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A **barrel** is a solid [block](#) used to store [items](#). Unlike a [chest](#), it cannot connect to other barrels. It also serves as a [fisherman's job site block](#).

## Barrel



**Renewable** Yes

**Stackable** Yes (64)

### Tool

**Blast resis-  
tance** 2.5

**Hardness** 2.5

**Luminous** No

**Transparent** No

**Flammable** No

**Catches fire  
from lava** Yes

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## Obtaining

### Natural generation

Empty barrels can generate naturally in fisher cottages in [villages](#). Up to 3 barrels can generate in a village fisher cottage.

### Breaking

Barrels can be mined with or without any [tool](#), but [axes](#) are the quickest.

Block	Barrel
Hardness	2.5
Tool	
Breaking time <sup>[A]</sup>	
Default	3.75
Wooden	1.9
Stone	0.95
Iron	0.65
Diamond	0.5
Netherite	0.45
Golden	0.35

- Times are for unenchanted tools as wielded by players with no status effects, measured in seconds. For more information, see [Breaking § Speed](#).

### Chest loot

Item	Structure	Container	Quantity	Chance
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cannot be opened unless the player is holding an item named "Barrel Key", use `/data merge block 0 64 0 {Lock:"Barrel Key"}`.

### Changing profession

If a [village](#) has a barrel that has not been claimed by a villager, any villager who does not have a chosen [job site](#) block has a chance to change their profession into a fisherman.

### Fuel

Barrels can be used as a fuel in [furnaces](#), smelting 1.5 items per block.

### Note Blocks

Barrels can be placed under [note blocks](#) to produce "bass" sounds.

### Piglins

[Piglins](#) become hostile toward players who open or break barrels.

## Sounds

#### Generic

*Java Edition:*

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	<a href="#">[Collapse]</a> Attenuation distance
	Block broken	Blocks	Once the block has broken	<code>block.wood.break</code>	<code>subtitles.block.generic.break</code>	1.0	0.8	16
	Block placed	Blocks	When the block is placed	<code>block.wood.place</code>	<code>subtitles.block.generic.place</code>	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	<code>block.wood.hit</code>	<code>subtitles.block.generic.hit</code>	0.25	0.5	16
	<i>None</i> <sup><a href="#">[sound 1]</a></sup>	<i>Entity-Dependent</i>	Falling on the block with fall damage	<code>block.wood.fall</code>	<i>None</i> <sup><a href="#">[sound 1]</a></sup>	0.5	0.75	16
	Footsteps	<i>Entity-</i>	Walking on	<code>block.wood</code>	<code>subtitles.block</code>	0.15	1.0	16



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Sound	Source	Description	Resource location	Volume	[Collapse] Pitch
	Blocks	Once the block has broken	<span>dig</span> <span>.wood</span>	1.0	0.8-1.0
	Blocks	When the block is placed	<span>dig</span> <span>.wood</span>	1.0	0.8
	Blocks	While the block is in the process of being broken	<span>hit</span> <span>.wood</span>	0.23	0.5
	Players	Falling on the block with fall damage	<span>fall</span> <span>.wood</span>	0.4	1.0
	Players	Walking on the block	<span>step</span> <span>.wood</span>	0.3	1.0
	Players	Jumping from the block	<span>jump</span> <span>.wood</span>	0.12	1.0
	Players	Falling on the block without fall damage	<span>land</span> <span>.wood</span>	0.18	1.0

Unique

Java Edition:

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	[Collapse] Attenuation distance
	Barrel closes	Blocks	When a barrel closes	<span>block.barrel</span> <span>.close</span>	<span>subtitles</span> <span>.block.barrel</span> <span>.close</span>	0.5	0.9-1.0	16
	Barrel opens	Blocks	When a barrel opens	<span>block.barrel</span> <span>.open</span>	<span>subtitles</span> <span>.block.barrel</span> <span>.open</span>	0.5	0.9-1.0	16
	Fisherman works	Friendly Creatures	Randomly while a fisherman is working	<span>entity</span> <span>.villager</span> <span>.work_fisherman</span>	<span>subtitles</span> <span>.entity</span> <span>.villager</span> <span>.work_fisherman</span>	1.0	0.8-1.2	16
	Chest locked <sup>[sound 1]</sup>	Blocks	When a player attempts to open a barrel	<span>block.chest</span> <span>.locked</span> <sup>[sound 1]</sup>	<span>subtitles</span> <span>.block.chest</span> <span>locked</span> <sup>[sound 1]</sup>	1.0	1.0	16



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*Bedrock Edition:*

Sound	Source	Description	Resource location	Volume	<span>[Collapse]</span> Pitch
	Blocks	When a barrel closes	<code>block.barrel.close</code>	1.0	1.0
	Blocks	When a barrel opens	<code>block.barrel.open</code>	1.0	1.0
	Blocks	Randomly while a fisherman is working	<code>block.barrel.open</code>	1.0	1.0

## Data values

### ID

*Java Edition:*

Name	Identifier	Form	Block tags	Translation key
Barrel	<code>barrel</code>	Block & Item	<code>guarded_by_piglins</code>	<code>block.minecraft.barrel</code>

Name	Identifier
Block entity	<code>barrel</code>

*Bedrock Edition:*

Name	Identifier	Numeric ID	Form	Item ID <sup><span>[i 1]</span></sup>	Translation key
Barrel	<code>barrel</code>	<code>458</code>	Block & Giveable Item <sup><span>[i 2]</span></sup>	Identical <sup><span>[i 3]</span></sup>	<code>tile.barrel.name</code>

- 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
Block entity	<code>Barrel</code>

### Block states

See also: *Block states*

*Java Edition:*





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<b>facing</b>	<div>north</div>	<div>south</div> <div>up</div> <div>west</div>	facing.
<b>open</b>	<div>false</div>	<div>false</div> <div>true</div>	Whether the barrel is currently being looked at by a player; changes the texture on the top face.

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description
<b>facing_direction</b>	<div>0x1</div> <div>0x2</div> <div>0x4</div>	<div>0</div>	<div>0</div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div>	<div>0</div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div>	The direction the barrel is facing. <ul style="list-style-type: none"><li>0:Down facing barrel</li><li>1:Up facing barrel</li><li>2:East facing barrel</li><li>3:West facing barrel</li><li>4:South facing barrel</li><li>5:North facing barrel</li></ul>
<b>open_bit</b>	<div>0x8</div>	<div>0</div>	<div>0</div> <div>1</div>	<div>0</div> <div>1</div>	Whether the barrel is currently being looked at by a player; changes the texture on the top face.

Block data

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

Java Edition:





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JSON text component, which appears in its GUI where the default name ordinarily appears.

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

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

**Tags common to all items**

**Lock:** Optional. When not blank, prevents the container from being opened unless the opener is holding an item whose name matches this string.

**LootTable:** Optional. [Loot table](#) to be used to fill the barrel when it is next opened, or the items are otherwise interacted with.<sup>[[note 1](#)]</sup>

**LootTableSeed:** Optional. Seed for generating the [loot table](#). 0 or omitted uses a random seed.<sup>[[note 1](#)]</sup>

- Both loot table tags are removed once the items have been generated.

