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### Stonecutter



Renewable	Yes
Stackable	Yes (64)
Tool	
Blast resistance	3.5
Hardness	3.5
Luminous	No
Transparent	No
Flammable	No
Catches fire from lava	No

**stonecutter** is used to craft stone and [copper](#) related blocks in smaller and more precise quantities than [crafting](#), and is more efficient than crafting for certain recipes. It also serves as a stone [mason's job site block](#).

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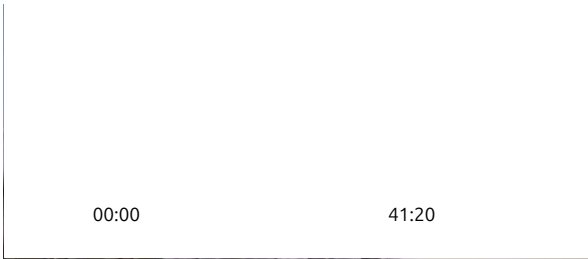
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## Obtaining

### Natural generation

Stonecutters can generate inside stone mason houses in [villages](#). They can also spawn in [trail ruins](#).

### Breaking

A stonecutter can be mined using any [pickaxe](#). If mined without a pickaxe it drops nothing.<sup>[*Java Edition only*][1]</sup>

Block	Stonecutter
Hardness	3.5
Tool	
Breaking time <sup><span>[A]</span></sup>	
Default	17.5
Wooden	2.65
Stone	1.35
Iron	0.9
Diamond	0.7
Netherite	0.6
Golden	0.45

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

### Crafting





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# Usage

## Cutting

The stonecutter can be used as an alternative to the [crafting table](#) to craft most [stone](#)-related [blocks](#). All of its recipes require just one ingredient and produce one product (in varying quantities). It allows skipping steps to craft certain blocks; for example, a [stone block](#) can be directly turned into [chiseled stone bricks](#), but requires multiple steps with [crafting](#).

Interface for the Stonecutter in *Java Edition*, cutting a stone into two stone slabs.

Stonecutting is also more efficient than crafting for certain recipes. Crafting [stairs](#) is more efficient with a stonecutter than a crafting table, as 6 full blocks are crafted into 4 stairs, while stonecutter yields 1 stair per full block. The recipe for [cut copper](#) is even more efficient: with stonecutting, 1 block of copper turns into 4 blocks of cut copper, allowing the amount of copper blocks to be quadrupled.

The GUI contains a block selection menu that is empty. The menu is populated with blocks that can be crafted from that particular material, only if a block is inserted into its input.

Name	Ingredients	<a href="#">Cutting recipe</a>	<a href="#">[hide]</a> Description
------	-------------	--------------------------------	---------------------------------------




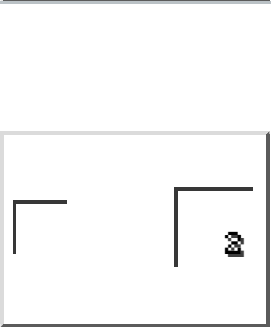

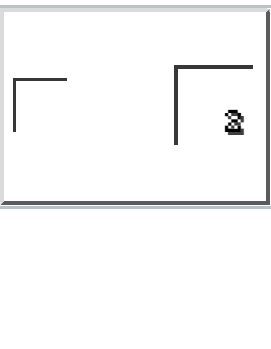



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Stone Bricks			
Cobblestone Stairs or Cobblestone Slab or Cobblestone Wall	Cobblestone		
Mossy Cobblestone Stairs or Mossy Cobblestone Slab or Mossy Cobblestone Wall	Mossy Cobblestone		
Smooth Stone Slab	Smooth Stone		
Stone Brick Stairs or Stone Brick Slab or Stone Brick Wall	Stone Bricks		
Chiseled Stone Bricks	Stone Bricks		<i>[Java Edition only]</i> [2]
Mossy Stone Brick Stairs or Mossy Stone Brick Slab or Mossy Stone Brick Wall	Mossy Stone Bricks		
Granite Stairs or			



