I'm not a robot



```
The world's favorite complete, up-to-date 1.18... Minecraft Item IDs is a searchable, interactive database of all Minecraft item and block IDs. On this website, you can find crafting recipes, spawn commands, and useful information about it. For example, the
command block page contains information about its block state. With a release expected in late 2021, the much-awaited Minecraft 1.18 Caves and Cliffs part 2 update is fast approaching. Anticipated to be packed with a plethora of new content, 1.18 is set to be one of Mojangs most ambitious updates to date. Although the focus of many fans will be on
the fresh world generation mechanics, which now allow for brand new breathtaking landscapes, theres also a plethora of new items as part of the Minecraft 1.18 update. Confirmed new items as part of the Minecraft 1.18 update.
depending on how strong the detected vibrations are. This can be useful in many cases, ranging from simple traps to building complex Redstone computer logic. Vibration is caused by various events, including piston, extending, wolf shaking, hitting the ground, splashing, swimming, and much more. However, sculk sensors do not detect vibrations
from other sensors. A wool block will also block all vibrations from reaching a sculk sensor. 2) Bundles Bundles are another new item due to being added in the 1.18 update. They act as storage items and allow players to store items of large stack sizes with each other. For example, players can use bundles to store together 16 cobblestone, 16 dirt, 16
 wooden planks, and 16 end stones, all in one single bundle. Bundles cannot be used to store multiple unstackable items like weapons and armor. Bundles can also be stored within themselves, but a bundle using six pieces of rabbit
hide and two strings, arranged in the format seen below. Crafting recipe for bundles in Minecraft Also Read: 5 best horror servers for Minecraft to play About the author Edited by Srijan Sen Try the Commands Troubleshooting and Help page if you get stuff with server errors. New Block in Minecraft 1.18 java Music Disc - Lena Raine - otherside
Minecraft Versions PermalinksIf you find yourself using a particular version all the time, you can link directly. There is some crossover between versions, so there will be quirks. Read version history (82 More Updates) Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you
agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the proper functionality of our platform. For more information, please see
our Cookie Notice and our Privacy Policy. 0 Air(minecraft:stone) 1:5 Andesite(minecraft:stone) 1:6 Polished Andesite(minecraft:stone) 2 Grass(minecraft:stone) 3:1 Coarse
Dirt(minecraft:dirt) 3:2 Podzol(minecraft:planks) 5:4 Acacia Wood Plank(minecraft:planks) 5:5 Dark Oak Wood Plank(minecraft:planks) 5:6 Dark Oak Wood Plank(minecraft:planks) 5:6 Dark Oak Wood Plank(minecraft:planks) 5:6 Dark Oak Wood Plank(minecraft:planks) 5:7 Dark Oak Wood Plank(minecraft:planks) 5:8 Dark Oak Wood Plank(
 Sapling(minecraft:sapling) 6:1 Spruce Sapling(minecraft:sapling) 6:5 Dark Oak Sapling(minecraft:sapling) 6:5 Dark Oak Sapling(minecraft:sapling) 6:5 Dark Oak Sapling(minecraft:sapling) 6:6 Dark Oak Sapling(minecraft:sapling) 6:8 Dark Oak Sapling(minecraft:sapling) 6:8 Dark Oak Sapling(minecraft:sapling) 6:9 Dark Oak Sapling(
Lava(minecraft:flowing_lava) 11 Still Lava(minecraft:lava) 12 Sand(minecraft:sand) 13 Gravel(minecraft:sand) 13 Gravel(minecraft:log) 17:1 Spruce Wood(minecraft:log) 17:2 Birch Wood(minecraft:log) 17:3 Jungle
 Wood(minecraft:log) 18 Oak Leaves(minecraft:leaves) 18:1 Spruce Leaves(minecraft:leaves) 18:2 Birch Leaves(minecraft:leaves) 18:3 Jungle Leaves(minecraft:sponge) 20 Glass(minecraft:glass) 21 Lapis Lazuli Ore(minecraft:lapis_ore) 22 Lapis Lazuli Block(minecraft:lapis_block) 23
 Dispenser(minecraft:dispenser) 24 Sandstone(minecraft:sandstone) 25 Note Block(minecraft:sandstone) 25 Note Block(minecraft:sandstone) 27 Powered Rail(minecraft:sandstone) 27 Powered Rail(minecraft:sandstone) 27 Powered Rail(minecraft:sandstone) 27 Powered Rail(minecraft:sandstone) 28 Detector Rail(minecraft:detector rail) 29 Sticky Piston(minecraft:sandstone) 27 Powered Rail(minecraft:sandstone) 27 Powered Rail(minecraft:sandstone) 28 Detector Rail(minecraft:sandstone) 27 Powered Rail(minecraft:sandstone) 28 Detector Rail(minecraft:sandstone) 27 Powered Rail(minecraft:sandstone) 28 Detector Rail(minecraft:sandstone) 28 Detector Rail(minecraft:sandstone) 29 Sticky Piston(minecraft:sandstone) 29 Sticky Piston(minecraft:sandstone) 20 Detector Rail(minecraft:sandstone) 20 Detector Rai
Cobweb(minecraft:web) 31 Dead Shrub(minecraft:wool) 35:1 Grass(minecraft:wool) 35:1 Orange Wool(minecraft:wool) 35:2 Magenta Wool(minecraft:wool) 35:3 Light Blue
 Wool(minecraft:wool) 35:4 Yellow Wool(minecraft:wool) 35:5 Lime Wool(minecraft:wool) 35:6 Pink Wool(minecraft:wool) 35:7 Gray Wool(minecraft:wool) 35:11 Blue Wool(minecraft:wool) 35:12 Brown Wool(minecraft:wool) 35:13 Green
Wool(minecraft:wool) 35:14 Red Wool(minecraft:wool) 35:15 Black Wool(minecraft:red flower) 38:3 Azure Bluet(minecraft:red flower) 38:4 Red Tulip(minecraft:red flower) 38:5 Orange
Tulip(minecraft:red_flower) 38:6 White Tulip(minecraft:red_flower) 38:7 Pink Tulip(minecraft:red_flower) 38:8 Oxeye Daisy(minecraft:red_flower) 38:8 Oxeye Daisy(minecraft:red
 Slab(minecraft:double stone slab) 43:1 Double Sandstone Slab(minecraft:double stone slab) 43:2 Double Stone slab) 43:5 Double Stone slab) 43:5 Double Stone slab) 43:6 Double Nether Brick
 Slab(minecraft:double stone slab) 43:7 Double Quartz Slab(minecraft:stone slab) 44:3 Cobblestone Slab(minecraft:stone slab) 44:5 Stone Brick Slab(minecraft:stone slab) 44:5 Stone Brick Slab(minecraft:stone slab) 44:6 Nether
Brick Slab(minecraft:stone_slab) 44:7 Quartz Slab(minecraft:brick_block) 46 TNT(minecraft:brick_block) 46 TNT(minecraft:brick_block) 46 TNT(minecraft:brick_block) 47 Dosidian(minecraft:brick_block) 48 Moss Stone(minecraft:brick_block) 48 Moss Stone(minecraft:brick_block) 48 TNT(minecraft:brick_block) 48 TNT(minecraft:brick_block) 40 TNT(minecraft:brick_block_block) 40 TNT(minecraft:brick_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block_block
 Wood Stairs(minecraft:oak stairs) 54 Chest(minecraft:chest) 55 Redstone Wire(minecraft:furnace) 62 Burning table) 59 Wheat Crops(minecraft:wheat) 60 Farmland(minecraft:furnace) 62 Burning table) 59 Wheat Crops(minecraft:chest) 55 Redstone Wire) 56 Diamond Block(minecraft:furnace) 62 Burning table) 59 Wheat Crops(minecraft:chest) 55 Redstone Wire) 56 Diamond Block(minecraft:furnace) 62 Burning table) 59 Wheat Crops(minecraft:chest) 59 Wheat Crops(minecraft:chest) 59 Wheat Crops(minecraft:chest) 50 Diamond Block(minecraft:chest) 50 Diamond Block(
 Furnace(minecraft:lit furnace) 63 Standing Sign Block(minecraft:standing_sign) 64 Oak Door Block(minecraft:stone_stairs) 68 Wall-mounted Sign Block(minecraft:wall_sign) 69 Lever(minecraft:lever) 70 Stone Pressure
 Plate(minecraft:stone_pressure_plate) 71 Iron Door Block(minecraft:iron_door) 72 Wooden Pressure Plate(minecraft:redstone_ore) 75 Redstone Torch (off)(minecraft:unlit_redstone_torch) 76 Redstone Torch (on)(minecraft:redstone_torch) 77 Redstone Torch (off)(minecraft:unlit_redstone_torch) 76 Redstone Torch (on)(minecraft:redstone_torch) 77 Redstone Torch (off)(minecraft:unlit_redstone_torch) 76 Redstone Torch (on)(minecraft:redstone_torch) 78 Redstone Torch (off)(minecraft:unlit_redstone_torch) 78 Redstone Torch (off)(minecraft:unlit_redstone_torch) 79 Redstone Torch (off)(minecraft:unlit_redstone_torch) 79 Redstone Torch (off)(minecraft:unlit_redstone_torch) 70 Redstone Torch (off)(minecraft:un
 Stone Button(minecraft:stone button) 78 Snow(minecraft:snow layer) 79 Ice(minecraft:now) 83 Sugar Canes(minecraft:now) 84 Jukebox(minecraft:now) 85 Oak Fence(minecraft:fence) 86 Pumpkin(minecraft:pumpkin) 87 Netherrack(minecraft:netherrack) 88 Sugar Canes(minecraft:now) 87 Oak Fence(minecraft:now) 87 Oak Fence(minecraft:now) 88 Oak Fence(minecraft:now) 88 Oak Fence(minecraft:now) 89 Oak Fence(minecraft:now) 80 Oak Fenc
Soul Sand(minecraft:soul sand) 89 Glowstone (minecraft:portal) 91 Jack o'Lantern(minecraft:unpowered repeater) 94 Redstone Repeater Block (on)(minecraft:powered repeater) 95 White Stained
Glass(minecraft:stained glass) 95:1 Orange Stained Glass(minecraft:stained glass) 95:5 Lime Stained Glass(minecraft:stained glass) 95:6 Pink Stained Glass(minecraft:stained glass) 95:7 Lime Stained Glass(minecraft:stained glass) 95:8 Pink Stained Glass(minecraft:stained glass) 95:1 Orange Stained Glass(minecraf
