

Emerald

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This article is about the item in Minecraft. For the currency in Minecraft Dungeons, see [MCD:Emerald](#). For the gem formerly known as emeralds, see [Diamond](#). For other uses, see [Emerald family](#).

Emeralds are minerals that are used primarily as the currency for [trading](#) with [villagers](#) and [wandering traders](#).

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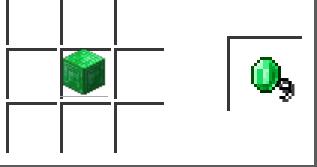
Obtaining

Mining

Emerald ore drops one emerald when mined using an iron pickaxe or better. If the pickaxe is enchanted with Fortune, it may drop an extra emerald per level of Fortune, up to a maximum of 4 emeralds with Fortune III. If the ore is mined using a pickaxe enchanted with Silk Touch, it drops itself in ore form instead of as an emerald.

Crafting

Emerald	
Rarity tier	Common
Renewable	Yes
Stackable	Yes (64)

Ingredients	Crafting recipe	[hide]
Block of Emerald		

Smelting

Ingredients	Smelting recipe	[hide]
Emerald Ore or Deepslate Emerald Ore + Any fuel	 	 1

Trading

Emeralds can be obtained by trading with [villagers](#) and [wandering traders](#), since they are the currency that villagers use for trading. Villagers and wandering traders buy various goods in return for emeralds. Trading is typically a faster way to obtain emeralds than by mining, as an emerald ore is rarer than a diamond ore.

Villager		Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
		JE	BE					
Librarian	Novice	67%	100%	24 × ⚡ Paper	1 Emerald	16	2	0.05
	Apprentice	67%	100%	4 × 📖 Book	1 Emerald	12	10	0.05
	Journeyman	67%	100%	5 × 🧢 Ink Sac	1 Emerald	12	20	0.05
	Expert	50%	100%	+ 📖 Book and Quill + 📖 Book and Quill <small>[t 1]</small>	1 Emerald	12	30	0.05
Farmer	Novice	40%	25%	20 × 🌾 Wheat	1 Emerald	16	2	0.05
		40%	25%	26 × 🥔 Potato	1 Emerald	16	2	0.05
		40%	25%	22 × 🥕 Carrot	1 Emerald	16	2	0.05
		40%	25%	15 × 🍅 Beetroot	1 Emerald	16	2	0.05
	Apprentice	67%	100%	6 × 🎃 Pumpkin	1 Emerald	12	10	0.05
	Journeyman	100%	100%	4 × 🍉 Melon	1 Emerald	12	20	0.05
Butcher	Novice	50%	33%	14 × 🍖 Raw Chicken	1 Emerald	16	2	0.05
		50%	33%	4 × 🍖 Raw Rabbit	1 Emerald	16	2	0.05
		50%	33%	7 × 🍖 Raw Porkchop	1 Emerald	16	2	0.05
	Apprentice	67%	100%	15 × 💎 Coal	1 Emerald	16	2	0.05
	Journeyman	100%	50%	10 × 🍖 Raw Beef	1 Emerald	16	20	0.05
		100%	50%	7 × 🍖 Raw Mutton	1 Emerald	16	20	0.05
	Expert	100%	100%	10 × 🧻 Dried Kelp Block	1 Emerald	12	30	0.05
	Master	100%	100%	10 × 🍒 Sweet Berries	1 Emerald	12	30	0.05
Cleric	Novice	100%	100%	32 × 🍖 Rotten Flesh	1 Emerald	16	2	0.05
	Apprentice	100%	100%	3 × 💰 Gold Ingot	1 Emerald	12	10	0.05
	Journeyman	100%	100%	2 × 🐾 Rabbit's Foot	1 Emerald	12	20	0.05
	Expert	67%	50%	4 × 🐢 Turtle Scute	1 Emerald	12	30	0.05
		67%	50%	9 × 💧 Glass Bottle	1 Emerald	12	30	0.05
	Master	100%	100%	22 × 🦇 Nether Wart	1 Emerald	12	30	0.05
Fletcher	Novice	67%	100%	32 × 🪵 Stick	1 Emerald	16	2	0.05
	Apprentice	100%	100%	26 × 💯 Flint	1 Emerald	12	10	0.05
	Journeyman	100%	100%	14 × 🧽 String	1 Emerald	16	20	0.05
	Expert	100%	100%	24 × 🦆 Feather	1 Emerald	16	30	0.05
	Master	67%	100%	8 × 🔗 Tripwire Hook	1 Emerald	12	30	0.05
Shepherd	Novice	40%	25%	18 × 🧶 White Wool	1 Emerald	16	2	0.05
		40%	25%	18 × 🧶 Brown Wool	1 Emerald	16	2	0.05
		40%	25%	18 × 🧶 Black Wool	1 Emerald	16	2	0.05
		40%	25%	18 × 🧶 Gray Wool	1 Emerald	16	2	0.05
	Apprentice	5%	20%	12 × 🧶 White Dye	1 Emerald	16	10	0.05
		5%	20%	12 × 🧶 Gray Dye	1 Emerald	16	10	0.05
		5%	20%	12 × 🧶 Black Dye	1 Emerald	16	10	0.05
		5%	20%	12 × 🧶 Light Blue Dye	1 Emerald	16	10	0.05

