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v **t** **Be** For other uses, see *Beacon* (disambiguation).

A **beacon** is a block that can be placed in view of the sky, on top of a pyramid made of valuable mineral blocks, to activate it. Once active, it projects a beam upward and can be set to provide constant status effects to all players in a radius around it. A beacon's range and available effects depend on the size of its pyramid base, between one and four layers.

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Obtaining

Breaking

A beacon can be mined successfully by hand or with any [tool](#). When destroyed by an [explosion](#), the block always drops as an [item](#).

Legend

| Block | Beacon |
|----------------------|--------------------------------------|
| Hardness | 3 |
| Breaking time (secs) | |
| Default | 4.5 |

- 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](#)

Crafting

| Name | Ingredients | Crafting recipe [hide] |
|------------------------|--|---|
| Beacon | Glass + Nether Star + Obsidian | <div><div><div><div><div><div></div><div></div><div></div></div></div><div><div><div></div><div></div><div></div></div></div><div><div><div></div><div></div><div></div></div></div></div><div><div><div></div><div></div><div></div></div></div><div><div><div></div><div></div><div></div></div></div><div><div><div></div><div></div><div></div></div></div></div><div><div><div></div></div></div></div> |

Usage

When "activated", beacon blocks provide two unique functions:

- A landmark beam reaching into the sky which is visible from far away.
- Powers, which give players status effects within a certain range.

Additionally, in [Bedrock Edition](#) beacons can also be [waterlogged](#).

Activation

In order to activate a beacon, the beacon must meet the following requirements:

- Beacons require an unobstructed view of the sky. All the blocks that let light pass through (glass, water, leaves, slabs, etc.) and bedrock (the Nether ceiling) are allowed.
- The beacon is on top of a pyramid constructed from iron blocks, gold blocks, emerald blocks, diamond blocks, and/or netherite blocks.

The type of block used is purely cosmetic, having no effect on the pyramid's power level or the range and strength of the status effect. A mixture of blocks of different types can also be used in any orientation, so long as they form a pyramid structure, like the ones listed below.

Status effect range can be improved by increasing the pyramid power level (see chart below). At level 4, the pyramid gives the option to increase the primary effect's strength to Level II in the beacon's GUI.

Pyramids

For other pyramid structures, see Pyramid.

Pyramids are the structures required to activate beacons. There are four possible pyramid heights. More pyramid levels make more powers available in a wider affected vicinity. The type of mineral block used to build the pyramid is entirely cosmetic and has no functional effect. Several different block types can be mixed without affecting functionality. If the pyramid is damaged so that the beacon deactivates, the previously-set powers resume their effects upon reactivation when the pyramid is repaired. This applies to piston-altered pyramids as well.

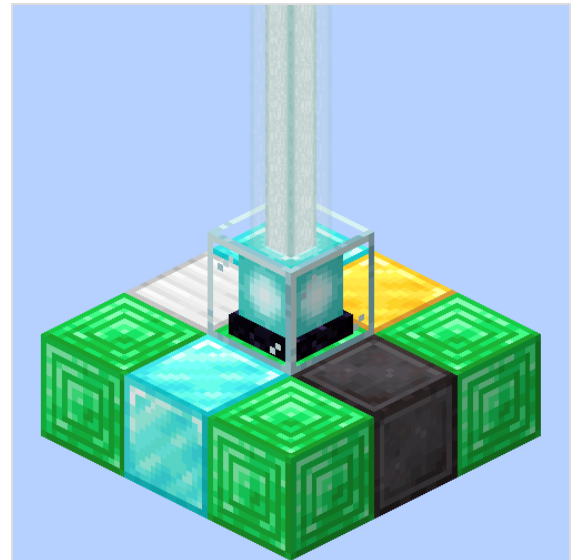
A single beacon pyramid

| Level | Mineral blocks | Materials | Layers |
|-------|----------------------------|----------------------------|----------------------------|
| 1 | 9 | 81 (1 stack + 17 items) | 3×3, beacon |
| 2 | 34 | 306 (4 stacks + 50 items) | 5×5, 3×3, beacon |
| 3 | 83 (1 stack + 19 blocks) | 747 (11 stacks + 43 items) | 7×7, 5×5, 3×3, beacon |
| 4 | 164 (2 stacks + 36 blocks) | 1476 (23 stacks + 4 items) | 9×9, 7×7, 5×5, 3×3, beacon |

