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v **t** **e** For other uses, see *Anvil* (disambiguation).

An **anvil** is a gravity-affected utility block used to rename items, combine enchancements and repair items without losing the enchantments. An anvil has limited durability, and as it is used or dropped too far, gradually becomes a **chipped anvil**, then a **damaged anvil**, then breaks and vanishes.

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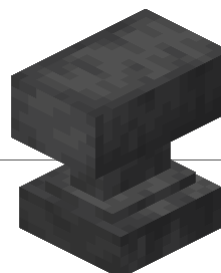
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Anvil

Undamaged Chipped Damaged




Java Edition



Bedrock Edition



<u>Renewable</u>	Yes
<u>Stackable</u>	Yes (64), same damage state only
<u>Tool</u>	
<u>Blast resistance</u>	1,200
<u>Hardness</u>	5
<u>Luminous</u>	No

New Nintendo 3DS Edition

Data history

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References

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Navigation

Transparent	JE : Yes BE : Partial (diffuses sky light, -2 to light)
Waterloggable	JE : No BE : Yes
Flammable	No
Catches fire from lava	No
Map color (JE)	<input type="checkbox"/> 6 METAL

Obtaining

Breaking

The suitable tool to break anvil is pickaxe. Anvil needs to be broken using a pickaxe, otherwise the breaking time will increase and the block drops nothing.

Block	 Anvil
Hardness	5
Tool	
Breaking time (sec) ^[A]	
Default	25
 Wooden	3.75
 Stone	1.9
 Copper	1.5
 Iron	1.25
 Diamond	0.95
 Netherite	0.85
 Golden	0.65

Legend

. ☐ incorrect tool, drops nothing

- ☐ correct tool, drops nothing or something other than the block itself
 - ☐ correct tool, drops the block itself
 - italicized* can be instant mined
1. These durations ignore other influential factors (e.g., Mining Fatigue) and are measured in seconds. For more information, see Breaking § Speed.

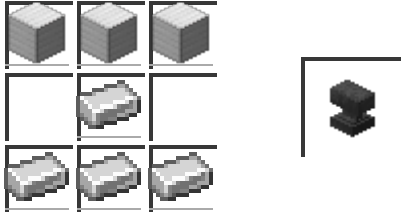
Anvil drops itself when it's destroyed.

Natural generation

A damaged anvil generates in the "Forge room" of the woodland mansion and in trail ruins.

Crafting

A total of 31 iron ingots (including 27 for three blocks of iron) are required to craft an anvil.

Ingredients	Crafting recipe [hide]
Block of Iron + Iron Ingot	

Usage

Repairing and renaming items

Main article: Anvil mechanics

Anvils have two modes to repair items that have a durability rating:

- As with the grindstone, a player may repair items by combining two similar items. With the anvil, however, the target retains its enchantments and may gain new ones from the sacrificed items.
- Alternatively, a player can use materials originally required in the crafting of the item (iron ingots for iron items with durability, diamonds for diamond items with durability) to repair a single item. One material can repair 25% of the target's maximum durability. This is a good deal in the case of a chestplate, for example; a full repair (four materials) would total only half of the item's original cost (eight



The GUI of the anvil.

materials). In the case of tools and weapons, however, this may be a significantly less economical option; combining two diamond shovels would cost two diamonds in total, while up to four diamonds could be required to directly repair one. Still, it may be worth making the more expensive upgrade if the enchantments are considered difficult to obtain.

If the items are unable to be combined, a red "X" appears over the arrow pointing to the slot of the resulting item. Also, if the target item is at full durability and the sacrifice does not have any enchantments, the anvil also refuses to combine the items, unless if renaming the item to a valid name.

In addition, the player can rename any item – not just items with durability – by using an anvil.

