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# g Table

For items, see [Smithing Template](#).

A **smithing table** is a utility [block](#) used to alter [tools](#) and [armor](#) at the cost of a [smithing template](#) and the appropriate material, a process that keeps all

## Smithing Table



<b>Renewable</b>	Yes
<b>Stackable</b>	Yes (64)
<b>Tool</b>	
<b>Blast resis- tance</b>	2.5
<b>Hardness</b>	2.5
<b>Luminous</b>	No
<b>Transparent</b>	No
<b>Flammable</b>	No
<b>Catches fire from lava</b>	Yes

### Tool

[enchancements](#). This is the only way to obtain trimmed armor or upgrade diamond equipment with [netherite](#). It also serves as a [toolsmith's job site block](#).

### Contents

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## Obtaining

Smithing tables can be obtained from a [village](#) or [crafting](#).

### Natural generation

Smithing tables can spawn naturally inside toolsmith houses in [villages](#). They can also spawn in [trail ruins](#).

### Breaking

Smithing tables can be broken using any tool or by hand, but an [axe](#) is fastest.

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

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

### Upgrading diamond gear to netherite gear


While upgrading, the newly crafted netherite gear retains the [enchancements](#), [prior work penalty](#) and number of [durability](#) points lost (instead of the remaining durability) from the [diamond](#) gear.

The GUI for the smithing table.

Upgrading gear does not remove incompatible [enchancements](#), such as multiple different [Protection](#) enchancements.

Unlike [anvils](#), using a smithing table to upgrade diamond gear to netherite gear costs no [experience](#) and does not increase the prior work penalty.

Smithing table recipes use the [data pack](#) system.

Ingredients	Smithing recipe
<a href="#">Netherite Upgrade</a> + Any diamond gear + <a href="#">Netherite Ingot</a>	<div>Upgrade Gear</div> 

### Changing profession

If a [village](#) contains a smithing table that has not been claimed by a [villager](#), any villager who hasn't already chosen a [job site](#) block has a chance to change their profession to toolsmith. If a villager with this profession has already been traded with, it cannot change jobs.

### Armor trimming

Trimming requires an armor piece, a [smithing template](#) and





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- [Emerald](#)
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- [Iron Ingot](#)
- [Lapis Lazuli](#)
- [Nether Quartz](#)
- [Netherite Ingot](#)
- [Redstone Dust](#)

After trimming, the armor will have the pattern according to the smithing templates. The color of the pattern is determined by the materials color.

## Fuel

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

## Note Blocks

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

# Sounds

## Generic

*Java Edition:*

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



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

## Unique

*Java Edition:*

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	[Collapse] Attenuation distance
Smithing Table used		Blocks	When a smithing table is used	<code>block</code> <code>.smithing_table</code> <code>.use</code>	<code>subtitles</code> <code>.block</code> <code>.smithing_table</code> <code>.use</code>	1.0	0.9-1.0	16
		Toolsmith Creatures	Randomly while a toolsmith is working	<code>entity</code> <code>.villager</code> <code>.work_toolsmith</code>	<code>subtitles</code> <code>.entity</code> <code>.villager</code> <code>.work_toolsmith</code>	1.0	0.8-1.2	16

*Bedrock Edition:*

Sound	Source	Description	Resource location	Volume	[Collapse] Pitch
	Blocks	When a smithing	<code>smithing_table</code>	1.0	1.0



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		working			
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## Data values

### ID

*Java Edition:*

Name	Identifier	Form	Translation key
Smithing Table	smithing_table	Block & Item	block.minecraft.smithing_table

*Bedrock Edition:*

Name	Identifier	Numeric ID	Form	Item ID <sup>[i 1]</sup>	Translation key
Smithing Table	smithing_table	457	Block & Giveable Item <sup>[i 2]</sup>	Identical <sup>[i 3]</sup>	tile.smithing_table.name

1. ID of block's direct item form, which is used in savegame files and addons.
2. Available with `/give` command.
3. The block's direct item form has the same id as the block.