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<b>Granite Stairs or Polished Granite Slab</b>	Polished Granite		
<b>Diorite Stairs or Diorite Slab or Diorite Wall or Polished Diorite or Polished Diorite Stairs or Polished Diorite Slab</b>	Diorite		
<b>Polished Diorite Stairs or Polished Diorite Slab</b>	Polished Diorite		
<b>Andesite Stairs or Andesite Slab or Andesite Wall or Polished Andesite or Polished Andesite Stairs or Polished Andesite Slab</b>	Andesite		
<b>Polished Andesite Stairs or Polished Andesite Slab</b>	Polished Andesite		
<b>Cobbled Deepslate</b>			



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<div>Stairs or Polished Deepslate Slab or Polished Deepslate Wall or Deepslate Bricks or Deepslate Brick Stairs or Deepslate Brick Slab or Deepslate Brick Wall or Deepslate Tiles or Deepslate Tile Stairs or Deepslate Tile Slab or Deepslate Tile Wall</div>	<div>Cobbled Deepslate</div>	<div></div>	
<div>Polished Deepslate Stairs or Polished Deepslate Slab or Polished Deepslate Wall or Deepslate Bricks or Deepslate Brick Stairs or Deepslate Brick Slab or Deepslate Brick Wall or Deepslate</div>	<div>Polished Deepslate</div>	<div></div>	



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<b>Deepslate Brick Wall</b> or <b>Deepslate Tiles</b> or <b>Deepslate Tile Stairs</b> or <b>Deepslate Tile Slab</b> or <b>Deepslate Tile Wall</b>	Deepslate Bricks		
<b>Deepslate Tile Stairs</b> or <b>Deepslate Tile Slab</b> or <b>Deepslate Tile Wall</b>	Deepslate Tiles		
<b>Brick Stairs</b> or <b>Brick Slab</b> or <b>Brick Wall</b>	Bricks		
<b>Mud Brick Stairs</b> or <b>Mud Brick Slab</b> or <b>Mud Brick Wall</b>	Mud Bricks		
<b>Sandstone Stairs</b> or <b>Sandstone Slab</b> or <b>Sandstone Wall</b> or <b>Chiseled Sandstone</b> or <b>Cut Sandstone</b>	Sandstone		
<b>Smooth Sandstone Stairs</b> or <b>Smooth Sandstone</b>	Smooth Sandstone		




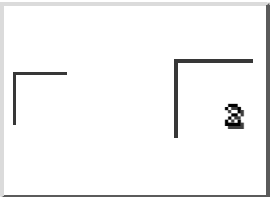


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<b>Slab or Red Sandstone Wall or Chiseled Red Sandstone or Cut Red Sandstone</b>	Red Sandstone		
<b>Smooth Red Sandstone Stairs or Smooth Red Sandstone Slab</b>	Smooth Red Sandstone		
<b>Cut Red Sandstone Slab</b>	Red Sandstone or Cut Red Sandstone		<i>[Java Edition only]</i> <i>[3]</i>
<b>Prismarine Stairs or Prismarine Slab or Prismarine Wall</b>	Prismarine		
<b>Prismarine Brick Stairs or Prismarine Brick Slab</b>	Prismarine Bricks		
<b>Dark Prismarine Stairs or Dark Prismarine Slab</b>	Dark Prismarine		
<b>Nether Brick Stairs or Nether Brick Slab or Nether Brick Wall or</b>	Nether Bricks		



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Basalt	Basalt		
Blackstone Stairs or Blackstone Slab or Blackstone Wall or Chiseled Polished Blackstone or Polished Blackstone or Polished Blackstone Stairs or Polished Blackstone Slab or Polished Blackstone Wall or Polished Blackstone Bricks or Polished Blackstone Brick Stairs or Polished Blackstone Brick Slab or Polished Blackstone Brick Wall	Blackstone		
Chiseled Polished Blackstone or Polished Blackstone Stairs or Polished			



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<b>Polished Blackstone Brick Slab or Polished Blackstone Brick Wall</b>			
<b>Polished Blackstone Brick Stairs or Polished Blackstone Brick Slab or Polished Blackstone Brick Wall</b>	Polished Blackstone Bricks		
<b>End Stone Bricks or End Stone Brick Stairs or End Stone Brick Slab or End Stone Brick Wall</b>	End Stone		
<b>End Stone Brick Stairs or End Stone Brick Slab or End Stone Brick Wall</b>	End Stone Bricks		
<b>Purpur Pillar or Purpur Stairs or Purpur Slab</b>	Purpur Block		
<b>Quartz Stairs or Quartz Slab or Chiseled</b>	Block of		