Repairing

See also: Repair

Repairing with materials works for the most part, but not with all items: in general, repairing works for items with their material in the default name. For example, an anvil can repair an *iron* pickaxe with materials (iron in this case) while an anvil cannot repair bows or shears except with other bows or shears. Special cases: chain armor can be repaired with iron ingots, turtle shells can be repaired with turtle scutes, maces can be repaired with breeze rods, and elytra can be repaired with phantom membranes. The repair does not need to be complete; one material repairs $\frac{1}{4}$ of the item's maximum durability. Repair of an unenchanted item can cost more material than simply crafting a new item or combining damaged items. The exception is armor, which consumes less material at the cost of experience levels.



Example showing a repair of two diamond pickaxes.

Repairing with a matching item works for any item with durability including bows, shears and so on. The items must be a matching tool and of a matching material. For example, a golden pickaxe cannot combine with a golden sword or iron pickaxe.

In both cases, the resulting durability is limited to the item's maximum, and there is no discount for "over-repair".

As a subset of repairing one item with another, the anvil can transfer enchantments from the sacrifice to the target. This can have a synergistic effect when both items share identical enchantments, or simply add to each other when they do not. Two Sharpness II swords can be combined to make a Sharpness III sword, for example, or a pickaxe with Efficiency can be combined with one that has Unbreaking. This can produce enchantments and combinations that are not possible with an enchanting table. But even so, some enchantments cannot be combined if they are similar, or contradicting, in terms of what they do. If the target is damaged, the player has to pay for the repair as well as the transfer.

Transferring high-level enchantments is more expensive, and renaming an item has an additional surcharge. The anvil has a limit of 39 levels; beyond that, repairs are refused. This limit is not present in Creative mode.

Every time armor or tools are repaired, the minimum experience cost doubles (e.g., 1 level, 2 levels, 4 levels, 8 levels, etc.).

Renaming

Any item or stack of items can be renamed at a cost of one level plus any prior-work penalty. If the player is only renaming, the maximum total cost is 39 levels. The maximum length for renaming is 30 characters^[*BE only*] or 50 characters^[*JE only*]. Renamed items are italicized by default, but formatting codes beginning with § are available in *Bedrock Edition*.

Some items have special effects when renamed:

- A name tag must be renamed before it can be used.
- Renaming a bucket of fish, axolotl, or tadpole renames the mob inside as well, meaning a fish, axolotl or tadpole can be named without a name tag.^{[*Java Edition only*][1]}
- A renamed item (can be any item, doesn't need to be a weapon) that kills another player or tamed mob causes the name to appear in the death message.^[*Java Edition only*]
- A renamed spawn egg produces a mob with the same name.
- Chests, trapped chests, shulker boxes, furnaces, hoppers, droppers, dispensers, minecarts with chests, minecarts with hoppers, enchantment tables, barrels, smokers, blast furnaces and brewing stands display the name in their GUI when placed.
- Renamed command blocks use their name in chat messages instead of [@]^[*Java Edition only*] or [!]^[*Bedrock Edition only*].

Any name changes to items are applied to the item stack component {components: {"minecraft:custom_name": "<name>"}}.^[*Java Edition only*]

If the item name field is left blank, or is only whitespace or non-breaking spaces (or a combination of both), the default name for that item is used instead. Also, if the item name is unchanged from its current name (which can occur when renaming an item for the first time and using any of the aforementioned blank parameters), a red "X" appears on top of the arrow in the GUI.

Named items do not stack with unnamed or differently-named items of the same type.

Enchanted books

Enchanted books can be used to enchant tools, armor and weapons. Enchanted books themselves can be combined to create higher-tiered books. This makes an anvil an alternative to the enchantment table.

Falling anvils

Main article: [Falling Block](#)

When there is no supporting block below an anvil, the anvil falls in the same way [sand](#), [gravel](#), [concrete powder](#), and [dragon eggs](#) fall. A placed anvil cannot be pushed or pulled by [pistons](#), *[[Java Edition only](#)]* but a falling anvil can be pushed (though cannot be pulled), as it is an [entity](#). This is different in [Bedrock Edition](#) where anvils can be pushed and pulled by pistons. Anvils make a metallic clang sound when they land.