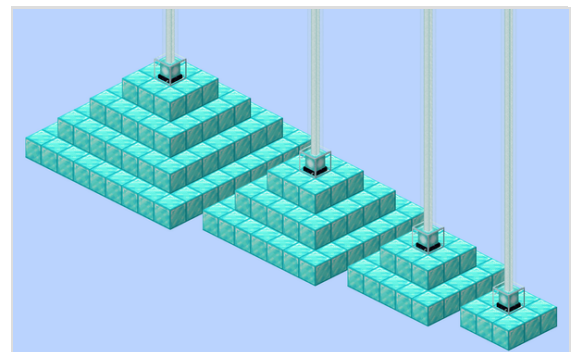
Layer 1

Layer 2

Layer 3



The beacon base can be made of the different mineral blocks combined.



The four possible pyramid arrangements when using the beacon block. From left to right the pyramid structures decrease in complexity and strength.

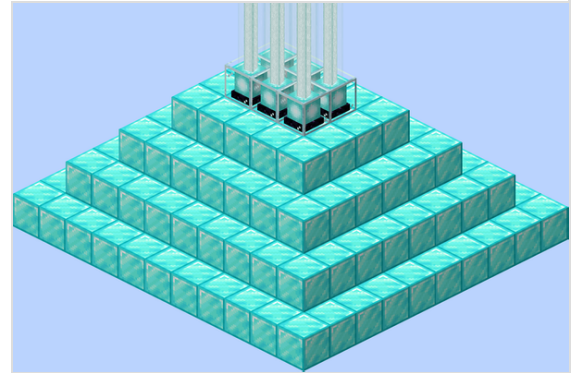
Layer 4

Layer 5

Multiple beacons can make use of the same specific mineral blocks below them. Combined pyramids do not need to be symmetrical. The image to the right shows a 6-beacon (2 by 3) pyramid. It requires a total of 244 mineral blocks, with a base layer of 10 by 11.

Multiple beacons pyramid (tier 4 can enable all buffs)

| Level | Mineral blocks | Materials | Layers |
|-------|----------------------------|-----------------------------|-------------------------------|
| 1 | 20 | 180 (2 stacks + 52 items) | 4×5, beacons |
| 2 | 62 | 558 (8 stacks + 46 items) | 6×7, 4×5, beacons |
| 3 | 134 (2 stacks + 6 blocks) | 1206 (18 stacks + 54 items) | 8×9, 6×7, 4×5, beacons |
| 4 | 244 (3 stacks + 52 blocks) | 2196 (34 stacks + 20 items) | 10×11, 8×9, 6×7, 4×5, beacons |



This six-beacon pyramid provides all six effects from a single structure using the fewest mineral blocks possible.

Beam

A vertical beam appears from a beacon if the beacon is activated, extending from the beacon block, up to height 2048.

Horizontally, the beam is visible from any loaded chunk, which can be up to 512 blocks in *Java Edition* and 2048 blocks in *Bedrock Edition*.

Colors

The color of the beam may be changed by placing blocks of stained glass or stained glass panes anywhere above the beacon block. The beam changes colors according to the colors of glass placed above it: the first block sets the beam color, while each additional block sets the color by averaging the red, green, and blue components of the current beam color and the block's color. The color values are the same as those for the corresponding dye. This also works using hardened stained glass and hardened stained glass panes.^[*Bedrock Edition* and *Minecraft Education* only] Stained glass panes have the same effect on the beam as stained glass blocks.

The resulting beam color can be found as $\vec{c} = \frac{1}{2^n} \left(\vec{c}_0 + \sum_{i=1}^n 2^{i-1} \vec{c}_i \right)$ where \vec{c}_i is the sequence of glass colors (\vec{c}_0 corresponds to the lowest block and \vec{c}_n to the highest one).

Beacon beams cannot go through most blocks, but can go through bedrock (to allow beacons to be used in the Nether) and end portal frames.

