

Beacon

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▼ 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.

Contents

Obtaining

- [Breaking](#)
- [Crafting](#)

Usage

- [Activation](#)
- [Pyramids](#)
- [Beam](#)
- [Colors](#)
- [Powers](#)
- [Range](#)
- [Light source](#)
- [Piston interactivity](#)

Sounds

- [Generic](#)
- [Unique](#)

Data values

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

Achievements

Advancements

Videos

History

- [Java Edition](#)
- [Bedrock Edition](#)
- [Legacy Console Edition](#)
- [New Nintendo 3DS Edition](#)
- [Data history](#)

Issues

Beacon	
Rarity tier	Rare
Renewable	Yes
Stackable	Yes (64)
Tool	Any tool
Blast resistance	3
Hardness	3
Luminous	Yes (15)
Transparent	Yes
Waterloggable	JE: No BE: Yes
Flammable	No
Catches fire from lava	No
Map color (JE)	<input type="color"/> 31 DIAMOND

Trivia

Gallery

[Renders](#)[Screenshots](#)[Development images](#)[In other media](#)

References

See also

Navigation

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		

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](#).

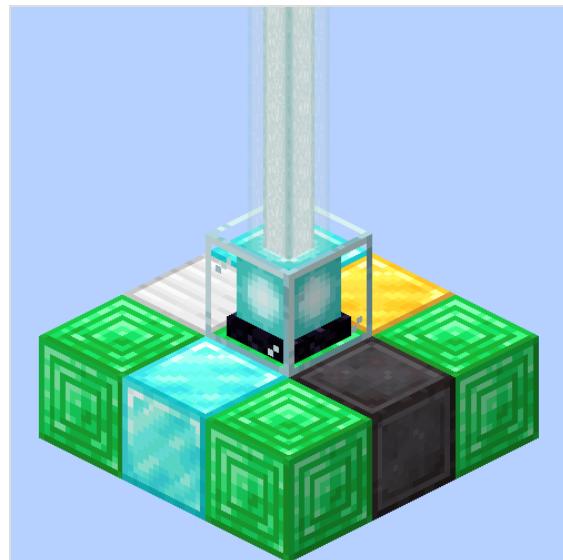
Activation

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.



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

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.

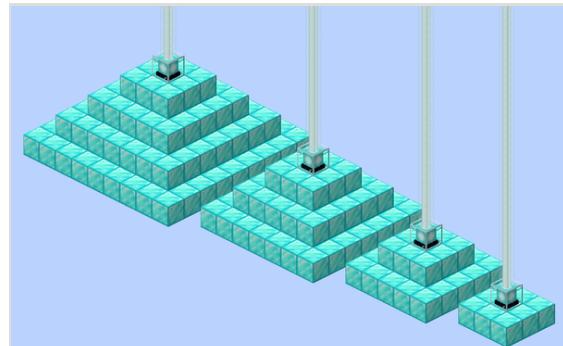
A single beacon pyramid

Level	Mineral blocks	Materials	Layers
1	9	81 (1 stack + 17 items)	3x3, beacon
2	34	306 (4 stacks + 50 items)	5x5, 3x3, beacon
3	83 (1 stack + 19 blocks)	747 (11 stacks + 43 items)	7x7, 5x5, 3x3, beacon
4	164 (2 stacks + 36 blocks)	1476 (23 stacks + 4 items)	9x9, 7x7, 5x5, 3x3, beacon

Layer 1

Layer 2

Layer 3



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

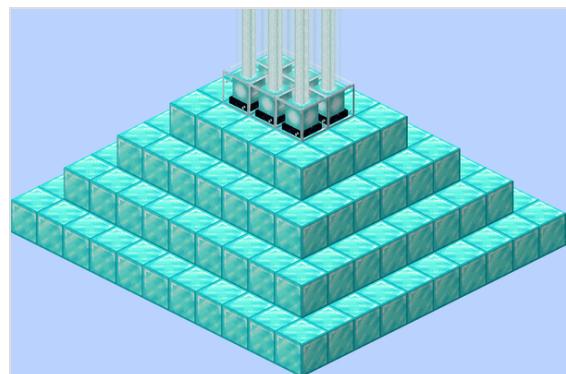
Layer 4

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

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

Color: #f9ffff

Sequence: #f9ffff
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.