A falling anvil damages any player or mob that it falls on. The damage amount depends on fall distance: 2 (♥) per block fallen after the first (e.g., an anvil that falls 4 blocks deals 6 (♥♥♥) damage). The damage is capped at 40 (♥ × 20), no matter how far the anvil falls. [Helmets](#) take twice as much durability damage as other armor pieces, but do not provide any special protection other than the normal armor damage reduction.^[2] When a player dies by an anvil falling on them, the death message **"<player> was squashed by a falling anvil"** appears. However, if a player is merely touched by a falling anvil entity, no damage is dealt unless the falling anvil becomes an anvil block in the same block where the player is located.

If an anvil falls onto a block with a solid top surface, but the same block it is in cannot be replaced ([torch](#), [slab](#), etc.), it breaks and drops as an [item](#).

An anvil can fall into the void if there is a straight path to it.

When an anvil entity is in perpetual motion using slime blocks, it breaks after about 30 seconds.

Maps

Main article: [Map](#)

This feature is exclusive to [Bedrock Edition](#).

An anvil can be used instead of a [crafting table](#) to zoom a map out, to clone a map, or to place a player position marker on a map.

Falling Anvil






[Java Edition](#)



[Bedrock Edition](#)

Hitbox size

Height: 0.98 Blocks
Width: 0.98 Blocks

Name	Ingredients	Anvil usage	Description
Map or Locator Map (zoomed out)	Map or Locator Map + Paper		<p><i>[Bedrock Edition only]</i></p> <p>Supplying 8 sheets of paper results in a zoomed-out version of the input map.</p>
Map or Locator Map (cloned)	Map or Locator Map + Empty Map		<p><i>[Bedrock Edition only]</i></p> <p>Only one copy can be made at a time.</p> <p>The non-empty input map must be a locator map for the output to be a locator map. An empty locator map is the same as an empty map for this recipe.</p>
Locator Map	Map + Compass		<p><i>[Bedrock Edition only]</i></p> <p>Maps crafted with only paper do not show the location marker; to add it, a compass must be added to the map.</p>

Becoming damaged

With each use, an anvil has a 12% chance to become damaged – degrading one stage at a time, first becoming chipped, then damaged, then eventually destroyed. An anvil typically survives for 25 uses on average or approximately one use per 1.24 iron ingots used in crafting the anvil.

An anvil can be damaged and destroyed from falling. If it falls from a height greater than one block, the chance of degrading by one stage is $5\% \times$ the number of blocks fallen.

The damage state does not affect the anvil's function, but only anvils of the same damage state can stack in inventory.

When an anvil is destroyed, the player automatically leaves the anvil GUI and it disappears.

Creative mode

In creative mode, the anvil functions a little differently than other game modes:


- Any repair/enchant/rename operation may be done, regardless of the player's experience level. In *Java Edition*, incompatible enchantments are allowed as well.
 - The experience cost is not taken from the player.
- The repair cost of tools *does* still increase.
 - It continues doubling with each repair, past the usual limit of 39 levels.
 - When it reaches the capacity of signed 32-bit integers, no repair cost is shown and the "product" item cannot be taken out of the anvil. Tools in this state also cannot be renamed or enchanted.
- Anvils are not damaged on use.

Sounds


Generic

Despite being composed entirely of iron, anvils do not use iron sounds.^[3]

Java Edition:

 anvil sound type [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Block broken	Blocks	Once the block has broken	block .anvil .break	subtitles .block .generic .break	0.65	0.8	16
	Block placed	Blocks	When the block is placed	block .anvil .place	subtitles .block .generic .place	0.65	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	block .anvil .hit	subtitles .block .generic .hit	0.1625	0.5	16
	Something falls on a block	<i>Entity-Dependent</i>	Falling on the block with fall damage	block .anvil .fall	subtitles .block .generic .fall	0.15	0.75	16
	Footsteps	<i>Entity-Dependent</i>	Walking on the block	block .anvil .step	subtitles .block .generic .footsteps	0.045	1.0	16

Bedrock Edition:

 <u>anvil sound type</u> [hide]							
Sound	<u>Closed captions</u> [<i>upcoming: BE 26.0</i>]	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u> [<i>upcoming: BE 26.0</i>]	<u>Volume</u>	<u>Pitch</u>
	Block broken	Blocks	Once the block has broken	dig.stone	subtitles .block .generic .break	1.0	0.8-1.0
	Anvil landed	Blocks	When the block is placed	random .anvil_land	subtitles .block.anvil .land	0.5	0.8-1.0
	Block breaking	Blocks	While the block is in the process of being broken	hit.anvil	subtitles .block .generic.hit	0.35	0.5
	Footsteps	Players	Falling on the block with fall damage	step.stone	subtitles .block .generic .footsteps	0.4	1.0
	Footsteps	Players	Walking on the block	step.stone	subtitles .block .generic .footsteps	0.6	1.0
	Footsteps	Players	Jumping from the block	step.stone	subtitles .block .generic .footsteps	0.12	1.0
	Footsteps	Players	Falling on the block without fall damage	step.stone	subtitles .block .generic .footsteps	0.22	1.0

Unique

Java Edition

Sounds [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Anvil destroyed	Blocks	When an anvil is destroyed	block.anvil.destroy	subtitles.block.anvil.destroy	1.0	0.9-1.0	16
	Anvil landed	Blocks	When an anvil lands and survives	block.anvil.land	subtitles.block.anvil.land	0.3	0.9-1.0	16
	Anvil used	Blocks	When an anvil is used	block.anvil.use	subtitles.block.anvil.use	1.0	0.9-1.0	16




Bedrock Edition:

Sounds [hide]							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
	Block broken	Blocks	When an anvil is destroyed	random.anvil_break	subtitles.block.generic.break	1.0	1.0
	Anvil landed	Blocks	When an anvil lands and survives	random.anvil_land	subtitles.block.anvil.land	0.5	0.8-1.0
	Anvil used	Blocks	When an anvil is used and survives	random.anvil_use	subtitles.block.anvil.use	0.6	1.0





Data values

ID

Java Edition:

Name	Identifier	Form	Block tags	Item tags	Translation key [hide]
 Anvil	anvil	Block & Item	anvil	anvil	block.minecraft.anvil
 Chipped Anvil	chipped_anvil	Block & Item	anvil	anvil	block.minecraft.chipped_anvil
 Damaged Anvil	damaged_anvil	Block & Item	anvil	anvil	block.minecraft.damaged_anvil

Bedrock Edition:

Name	Identifier	Alias ID	Numeric ID	Form	Item ID ^[i 1]	^[hide] Translation key
 Anvil	anvil	anvil / 0	145	Block & Giveable Item ^[i 2]	Identical ^[i 3]	tile.anvil.intact.name
 Chipped Anvil	chipped_anvil	anvil / 4	1214	Block & Giveable Item ^[i 2]	Identical ^[i 3] (Numeric: -959)	tile.anvil.slightlyDamaged.name
 Damaged Anvil	damaged_anvil	anvil / 8	1215	Block & Giveable Item ^[i 2]	Identical ^[i 3] (Numeric: -960)	tile.anvil.veryDamaged.name
 Anvil	deprecated_anvil	anvil / 12	1216	Block & Ungiveable Item ^[i 4]	Identical ^[i 3] (Numeric: -961)	tile.anvil.intact.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.
4. Unavailable with /give command

Block states

See also: *Block states*

Java Edition:

Name	Default value	Allowed values	Description ^[hide]
facing	north	east north south west	An anvil pointing north or south is aligned with its long dimension pointing north–south. An anvil pointing east or west is aligned with its long dimension pointing east–west. This value is 90° clockwise from the direction a player faces while placing an anvil.

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description [hide]
minecraft:cardinal_direction	Not Supported	south	east north south west	Unsupported	An anvil pointing north or south is aligned with its long dimension pointing north–south. An anvil pointing east or west is aligned with its long dimension pointing east–west. This value is 90° clockwise from the direction a player faces while placing an anvil.