Calculate glass sequence for a beacon beam color

[←](#)
[Edition](#)
[Bedrock Edition](#)

Color:

Sequence: ☐ #f9fffe

dE = 0.00



Powers

See also: *Effect*

Once the beacon is emitting a beam, it can then be *fed* one iron ingot, gold ingot, emerald, diamond, or netherite ingot to select the status effects given to players within range of the beacon. This is done through the beacon's GUI, displayed by pressing use while looking at the beacon block. It doesn't matter which of the items is fed into the beacon.

In the GUI, the player places the item to be fed in the empty slot and clicks an effect from the "Primary Power" section on the left. If the beacon is sitting on a 4-level pyramid, the "Secondary Power" section on the right also becomes active. The player can then choose either to turn on the Regeneration power in addition to the Primary Power or to raise the primary power to Level II. The user clicks the "Done" button (green checkmark), the item is consumed, and the power(s) become activated, with the outline of the effect on the HUD being blue. To change the beacon's powers, this process must be followed again, consuming another ingot or gem.



The GUI shown when pressing use on the block.

If the pyramid is broken, effects deactivate or weaken depending on the level of the pyramid that is no longer complete. Upon restoration of the pyramid, the originally selected power returns without the need to spend another item. If a smaller pyramid is upgraded, the effect range increases to that of the new pyramid without the need of reactivating it, however upgrading to level 4 does not modify the effect power (to increase the power, the player must use the beacon's GUI).

The five primary powers are:

- Speed I: Increased movement speed.
- Haste I: Increased mining and attack speed.
- Resistance I: Decreased nearly all incoming damage (2-level pyramid required).
- Jump Boost I: Increased jumping distance and height (2-level pyramid required).
- Strength I: Increased melee damage (3-level pyramid required).

The secondary powers only available with a 4-level pyramid are:

- Regeneration I: Regenerates health.

- Increasing the primary power to level II.

In *Java Edition*, it is also possible to combine two different primary Level I powers:

- select a primary power in the left panel
- select the Level II option in the right panel
- select the second desired power back in the left panel

Only one of the two powers appears to be selected, although both effects are active.^[1]

Every 4 seconds, the selected powers are applied with a duration of 9 seconds, plus 2 seconds per pyramid level, to all players in range. Thus, when powers are changed or a player travels outside the area of effect, the powers persist for 5–9 seconds, or 13–17 seconds with a full pyramid.

Range

The beacon affects an area in the shape of a square column, which reaches downward and out to each side at a range determined by the size of the pyramid base (see table below), and upward a distance of that range + the height of this dimension blocks.

The effect duration from the beacon is also determined by the size of the pyramid base (9 + Pyramid size × 2).

The range of the beacon effect is limited by the simulation distance. As such, on simulation distance of 4 with a level 4 pyramid, the effect does not reach the chunks on the corners of the beacon range.

The distance from the player to the beacon block does not affect the intensity of the status effect.

Beacon Pyramid Effects in *Java Edition*:

| Pyramid size (levels) | Effect radius excluding beacon (blocks) | Effect duration (seconds) |
|-----------------------|---|---------------------------|
| 1 | 20 | 11 |
| 2 | 30 | 13 |
| 3 | 40 | 15 |
| 4 | 50 | 17 |

Beacon Pyramid Effects in *Bedrock Edition*:

| Pyramid size (levels) | Effect radius excluding beacon (blocks) | | Effect duration (seconds) |
|-----------------------|---|--------------|---------------------------|
| | South & East | North & West | |
| 1 | 20 | 21 | 10 |
| 2 | 30 | 31 | 12 |
| 3 | 40 | 41 | 14 |
| 4 | 50 | 51 | 16 |

Light source

Beacon blocks can function as light sources, emitting a light level 15. Like other light sources, they melt

snow and ice. A beacon produces this light even when it doesn't emit a beam.

Piston interactivity

Beacons cannot be pushed nor pulled by pistons or sticky pistons.

