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This article is about the plant. For the dried variant, see Dried Kelp. For other uses, see Kelp (disambiguation). Kelp is an underwater plant that generates in most oceans. Occurrence[] Natural generation[] Kelp naturally generates in any ocean biomes (except in frozen, deep frozen, warm, and deep warm oceans), near and around seagrass. Each chunk has 1/18 chance to generate a group of kelp. Obtaining[] Breaking[] Kelp can be mined instantly with any tool or with the player's fist. Breaking one part of a kelp stalk destroys all kelp blocks above it. Each block drops a kelp item. Trading[] Kelp can be bought from wandering traders for 3 emeralds. Usage[] Kelp can be placed underwater by hand, or anywhere by the use of commands such as /setblock. Placing it by hand gives it a random age value between 0 and 24. Kelp can be placed only in water source blocks or downward-flowing water, not horizontally flowing water. When placed in downward-flowing water, the flowing water transforms into a water source block, which can be useful for faster bubble column elevator creation. Any building block can be placed on top of a kelp plant, which is useful for building structures over a deep ocean without needing to build from the ocean floor. Blocks of dried kelp can be used as fuel for furnaces. Dried kelp can be used as a food source for the player. Cooking ingredient[] Name Ingredients Smelting recipe Dried Kelp Kelp +Any fuel Composting[] Placing kelp into a composter has a 30% chance of raising the compost level by 1. Growth mechanics[] Kelp can be planted on a broad variety of blocks. It grows underwater if it has either a source block of water or flowing water above it. If flowing water is above it, the kelp plant transforms the flowing water into a water source block when the plant grows into it. Neither players nor dispensers can remove the water source block a kelp grows in without breaking the kelp first. Kelp can grow in complete darkness and does not require any light level to grow. Kelp also grows without having sky access. Bone meal can be used to grow kelp by 1 block on each use. Kelp, when planted, is generated with a randomly chosen age value, which can be checked when pressing F3[Java Edition only]. The age value of a newly planted kelp plant varies randomly from 0 to 24. Each time the kelp grows in height by one block, the newly generated top of the kelp plant increases its age by 1. When the top block of the kelp plant reaches an age of 25, it stops growing. This means that kelp can naturally grow to a height between 2 (if the first kelp plant had an age of 24) and 26 blocks (if the first kelp plant had an age of 0). When a kelp plant block is broken, the age of the kelp plant block underneath is randomized to a value from 0 to 24 and the kelp continues growing until it reaches age 25. It is possible to use this mechanic to cultivate a kelp plant to increase its growth height beyond its natural maximum height of 26 blocks. This can be done by breaking the top-most block of the kelp plant each time it reaches age 25. A kelp plant cultivated by a player in this way repeatedly grows until it reaches the water surface. Each time it receives a random tick, kelp has a 14% chance of growing. Farming[] Main article: Tutorials/Kelp farming Kelp farming is similar to farming sugar cane, although kelp must be placed underwater. Automation of harvest is easier because items float up in water. Sounds[] Java Edition: Bedrock Edition: [more information needed] Data values[] ID[] Java Edition: NameResource locationFormTranslation key KelpkelpBlock & Itemblock.minecraft.kelp Kelp Plantkelp_plantBlockblock.minecraft.kelp_plant Bedrock Edition: KelpResource locationNumeric ID FormTranslation key Itemkelp335Itemitem.kelp.name Blockkelp393Blocktile.kelp.name Block states[] Java Edition: Top Name Default value Allowed values Description age0012345678910111213141516171819202122232425A freshly-planted kelp starts with a random age between 0 and 24.Below age 25, a kelp may try go grow more kelp above it with the same age