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.



The GUI shown when pressing [use](#) on the block.

- 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 ($9 + \text{Pyramid size} \times 2$).

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:

█ stone sound type [hide]								
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		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 [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	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	

1. [MC-153086](#) — Beacons always play deactivating sound when broken, even when not powered
2. [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 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

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	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

[hide]						
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]
	Bring Home the Beacon	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.
	A Furious Cocktail	Have every potion effect applied at the same time	Have <i>all</i> of these 17 status effects 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.
	Beaconator	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.
	How Did We Get Here?	Have every effect applied at the same time	Have <i>all</i> of these 34 status effects 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: Tutorial:Advancement guide/Nether tab § How Did We Get Here?</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

Java Edition		
[hide]		
	<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 Creative inventory.
	<u>12w36a</u>	<p>"Work in Progress" has been renamed to "Beacon".</p> <p>Beacons can be found in the Creative inventory again.</p> <p>Beacons are now <u>craftable</u>.</p>  The texture of beacons has been changed.
<u>1.4.2</u>	<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>	<p>The effect range of beacons has been increased from 16/24/32/40 <u>blocks</u> to 20/30/40/50 blocks.</p> <p>Beacon effects now extend up to the world height limit (Y=256).</p>
<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 achievement</u> by placing a beacon on a level-4 pyramid of specific mineral <u>blocks</u> .
<u>1.8</u>	<u>14w29a</u>	Beacons now display the cracking animation when being broken.
	<u>August 5, 2014 (https://twitter.com/Dinnerbone/status/496649440896503808)</u>	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.
	<u>August 7, 2014 (https://twitter.com/Dinnerbone/status/497367641900609536)</u>	Dinnerbone tweets that the beacon beam can now pass through <u>blocks</u> that block light slightly.
	<u>14w32b</u>	<p>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 water and lava.</p> <p>Beacons in the Nether and the End now check for <u>blocks</u> and render the beam only up to the world height (Y=127).</p>

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

Bedrock Edition

		Pocket Edition Alpha	[hide]
v0.16.0	build 4	 Added beacons.	
		Unlike other editions, beacons conduct redstone.	
		Bedrock Edition	[hide]
1.2.0	beta 1.2.0.2	Beacon beams now change colors when shining through <u>stained glass</u> or <u>stained glass panes</u> .	
1.5.0	beta 1.5.0.4	Beacons now produce <u>sounds</u> .	
1.10.0	beta 1.10.0.3	 The texture of beacons has been changed.	
1.16.0	beta 1.15.0.51	The beam color can now be mixed with several different stained glass colors.	
	beta 1.16.0.57	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	Preview 1.21.30.21	The <u>rarity</u> of beacons has been changed from "Common" to "Rare" to match <u>Java Edition</u> .	
	Preview 1.21.30.23	Beacons no longer conduct <u>redstone</u> .	
1.21.70	Preview 1.21.70.20	Beacon beams are now visible when a <u>player</u> moves over 70 blocks away from them.	
1.21.90	Preview 1.21.90.26	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	
TU19	CU7	1.12	1.12	1.12	Patch 1	 Added beacons.	
TU25	CU14	1.17	1.17	1.17			Beacon beams now change colors when shining through <u>stained glass</u> or <u>stained glass panes</u> .
TU31	CU19	1.22	1.22	1.22			The vertical range of beacon has been nerfed to match horizontal range.
TU46	CU36	1.38	1.38	1.38			The beacon effect duration now increases with pyramid level (it was formerly a constant 9 seconds).
TU69		1.76	1.76	1.76	Patch 38	 Beacons now produce <u>sounds</u> .	
			1.90				The texture of beacons has been changed.

