

# Trapped Chest

Not to be confused with [Locked chest](#).

A **trapped chest** is a type of [chest](#) that functions almost identically, but has a red-tinted latch and produces [redstone power](#) while open.

Like normal chests, two trapped chests can merge into a **large trapped chest** if placed next to each other.

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### Issues

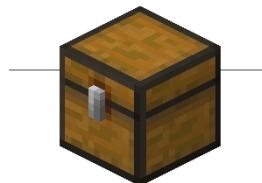
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### Trapped Chest

[Trapped Chest](#) Large Trapped Chest



**Renewable** Yes

**Stackable** Yes (64)



**Blast resistance** 2.5

**Hardness** 2.5

**Luminous** No

**Transparent** Yes

**Waterloggable** Yes

**Flammable** No

**Catches fire from lava** No

**Map color (JE)**  13 WOOD

## Navigation

# Obtaining

## Breaking

Trapped chests can be broken with any [tool](#), but axes are the fastest. Items contained in the chest are dropped when the chest is broken. If one half of a large trapped chest is destroyed, the corresponding items from the destroyed trapped chest are dropped and the remaining trapped chest continues to function as a small trapped chest.

<b>Block</b>	 <b>Trapped Chest</b>
<b>Hardness</b>	2.5
<b>Tool</b>	
<b>Breaking time (sec)<sup>[A]</sup></b>	
<b>Default</b>	3.75
 <b>Wooden</b>	1.9
 <b>Stone</b>	0.95
 <b>Copper</b>	0.75
 <b>Iron</b>	0.65
 <b>Diamond</b>	0.5
 <b>Netherite</b>	0.45
 <b>Golden</b>	0.35

## Legend

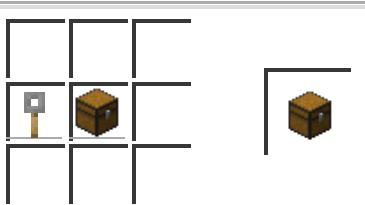
- incorrect tool, drops nothing
- correct tool, drops nothing or something other than the block itself
- correct tool, drops the block itself
- *italicized* can be [instant mined](#)

1. These durations ignore other influential factors (e.g., [Mining Fatigue](#)) and are measured in seconds. For more information, see [Breaking § Speed](#).

## Natural generation

Trapped chests naturally generate in "fake end portal rooms" in [woodland mansions](#). They always contain two [ender pearls](#) and activate the two nearby [TNT](#) blocks when opened.

## Crafting

Ingredients	<a href="#">Crafting recipe</a>	[hide]
<a href="#">Tripwire Hook</a> + <a href="#">Chest</a>		

## Usage

Trapped chests can be used as containers and as [redstone components](#).

To place a trapped chest, [place](#) the face of a block adjacent to the space the trapped chest should occupy.

Placing two adjacent trapped chests side-by-side typically joins them to create a large trapped chest. To avoid them joining and instead place two single trapped chests side by side, a player may sneak while placing the second trapped chest [*Java Edition only*], or place the second trapped chest facing a different direction from the first one. Alternately, normal chests do not combine with trapped chests.

Trapped chests can be moved by pistons. [*Bedrock Edition only*] Water and lava flow around without affecting them. Lava can create fire in air blocks next to trapped chests as if they were flammable, but the chests do not burn (and cannot be burned by other methods either).

Trapped chests can also activate buried TNT, destroying themselves, their contents and any mobs or players near them. They need to be opened twice for the TNT to be activated.

## Container

A single trapped chest has 27 slots of inventory space, and a large trapped chest has 54 slots of inventory space. In a large trapped chest, the top three rows in the interface correspond to the western or northern chest block and the bottom three to the southern or eastern chest block.

To open the trapped chest GUI, use the Use Item control. To move items between the trapped chest inventory and the player inventory or hotbar while the trapped chest GUI is open, drag or shift-click the items. To exit the trapped chest GUI, use the Esc control.

By default, the GUI of a trapped chest is labeled "Chest" and the GUI of a large trapped chest is labeled "Large Chest." A trapped chest's GUI label can be changed by naming the trapped chest in an anvil before placing it, or by using the /data command [*Java Edition only*] (for example, to label a trapped chest at (0,64,0) "Loot!", use `/data merge block 0 64 0 {CustomName:'"Loot!"'}`). If half of a large trapped chest is renamed, that name is used to label the GUI of the entire large trapped chest, but if the named half is destroyed, the other half reverts to the default label. If both halves of a large trapped chest have different names, the GUI label takes the name of the northernmost or westernmost half of the large trapped chest depending on its orientation (the half with the lowest coordinate in the appropriate axis).