Falling block entity

Main article: *Falling Block*



Dynamic block entity data

Tags common to all entities

- BlockState: The falling block represented by this entity.
 - Name: The resource location of the block.
 - Properties: Optional. The block states of the block.
 - Name: The block state name and its value.
- CancelDrop: 1 or 0 (true/false) - true if the block should be destroyed instead of placed after landing on a solid block. When true, the block is not dropped as an item, even if the DropItem tag is set to true. However, if the entity is deleted due to its Time value being too high, this tag is ignored and an item is dropped depending on the DropItem tag. CancelDrop defaults to 1 for falling suspicious sand and suspicious gravel, and 0 for the other vanilla falling blocks and any summoned falling block.
- Dropltem: 1 or 0 (true/false) – true if the block should drop as an item when it breaks. Any block that does not have an item form with the same ID as the block does not drop even if this is set.
- FallHurtAmount: Multiplied by the FallDistance to calculate the amount of damage to inflict. By default this value is 2 (♥) for anvils, and 6 (♥♥♥) for pointed dripstone.
- FallHurtMax: The maximum hit points of damage to inflict on entities that intersect this falling block. For vanilla falling blocks, always 40 (♥ × 20).
- HurtEntities: 1 or 0 (true/false) – true if the block should hurt entities it falls on. Defaults to 1 for anvils and pointed dripstone and to 0 for the other vanilla falling blocks and any summoned falling block.
- TileEntityData: Optional. The tags of the block entity for this block.
- Time: The number of ticks the entity has existed. When Time goes above 600, or above 100 while the block is at Y=-64 or is outside building height, the entity is deleted.


Achievements

[hide]

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Organizational Wizard	Name a Shulker Box with an Anvil	—	30	Bronze














History



Development

February 5, 2010 (https://web.archive.org/web/20140427004847/https://notch.tumblr.com/post/372480972/you-can-now-change-the-difficulty-from-the-options)	Anvils were mentioned by Notch.
October 7, 2012 (https://twitter.com/Dinnerbone/status/254689806309797888)	Dinnerbone tweets the first images of the anvil's interface.
October 10, 2012 (https://twitter.com/Dinnerbone/status/255956096693440512)	 Dinnerbone tweets the first screenshot of the anvil.





Java Edition

Java Edition[\[hide\]](#)



Java Edition			[hide]					
1.4.2	12w41a	 Added anvils. All anvil damage levels are available in the Creative inventory.						
		Anvils currently require one <u>iron ingot</u> and six <u>blocks of iron</u> :						
	12w42a	<table><tr><th>Ingredients</th><th>Crafting recipe</th><th>[hide]</th></tr><tr><td><u>Block of Iron</u> + <u>Iron Ingot</u></td><td></td><td></td></tr></table>	Ingredients	Crafting recipe	[hide]	<u>Block of Iron</u> + <u>Iron Ingot</u>		
		Ingredients	Crafting recipe	[hide]				
	<u>Block of Iron</u> + <u>Iron Ingot</u>							
	The bottom row of blocks of iron have been replaced with iron ingots, making the anvil much cheaper to craft:							
	12w42a	<table><tr><th>Ingredients</th><th>Crafting recipe</th><th>[hide]</th></tr><tr><td><u>Block of Iron</u> + <u>Iron Ingot</u></td><td></td><td></td></tr></table>	Ingredients	Crafting recipe	[hide]	<u>Block of Iron</u> + <u>Iron Ingot</u>		
		Ingredients	Crafting recipe	[hide]				
	<u>Block of Iron</u> + <u>Iron Ingot</u>							
	It is now possible to repair <u>tools</u> using anvils, by using more of the material it is made of (such as adding <u>diamonds</u> to a nearly broken <u>diamond pickaxe</u>).							
<u>Items</u> that are renamed now have item names that appear as italic text.								
The # <i>Level/s</i> information inside anvils has been renamed to <i>Enchantment cost</i> .								
1.4	Added new <u>sounds</u> for the anvil.							
	Anvils no longer enforce the level cap in creative mode.							
1.4.6	12w49a	<u>Enchanted books</u> have been added, which can be used only with the anvil.						
	12w50a	<u>Enchanting non-tools</u> with enchanted books using the anvil now works only in <u>creative mode</u> .						
		Silk Touch can now be applied to <u>shears</u> by using the anvil, meaning <u>cobwebs</u> can now be harvested.						
1.5	13w02a	<u>Mobs</u> spawned from renamed <u>spawn eggs</u> , from using the anvil, have the name of their spawn egg, and their names appear in the death message of them killing a <u>player</u> .						
		Mobs that are spawned from renamed spawn eggs, from using the anvil, can now display their custom name as nametag using an NBT tag.						
		<u>Brewing stands</u> , <u>chests</u> , <u>dispensers</u> , <u>enchantment tables</u> , <u>furnaces</u> and <u>trapped chests</u> that are renamed using anvils now display their new name in their GUI where the normal name used to appear.						