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
1.3.12	 Added beacons.	

Data history

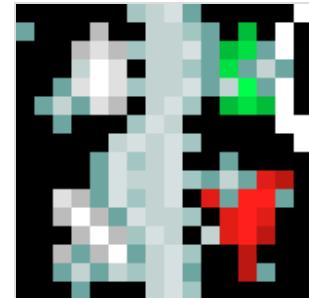
Java Edition			[hide]
<u>1.9</u>	<u>15w47a</u>	A new tag, [verify] <code>PaymentItem</code> , now stores the sacrifice item within the beacon's block entity data.	
	<u>15w49a</u>	The <code>PaymentItem</code> tag has been removed (introduced in 15w47a).	
<u>1.11</u>	<u>16w32a</u>	The block entity ID has been changed from Beacon to beacon.	
<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 Primary and Secondary 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 (

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](#).

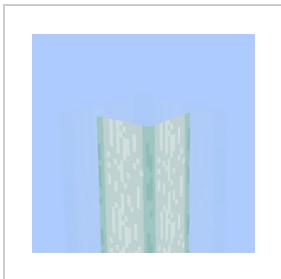
Gallery

Renders

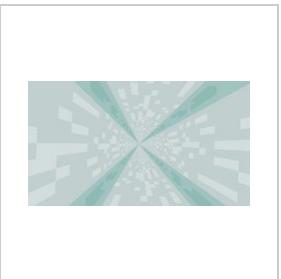


A beacon with all of the blocks that can power beacons.

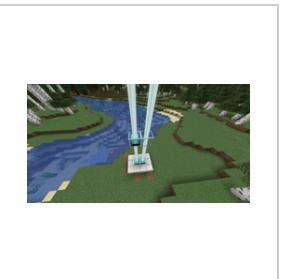
Screenshots



The top of a beacon's beam.



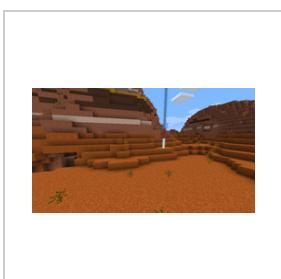
A view from inside the beacon until Java Edition 19w41a.



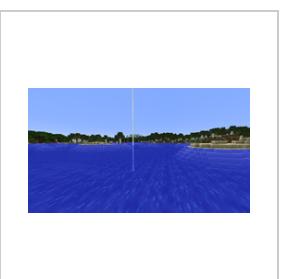
Two beams from a beacon, one passing through glass and the other through a beacon block.



Beacon beam going through an end portal frame block.



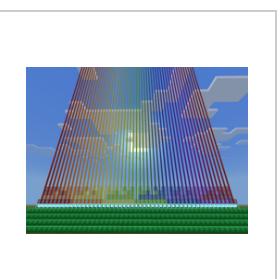
The first image of a colored beacon, tweeted by Nathan Adams.



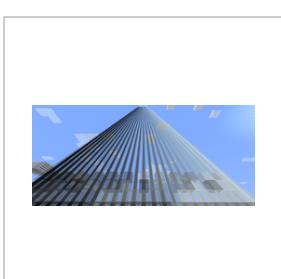
The first image of an underwater beacon, tweeted by Nathan Adams.



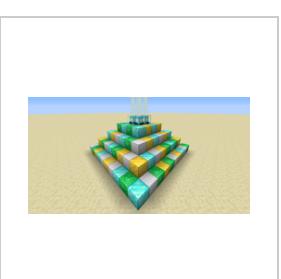
The beacon's light changing as it passes through magenta stained glass.