Gray Stained Glass(minecraft:stained glass) 95:8 Light Gray Stained Glass(minecraft:stained glass) 95:12 Brown Stained Glass(minecraft:stained glass) 95:13 Green Stained
Glass(minecraft:stained_glass) 95:14 Red Stained Glass(minecraft:stained_glass) 95:15 Black Stained Glass(minecraft:monster_egg) 97:1 Cobblestone Monster Egg(minecraft:monster_egg) 97:2 Stone Brick Monster Egg(minecraft:monster_egg) 97:3 Mossy
Stone Brick Monster Egg(minecraft:monster egg) 97:4 Cracked Stone Bricks(minecraft:monster egg) 98:1 Mossy Stone Bricks(minecraft:stonebrick) 98:1 Mossy Stone Bricks(minecraft:stonebrick) 98:2 Cracked Stone Bricks(minecraft:stonebrick) 98:3 Chiseled Stone
 Bricks(minecraft:stonebrick) 99 Brown Mushroom Block(minecraft:prown mushroom block) 101 Iron Bars(minecraft:prown block) 101 Iron Bars(minecraft:prown block) 102 Glass Pane(minecraft:prown block) 103 Melon Block(minecraft:prown block) 104 Pumpkin Stem(minecraft:prown block) 105 Melon Block(minecraft:prown block) 106 Melon Block(minecraft:prown block) 107 Iron Bars(minecraft:prown block) 108 Melon Block(minecraft:prown block) 108 Melon Block(m
Stem(minecraft:melon stem) 106 Vines(minecraft:vine) 107 Oak Fence Gate(minecraft:fence gate) 108 Brick Stairs(minecraft:mycelium) 111 Lily Pad(minecraft:waterlily) 112 Nether Brick (minecraft:nether brick) 113 Nether Brick
  Fence(minecraft:nether brick fence) 114 Nether Brick Stairs(minecraft:enchanting table) 115 Nether Wart(minecraft:brewing stand) 118 Cauldron(minecraft:cauldron) 119 End Portal(minecraft:end portal) 120 End Portal
 Frame(minecraft:end portal frame) 121 End Stone(minecraft:dragon egg) 123 Redstone Lamp (inactive)(minecraft:dragon egg) 123 Redstone Lamp (inactive)(minecraft:dragon egg) 125 Double Oak Wood Slab(minecraft:double wooden slab) 125:1 Double Spruce Wood
 Slab(minecraft:double wooden slab) 125:2 Double Birch Wood Slab(minecraft:double wooden slab) 125:3 Double Jungle Wood Slab(minecraft:double wooden slab) 125:5 Double Dark Oak Wood Slab(minecraft:double wooden slab) 125:4 Double Birch Wood Slab(minecraft:double wooden slab) 125:4 Double Birch Wood Slab(minecraft:double wooden slab) 125:3 Double Birch Wood Slab(minecraft:double wooden slab) 125:4 Double Birch Wood Slab(minecraft:double wooden slab) 1
Spruce Wood Slab(minecraft:wooden slab) 126:2 Birch Wood Slab(minecraft:wooden slab) 126:3 Jungle Wood Slab(minecraft:wooden slab) 126:4 Acacia Wood Slab(minecraft:wooden slab) 126:4 Acacia Wood Slab(minecraft:wooden slab) 126:5 Dark Oak Wood Slab(minecraft:wooden slab) 126:6 Dark Oak Wood Slab(minecraft:wooden slab) 126:8 Dark Oak Wood Slab(minecraft:wooden slab) 126:9 Dark Oak Wood Slab(minecraft:wooden slab)
Ore(minecraft:emerald ore) 130 Ender Chest(minecraft:emerald block(minecraft:emerald block(minecraft:birch stairs) 135 Emerald block(minecraft:birch stairs) 135 Emerald block(minecraft:birch stairs) 137 Emerald block(minecraft:birch stairs) 136 Jungle Wood Stairs(minecraft:birch stairs) 137 Emerald block(minecraft:birch stairs) 137 Emerald block(minecraft:birch stairs) 138 Emerald block(minecraft:birch stairs) 138 Emerald block(minecraft:birch stairs) 137 Emerald block(minecraft:birch stairs) 138 Emerald block(minecraft:birch stairs) 138 Emerald block(minecraft:birch stairs) 138 Emerald block(minecraft:birch stairs) 139 Emerald block(minecraft:birch stairs) 139 Emerald block(minecraft:birch stairs) 130 Emerald block(minecraft:birch st
Command Block(minecraft:command_block) 138 Beacon(minecraft:beacon) 139 Cobblestone Wall(minecraft:cobblestone_wall) 140 Flower Pot(minecraft:cobblestone_wall) 140 Flower Pot(minecraft:cobblestone_
Head(minecraft:skull) 145 Anvil(minecraft:anvil) 146 Trapped Chest(minecraft:trapped chest) 147 Weighted Pressure Plate (light)(minecraft:heavy weighted pressure plate) 148 Weighted Pressure Plate (heavy)(minecraft:heavy weighted pressure plate) 148 Weighted Pressure Plate (heavy)(minecraft:heavy weighted pressure plate) 148 Weighted Pressure Plate (heavy)(minecraft:heavy weighted pressure plate) 149 Redstone Comparator (heavy)(minecraft:heavy weighted pressure plate) 140 Redstone (heavy)(minecraft:heavy weighted plate) 140 Redstone (heavy)(minecraft:heavy weighted plate) 140 Red
Comparator (active)(minecraft:powered comparator) 151 Daylight Sensor(minecraft:quartz block) 153 Nether Quartz Block(minecraft:quartz block) 155:1 Chiseled Quartz Block(minecraft:quartz block) 155:2 Pillar Quartz Block(minecraft:quartz block) 155:1 Chiseled Quartz Block(minecr
Block(minecraft:quartz_block) 156 Quartz Stairs(minecraft:stained_hardened_clay) 159:1 Orange Hardened Clay(minecraft:stained_hardened_clay) 159:2 Magenta Hardened Clay(minecraft:stained_hardened_clay) 159:3 Orange Hardened Clay(minecraft:stained_hardened_clay) 159:1 Orange Hardened_clay) 159:2 Magenta Hardened_clay(minecraft:stained_hardened_clay) 159:1 Orange Hardened_clay) 159:1 Orange Ha
Light Blue Hardened Clay(minecraft:stained hardened clay) 159:4 Yellow Hardened Clay(minecraft:stained hardened clay) 159:5 Lime Hardened Clay(minecraft:stained hardened clay) 159:6 Pink Hardened Clay(minecraft:stained hardened clay) 159:7 Gray Hardened Clay(minecraft:stained hardened clay) 159:8 Lime Har
Clay(minecraft:stained hardened clay) 159:9 Cyan Hardened Clay(minecraft:stained hardened clay) 159:13 Blue Hardened clay) 159:13 Green Hardened clay (minecraft:stained hardened clay) 159:13 Green Hardened clay) 159:14 Blue Hardened clay) 159:15 Erown Hardened clay (minecraft:stained hardened clay) 159:16 Erown Hardened clay) 159:17 Blue Hardened clay (minecraft:stained hardened clay) 159:18 Erown Hardened clay (minecraft:stained hardened clay) 159:19 Erown Hardened clay (minecraft:stained hardened hardened clay) 159:19 Erown Hardened clay (minecraft:stained hardened hardened
Clay(minecraft:stained_hardened_clay) 159:14 Red Hardened Clay(minecraft:stained_glass_pane) 160:1 Orange Stained Glass Pane(minecraft:stained_glass_pane) 160:2 Magenta Stained Glass
 Pane(minecraft:stained glass pane) 160:3 Light Blue Stained Glass Pane(minecraft:stained glass pane) 160:5 Lime Stained Glass Pane(minecraft:stained glass pane) 160:5 Lime Stained Glass Pane(minecraft:stained glass pane) 160:6 Pink Stained Glass Pane(minecraft:stained glass pane) 160:7 Gray Stained Glass Pane(minecraft:stained glass pane) 160:8 Pink Stained Glass 
 Pane(minecraft:stained_glass_pane) 160:8 Light Gray Stained Glass Pane(minecraft:stained_glass_pane) 160:10 Purple Stained Glass Pane(minecraft:stained_glass_pane) 160:11 Blue Stained Glass Pane(minecraft:stained_glass_pane) 160:12 Brown Stained Glass Pane(minecraft:stained_glass_pane) 160:10 Purple Stained Glass_pane(minecraft:stained_glass_p
Pane(minecraft:stained_glass_pane) 160:13 Green Stained Glass Pane(minecraft:stained_glass_pane) 160:15 Black Stained Glass Pane(minecraft:stained_glass_pane) 160:13 Green Stained Glass Pane(minecraft:stained_glass_pane) 160:15 Black Stained Glass Pane(minecraft:stained_glass_pane) 160:13 Green Stained Glass 
Dark Oak Wood(minecraft:log2) 163 Acacia Wood Stairs(minecraft:slime) 164 Dark Oak Wood Stairs(minecraft:prismarine) 168:1 Prismarine Bricks(minecraft:prismarine) 168:2 Dark
Prismarine(minecraft:carpet) 171:1 Orange Carpet(minecraft:carpet) 171:1 Orange Carpet(minecraft:carpet) 171:1 Urange Carpet(minecraft:carpet) 171
171:6 Pink Carpet(minecraft:carpet) 171:1 Blue Carpet(minecraft:carpet) 171:10 Purple Carpet(minecraft:carpe
171:15 Black Carpet(minecraft:carpet) 172 Hardened Clay(minecraft:double plant) 175:1 Lilac(minecraft:double plant) 175:2 Double Tallgrass(minecraft:double plant) 175:3 Large Fern(minecraft:double plant) 175:4 Rose
Bush(minecraft:double_plant) 175:5 Peony(minecraft:double_plant) 176 Free-standing Banner(minecraft:red_sandstone) 179 Red Sandstone(minecraft:daylight_detector_inverted) 179 Red Sandstone(minecraft:red_sandstone) 179:1 Chiseled Red Sandstone(minecraft:red_sandstone) 179:2
Smooth Red Sandstone (minecraft:red_sandstone) 180 Red Sandstone Stairs (minecraft:stone_stairs) 181 Double Red Sandstone Stairs (minecraft:stone_stairs) 182 Red Sandstone Stairs (minecraft:stone_stairs) 183 Spruce Fence Gate (minecraft:stone_stairs) 184 Birch Fence Gate (minecraft:birch_fence_gate) 185 Jungle Fence
Gate(minecraft:jungle fence gate) 186 Dark Oak Fence (minecraft:dark oak fence gate) 187 Acacia fence gate) 187 Acacia fence gate) 188 Spruce Fence(minecraft:dark oak fence) 191 Dark Oak Fence(minecraft:dark oak fence) 192 Acacia
Fence(minecraft:acacia_fence) 193 Spruce Door Block(minecraft:purgle_door) 194 Birch Door Block(minecraft:birch_door) 195 Jungle Door Block(minecraft:chorus_plant) 200