Sounds

Generic

Java Edition:

| <div><div></div>stone sound type</div> <div>[hide]</div> | | | | | | | | |
|--|----------------------------|------------------|---|-------------------|-----------------------------------|--------|-------|----------------------|
| Sound | Closed captions | Source | Description | Identifier | Translation key | Volume | Pitch | Attenuation distance |
| | Block broken | Blocks | Once the block has broken | block.stone.break | subtitles.block.generic.break | 1.0 | 0.8 | 16 |
| | Block placed | Blocks | When the block is placed | block.stone.place | subtitles.block.generic.place | 1.0 | 0.8 | 16 |
| | Block breaking | Blocks | While the block is in the process of being broken | block.stone.hit | subtitles.block.generic.hit | 0.25 | 0.5 | 16 |
| | Something falls on a block | Entity-Dependent | Falling on the block with fall damage | block.stone.fall | subtitles.block.generic.fall | 0.5 | 0.75 | 16 |
| | Footsteps | Entity-Dependent | Walking on the block | block.stone.step | subtitles.block.generic footsteps | 0.15 | 1.0 | 16 |

Bedrock Edition:

 **glass sound type**[\[hide\]](#)

| Sound | Closed captions <i>[upcoming: BE 26.0]</i> | Source | Description | Identifier | Translation key <i>[upcoming: BE 26.0]</i> | Volume | Pitch |
|-------|--|---------------|---|-------------------|--|---------------|--------------|
| | ? | Blocks | Once the block has broken | random.glass | ? | 1.0 | 0.8-1.0 |
| | ? | Blocks | When the block is placed | dig.stone | ? | 1.0 | 0.8-1.0 |
| | ? | Blocks | While the block is in the process of being broken | hit.stone | ? | 0.4 | 0.6 |
| | ? | Players | Falling on the block with fall damage | fall.stone | ? | 0.4 | 1.0 |
| | ? | Players | Walking on the block | step.stone | ? | 0.3 | 1.0 |
| | ? | Blocks | Jumping from the block | jump.stone | ? | 0.12 | 1.0 |
| | ? | Blocks | Falling on the block without fall damage | land.stone | ? | 0.22 | 1.0 |

Unique

Java Edition:

Sounds[\[hide\]](#)

| Sound | Closed captions | Source | Description | Identifier | Translation key | Volume | Pitch | Attenuation distance |
|-------|---|---------------|---|---|---|---------------|--------------|-----------------------------|
| | Beacon activates | Blocks | When a beacon activates | block.beacon.activate | subtitles.block.beacon.activate | 1.0 | 1.0 | 16 |
| | Beacon hums | Blocks | Randomly while active | block.beacon.ambient | subtitles.block.beacon.ambient | 0.9 | 1.0 | 7 |
| | Beacon deactivates | Blocks | When a beacon turns off or is broken ^{[sound 1]} | block.beacon.deactivate | subtitles.block.beacon.deactivate | 1.0 | 1.0 | 16 |
| | Beacon power selected | Blocks | When a beacon's power is switched | block.beacon.power_select | subtitles.block.beacon.power_select | 1.0 | 1.0 | 16 |
| | Chest locked ^{[sound 2]} | Blocks | When a player attempts to open a beacon locked using the Lock tag | block.chest.locked ^{[sound 2]} | subtitles.block.chest.locked ^{[sound 2]} | 1.0 | 1.0 | 16 |

- MC-153086 — Beacons always play deactivating sound when broken, even when not powered
- MC-98316 — Wrong subtitles caused by missing distinction


Bedrock Edition:


| Sounds [hide] | | | | | | | |
|----------------------------|--|--------|-----------------------------------|-------------------|---|--------|-------|
| Sound | <div>Closed captions</div> <div>[<i>upcoming: BE 26.0</i>]</div> | Source | Description | Identifier | Translation key <div>[<i>upcoming: BE 26.0</i>]</div> | Volume | Pitch |
| | ? | Blocks | When a beacon activates | beacon.activate | ? | 1.0 | 1.0 |
| | ? | Blocks | Randomly while active | beacon.ambient | ? | 1.0 | 1.0 |
| | ? | Blocks | When a beacon turns off | beacon.deactivate | ? | 1.0 | 1.0 |
| | ? | Blocks | When a beacon's power is switched | beacon.power | ? | 1.0 | 1.0 |