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Exposed Cut Copper or Weathered Cut Copper or Oxidized Cut Copper	Copper or Exposed Copper or Weathered Copper or Oxidized Copper		
Waxed Cut Copper or Waxed Exposed Cut Copper or Waxed Weathered Cut Copper or Waxed Oxidized Cut Copper	Waxed Copper or Waxed Exposed Copper or Waxed Weathered Copper or Waxed Oxidized Copper		
Cut Copper Slab or Exposed Cut Copper Slab or Weathered Cut Copper Slab or Oxidized Cut Copper Slab or Cut Copper Stairs or Exposed Cut Copper Stairs or Weathered Cut Copper Stairs or Oxidized Cut Copper Stairs	Block of Copper or Exposed Copper or Weathered Copper or Oxidized Copper		
Cut Copper Slab or			



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<div>Stairs or Weathered Cut Copper Stairs or Oxidized Cut Copper Stairs</div>			
<div>Waxed Cut Copper Slab or Waxed Exposed Cut Copper Slab or Waxed Weathered Cut Copper Slab or Waxed Weathered Cut Copper Stairs or Waxed Exposed Cut Copper Stairs or Waxed Weathered Cut Copper Stairs or Waxed Oxidized Cut Copper Stairs</div>	<div>Waxed Copper or Waxed Exposed Copper or Waxed Weathered Copper or Waxed Oxidized Copper</div>	<div></div>	
<div>Waxed Cut Copper Slab or Waxed Exposed Cut Copper Slab or Waxed Weathered Cut Copper Stairs or Waxed Oxidized Cut Copper Stairs</div>			

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<div>Copper Stairs or Waxed Weathered Cut Copper Stairs or Waxed Oxidized Cut Copper Stairs</div>			
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### Changing profession

If a [villager](#) has a stonecutter that has not been claimed by a [villager](#), any nearby villager who has not yet chosen a [job site block](#) has a chance to change their profession to a stone mason.

### Note Blocks

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

## Sounds

### Generic

*Java Edition:*

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	<div><div>[Collapse]</div>Attenuation distance</div>
	Block broken	Blocks	Once the block has broken	<div>block</div> <div>.stone</div> <div>.break</div>	<div>subtitles</div> <div>.block</div> <div>.generic</div> <div>.break</div>	1.0	0.8	16
	Block placed	Blocks	When the block is placed	<div>block</div> <div>.stone</div> <div>.place</div>	<div>subtitles</div> <div>.block</div> <div>.generic</div> <div>.place</div>	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being	<div>block</div> <div>.stone</div> <div>.hit</div>	<div>subtitles</div> <div>.block</div> <div>.generic</div> <div>...</div>	0.25	0.5	16



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Bedrock Edition:

Sound	Source	Description	Resource location	Volume	[Collapse] Pitch
	Blocks	Once the block has broken	<code>dig.stone</code>	1.0	0.8-1.0
	Blocks	When the block is placed	<code>dig.stone</code>	1.0	0.8-1.0
	Blocks	While the block is in the process of being broken	<code>hit.stone</code>	0.37	0.5
	Players	Falling on the block with fall damage	<code>fall.stone</code>	0.4	1.0
	Players	Walking on the block	<code>step.stone</code>	0.3	1.0
	Players	Jumping from the block	<code>jump.stone</code>	0.12	1.0
	Players	Falling on the block without fall damage	<code>land.stone</code>	0.22	1.0

Unique

Java Edition:

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	[Collapse] Attenuation distance
	Stonecutter used	Blocks	When a block is taken from the result	<code>ui.stonecutter.take_result</code>	<code>subtitles.ui.stonecutter.take_result</code>	1.0	1.0 <a href="#">[sound 1]</a>	16
	Mason	Friendly	Randomly while a	<code>entity</code>	<code>subtitles.entity</code>		0.8-1.2	



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		the result			
	Blocks	Randomly while a stone mason is working	<div>block</div> <div>.stonecutter</div> <div>.use</div>	0.7	<i>varies</i> <small>[sound 1]</small>

1. Can be 1.0 or 0.92 for each sound

## Data values

### ID

*Java Edition:*

Name	Identifier	Form	Translation key
Stonecutter	<div>stonecutter</div>	Block & Item	<div>block.minecraft.stonecutter</div>

*Bedrock Edition:*

Name	Identifier	Numeric ID	Form	Item ID <sup>[i 1]</sup>	Translation key
Stonecutter	<div>stonecutter_block</div>	<div>452</div>	Block & Giveable Item <sup>[i 2]</sup>	Identical <sup>[i 3]</sup>	<div>tile.stonecutter_block.name</div>

1. ID of block's direct item form, which is used in savegame files and addons.
2. Available with 

/give

 command.
3. The block's direct item form has the same id as the block.