	<u>13w04a</u>	Mobs now show the name given to them (either by renaming their <u>spawn egg</u> using an anvil or by external editors) above their head when the <u>player</u> looks directly at them within hitting range.
<u>1.6.1</u>	<u>1.6</u>	Renaming a <u>spawn egg</u> "Dinnerbone" or "Grumm" using an anvil now causes the <u>mob</u> to spawn upside down (this also works with renaming <u>name tags</u>).
<u>1.7.4</u>	<u>13w48b</u>	Renaming a <u>sheep spawn egg</u> to jeb_ using an anvil now causes the <u>sheep</u> to spawn with multicolored wool (this also works with renaming <u>name tags</u>).
<u>1.8</u>	<u>14w02a</u>	The costs of using anvils have been reduced to balance out with the new <u>enchancing</u> system.
		Renaming <u>items</u> using anvils now costs only 1 level.
		Repairing costs using anvils have been reduced, 1 level per raw material or sacrifice regardless of durability restored.
		Extra costs for repairing an <u>enchanted tool</u> using anvils have been eliminated. Costs for combining enchantments have been reduced.
	<u>14w04a</u>	Repairing costs while using anvils can no longer be kept down by renaming <u>items</u> .
		Prior work cost increase while using anvils has been changed from linear (1 per repair) to exponential (times 2 plus 1 per repair).
		Repairing with a "sacrifice" while using anvils now costs 2 levels rather than only 1.
	<u>14w10a</u>	 The models of anvils have been changed.
<u>1.9</u>	<u>15w42a</u>	Renaming an <u>item</u> while using anvils no longer incurs a <u>prior work penalty</u> .
<u>1.10</u>	<u>16w20a</u>	Falling dust <u>particles</u> for unsupported anvils have been added.
<u>1.11</u>	<u>16w32a</u>	Anvils now give <u>sounds</u> when they break.
	<u>16w35a</u>	Renamed items from anvils now keep their name when picked back up.
	<u>16w39a</u>	A damaged anvil now generates in <u>woodland mansions</u> .
<u>1.11.1</u>	<u>release</u>	Anvils no longer allow <u>enchanted books</u> to apply to <u>items</u> , if no change in enchantments would take effect. This can occur if all enchantments on the <u>book</u> are incompatible with existing enchantments on the item – or if the enchanted book has no enchantments.
<u>1.12</u>	<u>17w13a</u>	Closing the anvil interface now returns the <u>items</u> from the input slots to the <u>inventory</u> , if space allows instead of dropping the items on the ground.
<u>1.13</u>	<u>17w47a</u>	"Slightly Damaged Anvil" and "Very Damaged Anvil" renamed to "Chipped Anvil" and "Damaged Anvil", respectively.
		Anvil collision and interaction boxes now much more closely match its model.
		Anvils no longer replace non-solid but irreplaceable blocks when landing.
<u>1.14</u>	<u>18w43a</u>	 The textures of anvils have been changed.
<u>1.17</u>	<u>21w19a</u>	The maximum length of names in the anvil UI has been increased from 35 to 50.
<u>1.18</u>	<u>pre5</u>	The texture of GUI hammer has been changed.
<u>1.20</u>	<u>pre5</u>	Falling anvils no longer destroy <u>item entities</u> . ^[4]
<u>1.21.11</u>	<u>25w41a</u>	Anvil destroy, land, place and use sounds now play at a slightly lower volume.