Data values


ID

Java Edition:


| Name | Identifier | Form | Translation key [hide] |
|--|------------|--------------|-------------------------------------|
|  Beacon | beacon | Block & Item | block.minecraft.beacon |

| Name | Identifier [hide] |
|--|--------------------------------|
|  Block entity | beacon |

Bedrock Edition:

| Name | Identifier | Numeric ID | Form | Item ID ^[i 1] | Translation key [hide] |
|--|------------|------------|---|---|-------------------------------------|
|  Beacon | beacon | 138 | Block & Giveable Item ^[i 2] | Identical ^[i 3] | tile.beacon.name |

- ID of block's direct item form, which is used in savegame files and addons.
- Available with /give command.
- The block's direct item form has the same ID as the block.

| Name | Savegame ID [hide] |
|--|---------------------------------|
|  Block entity | Beacon |

Block data

A beacon has a block entity associated with it that holds additional data about the block.

Java Edition:

See also: *Block entity format*

Block entity data

Tags common to all block entities

CustomName: Optional. The name of this container in JSON text component, which appears in its

GUI where the default name ordinarily appears. Is not preserved when removed.

lock: Optional. An item predicate representing the "key" to open this container.

item predicate


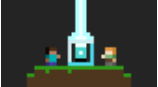
primary_effect: Optional. The primary effect selected, see [Potion effects](#) for resource locations. Cannot be set to an effect that beacons do not normally use. Although Regeneration cannot normally be chosen as the primary effect, setting this value to `minecraft:regeneration` works and even allows Regeneration II to be chosen as the secondary via the normal beacon GUI.

secondary_effect: Optional. The secondary effect selected, see [Potion effects](#) for resource locations. Cannot be set to an effect that beacons do not normally use. When set without a primary effect, does nothing. When set to the same as the primary, the effect is given at level 2 (the normally available behavior for 5 effects). When set to a different value than the primary (normally only Regeneration), gives the effect at level 1.





Bedrock Edition:

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

Achievements

| <div>[hide]</div> | | | | | | |
|--|--|--------------------------------|---|---|-------------------|------------------|
| Icon | | Achievement | In-game description | Actual requirements (if different) | Gamerscore earned | Trophy type (PS) |
| PS4 | Other | | | | | |
|  |  | The Beaconator | Create and fully power a Beacon | Be within a 20×20×14 cuboid centered on the pyramid when the beacon block realizes it is fully powered. | 60 | Gold |










Advancements




| Icon | Advancement | In-game description | Actual requirements (if different) [hide] |
|---|------------------------------|---|---|
|  | <u>Bring Home the Beacon</u> | Construct and place a Beacon | Be within a 20×20×14 cuboid centered on a <u>beacon</u> block when it realizes it has become powered. |
|  | <u>A Furious Cocktail</u> | Have every potion effect applied at the same time | Have <i>all</i> of these 17 status <u>effects</u> applied to the player at the same time: [show] The source of the effects is irrelevant for the purposes of this advancement. Other status effects may be applied to the player, but are ignored for this advancement. |
|  | <u>Beaconator</u> | Bring a Beacon to full power | Be within a 20×20×14 cuboid centered on a <u>beacon</u> block when it realizes it is being powered by a size 4 pyramid. |
|  | <u>How Did We Get Here?</u> | Have every effect applied at the same time | Have <i>all</i> of these 34 status <u>effects</u> applied to the player at the same time: [show] The source of the effects is irrelevant for the purposes of this advancement. Other status effects may be applied to the player, but are ignored for this advancement. <i>See also: <u>Tutorial:Advancement guide/Nether tab § How Did We Get Here?</u></i> <i>This is a hidden advancement, meaning that it can be viewed by the player only after completing it, regardless of if its child advancement(s), if any, have been completed.</i> |