## Achievements

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS4)
PS4	Other					
		Cover me in debris	Wear a full set of <a href="#">Netherite</a> armor	Have a full set of Netherite armor in your inventory.	50G	Gold
		Smithing with style	Apply these <a href="#">smithing templates</a> at least once: Spire, Snout, Rib, Ward, Silence, Vex, Tide, Wayfinder	–	30G	Gold

## Advancements

				Actual	
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		armor	Spire	inventory.	
	<b>Crafting a New Look</b>	Craft a trimmed armor at a Smithing Table	Adventure	–	<code>adventure/trim_with_any_armor_pattern</code>
	<b>Smithing with Style</b>	Apply these smithing templates at least once: Spire, Snout, Rib, Ward, Silence, Vex, Tide, Wayfinder	Crafting a New Look	–	<code>adventure/trim_with_all_exclusive_armor_patterns</code>
	<b>Serious Dedication</b>	Use a <a href="#">Netherite Ingot</a> to upgrade a <a href="#">Hoe</a> , and then reevaluate your life choices	A Seedy Place	Have a <a href="#">netherite hoe</a> in your inventory.	<code>husbandry/obtain_netherite_hoe</code>

History

Java Edition		
1.14	18w44a	Added smithing tables.
		Smithing tables are obtainable only from the <a href="#">creative inventory</a> .
		Smithing tables do not have any functionality.
	18w46a	The texture of smithing tables has been changed.
	18w48a	Smithing tables now generate in the updated <a href="#">plains villages</a> .
	18w49a	Smithing tables now generate in the updated <a href="#">savanna villages</a> and the new <a href="#">ocean tundra villages</a> .





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	<b>19w11a</b>	<p>Smithing tables can now be <a href="#">crafted</a> with 4 <a href="#">planks</a> and 2 <a href="#">iron ingots</a>.</p> <p>Smithing tables now serve as toolsmith <a href="#">villagers'</a> job site block.</p>
	<b>March 13, 2019</b> <b>(<a href="https://minecraft.net/en-us/article/minecraft-snapshot-19w11">https://minecraft.net/en-us/article/minecraft-snapshot-19w11</a>)</b>	<p><a href="#">Mojang</a> confirmed that smithing tables, along with <a href="#">fletching tables</a>, are to receive functionality sometime after <a href="#">1.14</a>.</p>
<b>1.16</b>	<b>20w06a</b>	<p><a href="#">Crimson planks</a> and <a href="#">warped planks</a> can now be used to craft smithing tables.</p>
	<b>20w10a</b>	<p>Smithing tables now have a <a href="#">GUI</a>.</p>
		<p>Smithing tables can now be used to upgrade <a href="#">diamond</a> gear to <a href="#">netherite</a> gear.</p>
	<b>20w11a</b>	<p>Smithing tables now play a <a href="#">sound</a> when used.</p>
	<b>20w17a</b>	<p>The UI of smithing tables has been improved.</p>
	<b>20w22a</b>	<p>The hammer in the UI of smithing tables has been shifted to the left slightly, and the text has moved up.</p>
<b>1.19</b>	<b>22w11a</b>	<p><a href="#">Mangrove planks</a> can now be used to craft smithing tables.</p>
<b>1.20</b> <b>(Experimental)</b>	<b>23w04a</b>	<p>The interface of the smithing table has updated to include smithing templates.</p>
		<p>Armor can now be trimmed by using a smithing template at a smithing table.</p>
		<p>Upgrading diamond armor to netherite armor now requires</p>