Bedrock Edition

Pocket Edition Alpha			[hide]
<u>v0.12.1</u>	<u>build 1</u>	 Added anvils. All anvil damage levels are available in the Creative inventory.	
<u>v0.14.0</u>	<u>build 1</u>	Anvils are now needed to add the markers onto <u>maps</u> by putting a map and a <u>compass</u> in.	
<u>v0.15.0</u>	<u>build 1</u>	Anvils can now be moved by <u>pistons</u> .	
Pocket Edition			[hide]
<u>?</u>		Renamed <u>items</u> using anvils now keep their name when picked back up.	
<u>1.1.0</u>	<u>alpha 1.1.0.0</u>	Very damaged anvils now generate in <u>woodland mansions</u> .	
Bedrock Edition			[hide]
<u>?</u>		 Added an <u>unused variant</u> .	
<u>1.2.13</u>	<u>beta 1.2.13.5</u>	 Changed models of anvils. The models of anvils now also use top texture on top face of the raised portion. Mirrored textures vertically on sides.	
<u>1.10.0</u>	<u>beta 1.10.0.3</u>	 The textures of anvils have been changed.	
<u>1.21.30</u>	<u>Preview 1.21.30.22</u>	Renamed "Slightly Damaged Anvil" to "Chipped Anvil" and "Very Damaged Anvil" to "Damaged Anvil" to match <i>Java Edition</i> .	

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
<u>TU14</u>	<u>CU1</u>	<u>1.04</u>	<u>1.00</u>	<u>1.00</u>	<u>Patch 1</u>	<u>1.0.1</u>	 Added anvils. Unlike other editions, only the undamaged anvil can be obtained inside the <u>Creative inventory</u> .
<u>TU31</u>	<u>CU19</u>	<u>1.22</u>	<u>1.22</u>	<u>1.22</u>	<u>Patch 3</u>		Anvil repairing has been rebalanced as per <u>Java 1.8</u> changes.
<u>TU46</u>	<u>CU36</u>	<u>1.38</u>	<u>1.38</u>	<u>1.38</u>	<u>Patch 15</u>		Falling dust <u>particles</u> for unsupported anvils have been added.
<u>TU54</u>	<u>CU44</u>	<u>1.52</u>	<u>1.52</u>	<u>1.52</u>	<u>Patch 24</u>	<u>1.0.4</u>	A damaged anvil now generates in <u>woodland mansions</u> .
							Closing the anvil interface now returns the items from the input slots to the inventory, if space allows instead of dropping the items on the ground.
			<u>1.90</u>				 The textures of anvils have been changed.

New Nintendo 3DS Edition

<i>New Nintendo 3DS Edition</i>		[hide]
0.1.0	<div><div><div><div></div></div><div><div></div></div><div><div></div></div></div></div> Added anvils. All anvil damage levels are available in the Creative inventory.	
1.9.19	Anvils can now generate in woodland mansions .	

Data history

Java Edition

<i>Java Edition</i>			[hide]
1.13	17w47a	The different anvil damage block states for the anvil ID have been split up into their own IDs.	
		Prior to <i>The Flattening</i> , this block's numeral ID was 145.	

Bedrock Edition

<i>Bedrock Edition</i>			[hide]
1.20.30	<div><div><div>Preview</div><div>1.20.30.20</div></div></div>	Anvils now use the minecraft:cardinal_direction block state instead of direction .	
1.21.20	<div><div><div>Preview</div><div>1.21.20.22</div></div></div>	The different damage block states for the anvil ID have been split up into their own IDs.	