Videos



History

Java Edition



| <i>Java Edition</i> [hide] | | |
|---|---|--|
| 1.4.2 | <u>12w32a</u> |  Added a block named "Work in Progress". |
| | |  "Work in Progress" can produce beams. |
| | <u>12w34a</u> | "Work in Progress" has been removed from the <u>Creative inventory</u> . |
| | <u>12w36a</u> | "Work in Progress" has been renamed to "Beacon". |
| | | Beacons can be found in the Creative inventory again. |
| | | Beacons are now <u>craftable</u> . |
| | |  The texture of beacons has been changed. |
| | <u>12w38a</u> |  The texture of beacons has been changed, again. |
| | |  The beacon beam has been changed from a semi-transparent smooth beam (which conflicted with water transparency), to  a pattern with 0% transparency. |
| | <u>12w40a</u> |  The texture of beacons has been changed, again. |
| | |  The beacon beam has been changed  again. |
| | <u>12w40b</u> | The beacon beam no longer glitches at tiny and short render distance. |
| <u>1.5</u> | <u>13w05a</u> | The effect range of beacons has been increased from 16/24/32/40 <u>blocks</u> to 20/30/40/50 blocks. |
| | | Beacon effects now extend up to the world height limit (Y=256). |
| <u>1.6.1</u> | <u>13w23a</u> | With the <u>Regeneration</u> effect being nerfed slightly, the same <u>status effect</u> produced from beacons has been nerfed slightly too. |
| | <u>13w24a</u> | The beacon "crystal" texture, used from 12w36a to 12w37a, has been removed as per the resource pack reform. |
| <u>1.7.2</u> | <u>13w36a</u> | The player can now achieve the <u>Beaconator</u> achievement by placing a beacon on a level-4 pyramid of specific mineral <u>blocks</u> . |
| 1.8 | <u>14w29a</u> | Beacons now display the cracking animation when being broken. |
| | August 5, 2014 (https://twitter.com/Dinnerbone/status/496649440896503808) | Dinnerbone tweets a screenshot containing a colored beacon beam. The color appears to change when the beam passes through <u>stained glass</u> . |
| | <u>14w32a</u> | The light of beacons now changes as it goes through stained glass. |
| | August 7, 2014 (https://twitter.com/Dinnerbone/status/497367641900609536) | Dinnerbone tweets that the beacon beam can now pass through <u>blocks</u> that block <u>light</u> slightly. |
| | <u>14w32b</u> | Beacon beams now show if they are going through a block that doesn't completely block light rather than partially block light. This allows beacon beams to go through <u>water</u> and <u>lava</u> . Beacons in <u>the Nether</u> and <u>the End</u> now check for <u>blocks</u> and render the beam only up to the world height (Y=127). |

| | | |
|---------------|----------------------|--|
| | | Beacon beams now immediately update when blocks above the beacon are changed. This applies to the beam appearing, disappearing and changing color. Previously it could sometimes take a few seconds. |
| 1.8.2 | <u>pre5</u> | <u>Bedrock</u> no longer obstructs beacon activation or beams. |
| | | Beacons in the <u>Nether</u> and the <u>End</u> now check and use the full build height (Y=255) rather than the world height (Y=127). |
| 1.9 | <u>15w31a</u> | Beacons now generate naturally in <u>end ships</u> . |
| | <u>15w32c</u> | Beacons no longer generate in end ships and have been replaced by <u>pumpkins</u> . |
| | <u>15w47a</u> | Beacons no longer drop their contents when broken or when the interface is exited. |
| | | Beacons are now able to interact with <u>hoppers</u> . |
| | <u>15w47b</u> | The beacon effect duration now increases with pyramid level (it was formerly a constant 9 seconds). |
| | <u>15w49a</u> | Beacons once again drop their contents when broken or when the interface is exited (as they had before 15w47a). |
| | | Beacons can no longer interact with <u>hoppers</u> (as they had since 15w47a). |
| | <u>16w02a</u> | Beacons now immediately activate when placed on valid pyramids. |
| | <u>16w03a</u> | Beacons no longer immediately activate when placed on valid pyramids. |
| 1.13 | <u>18w19a</u> | Beacons now produce <u>sounds</u> . |
| | <u>18w21a</u> | The <u>rarity</u> of beacons has been changed from "Common" to "Rare". |
| 1.14 | <u>18w43a</u> |  The texture of beacons has been changed. |
| | |  Due to the change of the texture of beacons, the look of the beacon pyramid has been changed. |
| | <u>18w44a</u> |  The texture of beacons has been changed, once again. |
| | <u>19w14a</u> | Beacon beam no longer stops at the build height limit. |
| 1.15 | <u>19w41a</u> | Beacon beams are no longer visible from the inside. |
| 1.16 | <u>20w07a</u> | Beacons can now be activated with <u>netherite blocks</u> . |
| | | Beacons can now be "fed" using <u>netherite ingots</u> . |
| | | The texture of the UI of beacons has been changed. |
| | | Beacons are now <u>renewable</u> , as <u>soul sand</u> , one of the blocks used to construct <u>withers</u> , is now renewable through <u>bartering</u> . |
| 1.17 | <u>21w07a</u> | Beacon beams are now visible up to 1343 blocks away from the source instead of 256 blocks. |
| 1.21.5 | <u>25w05a</u> | Beacon beams now render beyond 16 chunks, up to the player's render distance. |
| | | Beacon beams now appear thicker when further away so that they remain visible. |
| | | Beacon beams are now 2048 blocks high, from 1024. |