*Bedrock Edition:*

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

## History

Java Edition		
1.14	18w44a	Added barrels.
		Barrels have been added to <a href="#">creative inventory</a> .
		Barrels currently have the inventory of a <a href="#">chest</a> .
		Barrels can currently be filled only by <a href="#">hoppers</a> and <a href="#">droppers</a> .
		Barrels can currently be emptied only by <a href="#">hoppers</a> .
		Barrels currently do not drop the <a href="#">items</a> they contain when broken.
	18w47b	The <code>facing=south</code> <a href="#">block state</a> texture of barrels has been changed. <sup>[<a href="#">more information needed</a>]</sup>
	18w48a	Barrel items are now found in chests in village fisher cottages.
		Barrels can now generate naturally in <a href="#">plains villages</a> .
	18w49a	Barrels can now generate naturally in <a href="#">savanna</a> and <a href="#">snowy villages</a> .
18w50a		Barrels can now generate naturally in <a href="#">desert</a> and <a href="#">taiga</a> villages.
		Barrels now act as a storage unit.
		Barrels can now be used in tight spaces, even if there is a <a href="#">block</a> above it.



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	<b>19w07a</b>	An <span>open</span> block state has been added to barrels.
	<b>19w11a</b>	Barrels now serve as fisherman <span>villagers'</span> job site block.
<b>1.16</b>	<b>20w06a</b>	<span>Crimson planks</span> and <span>warped planks</span> can now be used to craft barrels.
	<b>20w15a</b>	<span>Piglins</span> now become hostile toward <span>players</span> who open or <span>break</span> barrels.
<b>1.18</b>	<b>Pre-release 5</b>	Bottom texture was changed.
<b>1.19</b>	<b>22w11a</b>	<span>Mangrove planks</span> can now be used to craft barrels.
<b>Bedrock Edition</b>		
<b>1.9.0</b>	<b>beta 1.9.0.2</b>	<span>[verify]</span> Added barrels.
		Barrels have unused textures titled "fish barrel."
		Barrels have unused textures titled "empty barrel."
		A barrel can be used to <span>smelt</span> 1.5 <span>items</span> in a <span>furnace</span> .
<b>1.10.0</b>	<b>beta 1.10.0.3</b>	A <span>crafting</span> recipe has been added to barrels, which is different compared from <i>Java Edition</i> 's crafting recipe.
		Barrels now generate in fisher cottages in <span>villages</span> .
<b>1.11.0</b>	<b>beta 1.11.0.1</b>	The functionality of barrels has been added.
<b>1.18.10</b>	<b>beta 1.18.10.22</b>	Changed the bottom texture to match the spruce planks.
<b>1.20.10</b>	<b>beta 1.20.10.20</b>	The crafting recipe for barrels now use <span>planks</span> instead of <span>sticks</span> to match <i>Java Edition</i> .
<b>PlayStation 4 Edition</b>		
<b>1.91</b>		Added barrels.

## Issues

Issues relating to "Barrel" are maintained on the [bug tracker](#). Report issues [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%22Barrel%22%29%20order%20by%20resolution%20desc%29>).



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- While wearing a barrel, the player's vision becomes largely obstructed and they can see only through a narrow window; when sneaking, it will disguise the player as a barrel block.

## Gallery



LadyAgnes tweets a screenshot of an updated savanna village, which features some barrels.<sup>[1]</sup>



A close up of the barrels in the previous image.



Something similar to the unused fish barrel in the camp in *Minecraft Dungeons*.



Player's vision while hiding inside a barrel in the *April Fool's update 2022*.



Barrels placed next to each other facing opposite directions.



A blast furnace, smoker and barrel.

## References

1. "Me and the amazing @ProfMobius are working on the updated looks of villages, here is a savanna village!" ([https://twitter.com/\\_LadyAgnes/status/1065957800831082496](https://twitter.com/_LadyAgnes/status/1065957800831082496)) – @\_LadyAgnes ([https://twitter.com/\\_LadyAgnes](https://twitter.com/_LadyAgnes)) (Agnes Larsson) on X, November 23, 2018

## External Links

- **Block of the Week: Barrel** (<https://www.minecraft.net/en-us/article/block-week--barrel>) – Minecraft.net on December 23, 2021