value incremented by one.Kelp stops growing at age 25. Bedrock Edition: Name Default value Allowed values Description age0012345678910111213141516171819202122232425The age of the kelp. The kelp renders as a non-top piece if there's another kelp above it. History[] Java Edition Classic May 21, 2009Notch shows interest in adding a "seaweed" block. November 18, 2017Kelp plants were shown in a clip of MineCon Earth. Java Edition 1.1318w07a Added kelp. 18w07bKelp now behaves more like water, meaning mobs can no longer spawn within the plant under water nor can they replenish their breath by swimming through it. 18w10a The texture for kelp has been overhauled. 18w14a Top of the kelp textures have been shifted slightly downward. The generation rules for kelp have been changed, it now mainly generates in cold ocean biomes and can no longer generate in warm oceans. 18w20aThe "kelp_top" has been changed ID to "kelp" and "kelp" has been changed to "kelp_plant", for both the block and item forms. pre2Kelp is now destroyed by sponges.[1] pre6Added 5 new sound events that apply to kelp: block.wet_grass.break, block.wet_grass.fall, block.wet_grass.hit, block.wet_grass.place, and block.wet_grass.step. 1.1419w03aPlacing kelp into the new composter has a 10% chance of raising the compost level by 1. 19w05aKelp now has a 30% chance of increasing the compost level in a composter by 1. Added wandering traders, which sell kelp. 1.1620w11aKelp can now be grown with bone meal. 1.1720w46aKelp no longer generates on magma blocks.[2] Bedrock Edition 1.4.0beta 1.2.14.2 Added kelp. beta 1.2.20.1 The kelp item texture has been updated to the Java Edition's. 1.5.0beta 1.5.0.4 The texture of the kelp plant has been updated. 1.10.0beta 1.10.0.3Kelp can now be bought from wandering traders for 3 emeralds. 1.11.0beta 1.11.0.1Kelp can now be used to fill composters. Legacy Console Edition TU69 1.76 Patch 38 Added kelp. Issues[] Issues relating to "Kelp" are maintained on the bug tracker. Report issues there. Trivia[] In real life, kelp is not considered a plant. It is classified by scientists as a brown algae. Gallery[] Kelp shown in a clip from MINECON Earth 2017. Naturally generated kelp in an ocean biome. Naturally generated kelp near the shore. An ocean with kelp visible in the far distance. Kelp placed outside of water using the /setblock command before 18w07b. What kelp looks like without water (water removed using a resource pack). Kelp within a coral reef. Kelp that generated in mid-air due to an ocean monument's water cutting through it. Without obstacle, kelps can grow all the way to building limit. References[] ↑ MC-127111 ↑ MC-185605 – resolved as "Fixed" Items "Soul Lantern" redirects here. For the artifact in Minecraft Dungeons, see MCD:Soul Lantern. For other uses, see Lantern (disambiguation). Lanterns are blocks that emit light. Soul lanterns are turquoise variants crafted from soul torches. Obtaining[] Natural generation[] Regular lanterns can generate as lamps or lamp posts above farms and on some buildings in snowy tundra villages and in bastion remnants. Breaking[] When broken with a pickaxe, a lantern drops itself. When broken without a pickaxe, it drops nothing. A lantern always drops if its supporting block is removed. ↑ Times are for unenchanted tools as wielded by players with no status effects, measured in seconds. For more information, see Breaking § Speed. Crafting[] Trading[] Apprentice-level librarian villagers have a 50%[Bedrock Edition only] or 66.7%[Java Edition only] chance of selling a regular lantern for an emerald as part of their trades. Usage[] The lantern is among the most luminous of light sources, emitting a light level of 15, while the soul lantern emits a light level of 10. Lanterns can be placed on the top or bottom surfaces of most solid blocks, although some require sneaking. More information can be found at Opacity/Placement. When placed below a block the lantern appears to hang. They connect to chains seamlessly. In addition to lighting, lanterns provide these effects: Like torches, lanterns melt snow slowly. Soul lanterns repel