Bedrock Edition

| Pocket Edition Alpha | | | [hide] |
|----------------------|---------------------------|--|--------|
| v0.16.0 | build 4 |  Added beacons. | |
| | | Unlike other editions, beacons conduct <u>redstone</u> . | |
| Bedrock Edition | | | [hide] |
| <u>1.2.0</u> | <u>beta 1.2.0.2</u> | Beacon beams now change colors when shining through <u>stained glass</u> or <u>stained glass panes</u> . | |
| <u>1.5.0</u> | <u>beta 1.5.0.4</u> | Beacons now produce <u>sounds</u> . | |
| <u>1.10.0</u> | <u>beta 1.10.0.3</u> |  The texture of beacons has been changed. | |
| 1.16.0 | <u>beta 1.15.0.51</u> | The beam color can now be mixed with several different stained glass colors. | |
| | <u>beta 1.16.0.57</u> | Beacons can now be activated with <u>netherite blocks</u> . | |
| | | Beacons can now be "fed" using <u>netherite ingots</u> . | |
| | | The texture of the UI of beacons has been changed. | |
| 1.21.30 | <u>Preview 1.21.30.21</u> | The <u>rarity</u> of beacons has been changed from "Common" to "Rare" to match <i>Java Edition</i> . | |
| | <u>Preview 1.21.30.23</u> | Beacons no longer conduct <u>redstone</u> . | |
| <u>1.21.70</u> | <u>Preview 1.21.70.20</u> | Beacon beams are now visible when a <u>player</u> moves over 70 blocks away from them. | |
| <u>1.21.90</u> | <u>Preview 1.21.90.26</u> | Beacons now render from any chunk loaded in worlds opened in at least 1.21.90. | |

Legacy Console Edition

| Legacy Console Edition | | | | | | | [hide] |
|------------------------|-------------|-------------|-------------|-------------|-----------------|--------------|--|
| Xbox 360 | Xbox One | PS3 | PS4 | PS Vita | Wii U | Switch | |
| <u>TU19</u> | <u>CU7</u> | <u>1.12</u> | <u>1.12</u> | <u>1.12</u> | <u>Patch 1</u> | <u>1.0.1</u> |  Added beacons. |
| <u>TU25</u> | <u>CU14</u> | <u>1.17</u> | <u>1.17</u> | <u>1.17</u> | | | Beacon beams now change colors when shining through <u>stained glass</u> or <u>stained glass panes</u> . |
| <u>TU31</u> | <u>CU19</u> | <u>1.22</u> | <u>1.22</u> | <u>1.22</u> | <u>Patch 3</u> | | The vertical range of beacon has been nerfed to match horizontal range. |
| <u>TU46</u> | <u>CU36</u> | <u>1.38</u> | <u>1.38</u> | <u>1.38</u> | <u>Patch 15</u> | | The beacon effect duration now increases with pyramid level (it was formerly a constant 9 seconds). |
| <u>TU69</u> | | <u>1.76</u> | <u>1.76</u> | <u>1.76</u> | <u>Patch 38</u> | | Beacons now produce <u>sounds</u> . |
| | | | <u>1.90</u> | | | |  The texture of beacons has been changed. |

New Nintendo 3DS Edition

New Nintendo 3DS Edition [hide]

1.3.12



Added beacons.