Chorus Flower(minecraft:chorus flower) 201 Purpur Block(minecraft:purpur block) 202 Purpur Block(minecraft:purpur block) 203 Purpur Block(minecraft:purpur block) 204 Purpur Block(minecraft:purpur block) 205 Purpur Block(minecraft:purpur block) 207 Beetroot
Block(minecraft:beetroots) 208 Grass Path(minecraft:repeating Command Block(minecraft:repeating Command Bloc
Block(minecraft:nether_wart_block) 215 Red Nether Brick(minecraft:observer) 216 Bone Block(minecraft:observer) 219 White Shulker Box(minecraft:white_shulker_box) 220 Orange Shulker Box(minecraft:orange_shulker_box) 221 Magenta Shulker
 Box(minecraft:magenta shulker box) 222 Light Blue Shulker Box(minecraft:light blue shulker box) 223 Yellow Shulker Box(minecraft:light blue shulker box) 227 Light Gray Shulker Box(minecraft:light blue shulker box) 227 Light Gray Shulker Box(minecraft:light blue shulker box) 226 Gray Shulker Box(minecraft:light blue shulker box) 227 Light Gray Shulker Box(minecraft:light blue shulker box) 227 Light Gray Shulker Box(minecraft:light blue shulker box) 228 Gray Shulker Box(minecraft:light blue shulker box) 229 Fink Shulker Box(minecraft:light blue shulker box) 229 Fink Shulker Box(minecraft:light blue shulker box) 220 Fink Shulker Box(minecraft:light blue shulker box(minecraft:light blue shulker box) 220 Fink Shulker Box(
Box(minecraft:silver shulker box) 228 Cyan Shulker Box(minecraft:purple shulker box) 230 Blue Shulker Box(minecraft:purple shulker box) 231 Brown Shulker Box(minecraft:purple shulker box) 232 Green Shulker Box(minecraft:purple shulker box) 233 Red Shulker Box(minecraft:purple shulker box) 230 Blue Shulker Box(m
Box(minecraft:red_shulker_box) 234 Black Shulker Box(minecraft:black_shulker_box) 235 White Glazed_terracotta(minecraft:orange_glazed_terracotta) 236 Orange Glazed_terracotta(minecraft:white_glazed_terracotta) 237 Magenta Glazed_Terracotta(minecraft:magenta_glazed_terracotta) 238 Light Blue Glazed_terracotta(minecraft:white_glazed_terracotta) 237 Magenta Glazed_terracotta(minecraft:magenta_glazed_terracotta) 238 Light Blue Glazed_terracotta(minecraft:white_glazed_terracotta) 237 Magenta Glazed_terracotta(minecraft:magenta_glazed_terracotta) 238 Light Blue Glazed_terracotta(minecraft:magenta_glazed_terracotta(minecraft:magenta_glazed_terracotta) 238 Light Blue Glazed_terracotta(minecraft:magenta_glazed_terra
Terracotta(minecraft:light blue glazed terracotta) 239 Yellow Glazed Terracotta(minecraft:pink glazed terracotta) 241 Pink Glazed Terracotta(minecraft:pink glazed terracotta) 242 Gray Glazed Terracotta(minecraft:gray glazed terracotta) 243 Light Gray Glazed Terracotta(minecraft:pink glazed terracotta) 240 Lime Glazed Terracotta(minecraft:pink glazed terracotta) 241 Pink Glazed Terracotta(minecraft:pink glazed terracotta) 242 Gray Glazed Terracotta(minecraft:pink glazed terracotta) 243 Light Gray Glazed Terracotta(minecraft:pink glazed terracotta) 240 Lime Glazed Terracotta(mi
Terracotta(minecraft:light_gray_glazed_terracotta) 246 Cyan Glazed_terracotta(minecraft:brown_glazed_terracotta) 246 Cyan Glazed_terracotta(minecraft:brown_glazed_terracotta) 246 Cyan Glazed_terracotta(minecraft:brown_glazed_terracotta) 248 Cyan Gl
Terracotta(minecraft:green_glazed_terracotta) 249 Red Glazed_terracotta(minecraft:concrete) 251:1 Orange Concrete(minecraft:concrete) 251:2 Magenta Concrete(minecraft:concrete) 251:3 Light Blue Concrete(minecraft:concrete) 251:1 Orange Conc
251:4 Yellow Concrete(minecraft:concrete) 251:5 Lime Concrete(minecraft:concrete) 251:6 Pink Concrete(minecraft:concrete) 251:10 Purple Concrete(minecraft:concrete) 251:11 Blue Concrete(minecraft:concrete) 251:12 Pink Concrete(minecraft:concrete) 251:13 Pink Concrete(minecraft:concrete) 251:14 Pink Concrete(minecraft:concrete) 251:15 Pink Concrete(minecraft:concrete) 251:16 Pink Concrete(minecraft:concrete) 251:16 Pink Concrete(minecraft:concrete) 251:17 Pink Concrete(minecraft:concrete) 251:18 Pink Concrete(minecraft:concr
 Powder(minecraft:concrete_powder) 252:3 Light Blue Concrete Powder(minecraft:concrete_powder) 252:4 Yellow Concrete Powder(minecraft:concrete_powder) 252:5 Lime Concrete Powder(minecraft:concrete_powder) 252:8 Light Blue Concrete Powder(minecraft:concrete_powder) 252:6 Pink Concrete Powder(minecraft:concrete_powder) 252:8 Light Blue Concrete Powder(minecraft:concrete_powder) 252:6 Pink Concrete Powder(minecraft:concrete_powder) 252:8 Light Blue Concrete Powder(minecraft:concrete_po
Gray Concrete Powder(minecraft:concrete powder) 252:10 Purple Concrete Powder(minecraft:concrete powder) 252:11 Blue Concrete Powder(minecraft:concrete powder) 252:13 Green Concrete
 Powder(minecraft:concrete powder) 252:14 Red Concrete Powder(minecraft:concrete powder) 252:15 Black Concrete powder powder) 255 Structure block) 256 Iron Shovel(minecraft:concrete powder) 257 Iron Pickaxe(minecraft:iron pickaxe) 258 Iron Axe(minecraft:iron axe) 259 Flint and
 Steel(minecraft:flint and steel) 260 Apple(minecraft:gold ingot) 261 Bow(minecraft:bow) 262 Arrow(minecraft:iron ingot) 263 Coal(minecraft:gold ingot) 263 Iron Sword(minecraft:iron sword) 268 Wooden
 Shovel(minecraft:golden shovel) 285 Golden Pickaxe(minecraft:golden pickaxe) 286 Golden Axe(minecraft:golden axe) 287 String(minecraft:golden hoe) 291 Stone Hoe(minecraft:stone hoe) 292 Iron Hoe(minecraft:iron hoe) 293 Diamond
 Hoe(minecraft:diamond hoe) 294 Golden Hoe(minecraft:golden hoe) 295 Wheat Seeds(minecraft:leather helmet) 299 Leather Tunic(minecraft:leather chestplate) 300 Leather Pants(minecraft:leather leggings) 301 Leather
 Boots(minecraft:leather_boots) 302 Chainmail Helmet(minecraft:chainmail_helmet) 303 Chainmail Chestplate(minecraft:chainmail_boots) 306 Iron Helmet(minecraft:iron_helmet) 307 Iron Chestplate(minecraft:iron_chestplate) 308 Iron
 Leggings(minecraft:iron leggings) 309 Iron Boots(minecraft:diamond chestplate minecraft:diamond boots 
Chestplate(minecraft:golden chestplate) 316 Golden Leggings(minecraft:golden boots) 318 Flint(minecraft:golden boots) 318 Flint(minecraft:gold
Golden Apple(minecraft:golden apple) 323 Sign(minecraft:sign) 324 Oak Door(minecraft:wooden door) 325 Bucket(minecraft:bucket) 326 Water Bucket(minecraft:minecraft:bucket) 327 Lava Bucket(minecraft:wooden door) 331
 Redstone(minecraft:redstone) 332 Snowball(minecraft:snowball) 333 Oak Boat(minecraft:boat) 334 Leather(minecraft:boat) 335 Milk Bucket(minecraft:paper) 340 Book(minecraft:boat) 337 Clay(minecraft:boat) 338 Sugar Canes(minecraft:boat) 338 Sugar Canes(minecraft:boat) 339 Paper(minecraft:boat) 339 Paper(minecraft:boat) 339 Paper(minecraft:boat) 339 Paper(minecraft:boat) 330 Brick(minecraft:boat) 330 Brick(minecraft:boat) 330 Brick(minecraft:boat) 330 Brick(minecraft:boat) 331 Brick(minecraft:boat) 332 Brick(minecraft:boat) 333 Brick(minecraft:boat) 334 Brick(minecraft:boat) 335 Brick(minecraft:boat) 336 Brick(minecraft:boat) 336 Brick(minecraft:boat) 337 Brick(minecraft:boat) 337 Brick(minecraft:boat) 338 Brick(mi
342 Minecart with Chest(minecraft:chest minecart) 343 Minecart with Furnace minecart; 344 Egg(minecraft:fish) 349:1 Raw Salmon(minecraft:fish) 347 Clock(minecraft:glowstone dust) 348 Glowstone dust) 348 Raw Fish(minecraft:fish) 349:1 Raw Salmon(minecraft:fish)
349:2 Clownfish(minecraft:fish) 350:1 Cooked Fish(minecraft:dye) 351:1 Rose Red(minecraft:dye) 3
351:6 Cyan Dye(minecraft:dye) 351:1 Light Gray Dye(minecraft:dye) 351:1 Dandelion Yellow(minecraft:dye) 351:
352 Bone(minecraft:bone) 353 Sugar(minecraft:cookie) 354 Cake(minecraft:cookie) 355 Bed(minecraft:bed) 356 Redstone Repeater(minecraft:shears) 360 Melon(minecraft:melon) 361 Pumpkin Seeds(minecraft:pumpkin seeds) 362 Melon
 Seeds(minecraft:melon seeds) 363 Raw Beef(minecraft:cooked chicken) 365 Raw Chicken(minecraft:cooked chicken) 366 Cooked Chicken(minecraft:cooked chicken) 367 Rotten Flesh(minecraft:cooked chicken) 368 Ender Pearl(minecraft:cooked chicken) 368 Ender Pearl(minecraft:cooked chicken) 369 Blaze Rod(minecraft:blaze rod) 370 Ghast Tear(minecraft:ghast tear) 371 Gold
 Nugget(minecraft:gold nugget) 372 Nether Wart(minecraft:nether wart) 373 Potion(minecraft:potion) 374 Glass Bottle(minecraft:glass bottle) 375 Spider Eye(minecraft:blaze powder) 378 Magma Cream(minecraft:magma cream) 379 Brewing
 Stand(minecraft:brewing stand) 380 Cauldron(minecraft:spawn egg) 383:5 Spawn Wither Skeleton(minecraft:spawn egg) 383:6 Spawn Elder Guardian(minecraft:spawn egg) 383:5 Spawn Wither Skeleton(minecraft:spawn egg) 383:6 Spawn Elder Guardian(minecraft:spawn egg) 383:6 Spawn Wither Skeleton(minecraft:spawn egg) 383:6 Spawn Elder Guardian(minecraft:spawn egg) 383:6 Spawn Wither Skeleton(minecraft:spawn egg) 383:6 Spawn Elder Guardian(minecraft:spawn egg) 383:6 Spawn Wither Skeleton(minecraft:spawn egg) 383:6 Spawn Elder Guardian(minecraft:spawn egg) 383:6 Spawn egg) 38