piglins. Sounds[] Java Edition: Bedrock Edition:[more information needed] Data values[] ID[] Java Edition: NameResource locationBlock tags (JE)Item tags (JE)FormTranslation key LanternlanternNoneNoneBlock & Itemblock.minecraft.lantern Soul Lanternsoul_lanternpiglin_repellentspiglin_repellentsBlock & Itemblock.minecraft.soul_lantern Bedrock Edition: NameResource locationNumeric ID FormTranslation key Lanternlantern461Block & Itemtile.lantern.name Soul Lanternsoul_lantern524Block & Itemtile.soul_lantern.name [] In Bedrock Edition, lanterns use the following data values: DV Description 0 Standing lantern 1 Hanging lantern Block states[] Java Edition: Name Default value Allowed values Description hangingfalsefalsetrueIf the lantern is hanging from a block. Bedrock Edition: Name Default value Allowed values Description hanging001If the lantern is hanging from a block. History[] October 9, 2010Notch says that with the addition of the lantern, torches would flicker out and need to be re-lit with flint and steel. The lantern would serve as a permanent source of light. January 5, 2011Lanterns were originally planned to be added in the Halloween Update, but were delayed due to lack of time. January 13, 2011Notch says that lanterns were "postponed". January 20, 2011Notch says he's "not sure" when lanterns can be implemented. November 18, 2011Notch announces at the Mojang Panel at MineCon 2011 that lanterns would not be added due to large negative community response toward the effects the new item would have had on torches. April 4, 2012Notch tweets that the team decided not implement lanterns and instead other types of lighting were added, such as redstone lamps and glowstone. November 9, 2018 LadyAgnes tweets an image of a lantern, implying that they are once again in development. Java Edition 1.1418w46a Added lanterns. 18w49aLanterns can now spawn naturally in snowy tundra villages. 19w05aLanterns now have a unique sound for being placed and broken. 19w11aLibrarian villagers now sell lanterns. 1.14.3pre3Lanterns can now be placed and hung on iron bars and glass panes. 1.1620w06a Added soul fire lanterns. 20w07a The textures of soul fire lanterns have been changed. The wood colors from the textures have been removed. They are also now animated.[1] 20w16aLanterns now generate as part of bastion remnants. 20w17aSoul Fire Lantern" has been renamed to "Soul Lantern". The ID of soul lanterns has changed from soul_fire_lantern to soul_lantern. 1.16.220w30aLanterns and soul lanterns can now be waterlogged. 1.1721w13aThe model of the hanging lanterns has now been tweaked that the backside textures of the chains are mirrored. Bedrock Edition 1.9.0beta 1.9.0.2 Added lanterns. Lanterns can currently be obtained only from the creative inventory with Experimental Gameplay enabled. 1.10.0beta 1.10.0.3 Lanterns now have animated textures. Lanterns are now craftable.Lanterns now generate in snowy tundra villages. 1.11.0beta 1.11.0.1Lantern sounds have been added. beta 1.11.0.4Lanterns can now be bought from librarian villagers. 1.16.0beta 1.16.0.51 The item texture of lanterns has been changed. Added soul fire lanterns. beta 1.16.0.57"Soul Fire Lantern" has been renamed to "Soul Lantern". Regular lanterns now generate in bastion remnants. 1.16.100beta 1.16.100.54Lanterns and soul lanterns can now be waterlogged. PlayStation 4 Edition 1.90 Added lanterns. Issues[] Issues relating to "Lantern" are maintained on the bug tracker. Report issues there. Trivia[] Regular lanterns were likely to be a "replacement" version of the torch if they were added in the 2010 Halloween Update. Lanterns are the fifth animated light-source in the game, the others being magma blocks, sea lanterns, fire and lava. Turtle eggs can support lanterns placed both above and below them, despite the fact that this causes the lanterns to visually float.[2] Gallery[] The official header for snapshot 18w46a, featuring lanterns.[3] A screenshot from JAPPA showing lanterns used in a village build.[4] A lantern inside a house that was made by a player. A lantern naturally generated in a bastion remnant. See also[] References[]