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	<b>Utility</b>	<b>[Collapse]</b>
	<a href="#">Anvil</a> ( <a href="#">Chipped</a>	
	<a href="#">Damaged</a> )	<b>Barrel</b>
	<a href="#">Beacon</a>	<a href="#">Brewing Stand</a>
	<a href="#">Cartography Table</a>	<a href="#">Chest</a>
	( <a href="#">Ender</a> )	
	<a href="#">Chiseled Bookshelf</a>	
	<a href="#">Crafting Table</a>	
<b>Interactable</b>	<a href="#">Enchanting Table</a>	
	<a href="#">Fletching Table</a>	<a href="#">Furnace</a>
	( <a href="#">Blast</a>	<a href="#">Smoker</a> )
	<a href="#">Grindstone</a>	<a href="#">Lectern</a>
	<a href="#">Loom</a>	<a href="#">Shulker Box</a>
	<a href="#">Sign</a> ( <a href="#">Hanging</a> )	
	<a href="#">Smithing Table</a>	
	<a href="#">Stonecutter</a>	
	<a href="#">Banners</a>	<a href="#">Beehive</a>
	<a href="#">Beds</a>	<a href="#">Bell</a> <a href="#">Cake</a>
	( <a href="#">with Candle</a> )	<a href="#">Campfire</a>
	( <a href="#">Soul</a> )	<a href="#">Cauldron</a> ( <a href="#">Lava</a>
	<a href="#">Powder Snow</a>	<a href="#">Water</a> )
	<a href="#">Composter</a>	<a href="#">Conduit</a>
	<a href="#">End Gateway</a>	<a href="#">End Portal</a>
	<a href="#">End Portal Frame</a>	
	<a href="#">Farmland</a>	<a href="#">Flower Pot</a>
	<a href="#">Frosted Ice</a>	<a href="#">Heads</a>
	<a href="#">Item Frame</a> ( <a href="#">Glow</a> )	
	<a href="#">Jukebox</a>	<a href="#">Ladder</a>
	<a href="#">Lodestone</a>	
	<a href="#">Monster Spawner</a>	
	<a href="#">Nether Portal</a>	
	<a href="#">Respawn Anchor</a>	
	<a href="#">Scaffolding</a>	<a href="#">Sponge</a>
	( <a href="#">Wet</a> )	<a href="#">TNT</a>
	<a href="#">Button</a>	<a href="#">Daylight Detector</a>
	<a href="#">Dispenser</a> ( <a href="#">Dropper</a> )	
	<a href="#">Doors</a> ( <a href="#">Trapdoors</a> )	
	<a href="#">Fence Gates</a>	<a href="#">Honey Block</a>
	<a href="#">Hopper</a>	<a href="#">Lever</a>
	<a href="#">Lightning Rod</a>	<a href="#">Note Block</a>
	<a href="#">Observer</a>	<a href="#">Piston</a>
<b>Redstone/Mechanical</b>	( <a href="#">Sticky</a>	<a href="#">Head</a> <a href="#">Moving</a> )
	<a href="#">Pressure Plates</a>	<a href="#">Rail</a>
	( <a href="#">Activator</a>	<a href="#">Detector</a>
	<a href="#">Powered</a> )	<a href="#">Redstone Wire</a>
	( <a href="#">Comparator</a>	<a href="#">Repeater</a>
	<a href="#">Lamp</a>	<a href="#">Torch</a> )
	<a href="#">Slime Block</a>	<a href="#">Target</a>
	<a href="#">Trapped Chest</a>	
	<a href="#">Tripwire Hook</a> ( <a href="#">Tripwire</a> )	



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	<a href="#">Material Reducer</a>
	<a href="#">Underwater TNT</a>
	<a href="#">Underwater Torch</a>
<b>Creative only</b>	<a href="#">[Expand]</a>
<b>Commands only</b>	<a href="#">[Expand]</a>
<b>Unimplemented</b>	<a href="#">[Expand]</a>
<b>Unused</b>	<a href="#">[Expand]</a>
<b>Joke features</b>	<a href="#">[Expand]</a>
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