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1.20	23w17a	<a href="#">advancement</a> "Crafting a new look" when they craft a trimmed <a href="#">armor</a> at a smithing table.
	23w18a	Smithing tables no longer requires a smithing template to be in the template slot before placing an item stack into the other slots.
1.20.2	23w31a	Now in the custom recipes, the upgrade material can be sent to the GUI instantly with the <span>⇧ Shift</span> + left click shortcut. <sup>[1]</sup>
<i>Bedrock Edition</i>		
1.9.0	beta 1.9.0.2	Added smithing tables with the older texture from 18w44a.
		Smithing tables have a <a href="#">crafting</a> recipe and can be used to <a href="#">smelt</a> 1.5 items in a <a href="#">furnace</a> .
		Smithing tables can be crafted, but require <a href="#">Experimental Gameplay</a> enabled.
1.10.0	beta 1.10.0.3	The crafting recipe for smithing tables is no longer behind Experimental Gameplay.
	beta 1.10.0.4	Smithing tables now generate in the toolsmith houses in new <a href="#">villages</a> .
1.11.0	beta 1.11.0.3	The texture of smithing tables has been changed.
	beta 1.11.0.3	Smithing tables have been fully implemented and separated from <a href="#">Experimental Gameplay</a> .



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1.16.0	beta 1.16.0.57	upgrade <a href="#">diamond</a> gear to <a href="#">netherite</a> gear.
	beta 1.16.0.63	The UI of smithing tables has been improved.
		Smithing tables now play a <a href="#">sound</a> when used.
Next Major Update (Experimental)	beta 1.19.80.21	The interface of the smithing table has updated to include smithing templates.
		Armor can now be trimmed by using a smithing template at a smithing table.
		Upgrading diamond armor to netherite armor now requires a netherite upgrade smithing template.
PlayStation 4 Edition		
1.91		Added smithing tables.

## Issues

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

## Trivia

- Like with the [crafting table](#), none of the [tools](#) seen on the side of the smithing table are real [tools](#) in-game.
- Even though the [armor stand](#) does not show arms when placed in [Java Edition](#), the armor stand in the GUI has arms.<sup>[2]</sup>

## References

- [MC-262108](#) – "Smithing table GUI issue with custom recipes" – resolved as "Fixed".
- [MC-259392](#) – "Default Armor Stand model does not



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- Block of the Month: Smithing Table (<https://www.minecraft.net/en-us/article/smithing-table>) – Minecraft.net on August 24, 2023

Blocks	[Collapse]
Natural	[Expand]
Biota	[Expand]
Building	[Expand]
Utility	[Collapse]
Interactable	Anvil ( Chipped Damaged) Barrel
	Beacon
	Brewing Stand
	Cartography Table
	Chest ( Ender)
	Chiseled Bookshelf
	Crafting Table
	Enchanting Table
	Fletching Table
	Furnace ( Blast Smoker) Grindstone
	Lectern Loom
	Shulker Box Sign
	( Hanging)
	Smithing Table
	Stonecutter
	Banners Beehive
	Beds Bell Cake
	( with Candle)
	Campfire ( Soul)
	Cauldron ( Lava
	Powder Snow Water)
	Composter Conduit
	End Gateway
	End Portal
	End Portal Frame
Utilizable	Farmland Flower Pot
	Frosted Ice Heads
	Item Frame ( Glow)
	Jukebox Ladder
	Lodestone
	Monster Spawner
	Nether Portal
	Respawn Anchor
	Scaffolding Sponge
	( Wet) TNT
	Button
	Daylight Detector



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<b>Redstone/Mechanical</b>	Note Block	Observer
	Piston (	Sticky
	Head	Moving)
	Pressure Plates	Rail
	(	Activator
		Detector
		Powered)
	Redstone Wire	
	(	Comparator
	Repeater	Lamp
<b>Education Edition only</b>	Torch)	Slime Block
	Target	Trapped Chest
	Tripwire Hook (	Tripwire)
	Border	
		Chalkboard
	Allow	
	Compound Creator	
	Colored Torches	Deny
		Element Constructor
	Heat Block	Lab Table
<b>BE &amp; edu only</b>	Material Reducer	
	Underwater TNT	
	Underwater Torch	
	<b>Creative only</b>	<b>[Expand]</b>
	<b>Commands only</b>	<b>[Expand]</b>
	<b>Unimplemented</b>	<b>[Expand]</b>
	<b>Unused</b>	<b>[Expand]</b>
	<b>Joke features</b>	<b>[Expand]</b>
	<b>Removed</b>	<b>[Expand]</b>

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