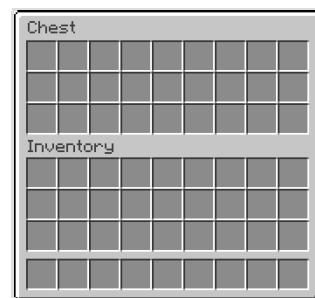
A trapped chest can be "locked" by setting the trapped chest's lock tag. If a trapped chest's lock tag is not blank, the trapped chest cannot be opened except by players holding an item with the same name as the lock tag's text. A trapped chest's lock tag can be set or unset with the data command. For example, to lock a trapped chest at (0,64,0) so that only players holding an item named "Alice's Key" can open the trapped chest, use `data merge block 0 64 0 {lock:{components:{"custom_name":"Alice's Key"}}}`.

## Redstone component

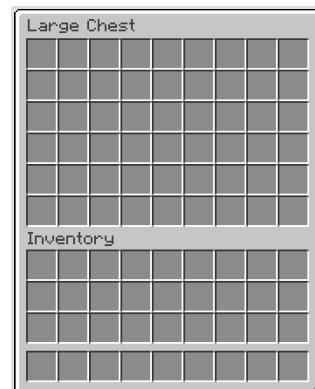
See also: [Redstone circuit](#)

Trapped chests can be used to detect when they have been opened by players or copper golems.

A trapped chest is inactive while not being accessed, but activates when accessed by a player or copper golem. Accessing either part of a large trapped chest activates both halves of the large trapped chest. Other mobs cannot access/activate trapped chests, and trapped chest is not activated by items moving into or out of it by droppers or hoppers.



The GUI of a trapped chest.



The GUI of a large trapped chest.

While active, a trapped chest:

- powers any adjacent redstone dust, including beneath the trapped chest, to a power level equal to the number of players or copper golems accessing the trapped chest at once (maximum 15)
- powers any adjacent redstone repeaters facing away from the trapped chest to power level 15
- strongly powers any full solid opaque block (stone, dirt, block of gold, etc.) beneath the trapped chest to a power level equal to the number of players or copper golems accessing the trapped chest (maximum 15)
- activates any adjacent mechanism components, including above or below, such as pistons, redstone lamps, etc. Due to hoppers being locked by redstone activation, hoppers below a trapped chest do not take items from it while it is open.



Chests (*left*) and trapped chests (*right*) can be placed next to each other. Redstone dust configures itself to point toward trapped chests, but not toward regular chests.

An active trapped chest does *not* power any adjacent redstone comparators facing away from it. Redstone comparators can measure the block state of the trapped chest, producing a power level from 0 to 15 proportional to how full the trapped chest is. Anything else powered by an active trapped chest (including a block beneath it) can power redstone comparators normally.

## Piglins

Piglins become hostile toward players who open, break or interact with trapped chests.

## Fuel

Trapped chests can be used as a fuel in furnaces, smelting 1.5 items per chest.

## Note blocks

Trapped chests can be placed under note blocks to produce "bass" sound.

## Christmas chest

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 This feature is exclusive to *Java Edition*.

As with normal chests, on December 24, 25, and 26, trapped chests and large trapped chests have their textures changed to Christmas chests that look like presents. This makes normal and trapped chests impossible to identify unless a player places redstone dust or uses the debug screen.



## Sounds

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## Generic

### Java Edition:

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

### Bedrock Edition:

Wood sound type								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	Block broken	Blocks	Once the block has broken	dig.wood	subtitles.block.generic.break	1.0	0.8-1.0	
	Block broken	Blocks	When the block is placed	dig.wood	subtitles.block.generic.break	1.0	0.8	
	Block breaking	Blocks	While the block is in the process of being broken	hit.wood	subtitles.block.generic.hit	0.23	0.5	
	Footsteps	Players	Falling on the block with fall damage	fall.wood	subtitles.block.generic.footsteps	0.4	1.0	
	Footsteps	Players	Walking on the block	step.wood	subtitles.block.generic.footsteps	0.3	1.0	
	Footsteps	Blocks	Jumping from the block	jump.wood	subtitles.block.generic.footsteps	0.12	1.0	
	Footsteps	Blocks	Falling on the block without fall damage	land.wood	subtitles.block.generic.footsteps	0.18	1.0	