383:27 Spawn Zombie Villager(minecraft:spawn_egg) 383:32 Spawn Mule(minecraft:spawn_egg) 383:35 Spawn Mule(minecraft:spawn_egg) 383:35 Spawn Mule(minecraft:spawn_egg) 383:36 Spawn Mule(minecraft:spawn_egg) 383:36 Spawn Mule(minecraft:spawn_egg) 383:37 Spawn Mule(minecraft:spawn_egg) 383:38 Spawn Mule(minecraft:spawn_egg) 383:38 Spawn Mule(minecraft:spawn_egg) 383:38 Spawn Mule(minecraft:spawn_egg) 383:39 Spawn Mule(minecraft:spawn_egg) 383:39 Spawn Mule(minecraft:spawn_egg) 383:39 Spawn Mule(minecraft:spawn_egg) 383:30 
Vindicator(minecraft:spawn egg) 383:50 Spawn Creeper(minecraft:spawn egg) 383:55 Spawn Spider(minecraft:spawn egg) 383:55 Spawn Spider(minecraft:spawn egg) 383:57 Spawn Zombie
 Pigman(minecraft:spawn_egg) 383:58 Spawn Enderman(minecraft:spawn_egg) 383:61 Spawn Blaze(minecraft:spawn_egg) 383:65 Spawn Blaze(minecraft:spawn_egg) 383:65 Spawn Blaze(minecraft:spawn_egg) 383:65 Spawn Blaze(minecraft:spawn_egg) 383:66 Spawn Blaze(minecraft:spawn_egg) 383:65 Spawn Blaze(minecraft:spawn_egg) 383:60 Spawn Bl
 Witch(minecraft:spawn_egg) 383:67 Spawn Endermite(minecraft:spawn_egg) 383:68 Spawn Guardian(minecraft:spawn_egg) 383:69 Spawn Shulker(minecraft:spawn_egg) 383:91 Spawn Sheep(minecraft:spawn_egg) 383:92 Spawn Cow(minecraft:spawn_egg) 383:93 Spawn Chicken(minecraft:spawn_egg) 383:93 Spawn Chicken(minecraft:spawn_egg) 383:90 Spawn Shulker(minecraft:spawn_egg) 383:93 Spawn Chicken(minecraft:spawn_egg) 383:93
 383:94 Spawn Squid(minecraft:spawn egg) 383:95 Spawn Wolf(minecraft:spawn egg) 383:100 Spawn Horse(minecraft:spawn egg) 383:101 Spawn Rabbit(minecraft:spawn egg) 383:102 Spawn Polar Bear(minecraft:spawn egg) 383:103 Spawn
Llama(minecraft:spawn_egg) 383:105 Spawn Villager(minecraft:spawn_egg) 383:120 Spawn Villager(minecraft:spawn_egg) 384 Bottle o' Enchanting(minecraft:spawn_egg) 385 Fire Charge(minecraft:spawn_egg) 385:120 Spawn Villager(minecraft:spawn_egg) 386 Book and Quill(minecraft:spawn_egg) 387 Written Book(minecraft:spawn_egg) 388 Emerald(minecraft:emerald) 389 Item
 Frame(minecraft:item_frame) 390 Flower Pot(minecraft:flower_pot) 391 Carrot(minecraft:carrot) 392 Potato(minecraft:potato) 393 Baked Potato(minecraft:map) 396 Golden Carrot(minecraft:golden_carrot) 397 Mob Head (Skeleton)(minecraft:skull) 397:1
Mob Head (Wither Skeleton)(minecraft:skull) 397:2 Mob Head (Creeper)(minecraft:skull) 397:5 Mob Head (Creeper)(minecraft:skull) 397:5 Mob Head (Creeper)(minecraft:skull) 397:4 Mob Head (Creeper)(minecraft:skull) 397:4 Mob Head (Creeper)(minecraft:skull) 397:5 Mob Head (Creeper)(minecraft:skull) 397:6 Mob Head (Creeper)(minecraft:skull) 397:6 Mob Head (Creeper)(minecraft:skull) 397:7 Mob Head (Creeper)(minecraft:skull) 397:8 Mob Head (Creeper)(min
 Pie(minecraft:pumpkin pie) 401 Firework Rocket(minecraft:fireworks) 402 Firework Star(minecraft:netherbrick) 405 Nether Brick(minecraft:netherbrick) 406 Nether Quartz(minecraft:quartz) 407 Minecart with TNT(minecraft:tnt minecart) 408 Nether Brick(minecraft:netherbrick) 406 Nether Quartz(minecraft:quartz) 407 Minecart with TNT(minecraft:tnt minecart) 408 Nether Brick(minecraft:netherbrick) 406 Nether Quartz(minecraft:quartz) 407 Minecart with TNT(minecraft:tnt minecart) 408 Nether Brick(minecraft:netherbrick) 408 Nether Brick(minecraft:quartz) 407 Minecart with TNT(minecraft:tnt minecart) 408 Nether Brick(minecraft:netherbrick) 408 Nether Brick(minecraft:quartz) 407 Minecart with TNT(minecraft:tnt minecart) 408 Nether Brick(minecraft:quartz) 408 Nether Brick(minecartz) 408 Nether Br
 Minecart with Hopper(minecraft:hopper minecarft:prismarine Shard(minecraft:prismarine shard) 410 Prismarine crystals(minecraft:rabbit stew(minecraft:rabbit stew) 414 Rabbit(s Foot(minecraft:rabbit foot) 415 Rabbit
 Hide(minecraft:rabbit hide) 416 Armor Stand(minecraft:armor stand) 417 Iron Horse Armor(minecraft:iron horse armor) 418 Golden Horse armor) 420 Lead(minecraft:lead) 421 Name Tag(minecraft:name tag) 422 Minecart with Command
 Block(minecraft:command block minecraft:banner) 423 Raw Mutton(minecraft:mutton) 424 Cooked Mutton(minecraft:purgle door) 428 Birch Door(minecraft:banner) 425 Banner(minecraft:banner) 426 End Crystal(minecraft:banner) 427 Spruce Door(minecraft:banner) 427 Spruce Door(minecraft:banner) 428 Birch D
 Door(minecraft:acacia_door) 431 Dark Oak Door(minecraft:beetroot_soup) 432 Chorus Fruit(minecraft:beetroot_soup) 437 Dragon's Breath(minecraft:dragon_breath) 438 Beetroot Soup(minecraft:beetroot_soup) 437 Dragon's Breath(minecraft:dragon_breath)
438 Splash Potion(minecraft:splash potion) 449 Shield(minecraft:splead arrow) 440 Tipped arrow) 440 Tipped arrow) 441 Lingering Potion(minecraft:splead arrow) 445 Birch Boat(minecraft:birch boat) 446 Jungle
 Boat(minecraft:jungle boat) 447 Acacia Boat(minecraft:totem_of_undying) 450 Shulker Shell(minecraft:totem_of_undying) 450 Shulker Shell(minecraft:totem_of_undyi
Disc(minecraft:record cat) 2258 Blocks Disc(minecraft:record blocks) 2259 Chirp Disc(minecraft:record blocks) 2260 Far Disc(minecraft:record blocks) 2261 Mall Disc(minecraft:record blocks) 2262 Mellohi Disc(minecraft:record blocks) 2263 Stal Disc(minecraft:record blocks) 2264 Strad Disc(minecraft:record blocks) 2265 Ward
 Disc(minecraft:record_ward) 2266 11 Disc(minecraft:record_wait) Discover a new guide for Minecraft Items with list A-Z Wiki. Items are the types of items that only exist in the players hand and in the inventory, Also can be displayed in the item frame, glow item frame, or armor stand. BehaviorWhen used, some
items place a block version (ItemBlock) or entity (minecart, spawn, etc.) into the game world. Simply put, they are an item when in inventory and a block when placed. Items will briefly show their names above the HUD when selected in the
hotbar. The only method by which an item can be displayed correctly in the game environment is to place it in an item frame. If an item does not become a dropped block, it becomes an entity represented by an elf that hovers above the ground for 5 minutes in a loaded block before spawning, unless the player passes through it to pick it up before it
 spawns, it is picked up by a mob, hopper, or hopper minecart, or it is destroyed by fire, lava, cactus, or explosion. An object submerged in water moves towards the waters edge. When the surface current is in motion, the object is pushed along with it. Hoppers suck up any items placed above them. Most items stack up to 64, but some only stack to 16
and others do not, but all types of items can be stacked up to 127 via inventory editing. List of items Blocks, liquids, or entities: Acacia Boat Acacia Boat with ChestBeetroot SeedsBirch Boat Birch Boat with ChestBeetroot SeedsBirch Boat With ChestBeetroot With ChestBeetroot SeedsBirch Boat With ChestBeetroot SeedsBirch Boat With ChestBeetroot SeedsBirch Boat With ChestBeetroot W
 SalmonBucket of TadpoleBucket of TadpoleBucket of Tropical FishCarrotCherry Boat with ChestCocoa BeansCrossbowDark Oak Boat With ChestEggEnd CrystalEnder PearlEye of EnderFire ChargeFirework RocketFishing RodFlint and SteelGlow BerriesGlow Item FrameJungle Boat Jungle Boat with ChestKelpLava
BucketLeadLingering PotionMangrove Boat with ChestMinecart with FurnaceMinecart with ChestMinecart with Ches
PotionSpruce BoatSpruce BoatSpruce Boat with ChestStringSweet BerriesTorchflower SeedsItems with indirect uses in the worldPlayers cannot interact with or use these items directly; however, they are used to trade, brew, enchant, or craft ingredients for other items of direct uses in the worldPlayers cannot interact with or use these items directly; however, they are used to trade, brew, enchant, or craft ingredients for other items of direct uses in the worldPlayers cannot interact with or use these items directly; however, they are used to trade, brew, enchant, or craft ingredients for other items of direct uses in the worldPlayers cannot interact with or use these items directly; however, they are used to trade, brew, enchant, or craft ingredients for other items of direct uses in the worldPlayers cannot interact with or use these items directly; however, they are used to trade, brew, enchant, or craft ingredients for other items of directly; however, they are used to trade, brew, enchant, or craft ingredients for other items of directly; however, they are used to trade, brew, enchant, or craft ingredients for other items of directly; however, they are used to trade, brew, enchant, or craft ingredients for other items of directly; however, they are used to trade, brew, enchant, or craft ingredients for other items of directly in the craft ingredients.
