.0.57	Soul sand now has a $\frac{40}{411}$ (~9.74%) chance of being given by piglins when bartering, in a stack size of 4–16, making it renewable.	
		Soul sand is now used to craft soul fire torches .	
		Soul sand can now generate in bastion remnant or be found in its chests.	
		Soul sand now generate as a blob in soul sand valley .	
	beta 1.16.0.63	Soul sand now have their own unique sounds .	
1.19.40	Preview 1.19.40.21	Soul sand is now a full block. so it no longer sinks entities down into them slightly.	
	Preview 1.19.40.24	Soul sand is no longer a full block. It sinks entities down slightly again.	
	Preview 1.19.50.20	Soul sand has become a full block again.	
1.19.50	Preview 1.19.50.20	Soul sand is once again no longer a full block. It now sinks entities down slightly again.	
1.21.90	Preview 1.21.90.21	Soul sand can now be used to craft dried ghasts .	

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 soul sand.	
TU19	CU7	1.12	1.12	1.12			Soul sand can now be used to build the wither .	
TU69		1.76	1.76	1.76	Patch 38		Soul sand now produces upward bubble columns when under water.	
PlayStation 4 Edition								[hide]
1.90					 The texture of soul sand has been changed.			

New Nintendo 3DS Edition

New Nintendo 3DS Edition [hide]	
0.1.0	 Added soul sand.

Data history

Java Edition [hide]		
1.8	14w06a	Soul sand now uses the newly-implemented model json file <code>models/block/cube.json</code> ; previously the geometry was defined in the game code itself.
1.13	17w47a	Prior to <i>The Flattening</i> , this block's numeral ID was 88.

Issues

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

Trivia

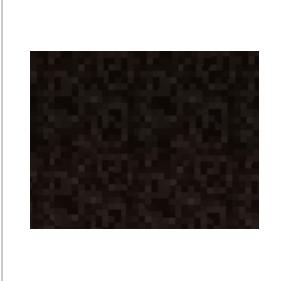
- Soul sand has inner collision boxes every eighth of a block. However, these collision boxes have an effect only if entities are clipped into soul sand.
- If a [water current](#) is pushing the player diagonally against a wall and soul sand is the block adjacent to the player's head when the current ends, it causes the player to jump.
- Just like with other blocks of less than full height that can have (flowing) water above it, riding a boat on dry soul sand into an oncoming stream of flowing water leaves the boat itself on the sand while the player character is "carved" out of the boat by the water "blade".
- Before [Village & Pillage](#), soul sand used to generate in iconic four-block-deep layers between y levels 60 and 65. It also occasionally generated on the floor of caverns and coasts of lava oceans below, only if it generated in the same column at Y=60 or above. Toward the end of Village & Pillage development, the generation range of soul sand was reduced so that it exists only below y level 34, close to the lava sea level. As a result, soul sand is much harder to find in Nethers that were generated in the 1.14 and 1.15 versions.

Gallery

Screenshots



Naturally occurring soul sand.



The first image released by Notch of soul sand.

References

1. [MC-191255](#)
2. [MC-77079](#) — resolved as "Works As Intended".
3. [MC-1448](#) — Entities standing on mud or soul sand next to lava are set on fire and take damage
4. [MC-139497](#) — Can't place rails, redstone, and other blocks that need a solid block below on Soulsand — resolved as "Fixed".
5. [MC-146928](#) — Can't place doors, rails, buttons, pressure plate, redstone, etc. on soul sand — resolved as "Fixed".
6. [MC-152207](#) — Almost no naturally generating soul sand in nether wastes; changed soul sand generation after 1.13.2 — resolved as "Works As Intended".
7. [MC-163952](#) — Soul sand above ice, packed ice, or slime blocks has no extra slow down effect anymore — resolved as "Works As Intended".
8. [MC-146928](#)
9. [MC-170836](#)

External links

- Block of the Week: Soul Sand (<https://www.minecraft.net/en-us/article/block-week-soul-sand>) – Minecraft.net on November 24, 2016

Navigation

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													[hide]
Sediment/Soil													
Misc. rock													
Ore/Mineral													

	Gold Ore (Deepslate) Nether) Iron Ore (Deepslate)
	Raw Block) Lapis Lazuli Ore (Deepslate) Nether Quartz Ore
	Redstone Ore (Deepslate)
	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
Plant	Leaves Lily Pad Mangrove Propagule Mangrove Roots
	Muddy Melon (Stem) Moss Block (Carpet) Potatoes
	Pale Hanging Moss Pale Moss Block (Carpet) Resin Clump Saplings
	Pumpkin (Carved) Stem) Seagrass (Tall) Short Dry Grass (Tall) Short Grass (Tall)
	Sugar Cane Sweet Berry Bush Vines Wheat Crops
	Hay Bale)
	Allium Azure Bluet Blue Orchid Cactus Flower Cornflower
Flower	Dandelion Eyeblossom Lilac Lily of the Valley Oxeye Daisy
	Peony Pink Petals Pitcher Plant (Crop) Poppy
	Rose Bush Spore Blossom Sunflower Torchflower (Crop)
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	Dried Ghast Kelp (Dried Block) Sea Pickle
Fauna/Related	Bee Nest Bone Block Cobweb Dragon Egg Frogspawn
	Infested Blocks Sniffer Egg Turtle Egg
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	Sculk Shrieker Sculk Vein
Fluid & Related	Lava Water (Bubble Column) Ice (Blue Packed)
	Snow (Powder Block)
	Air (Cave [JE only] Void [JE only]) Invisible Bedrock [BE & edu only]
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