## Unique

### Java Edition

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Chest closes	Blocks	When a trapped chest closes	block.chest.close	subtitles.block.chest.close	0.5	0.9-1.0	16	
	Chest opens	Blocks	When a trapped chest opens	block.chest.open	subtitles.block.chest.open	0.5	0.9-1.0	16	
	Chest locked [sound 1]	Blocks	When a player attempts to open a trapped chest locked using the <b>lock</b> tag	block.chest.locked [sound 1]	subtitles.block.chest.locked [sound 1]	1.0	1.0	16	

1. MC-98316 — Wrong subtitles caused by missing distinction

*Bedrock Edition:*

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
?		Blocks	When a chest closes	random.chestclosed	?	0.5	0.9-1.0	
?		Blocks	When a chest opens	random.chestopen	?	0.5	0.9-1.0	

## Data values

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### ID

*Java Edition:*

Name	Identifier	Form	Block tags	Translation key	[hide]
Trapped Chest	trapped_chest	Block & Item	guarded_by_piglins	block.minecraft.trapped_chest	

Name	Identifier	[hide]
Block entity	trapped_chest	

*Bedrock Edition:*

Name	Identifier	Numeric ID	Form	Item ID <sup>i 1</sup>	Block tags	Translation key
Trapped Chest	trapped_chest	146	Block & Giveable Item <sup>i 2</sup>	Identical <sup>i 3</sup>	minecraft:is_axe_item_destructible	tile.trapped_chest.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.

Name	Savegame ID	[hide]
Block entity	Chest	

## Block states

See also: [Block states](#)

*Java Edition:*

Name	Default value	Allowed values	Description	[hide]
facing	north	east north south west	The direction the chest's latch is on. The opposite from the direction the player faces when placing a chest.	
type	single	left right single	The direction the chest has a connection with.	
waterlogged	false	false true	Whether or not there's water in the same place as this chest.	

*Bedrock Edition:*

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description	[hide]
minecraft:cardinal_direction	Not Supported	north	east north south west	Unsupported	The direction the chest's latch is on. The opposite from the direction the player faces when placing a chest.	

## Block data

Every trapped chest has a [block entity](#) associated with it that holds additional data about the trapped chest.

*Java Edition:*

See also: [Block entity format](#)

Block entity data

**Tags common to all block entities**

**Tags common to all objects that can be renamed**

**Items:** List of items in this container.

: An item, including the slot tag. Chest slots are numbered 0-26, 0 starts in the top left corner.

**An item**

**Tags common to all containers that can be locked**

**Tags common to all objects that use loot tables to produce items**

**gold:** Exists only in the april fools snapshot [23w13a\\_or\\_b](#). Optional. When set to anything but 0, turns the chest into a golden chest.

*Bedrock Edition:*

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

## Videos

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## History

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### **Java Edition**

		<i>Java Edition</i>	[hide]
1.5	<a href="#">13w01a</a>	 Added trapped chests.	
	<a href="#">13w02a</a>	Trapped chests have been moved from the Redstone section to the Decoration Blocks section in the <a href="#">Creative inventory</a> .	
	<a href="#">13w02b</a>	Trapped chests now strongly power a block beneath them.	
	<a href="#">1.8</a> <a href="#">14w29a</a>	Trapped chests now show the cracking animation.	
		  Trapped chests now look like presents between December 24 and 26 to suit <a href="#">Christmas</a> .	
1.9	<a href="#">15w31a</a>	Trapped chests now have their item model rotated, to have the front face in view of the player.	
	<a href="#">15w43a</a>	Loot tables have been added; trapped chests now can use loot tables.	
	<a href="#">15w49a</a>	Trapped chests have been moved from the Decoration Blocks section to the Redstone section in the <a href="#">Creative inventory</a> , like they were in <a href="#">13w01a</a> .	
	<a href="#">16w05a</a>	The <a href="#">crafting</a> recipe for trapped chests is now shapeless. <a href="#">Old recipe</a> <a href="#">[show]</a>	
<a href="#">1.11</a> <a href="#">16w39a</a>		Trapped chests now generate in <a href="#">woodland mansions</a> .	
1.13	<a href="#">17w47a</a>	Trapped chests can now be put directly next to their large variant instead of requiring one block between them.	
		Crouching while placing a trapped chest now makes it try to connect only to the clicked block.	
	<a href="#">18w10c</a>	<a href="#">Water</a> can now be placed on the same block as trapped chests.	
<a href="#">1.15</a> <a href="#">19w39a</a>		The trapped chest texture layout has been changed.	