 in any recipes but serves an informative function. Angler Pottery SherdArcher Pottery SherdArms Up Pottery SherdBanner Pattern (Creeper Charge) Banner Pattern (Flower Charge) Banner Patt
 SherdBrickBurn Pottery SherdCharcoalClay BallClockCoalCoast Armor TrimFeatherFermented Spider EyeFirework StarFlintFriend Pottery SherdDiamondDisc FragmentDragons BreathDune Armor TrimFeatherFermented Spider EyeFirework StarFlintFriend Pottery SherdGhast TearGlistering Melon SliceGlowstone DustGolcant Armor TrimFeatherFermented Spider EyeFirework StarFlintFriend Pottery SherdDiamondDisc FragmentDragons BreathDune Armor TrimFeatherFermented Spider EyeFirework StarFlintFriend Pottery SherdDiamondDisc FragmentDragons BreathDune Armor TrimFeatherFermented Spider EyeFirework StarFlintFriend Pottery SherdDiamondDisc FragmentDragons BreathDune Armor TrimFeatherFermented Spider EyeFirework StarFlintFriend Pottery SherdDiamondDisc FragmentDragons BreathDune Armor TrimFeatherFermented Spider EyeFirework StarFlintFriend Pottery SherdDiamondDisc FragmentDragons BreathDune Armor TrimFeatherFermented Spider EyeFirework StarFlintFriend Pottery SherdDiamondDisc FragmentDragons BreathDune Armor TrimFeatherFermented Spider EyeFirework StarFlintFriend Pottery SherdDiamondDisc FragmentDragons BreathDune Armor TrimFeatherFermented Spider EyeFirework StarFlintFriend Pottery SherdDiamondDisc FragmentDragons BreathDune Armor TrimFeatherFermented Spider EyeFirework StarFlintFriend Pottery SherdDiamondDisc Fragmented Spider EyeFirework SherdDiamondDisc Fragmented Spider EyeFirework SherdDiamondDisc Fragmented Spider EyeFirework SherdDiamondDisc Fragmented Spider EyeFirework Sherd
 NuggetGunpowderHeart of the SeaHeart Pottery SherdHost Armor TrimHowl Pottery SherdMourner Pottery SherdInk SacIron IngotIron NuggetLapis LazuliLeather BrickNether StarNetherite IngotNetherite ScrapNetherite UpgradePaperPhantom
 MembranePlenty Pottery SherdPopped Chorus FruitPrismarine CrystalsPrismarine CrystalsPrismarine ShardPrize Pottery SherdRabbit HideRabbits FootRaiser Armor TrimSkull Pottery SherdShelter Pottery She
SherdSlimeballSnort Pottery SherdSpire Armor TrimWard Armor TrimWa
give the player an advantage or disadvantage). Some can be used whenever, others only when targeting specific blocks or entities. Amethyst ShardAppleArrowBaked PotatoBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetrootBeetroot
 HelmetChainmail LeggingsChorus FruitCompassCooked ChickenCooked CodCooked MuttonCooked PorkchopCooked RabbitCooked SalmonCookieCyan DyeDebug Stick[JE only]Diamond Horse ArmorDiamond PickaxeDiamond ShovelDiamond ShovelDiamond HolmetDiamond HolmetDiamond Horse ArmorDiamond LeggingsDiamond PickaxeDiamond ShovelDiamond ShovelDiamond HolmetDiamond HolmetD
 SwordDried KelpElytraEmpty MapEnchanted BookEnchanted BookEnchanted Golden AppleGoat HornGlass BottleGlow Ink SacGolden AppleGolden AppleGolden AppleGolden AppleGolden SwordGray DyeGreen DyeHoneycombHoney BottleInk
  SacIron AxeIron BootsIron ChestplateIron HelmetIron HoeIron HoeIron Horse ArmorIron IngotIron PickaxeIron ShovelIron SwordKnowledge BookLapis LazuliLeather BootsLeather BootsLeather BootsLeather Horse ArmorIron IngotIron SwordKnowledge BookLapis LazuliLeather BootsLeather TunicLight Blue DyeLime DyeMagenta DyeMagenta DyeMagenta DyeMagenta BucketMushroom
 StewMusic Disc (5)Music Disc (5)Music Disc (11)Music Disc (Relic)Music Disc (Relic)Music Disc (Relic)Music Disc (Relic)Music Disc (Ward)Name TagNetherite AxeNetherite BootsNetherite BootsNetherite
ChestplateNetherite HelmetNetherite HoeNetherite HoeNetherite ShovelNetherite 
 EyeSpyglassSteakStone AxeStone HoeStone HoeStone PickaxeStone ShovelStone SwordSugarSuspicious StewTipped ArrowTotem of UndyingTropical FishTurtle ShellWarped Fungus on a StickWheatWhite DyeWooden AxeWooden HoeWooden ShovelWooden ShovelWoo
 Survival mode, spawn eggs cannot be obtained. Spawn EggCove Spawn
 EggEnder Dragon Spawn EggEnderman Spawn EggEndermite Spawn EggGoat Spawn
 EggMule Spawn EggSpawn NPC[Bedrock Edition only]Ocelot Spawn EggPiglin Brute Spawn EggPiglin Spawn EggPiglin Spawn EggPiglin Spawn EggPiglin Brute Spawn EggPiglin Spawn EggPi
 EggSilverfish Spawn EggSkeleton Horse Spawn EggStrider Spawn EggStrider Spawn EggSniffer Spawn EggSniffer Spawn EggSniffer Spawn EggStrider Spawn EggStrider Spawn EggStrider Spawn EggStrider Spawn EggStrider Spawn EggSnow Golem Spawn EggSnow Golem Spawn EggSnow 
EggWandering Trader Spawn EggWorden Spawn EggZombie Horse Spawn EggZombie Villager Villa
agent, portfolio, and camera can be obtained through Creative mode and the /give command. Garbage items can only be obtained through unknown Lab Table recipes or through inventory editing. Agent Spawn EggAntidoteBlack BalloonBlue Glow StickBlue SparklerBoardBrown BalloonBrown Glow StickCameraCompoundsCyan
 BalloonCyan Glow StickElixirEye DropsGray BalloonGray Glow StickGreen BalloonGreen Glow StickGreen BalloonLime Glow StickOrange BalloonOrange Glow StickOrange SparklerPhotoPink BalloonPink Glow StickPortfolioPosterPurple
BalloonPurple Glow StickPurple SparklerRed BalloonWhite Glow StickPurple SparklerSilver BalloonWhite BalloonWhite BalloonWhite BalloonWhite BalloonWhite Glow StickPurple SparklerRed BalloonWhite BalloonWhite BalloonWhite BalloonWhite Glow StickPurple SparklerSilver BalloonWhite BalloonWhite
PatternBlue KeyBitBottle of EntityBottle of EntityBottle of VoidByte TagCompound TagDouble TagFloat TagLong TagLonger Stringminecraft:dupe hackMoon Cow Spawn EggNameObsidian BoatPotion of BigPotion of SmallReality VisionRed
KeyRight CurlyRight SquareShort TagSmarter WatchSplash Potion of BigSplash Potion of SmallSssyntax ErrorString TagTagYellow KeyThere is the best items list a-z that MC Wiki has just updated for Minecraft Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all
cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information,
 please see our Cookie Notice and our Privacy Policy. Skip to content 1.18, the first release of Caves & Cliffs: Part II, is a major update to Java Edition released on November 30, 2021.[1] It completely overhauls the Overworld generation, with larger caves, taller mountains, new mountain biomes, new cave biomes, and flooded caves. It was first
 announced alongside the release of 1.17 snapshot 21w15a when Mojang Studios stated that the Caves & Cliffs update would be split in two.[2][3] Some features for 1.18 were initially implemented during 1.17's development cycle, before getting postponed and relegated to official data packs used with a corresponding 1.17 snapshot.[4]
Additions[]Items[] Music DiscAdded a new music disc from Lena Raine titled "otherside". Can be found on rare occasions in stronghold corridor chests, or more rarely in dungeon chests. Has a blue and green color to the ring area of the disc. World generation[]CavesCompletely overhauled. Now stretch down to Y=-64. The caves now generate in 2 layers
of different stone bases depending on the depth. The layer above Y=8 is made up of regular stone. Stone transitions to deepslate from Y=8 to Y=0. Deepslate from Y=8 to Y=0. Deepslate completely replaces stone from Y=8 to Y=0. Deepslate from Y=0 to bedrock. Biomes such as the dripstone caves and lush caves now generate in the underground. Contain aquifers, bodies of water with different heights,
 independent of sea level (Y=63). Aquifers below Y=0 sometimes generate with lava instead of water. Improved old caves to blend in with the new generations of caves better New noise caves, coming in 3 forms, "cheese", "spaghetti", and "noodle". Cheese caves have large stone towers stretching from the bottom of the cave to the top, and are often
large enough to allow safe elytra flight. Spaghetti caves are long, thin caves that have small aguifers and are more similar to original caves. Mountains Come in 6 sub-biomes: MeadowA grassy elevated biome that looks like a flowery and colder plains, with an agua
grass color and dark blue water color. Generates in plateaus and the lowest layers of some mountains, usually near plains and other temperate biomes. Contains grass, tall grass, dandelions, azure bluets, cornflowers, poppies, daisies and alliums Birch and oak trees can rarely appear in this biome, and always have bee nests. Only rabbits, donkeys, and
sheep spawn in this biome. Plains villages and pillager outposts can generate in this biome. Grove Snowy Slopes and pillager outposts can generate in this biome. Grove Snowy tundra. Covered in snow, snow block and powder snow, snow block and powder snow. Only rabbits and goats spawn in this biome. Grove Snowy tundra. Covered in snow, snow block and powder snow. Only rabbits and goats spawn in this biome. Grove Snowy tundra. Covered in snow, snow block and powder snow. Only rabbits and goats spawn in this biome. Grove Snowy tundra. Covered in snow, snow block and powder snow. Only rabbits and goats spawn in this biome. Grove Snowy tundra. Covered in snow, snow block and powder snow. Only rabbits and goats spawn in this biome. Grove Snowy tundra. Covered in snow, snow block and powder snow. Only rabbits and goats spawn in this biome. Grove Snowy tundra. Covered in snow, snow block and powder snow. Only rabbits and goats spawn in this biome. Grove Snowy tundra. Covered in snow, snow block and powder snow. Only rabbits and goats spawn in this biome. Grove Snowy tundra. Covered in snow, snow block and powder snow. Only rabbits and goats spawn in this biome. Grove Snowy tundra. Covered in snow, snow block and powder snow. Only rabbits and goats spawn in this biome. Grove Snowy tundra. Covered in snow, snow block and goats spawn in this biome. Grove Snowy tundra. Covered in snow tun
of three biomes that generate in the mountain peaks. Covered in snow, snow blocks and stone. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes that generate in the mountain peaks. Covered in snow, snow blocks and stone. Frozen Peaks one of three biomes that generate in the mountain peaks. Covered in snow, snow blocks and stone. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Only goats spawn in this biome. Frozen Peaks one of three biomes. Frozen Peaks one of three biomes.
snow, snow blocks, ice, and packed ice. Tends to generate in smoother and less jagged peaks in areas with snowy, cold, and temperate biomes. Only goats spawn in this biome. Pillager outposts can generate in smoother and less jagged peaks in areas with snowy, cold, and temperate biomes. Only goats spawn in this biome. Pillager outposts can generate in smoother and less jagged peaks in areas with snowy, cold, and temperate biomes. Only goats spawn in this biome. Pillager outposts can generate in smoother and less jagged peaks in areas with snowy, cold, and temperate biomes. Only goats spawn in this biome. Pillager outposts can generate in smoother and less jagged peaks in areas with snowy, cold, and temperate biomes. Only goats spawn in this biome. Pillager outposts can generate in smoother and less jagged peaks in areas with snowy, cold, and temperate biomes. Only goats spawn in this biome. Pillager outposts can generate in the mountain peaks. One generate in this biome. Pillager outposts can generate in this biome. Pil
generate in any peak surrounded by warm biomes such as jungles and savannas, to avoid temperature clashes. No animals spawn in this biome. Ore veins Upgrading of old worlds and new chunks now seamlessly blend, preventing the hard cut borders from before. Any player
made structures in these chunks may either be intact, buried, or deteriorated. Several checks are made on the previous bedrock at Y=0. If bedrock is detected, the game then checks if each column in a chunk has air at Y=0. New
terrain generates only under columns with non-air blocks. If there is no bedrock whatsoever at Y=0, the whole chunk does not get new terrain below. The old bedrock layer between Y=-64 and Y=-60. Command format []/jfrWhen enabled, begins profiling
 with Java FlightRecorder, as well as the following custom events:minecraft. Server tick times in intervals of a secondminecraft. PacketRead / minecraft. PacketSent: Network trafficminecraft. WorldLoadFinishedEvent: Initial
                                          durationThe profiling can be stopped in-game by using /ifr stop. If it is started from an external source, the JFR events for network packets are aggregated instead of one event per packet. Gameplay []Advancements. Caves & CliffsFall from the top to the bottom of the Overworld. Feels like homeRide a stride
on lava for 50 blocks in the Overworld. Sound of MusicPlay music with a jukebox in a meadow biome. Star TraderTrade with a villager at the build height limit. Added two new advancement triggers. fall_from_heightTriggered when a player lands after falling. ride_entity_in_lavaTriggered for every tick when player rides in lava. General[] Debug
screenAdded three new lines: Multinoise, biome builder, and terrain. Appears if the dimension where the player is uses the multi-noise biome source type. Multinoise, biome builder, and W is weirdness. Continentalness goes up
as you go more inland. In areas with low continentalness values, oceans may generate. Erosion determines how flat or mountainous areas. Temperature and humidity have no impact on the terrain itself, and determining only biome placement. Weirdness indirectly drives
the PV (peaks and valleys) noise and determines which biome variant gets placed. Terrain lists values related to terrain generation. [more information needed] Font Added Lombard. [note 1] Added Toki Pona. [note 2] Loot tables Added the type field.