Data history

Java Edition

[hide]

| | | |
|----------------------|----------------------|--|
| <u>1.9</u> | <u>15w47a</u> | A new tag, ^{[<i>verify</i>]} <code>PaymentItem</code> , now stores the sacrifice item within the beacon's <code>block entity</code> data. |
| | <u>15w49a</u> | The <code>PaymentItem</code> tag has been removed (introduced in 15w47a). |
| <u>1.11</u> | <u>16w32a</u> | The block entity ID has been changed from <code>Beacon</code> to <code>beacon</code> . |
| <u>1.13</u> | <u>17w47a</u> | Prior to <i>The Flattening</i> , this block's numeral ID was 138. |
| <u>1.20.2</u> | <u>23w32a</u> | The integer <code>Primary</code> and <code>Secondary</code> NBT formats for beacon have changed to string <code>primary_effect</code> and <code>secondary_effect</code> . |

Issues

Issues relating to "Beacon" 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%22Beacon%22%29%20ORDER%20BY%20resolution%20DESC%29>).

Trivia

- The texture of the beacon is 16×16 but renders only the 10×10 area in the center.
- It is possible to see the beacon beam on the bottom of an activated beacon.^[2]
- A fully powered beacon can fit within the upper level of the [desert pyramid](#) with the beacon's beam perfectly being placed in the hole at the top.



The map icon texture is hidden in the transparent part of the beacon beam texture in [Java Edition 12w38a](#).

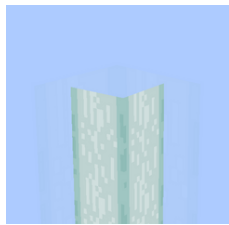
Gallery

Renders



A beacon with all of the blocks that can power beacons.

Screenshots



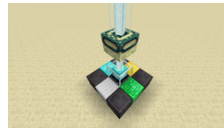
The top of a beacon's beam.



A view from inside the beacon until [Java Edition 19w41a](#).



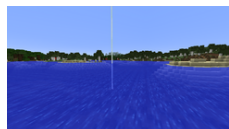
Two beams from a beacon, one passing through glass and the other through a beacon block.



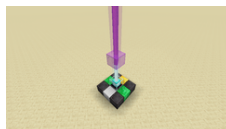
Beacon beam going through an [end portal frame](#) block.



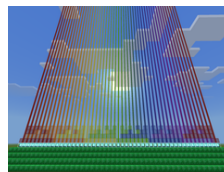
The first image of a colored beacon, tweeted by Nathan Adams.



The first image of an underwater beacon, tweeted by Nathan Adams.



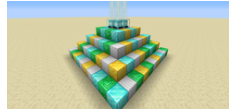
The beacon's light changing as it passes through magenta stained glass.



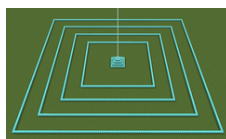
The full visible light spectrum created by colored beacons.



A grayscale spectrum.



A beacon is still functional when the pyramid is made of different [blocks](#).



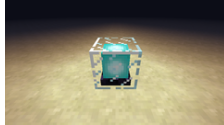
A visualization of the effects range for each level. At level 4, the area affected is 101×101 blocks.



A colored beacon beam in *Bedrock Edition*.

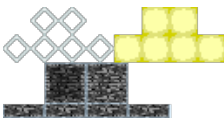


One of the many uses for the beacon.



The texture of the beacon used from Java Edition 12w40a until the Texture Update.

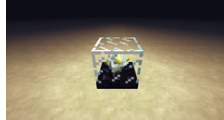
Development images



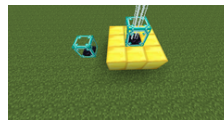
The texture file for the beacon in Java Edition 12w36a was laid out almost identically to that of the end crystal.



First image released by Jeb.



The **old** texture from Java Edition 12w36a of the beacon.



The **old** texture from Java Edition 12w38a displaying the powered and the non-powered beacon.

In other media



Sunny posing in front of a rainbow of beacons, clad in trimmed armor.^[3]

References

- MC-174630 — Secondary beacon effect remains when switching primary effect

- ## See also

- ## Navigation

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| | |
|-----------------------------|--|
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