### Block states

*Java Edition:*

Name	Default value	Allowed values	Description
<b>facing</b>	<div>north</div>	<div>east</div> <div>north</div> <div>south</div>	The direction the stonecutter is facing. The opposite from the direction the player





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<b>facing_direction</b> (Hidden <sup>[<i>upcoming: BE 1.20.40</i>]</sup> )	<div><div>0x1</div><div>0x2</div><div>0x4</div></div>	<div><div>0</div></div>	<div><div>2</div><div>3</div><div>4</div><div>5</div></div>	<div><div>2</div><div>3</div><div>4</div><div>5</div></div>	player faces when placing a stonecutter. <ul style="list-style-type: none"><li>2: North facing stonecutter</li><li>3: South facing stonecutter</li><li>4: West facing stonecutter</li><li>5: East facing stonecutter</li></ul>
			<div><div>0</div><div>1</div></div>	<div><div>0</div><div>1</div></div>	Unused
<b>minecraft:cardinal_direction</b> <sup>[<i>upcoming: BE 1.20.40</i>]</sup>	Not Supported	<div><div>north</div></div>	<div><div>east</div><div>north</div><div>south</div><div>west</div></div>	<div><div>Unsupported</div></div>	The direction the stonecutter is facing. The opposite from the direction the player faces when placing a stonecutter.

## History

See also: *Stonecutter (old) § History*

Java Edition		
	18w44a	Added stonecutters.
		Stonecutters are currently obtainable only from the <a href="#">creative inventory</a> and do not have any functionality.
	18w46a	The stonecutter's texture has been changed. The stonecutter's blade now has an animated texture.



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	<b>19w04b</b>	Added additional recipes: andesite, diorite and granite to polished variant slabs and stairs, and smooth stone into smooth stone slabs.
	<b>19w11a</b>	Stonecutters now serve as mason <a href="#">villagers'</a> job site block.
	<b>19w12a</b>	Cut <a href="#">sandstone</a> and cut red sandstone, as well as their <a href="#">slabs</a> , can now be crafted with the stonecutter.
	<b>19w13b</b>	Chiseled <a href="#">stone bricks</a> can now be crafted from stone bricks.
<b>1.17</b>	<b>21w05a</b>	<a href="#">Copper block</a> and <a href="#">cut copper</a> variants can now be crafted with the stonecutter.
	<b>21w07a</b>	<a href="#">Deepslate</a> can now be used in the stonecutter to produce its variants.
	<b>21w13a</b>	The model of the stonecutter has been tweaked so that the backside of the saw texture is mirrored.
<b>1.18</b>	<b>21w40a</b>	A block of copper can now be converted to 4 blocks of cut copper when using the stonecutter.
<b>1.19</b>	<b>22w11a</b>	<a href="#">Mud bricks</a> can now be used in the stonecutter to produce its variants.
<b>1.20</b>	<b>23w12a</b>	Stonecutters now generate in <a href="#">trail ruins</a> .
<b><i>Bedrock Edition</i></b>		
<b>1.10.0</b>	<b>beta 1.10.0.3</b>	Added the new stonecutter, a separate block from <a href="#">the old stonecutter</a> , but with the same name.
		Stonecutters currently do not have any functionality and can be obtained only with experimental gameplay on.
<b>1.11.0</b>	<b>beta 1.11.0.1</b>	Added stonecutter functionality.
	<b>1.11.0</b>	Stonecutters are now available outside experimental gameplay and