which is mandatory. Written into BlockEntityTag.id to ensure that the tag can be migrated correctly between versionsAdded new music to the Overworld (when playing in survival mode), distributed to the new biomes, and to the main menu. By Lena
Raine: "Stand Tall", "Left to Bloom", "One More Day", "Wending" and "Infinite Amethyst": "Stand Tall" plays in the meadow, snowy slopes, jagged peaks, frozen peaks biomes, as well as the menu screen. "One More Day" plays in the meadow, snowy slopes
and lush caves biomes, as well as the menu screen. "Wending" plays in the grove, jagged peaks, stony peaks and dripstone caves biomes, as well as the menu screen. By Kumi Tanioka (): "Floating Dream", "Comforting Memories" and "An Ordinary
Day": "Floating Dream" plays in the jagged peaks and lush caves biomes. "Comforting Memories" plays in the grove biomes. "BT tagsSpawners now have a new CustomSpawnRules tag, which lets players override the spawn rules of the spawned mob. In the tag, players
can specify BlockLightLimit, which indicates the highest block-light at which the spawners spawn mobs. Options and is a block lightning flashes, which prevents lightning from making the sky flash. Lightning bolts themselves still appear. The device the game outputs audio to can now be chosen in-game. Added "Chunk Builder" to video
settings. Determines as to which chunk sections are updated synchronously in a single frame. Three options: Fully Blocking, which corresponds to how chunk sections were updated before 21w37a, and Semi Blocking and Threaded, which reduce stuttering when placing or removing blocks. However, the latter two options may cause rare visual delays
in world updates. Added "Simulation Distance" video setting, a new slider. Entities, blocks, and fluids are not updated outside of simulation distance with less CPU load. Lower limit is 5 chunks. Added "Autosave Indicator" to video settings, for single player worlds, which allows to toggle the indicator on / off. The indicator
appears in the bottom right of the screen whenever the game is saving the world file. Defaults to on. Added Online Options as a separate screen: The "Realms Notifications" option has been moved to this screen whenever the game is saving the world file. Defaults to on. Added Online Options as a separate screen: The "Realms Notifications" option has been moved to this screen. Contains the new "Allow Server Listings" option. When deactivated, the player name appears as "Anonymous Player" in server online player.
listings. Contains the new "Server Difficulty" option, to indicate the difficulty of the current server. Particles Added block marker, to replace light and barrier. Renders with texture declared in particle slot for model assigned to configured block state. Summoned with same syntax as block particle (i.e. block marker wheat age = 2]). server. Properties Added
simulation-distance. Added hide-online-players, which when set to "True", does not send a player list on status requests. Subtitles for various bundle sounds. Added the animals spawnable on block tag. Contains grass block. Animals can spawn on blocks in this tag. Added the
axolotls spawnable on block tag. Contains #lush ground replaceable, #terracotta, snow block, and powder snow. Added the azalea grows on block tag. Contains #dirt, #sand, #terracotta, snow block, and powder snow. Added the azalea grows on block tag. Contains #dirt, #sand, #terracotta, snow block, and powder snow. Added the azalea grows on block tag. Contains #dirt, #sand, #terracotta, snow block, and powder snow. Added the azalea grows on block tag. Contains #dirt, #sand, #terracotta, snow block, and powder snow. Added the azalea grows on block tag. Contains #dirt, #sand, #terracotta, snow block, and powder snow. Added the azalea grows on block tag. Contains #dirt, #sand, #terracotta, snow block, and powder snow. Added the azalea grows on block tag. Contains #dirt, #sand, #terracotta, snow block, and powder snow. Added the azalea grows on block tag. Contains #dirt, #sand, #terracotta, snow block tag. Contains #dirt, #sand, #terracotta, #terr
the dirt item tag. Added the foxes spawnable on block tag. Added the parrots spawnable on block tag. Added the polar bears spawnable on block tag. Added the parrots spawnable on block tag. Added the
rabbits spawnable on block tag. Added the replaceable plants block tag. Contains grass, fern, dead bush, vine, glow lichen, sunflower, lilac, rose bush, peony, tall grass, large fern, and hanging roots. Added the terracotta block and item tag. Contains terracotta and the 16 variants of colored terracotta. Added the wolves spawnable on block
tag. Telemetry Readded, previously a part of game known as "snooper" until 18w20c. Implemented only in world load event now. Sent data when loading singleplayer world or connecting to multiplayer server. Contains following information: Launcher identifier (XUID) Client session ID (changes on restart) World session ID (changes per details as a server. Contains following information: Launcher identifier (XUID) Client session ID (changes on restart) World session ID (changes per details as a server. Contains following information: Launcher identifier (XUID) Client session ID (changes on restart) World session ID (changes per details as a server. Contains following information: Launcher identifier (XUID) Client session ID (changes per details as a server. Contains following information: Launcher identifier (XUID) Client session ID (changes per details as a server. Contains following information: Launcher identifier (XUID) Client session ID (changes per details as a server. Contains following information: Launcher identifier (XUID) Client session ID (changes per details as a server. Contains following information: Launcher identifier (XUID) Client session ID (changes per details as a server. Contains following information: Launcher identifier (XUID) Client session ID (changes per details as a server. Contains as a server. Contains as a server identifier (XUID) Client session ID (changes per details as a server identifier (XUID) Client session ID (changes per details as a server identifier (XUID) Client session ID (changes per details as a server identifier (XUID) Client session ID (changes per details as a server identifier (XUID) Client session ID (changes per details as a server identifier (XUID) Client session ID (changes per details as a server identifier (XUID) Client session ID (changes per details as a server identifier (XUID) Client session ID (changes per details as a server identifier (XUID) Client session ID (changes per details as a server identifier (XUID) Client session ID (changes per details as a ser
world load, to be reused for later events)Game versionOperating system name and versionJava runtime versionIf client or server is modded (same information as on crash logs)Server type (single player, Realms or other)Game modeCannot be disabled.[5]Changes[]Blocks[]AnvilSlightly changed the hammer texture on its GUI.BarrelChanged the back
texture to match the spruce planks from 18w47a. Big Dripleaf CarrotTexture of crop staged from to, removed an extra pixel. Cartography TableTexture was changed from to, removed an extra pixel. Cartography TableTexture was changed from to, removed an extra pixel. Cartography TableTexture was changed from to, removed an extra pixel. Cartography TableTexture was changed from to, removed an extra pixel.
growing if shears are used on the tip. This action changes the age block state of the tip to 25. Changed cave vines plant texture from to . Cocoa BeansTextures of cocoa pods (stage0 and stage1) were changed. ConduitNow has an assigned tool, the pickaxe. Copper OreNow drop 2-5 raw copper when mining instead of 2-3. Dirt PathSide texture was
changed to better match its top texture, as well as the side of a dirt block. Doors Changed texture mapping on doors to make top and bottom textures of oak door and iron door, to remove the extra horizontal line. Enchanting Table Now emits a light level of 7. Changed texture of the lapis icon in
the GUI from to .Glass PaneTop texture was changed to better match its side texture was changed to match the oak planks texture after being updated a second time in the Texture update.LogsTop texture of dark oak
log. Changed the side texture of stripped dark oak log, to match the color of its top textures of lit comparators from to . Stained Glass Changed textures of blue stained glass
and red stained glass, to match transparency of other types of stained glass. Stonecutter. Items [] Beetroot Seeds and Melon Seeds Textures were moved down by 1 pixel. Campfire and Soul Campfire Changed the item textures from to . CrossbowDurability has been increased to
465.DoorsChanged the item textures of all doors except crimson and warped from to .SignsChanged the item textures from the .SignsChanged the .Si
salmon, pufferfish, tropical fish, squid, and dolphinsNow spawn only in water from Y=50 to Y=64.Additionally, tropical fishes now also spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow can spawn in lush caves at any height. DrownedNow cave spawn in lush caves at any height. DrownedNow caves at any hei
Illusioner and RavagerNo longer attack baby villagers. Removed hoods in the textures of evokers and vindicators. Removed hoods in the illusioner's texture. Pillagers can now spawn on snow blocks. Foxes Can now spawn on podzol, coarse dirt, and snow blocks. Glow squids Now spawn on ly in water blocks under Y=30. Goats Now spawn on snow blocks. Foxes Can now spawn on podzol, coarse dirt, and snow blocks. Glow squids Now spawn on ly in water blocks under Y=30. Goats Now spawn on snow blocks. Foxes Can now spawn on snow spawn on
only in snowy slopes, jagged peaks, and frozen peaks biomes. Horses, mules, and donkeys LlamasNow follow players holding hay bales. Parrots the bottom texture of all parrots wings has been flipped. Rabbits Can now spawn on snow blocks. Witches Removed hoods in their textures. Wither Tweaked the wither skull's texture to use the new wither face
from the Texture Update. Wolves Can now spawn on snow blocks. Zombie villager pixels. General Hostile mobs spawn only in areas where the light level is equal to 0. This change affects only block-light and not sky-light. [6] Optimized AI for
Axolotls, Goats, Hoglins, Zoglins, Piglins, Pigl
 sand generates a bit higher. Red sandstone now generate at all, to provide some variation. Biomes Some biomes have been renamed: Old nameNew nameTall Birch ForestOld Growth Birch ForestGiant Tree TaigaOld Growth Pine
TaigaGiant Spruce TaigaOld Growth Spruce TaigaSnowy PlainsJungle EdgeSparse JungleStone ShoreMountainsWindswept ForestGravelly MountainsWindswept ForestGravelly MountainsWindsw
 longer controlled by biomes, most of the height variant sub-biomes, along with previously unused biome variants have been removed from the game and desert pyramid generation. All taigas are now eligible for village and outpost
generation. All swamps are now eligible for swamp hut generation. Worlds made in previous versions that generated these biomes convert them into their default variants. Buried Treasure Buried treasure chests can now contain water breathing potions. Desert pyramids No longer generate on
water. Now spawn on the surface rather than at a fixed y-level, but tend to be partially buried. Dripstone Caves. Dungeons Increased the amount of dungeons, especially below Y=0. Fossils The fossils in the deepest part of the
underground generate with Deepslate Diamond Ore instead of Coal Ore, Jungle pyramidsNo longer generate only above Y=0Lush CavesNow generate only above Y=0Lush 
above lush caves. Mineshafts The starting room no longer generates with a dirt floor. Now generate higher up in badlands. Structures Are now hardcoded into world generation of all ores making them have a spread value like lapis lazuli ore. Some still retain a linear generation
alongside a spread generation. Coal ore attempts to generate twice: once, evenly between an altitude of Y=136 and Y=112, generating the most at Y=48 and like all other ores, uses spread. It peaks
at Y=48. Bigger blobs of copper ore generate in dripstone caves. Iron ore attempts to generate three times: once as a spread peaking at Y=16 and generating with a minimum height of Y=-24 and a maximum height of Y=57, and a smaller one spreading evenly between the
altitudes of Y=-64 and Y=-32. Gold ore generates between the altitudes of Y=-64 and Y=32, peaking at Y=-16. Also, extra gold generates below Y=-48. The extra gold that generates below Y=-84 and Y=32, peaking at Y=-16. Also, extra gold generates below Y=-84. The extra gold that generates below Y=-84. The extra gold that generates below Y=-84. The extra gold generates below Y=-84. The extra gold that generates below Y=-84. The extra gold generates 
spread between the altitudes of Y=32 and Y=-32, peaking at an altitude of Y=64 and Y=-64, generating buried like ancient debris. Redstone ore attempts to generate twice: once, evenly between an altitude of Y=64 and Y=-64, generating buried like ancient debris. Redstone ore attempts to generate twice: once, evenly between the altitude of Y=64 and Y=-64, generating buried like ancient debris.