Issues

Issues relating to "Anvil" are maintained on the bug tracker. Issues should be reported and viewed 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%22Anvil%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- If placed on top of exploding TNT blocks, the explosion does not affect the surrounding area. This is because the anvil falls into the space the TNT entity is occupying, and since the TNT's explosion power is not high enough to destroy the anvil, no blocks are destroyed.
- Before they were added to *Minecraft*, anvils were already present in *Minicraft*.
- Within the files of *Minecraft Dungeons* (Game\UI\Materials\Merchant\slot), a render of an anvil made for this wiki can be found.

Gallery

Renders

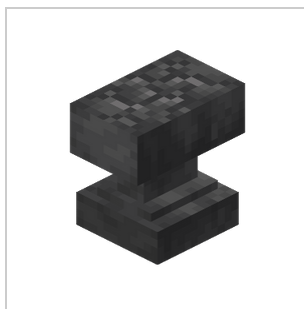
Java Edition



Anvil



Chipped Anvil



Damaged Anvil

Bedrock Edition



Anvil



Chipped Anvil

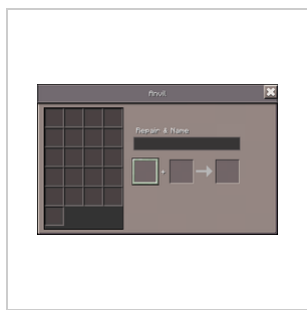


Damaged Anvil

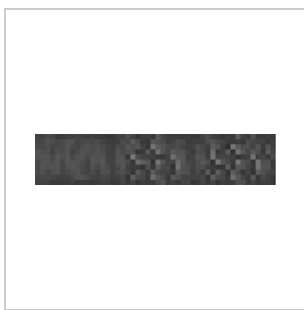


Deprecated Anvil

Screenshots



The old anvil GUI in *Pocket Edition* (now *Bedrock Edition*)

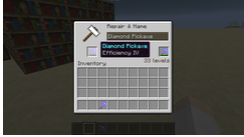


Top down view of the three stages of anvils. From left to right: anvil, chipped anvil, damaged anvil



3D view of the three stages of anvils. From left to right: anvil, chipped anvil, damaged anvil

Development images



Merging pickaxe with efficiency 4.



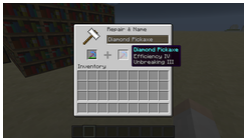
With fortune 1 unbreaking 2.



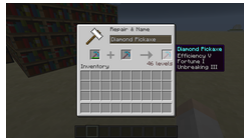
The result is pickaxe with efficiency 4, fortune 1, unbreaking 2 for 33 levels



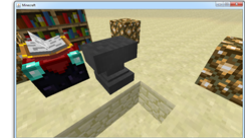
Merging resulting pickaxe.



With efficiency 4, unbreaking 3.



The result is pickaxe with efficiency 5, fortune 1, unbreaking 3 for 46 levels.



The first screenshot of the anvil itself.

In other media



A anvil in promotional artwork for the Pretty Scary Update.



An anvil as seen in A Minecraft Movie.

References

- MCPE-57604
- Per Talk:Damage#Falling_Block, helmets no longer provide a 25% damage reduction to falling blocks.

- 3. MC-279222 — Anvils do not use minecraft:block.iron.* sounds despite being made of iron — resolved as "Invalid".
- 4. MC-120158 — Anvils and other falling_blocks with HurtEntities set to true kill items and xp orbs — resolved as "Fixed".



















































































































See also

-  Deprecated Anvil

External links

- Taking Inventory: Anvil (<https://www.minecraft.net/en-us/article/taking-inventory--anvil>) – Minecraft.net on November 26, 2020

Navigation

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	 Crafting Table  Enchanting Table  Furnace ( Blast  Smoker)	
	 Grindstone  Lectern  Loom  Shulker Box ( Dyed)  Sign	
Utilizable	( Hanging)  Smithing Table  Stonecutter	
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	 Joke				[show]
	 Extreme metadata variants				[show]
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		 Makena	 Noor	 Steve	 Sunny
		 Zuri			
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	Technical objects	 Marker			
		Editor only	 Location Pointer Idle	 Location Pointer Selected	 Map
			 Marker	 Ruler (Idle)	
		Unimplemented			[show]
		Joke			[show]

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