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1.20.40	beta 1.20.40.20	<code>minecraft:cardinal_direction</code> <code>block state</code> instead of <code>facing_direction</code> .
PlayStation 4 Edition		
1.91	Added stonecutters.	
	Stonecutters show all possible blocks that can be crafted, instead of just craftable blocks, when manual crafting is off; unlike <i>Java</i> and <i>Bedrock</i> showing only craftable blocks. <sup><span>[</span><i>more information needed</i><span>]</span></sup>	

## Issues

Issues relating to "Stonecutter" are maintained on the [bug tracker](https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCP%29%20and%20%28resolution%20is%20empty%20or%20resolution%20in%20%281%2C%202%2C%206%29%29%20and%20%28summary%20~%20%22Stonecutter%22%29%20order%20by%20resolution%20desc). Report issues [there](https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCP%29%20and%20%28resolution%20is%20empty%20or%20resolution%20in%20%281%2C%202%2C%206%29%29%20and%20%28summary%20~%20%22Stonecutter%22%29%20order%20by%20resolution%20desc) (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCP%29%20and%20%28resolution%20is%20empty%20or%20resolution%20in%20%281%2C%202%2C%206%29%29%20and%20%28summary%20~%20%22Stonecutter%22%29%20order%20by%20resolution%20desc>).

## Trivia

- Even though the iron blade appears to be spinning rapidly, it deals no damage and has no hitbox.
- The stonecutter was most likely based on the old [Bedrock Edition stonecutter](#), as it has similar functionality.

## Gallery



The old stonecutter compared to the new one.



First image of the new stonecutter.





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	<b>Blocks</b>	<b>[Collapse]</b>
	<b>Natural</b>	<b>[Expand]</b>
	<b>Biota</b>	<b>[Expand]</b>
	<b>Building</b>	<b>[Expand]</b>
	<b>Utility</b>	<b>[Collapse]</b>
		Anvil ( <a href="#">Chipped</a>
		<a href="#">Damaged</a> ) <a href="#">Barrel</a>
		<a href="#">Beacon</a>
		<a href="#">Brewing Stand</a>
		<a href="#">Cartography Table</a>
		<a href="#">Chest</a> ( <a href="#">Ender</a> )
		<a href="#">Chiseled Bookshelf</a>
		<a href="#">Crafting Table</a>
	<b>Interactable</b>	<a href="#">Enchanting Table</a>
		<a href="#">Fletching Table</a>
		<a href="#">Furnace</a> ( <a href="#">Blast</a>
		<a href="#">Smoker</a> ) <a href="#">Grindstone</a>
		<a href="#">Lectern</a> <a href="#">Loom</a>
		<a href="#">Shulker Box</a> <a href="#">Sign</a>
		( <a href="#">Hanging</a> )
		<a href="#">Smithing Table</a>
		<b>Stonecutter</b>
		<a href="#">Banners</a> <a href="#">Beehive</a>
		<a href="#">Beds</a> <a href="#">Bell</a> <a href="#">Cake</a>
		( <a href="#">with Candle</a> )
		<a href="#">Campfire</a> ( <a href="#">Soul</a> )
		<a href="#">Cauldron</a> ( <a href="#">Lava</a>
		<a href="#">Powder Snow</a>
		<a href="#">Water</a> ) <a href="#">Composter</a>
		<a href="#">Conduit</a>
		<a href="#">End Gateway</a>
		<a href="#">End Portal</a>
		<a href="#">End Portal Frame</a>
	<b>Utilizable</b>	<a href="#">Farmland</a>
		<a href="#">Flower Pot</a>
		<a href="#">Frosted Ice</a> <a href="#">Heads</a>
		<a href="#">Item Frame</a> ( <a href="#">Glow</a> )
		<a href="#">Jukebox</a> <a href="#">Ladder</a>
		<a href="#">Lodestone</a>
		<a href="#">Monster Spawner</a>



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	Note Block
	ObserverPiston
Redstone/Mechanical	( StickyHead
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	Pressure PlatesRail
	( ActivatorDetector
	Powered)
	Redstone Wire
	( Comparator
	RepeaterLamp
	Torch)Slime Block
	Target
	Trapped Chest
	Tripwire Hook
Education Edition only	( Tripwire)
	Border
	Chalkboard
	Allow
	Compound Creator
	Colored Torches
	Deny
	Element Constructor
	Heat Block
	Lab Table
BE & edu only	Material Reducer
	Underwater TNT
	Underwater Torch
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