Y=-32. Diamond ore now generate as a spread, generating below Y=16 and peaking at depths near Y=-64. Emerald ore generates above Y=-16 as a spread, generating below Y=16 and dirt has been tweaked - there are larger blobs of these blocks
but they're fewer and further apart. Diorite, andesite and granite generate less commonly above Y = 60. Pillager outposts Now generate in all the new mountain biomes. Springs Stony Shore Now generate in slightly
deeper water than before. Villages Now slightly more spread out. Now generate in meadows. General the overworld now uses the multi-noise biome source type. Terrain generation is now independent from biomes, with biomes adapting to whatever terrain they happen to generate throughout. [7] This allows for natural variation in the terrain of any
individual biome, both in terms of shape and elevation. For example, forests and deserts could form up on a hill without needing a special biome just for that purpose. This additionally allows for smoother transitions between biomes. Terrain is now smoother and more extreme. Bedrock layers generate dependent on the world seed now. New random
number generator is used for overworld generation. Gameplay [] Advancements "Light as a Rabbit" now has "Sweet Dreams" as its parent instead of "Adventuring Time" advancement from 42 to 50, due to the removal of sub-biomes and the inclusion of new additions, with the following
biomes now being required: Weather Sleeping now resets the weather cycle only if the weather is rain or a thunderstorm. General []. Block States & Level. Sections []. Block States & Level. Se
```

structure in Level.Sections[].biomes.Chunks Level.CarvingMasks[] is now long[] instead of byte[].Removed to block entities.Level.TileEntities has moved to block entities.Level.TileTicks and Level.ToBeTicked have moved to block ticks.Level.LiquidTicks and

Level.LiquidsToBeTicked have moved to fluid_ticks.Level.Sections[].block_states.Level.Sections[].block_states has moved to sections[].block_states.Level.Sections[].block_states has moved to sections[].block_states.Level.Sections[].block_states.Le

reference files instead of just biomes. Data packs Data pack version number has been increased to 8. Effects Redesigned how effects look in the inventory, instead of the left side. When the inventory effects list is visible, it is hidden from the game view to reduce screen clutter. There are now two effect, suitable for small screens. The game automatically switches between the two looks to suit the available screen space. Height limit as been increased to 384 blocks, expanding 64 blocks up and 64 blocks up and 64 blocks down, with 320 being the limit upward and -64 being the limit downward. Menu screenMain menu background is changed to reflect Caves & Cliffs: Part II update. Mob spawningThe maximum number of monsters spawned is now tracked per player instead of globally. OptionsThe Sneak and Sprint, and Auto-jump options have been moved to the Controls tab. Render distance now causes chunks to load in a cylinder shape around the player instead of a square. Changed default brightness to 50. PerformanceNow, various background tasks including world generation are executed on a background thread pool. The size of the thread pool equals Amount of available CPU threads - 1.Maximum amount of threads is 255, instead of 7. This limit can be overridden by Java system property max.bg.threads. Player spawning Reworked world generation: players should no longer be able to spawn in the ocean or some other inconvenient location. Resource packs Updated resource packs Updated resource packs formatto 8 as the following has changed: inventory. Size limit for server resource packs has been increased from 100 MB to 250 MB. Scoreboards Removed length limits for scoreboards, score holders and team names. Serverserver. jar now bundles individual libraries instead of merging all the files into single archive. This change is meant to solve certain problems related to Java modules. On startup, server. jar unpacks libraries into a directory configured by bundler RepoDir (default: working directory). To run different main class than server, use bundlerMainClass property. If this property is set to an empty value, the server just validates and extracts files, then exits. Server classes are now signed. Splash text is now available]". The splash "Now Java 16!" has been changed to "Java 16 + 1 = 17!". SprintingNo longer reduced to walking when touching the wall at low angles. TagsRenamed the lava pool stone cannot replace. TickChanged some internal details of block and fluid ticking to improve save times. World creation screen Removed "Caves" and "Floating to improve save times. TagsRenamed the lava pool stone cannot replace. TickChanged some internal details of block and fluid ticking to improve save times. World creation screen Removed "Caves" and "Floating to improve save times. TagsRenamed the lava pool stone cannot replace. islands". World types Changed Amplified and Large Biomes, they have been adapted to the new terrain at Y=320, instead of Y=256 previously. Doubled offset above sea level. Greatly increased 3D noise values, resulting in lower factor values inversely. Doubled peak jaggedness. Large Biomes now has terrain with the following characteristics: Most biomes are four times larger, except mountain peaks and rivers. Multinoise is slowed down by factor 4 for temperature, vegetation, continentalness, and erosion, but not for ridge noise. General Optimized entity collisions. The game now requires Java 17 instead of Java 16.Chunks are now saved whenever there is spare time to reduce autosave spikes. Fixes []240 issues fixed From released versions before 1.18MC-7200 Cave/tunnel generation may cut tunnels a bit too soon. MC-29274 Withers do not pursue players in survival mode unless attacked. MC-30560 River through eroded badlands biome generates floating rock formations at water surface.MC-32813 Floating water / lava above caves / cave carver doesn't update water.MC-44055 Game fails to switch the audio output from one device to another from the title screen after the game has started.MC-46584 Clicking and dragging MOUSE3 (mouse wheel) over item slots incorrectly attempts to place full stacks in Survival.MC-49010 Cloning pressure plates or buttons whilst they're activated keeps them pressed forever.MC-50888 Can get out of 30,000,000 area.MC-54119 Can place/take water/lava/lily pads outside world border and inside spawn protection.MC-54545 Client render distance doesn't adjust to server render distance if they are different, causing faulty chunk loading.MC-62550 World border not correctly initialized for the End and Nether.MC-63340 Sleeping always resets time until rain.MC-65628 Desert pyramids generate underground when using amplified or custom terrain.MC-72831 Water lakes can generate in deserts.MC-73300 "Saving Level..." text not appearing in pause menu.MC-80824 Spawning in some biomes causes "Unable to find spawn biome" warning.MC-85975 Slimes don't spawn in the swamp hills biome.MC-96535 Ambient property of potion effects with ShowParticles:0b is not disregarded.MC-80824 Spawning in some biomes. 101334 Required space for placing a boat is too small.MC-101917 Andesite, diorite and granite won't generate above a height of about 80.MC-113425 Player can interact with entities outside the world border.MC-116359 Status effects aren't displayed in inventory when recipe book is open.MC-117800 Half bed can be placed outside the world border.MC-118134 Item frame texture of oak planks.MC-123277 Too long scoreboard objectives and team names are not detected when commands are parsed.MC-125033 Old cave and ravine generate in ocean buffet worlds.MC-128770 Woodland mansions still generate in dark forest hills.MC-129266 Jagged ocean transitions and slower biome generation.MC-129485 Certain biome generation.MC-129485 Certain biome generation.MC-131686 Spawn in ground with Buffet generation when creating a new world.MC-131808 Forests don't spawn trees near the positive edges, but overstretch bounds on the negative edges.MC-131930 Deep warm ocean generate along swamp hills when bordering an ocean.MC-132285 Isolated water block floating in mid-air.MC-132306 Snowy grass without snow near lakes in snowy biome.MC-132347 Spawning inside icebergs.MC-132429 Sand beaches generate when bordering gravelly mountains biomes.MC-133582 Dolphins try to catch up with boat on land.MC-134407 Ocean ravines spawning underground with a stone roof on top.MC-135947 Conduit takes a long time to break when underwater.MC-136288 Strongholds don't generate in swamp biomes.MC-137950 Signs textures do not correspond to the actual texture of their handle.MC-137956 Lakes still generate in superflat preset "Overworld" after removing its tag.MC-138118 Parrot wing texture is reversed on the bottom.MC-138734 Spawn point for seed 0, world type Buffet with badlands plateau biome is under surface, player dies.MC-138780 Stranded dolphin tries to catch the boat on the water and stops beating.MC-138801 The interactions between a biome and another biome and its variants are inconsistent.MC-138939 Fish and dolphins spawn in water above sea level.MC-140690 Giant spruce taiga hills have no difference with giant spruce taiga.MC-142385 Campfire texture has one pixel extending into hotbar outline.MC-145376 Bamboo can generate underground when generating in non-bamboo jungles.MC-148182 The zombie villager "profession" texture uses villager-skin-colored pixels.MC-148422 Stripped dark oak log side texture is too bright.MC-149822 Bottom border on status effect displays in the inventory is missing.MC-150567 Dark oak log top texture bark ring not updated.MC-152966 Increase in villages generating in versions after 1.10.MC-156616 Badlands layers not generating properly.MC-158410 Strongholds don't generate in beach surface and snowy beaches buffet worlds.MC-160256 Texture of door items does not match the blocks.MC-160250 Textur placed.MC-166238 Trees can generate on mycelium.MC-166423 Splash water bottles don't damage endermen.MC-166508 Glitchy chunk rendering since 1.15 pre-release 2.MC-167277 Swamp hills don't naturally generate seagrass.MC-169523 As of 18w06a, the sand, clay and gravel blocks no longer generate around small lakes.MC-170551 Foxes can't spawn on podzol or coarse dirt.MC-170557 Spruce door top/bottom has the incorrect texture.MC-173339 Comparators lit base texture is incorrect.MC-176309 Illusioner has a few misplaced pixels left in their texture.MC-176824 Red glass and outline of blue glass are slightly more opaque.MC-176833 Anvil GUI hammer uses an outdated iron pallet.MC-177016 Some lakes in frozen biomes generate unfrozen.MC-180398 Too many sounds causes client to stall, limit can be easily reached with rabbits.MC-182362 Score callbacks with a too long name break callback chain.MC-183184 Sprinting stops as soon as you touch another block.MC-185033 Underground spawn in single biome world type.MC-185034 Always respawning on the same block with no spawnpoint set.MC-185034 Always respawning on the same block with no spawnpoint set.MC-185035 Underground spawn in single biome world type.MC-185036 Non full chunks in cache memory "semi-leak".MC-186042 Plains biome is