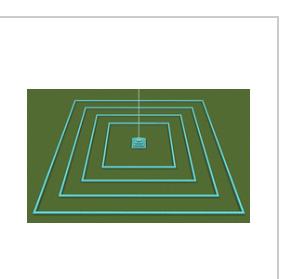
The full visible light spectrum created by colored beacons.



A grayscale spectrum.



A beacon is still functional when the pyramid is made of different blocks.



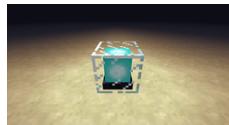
A visualization of the effects range for each level. At level 4, the area affected is 101x101 blocks.



A colored beacon beam in *Bedrock Edition*.

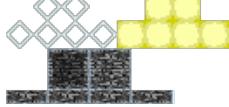


One of the many uses for the beacon.

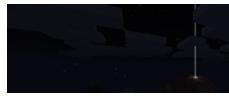


The texture of the beacon used from [Java Edition 12w40a](#) until the [Texture Update](#).

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

1. [MC-174630](#) — Secondary beacon effect remains when switching primary effect

2. MC-106124 — Beacon beam appears on bottom of block — resolved as "Won't Fix".

3. https://www.instagram.com/p/CtjxC_tgjQf/

See also

- Conduit
- Wither

Navigation

		Blocks	[hide]
		Structural	[show]
		Ornamental	[show]
		Natural	[show]
		Utility	[hide]
Interactable		Anvil (Chipped) 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	
Utilizable		Banners (Ominous) Beehive Beds Bell Bookshelf Cake Composter Conduit Copper Golem Statue Decorated Pot End Gateway End Portal End Portal Frame Farmland Fletching Table Flower Pot 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 Trial Spawner (Ominous) Vault (Ominous)	
Redstone/ Mechanical		Buttons (Wooden) Stone Polished Blackstone Copper Bulb Crafter Daylight Detector Dispenser Dropper Doors (Copper) Iron Wooden) Honey Block Hopper Lever Lightning Rod Note Block Observer Piston (Sticky) Pressure Plates (Wooden) Stone Polished Blackstone Heavy Weighted Light Weighted) Rail Activator Detector Powered Redstone Lamp Redstone Wire Comparator Repeater Torch Slime Block Target Trapped Chest Trapdoors (Copper) Iron Wooden) Fence Gates Tripwire Hook (Tripwire)	
BE & edu only		Allow Border Chalkboard Compound Creator Deny Element Constructor Heat Block Item Frame (Glow) Lab Table Material Reducer Underwater TNT Underwater Torch	
		Creative or commands only	[show]
		Removed	[show]
		Unused	[show]
		Unimplemented	[show]
		Joke	[show]
		Extreme metadata variants	[show]
		Environment	[hide]

Geography	Altitude Biome Chunks Feature Light Nether roof
Sky and fog	Structure Terrain features Void World World border
Weather	World boundary World generation
	Cloud Daylight cycle End sky Fog Sky Moon Sun Star
	Rain Snowfall Thunderstorm
Dimensions	Visual only End flash
	Overworld The Nether The End
World types	Default Superflat
	JE only Amplified Single biome Debug mode Large Biomes
	Editor only Void
Player constructions	Beacon pyramid Conduit frame Enchanting library Nether portal
Matter	Pre-generated End portal
	Blocks (Solid Liquid Gas) Opacity (Placement) Entities (Mobs)
	Player Items Non-renewable resources Renewable resources
Sound	Music Ambience
	Dimensions Bridge Generated dimensions Hub Mine The Moon
	Potato
Joke	Sky and fog Earth
	Player constructions Funky Portal Other Portal
	Pre-generated Lunar Base
Bugs	Distance effects (<i>Bedrock Edition</i> <i>Java Edition</i>)
	Removed Far Lands
	Custom Map theme Map shape Map type
	Infinite Map Visualizer Old Customized
	Winter mode
	Old Nether Reactor
	Amplified Worlds World size
Removed	
Bedrock Edition only	
LCE & New 3DS only	

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