### **Bedrock Edition**

Pocket Edition Alpha								
		[hide]						
v0.13.0	build 1		Added trapped chests.					
v0.14.0	build 1		Trapped chests can now form large trapped chests.					
v0.15.0	build 1	Trapped chests can now be moved by pistons.						
Pocket Edition								
1.1.0		alpha 1.1.0.0	Trapped chests now naturally generate in woodland mansions.					
Bedrock Edition								
1.4.0	Water can now be placed on the same block as trapped chests.							

## Legacy Console Edition

Legacy Console Edition							
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	[hide]
TU19	CU7	1.12	1.12	1.12	Patch 1	1.0.1	  Added trapped chests.
TU32	CU20	1.23	1.23	1.23	Patch 3		Trapped chests now display a cracking animation.
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Trapped chests now generate in woodland mansions.
TU62	CU52	1.66	1.66	1.66	Patch 31	1.0.12	Pistons can now move small trapped chests but only if the new position would have been valid for players to place a new chest. This limitation can however be bypassed by moving the chests simultaneously.
TU63	CU53	1.67	1.67	1.67	Patch 32	1.0.13	Trapped chests can no longer be opened when an entity is standing on top of it.

## New Nintendo 3DS Edition

New Nintendo 3DS Edition	
[hide]	
0.1.0	  Added trapped chests.

## Data history

### Java Edition

Java Edition		
[hide]		
1.13	17w47a	Prior to <i>The Flattening</i> , this block's numeral ID was 146.
		Trapped chests now have the block entity ID trapped_chest.
	17w47b	Trapped chests now have the block entity ID chest again.
?		Trapped chests now have the block entity ID trapped_chest again.

### Bedrock Edition

<b>Bedrock Edition</b>		
<a href="#">1.20.40</a>	<a href="#">Preview</a> <a href="#">1.20.40.20</a>	Trapped chests now use the <code>minecraft:cardinal_direction</code> block state instead of <code>facing_direction</code> .

## Issues

Issues relating to "Trapped Chest" 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%20AND%20%28summary%20~%20%22Trapped%20Chest%22%29%20ORDER%20BY%20resolution%20DESC>).

## Trivia

- Trapped chests render as a full block when in the inventory, but not when placed. [*Bedrock Edition only*] [1]

## References

1. [MCPE-7990](#) — Ender, Trapped and Regular Chest in inventory uses incorrect model

## External links

- "Block of the Month: Trapped Chest" (<https://www.minecraft.net/en-us/article/trapped-chest>) by Duncan Geere – [Minecraft.net](#), August 27, 2025.

## Navigation

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<b>Mechanisms/misc.</b>	Armor Stand	Bell	Big Dripleaf	Copper Bulb
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	Fence Gate	Head	Note Block	Redstone Lamp
	TNT (Minecart)	Trapdoors (Copper)	Iron	Wooden)
<b>Creative or commands only</b>	Command Block (Minecart)		Minecart with Monster Spawner	
	Structure Block	Test Block		

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	<b>Utility</b>	[hide]			
<b>Interactable</b>	Anvil (Chipped)	Damaged)	Barrel	Beacon	Brewing Stand
	Cartography Table	Chest (Ender	Copper)	Crafting Table	
	Enchanting Table	Furnace (Blast	Smoker)	Grindstone	Lectern
	Loom	Shulker Box (Dyed)	Sign (Hanging)	Smithing Table	
	Stonecutter				
	Banners (Ominous)	Beehive	Beds	Bell	Bookshelf
	(with Candle)	Campfire (Soul)	Cauldron	Chiseled Bookshelf	Cake
	Composter	Conduit	Copper Golem Statue	Decorated Pot	End Gateway
	End Portal	End Portal Frame	Farmland	Fletching Table	Flower Pot
<b>Utilizable</b>	Frosted Ice	Heads (Skeleton	Wither Skeleton	Zombie	Creeper
	Piglin (Dragon)	Heavy Core	Jukebox	Ladder	Lodestone
	Monster Spawner	Nether Portal	Respawn Anchor	Scaffolding	Shelf
	Sponge (Wet)	Suspicious Gravel	Suspicious Sand	TNT	TNT
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	Buttons (Wooden	Stone	Polished Blackstone)	Copper Bulb	Crafter
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<b>BE &amp; edu only</b>	Material Reducer	Underwater TNT	Underwater Torch		
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