always generated when a swamp borders a desert, snowy tundra or snowy tundra or snowy tundra or snowy tundra or snowy taiga.MC-187174 World border does not take Nether coordinates into account.MC-188096 Gravelly mountains+ is no different than gravelly mountains.MC-190285 "bedrock roof position" tag number does not represent height, but height modifier.MC-190363 Some biomes generate as "Single biome" worlds in "Floating islands" world type.MC-190348 Status effect bars shift the player's inventory in Creative mode.MC-194822 Glass pane top texture has not changed with the Texture Update.MC-194950 Cactus in potted cactus is vertically squished.MC-196723 If the player gets an effect in their inventory until they close and open their inventory.MC-197688 Mountain edge never generates.MC-198007 Villages replace ice with path blocks instead of wood.MC-198232 Music plays less frequently as it normally did.MC-199298 Strongholds don't generate in bamboo jungles.MC-199662 Extra pixels in cocoa pod texture still uses the old planks texture.MC-200230 Anomalous stripes/grid ice generation in frozen ocean biome.MC-200640 Despite being a coastal biome, mushroom field shores don't have a warm/unique water color.MC-200803 Gravelly mountains+/modified gravelly mountains placed incorrectly in the biome selection.MC-200956 Beetroot seeds texture is not vertically centered.MC-202036 Adding a biome to a datapack shifts biome IDs in existing chunks.MC-202166 "Times Crafted" statistics column doesn't always display data correctly.MC-202376 Rabbits, instead of spawning on snow blocks, spawn on snow blocks, spawn on snow layers.MC-203155 Enchanting table GUI uses old lapis texture for dirt paths hasn't been updated with the texture update.MC-206303 Minecarts have old textures on the bottom.MC-206620 Cauldron invisible when crawling in it.MC-206660 Stalactites don't fall properly if there are blocks directly below it.MC-208352 Dark forest hills don't generate small patches of plains or sunflower plains, but dark forest does.MC-208353 Several hills biomes do not generate sporadically replacing patches of their regular biome counterparts.MC-208601 Axolotls do not avoid danger when pathfinding MC-212113 Glow lichen can spawn underwater whilst not in a cave.MC-214783 Oceans generate with stone floors.MC-214797 Pointed dripstone can generate floating at transitions between local water levels.MC-214894 Bamboo generates in caves under jungles.MC-214895 Sugar cane generates in caves.MC-214963 Mineshaft generation is non-deterministic.MC-215062 Weird aquifer barrier generator and water in incorrect states.MC-215139 Some water in caves does not start flowing.MC-215266 Mineshafts often don't generate below Y=0 from mineshafts.MC-215362 Jukeboxes that have been placed don't stack with jukeboxes that have not been placed.MC-216432 Mineshafts can generate with light but without any torches.MC-216448 River generates over a ravine.MC-216561 Torches not spawning in abandoned mineshafts under Y=0.MC-216784 Ruined portals don't generate below Y=0.MC-216952 Some chunks interrupting with cave systems filled with blocks.MC-216967 Kelp and seagrass can generate in aquifers.MC-217136 Random noise pillars generating mid air.MC-217379 Pufferfish don't spawn in deep warm ocean.MC-217465 Unnatural shape looking like a chunk border but appears to be completely unrelated to chunk borders. MC-217509 Inefficient generation of aquifers, noise caves and ore veins. MC-218592 Azalea trees can generate in more than two blocks of water. MC-219035 Fossil structures can't generate in far east and south blocks of a chunk.MC-219132 Cave vines hang from amethyst buds and clusters.MC-21974 Magma blocks spawn everywhere underwater in 21w10a.MC-219946 Weird flat sections of terrain.MC-220061 Painting back texture is mirrored.MC-221172 Warped and Crimson Stems use different top texture from Bedrock Edition.MC-221641 Caves can make ravines generate without water.MC-221679 End fog loses its gradient when under Y=0.MC-221815 Flat roofs in underwater caves.MC-221917 Dripstone, pointed dripstone, and cave magma generate in oceans.MC-222051 Iron ore generation was not increased in 21w13a.MC-222154 Cave vines can generate hanging on pointed dripstone.MC-222379 Magma can spawn under air in underwater caves.MC-222388 Acacia trees under Y=0 often grow with bare branches.MC-222763 Armor stands use the old smooth stone slab texture.MC-223044 Floating water can generate in ravines.MC-223051 Dripstone can generate in surface lakes.MC-223148 Extended height message goes behind the scrolling bar.MC-223840 Lava blocks from "Lava Aquifers" don't get updated when a cave cuts through underneath them.MC-223840 Lava blocks from "Lava Aquifers" don't get updated when a cave cuts through underneath them.MC-223917 Goats on fire do not attempt to pathfind toward water.MC-224205 Cloned big dripleaves remain tilted forever when their tilt value is not equal to "none".MC-224494 Regular dirt can generate naturally on the surface near pools.MC-22553 Oak and iron doors have a line in their textures.MC-225781 The noise cave lava level and the cave carver lava level generate 1 block apart.MC-225842 Flowers can generate on large plants near lakes.MC-225848 Seeds and flowers appear in ponds.MC-225842 Flowers can generate on large plants near lakes.MC-225840 Parity issue: Different Bedrock and Java sign items textures.MC-225842 Flowers can generate on large plants near lakes.MC-225840 Parity issue: Different Bedrock and Java sign items textures.MC-225840 Parity issue: Different Bedrock and Java sign items textures.MC-225840 Parity issue: Different Bedrock and Java sign items textures.MC-225840 Parity issue: Different Bedrock and Java sign items textures.MC-225840 Parity issue: Different Bedrock and Java sign items in underground pools.MC-225840 Parity issue: Different Bedrock and Java sign items in underground pools.MC-225840 Parity issue: Different Bedrock and Java sign items in underground pools.MC-225840 Parity issue: Different Bedrock and Java sign items in underground pools.MC-225840 Parity issue: Different Bedrock and Java sign items in underground pools.MC-225840 Parity issue: Different Bedrock and Java sign items in underground pools.MC-225840 Parity issue: Different Bedrock and Java sign items in underground pools.MC-225840 Parity issue: Different Bedrock and Java sign items in underground pools.MC-225840 Parity issue: Different Bedrock and Java sign items in underground pools.MC-225840 Parity issue: Different Bedrock and Java sign items in underground pools.MC-225840 Parity issue: Different Bedrock and Java sign items in underground pools.MC-225840 Parity issue: Different Bedrock and Java sign items in underground pools.MC-225840 Parity issue: Different Bedrock and Java sign items in underground pools.MC-225840 Parity issue: Different Bedrock and Java sign items in underground pools.MC-225840 Parity issue: Different Bedrock and Java sign items in underground pools.MC-225840 Parity issue: Different Bedrock and Differe generate floating in caves.MC-226437 Water lakes generating in snowy tundra's can sometimes contain dark spots.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 World can fail to render/load causing visual issues.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 World can fail to render/load causing visual issues.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the credits.MC-226689 Albert Pastore's name is grey and improperly indented in the cr generate above water lakes.MC-227163 Credits say "IT Manager" instead of "IT Managers".MC-227204 "Explore, dream, discover" quote no longer appears after new credits.MC-227206 Random names in the new credits.MC-227209 In the credits, Elizabeth Batson's company name is improperly capitalized.MC-227244 Ore blocks from ore veins float in underwater magma ravines.MC-227258 Flowering Azalea Leaves (and all other leaves) are only in #minecraft:mineable/hoe.MC-227329 The usage and punctuation of "Inc" is still inconsistent in the credits.MC-227398 Misplaced pixel on cave vines texture.MC-227537 Crash: java.lang.NullPointerException: Cannot invoke "it.unimi.dsi.fastutil.objects.ObjectSet.remove(Object)" because "\$\$4" is null.MC-228745 Big dripleafs can't be supported by farmland.MC-228900 Cave vines can generate floating (Recurrence of MC-218817).MC-229013 Lava lake decorator config is unused.MC-229365 Large amounts of goats cause performance issues.MC-229517 Conversion sounds for strays and drowned is controlled by Friendly Creatures mixer, not Hostile Creatures.MC-229977 Breaking blocks with pistons on the east/west direction causes significant lag.MC-230302 Glow item frame item texture is missing two pixels.MC-230343 Parity issue: Enchanting tables do not emit a light level of 7.MC-230866 Eating whilst traveling through a Nether portal prints error in game log.MC-231219 Cave vines can occasionally generate hanging on fences.MC-231272 Cave vines can sometimes generate hanging on cobwebs.MC-231400 Modified badlands plateau and mountain edge don't generate and gives out invalid biome worlds.MC-231666 Dragon egg can teleport to outside the world border.MC-231782 Missing "(" in Frank Criscione credit.MC-231818 You can no longer use the up or down arrow to navigate between servers in the multiplayer menu.MC-231863 Game crashes when trying to access the Realms settings.MC-233050 #lava pool stone replaceables tag name is misleading.MC-233661 In some cases, sand blocks generating over lakes do not display their light level when shown via a held light block item.MC-233883 The hide and show messages buttons in the social interactions menu display their hover text regardless of the position of the cursor.MC-234039 The back of wild axolotls are off-centered.MC-235567 Clusters of dripstone (stalagmites) tend to generate abnormally frequent with thickness "tip" on tall caves.MC-237608 Server address shown when connection fails during server startup.MC-238073 Decorators are independent of world seed.MC-238877 Deep ocean and ocean are not needed for the "Adventuring Time" advancement.MC-238073 Decorators are independent of world seed.MC-238073 Decorators 238966 Old growth spruce taiga and old growth birch forest aren't a part of the "Adventuring Time" advancement.MC-240021 Cullface arguments in cauldrons are excessive.MC-240229 Rain and snow fall on the same blocks in a certain height range.MC-241747 Inconsistent Colors in grindstone GUI.Videos[]Videos made by slicedlime: Notes[] Also available for versions since 20w45a.References[] "Caves & Cliffs: Part II out today on Java" Minecraft.net, November 30, 2021 "A Caves & Cliffs announcement" Minecraft.net, April 14, 2021 "Minecraft Snapshot 21w15a" Minecraft.net, April 14, 2021 Caves & Cliffs Prototype Data Pack for Minecraft Java Edition MC-237493 "Some more information about: "Monsters will only spawn in complete darkness". This means that generic monster spawning is now only in complete darkness. Mobs that have special rules like slimes or phantoms are unaffected by this." @ Ulraf on X, July 13, 2021 "Minecraft 1.18 experimental snapshot" Henrik Kniberg on YouTube, July 13, 2021

Minecraft items list 1.18. Id minecraft 1.18. Item list minecraft. Item minecraft 1.18.