Villager	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier	
	JE	BE						
	5%	20%	12 × Lime Dye	Emerald	16	10	0.05	
Journeyman	10%	20%	12 × Yellow Dye	Emerald	16	20	0.05	
	10%	20%	12 × Light Gray Dye	Emerald	16	20	0.05	
	10%	20%	12 × Orange Dye	Emerald	16	20	0.05	
	10%	20%	12 × Red Dye	Emerald	16	20	0.05	
	10%	20%	12 × Pink Dye	Emerald	16	20	0.05	
Expert	9%	17%	12 × Brown Dye	Emerald	16	30	0.05	
	9%	17%	12 × Purple Dye	Emerald	16	30	0.05	
	9%	17%	12 × Blue Dye	Emerald	16	30	0.05	
	9%	17%	12 × Green Dye	Emerald	16	30	0.05	
	9%	17%	12 × Magenta Dye	Emerald	16	30	0.05	
	9%	17%	12 × Cyan Dye	Emerald	16	30	0.05	
Fisherman	Novice	50%	50%	20 × String	Emerald	16	2	0.05
		50%	50%	10 × Coal	Emerald	16	2	0.05
	Apprentice	67%	100%	15 × Raw Cod	Emerald	16	10	0.05
	Journeyman	100%	100%	13 × Raw Salmon	Emerald	16	20	0.05
	Expert	100%	100%	6 × Tropical Fish	Emerald	12	30	0.05
	Master	100%	100%	4 × Pufferfish	Emerald	12	30	0.05
		100%	100%	Boat ^[t 2]	Emerald	12	30	0.05
Armorer	Novice	40%	100%	15 × Coal	Emerald	16	2	0.05
	Apprentice	50%	100%	4 × Iron Ingots	Emerald	12	10	0.05
	Journeyman	40%	100%	Lava Bucket	Emerald	12	20	0.05
		40%	100%	Diamond	Emerald	12	20	0.05
Leatherworker	Novice	67%	100%	6 × Leather	Emerald	16	2	0.05
	Apprentice	67%	100%	26 × Flint	Emerald	12	10	0.05
	Journeyman	100%	100%	9 × Rabbit Hide	Emerald	12	20	0.05
	Expert	100%	100%	4 × Turtle Scute	Emerald	12	30	0.05
Cartographer	Novice	100%	100%	24 × Paper	Emerald	12	2	0.05
	Apprentice	Depends on the villager's biome	Depends on the villager's biome	11 × Glass Pane	Emerald	12	10	0.05
	Journeyman	67%	67%	Compass	Emerald	12	10	0.05
Wandering Trader	Purchase	33%	33%	Hay Bale	Emerald	2	—	—
		33%	33%	Water Bottle	Emerald	2	—	—
		33%	33%	4 × Baked Potato	Emerald	2	—	—
		33%	33%	Milk Bucket	2 × Emerald	2	—	—
		33%	33%	Water Bucket	2 × Emerald	2	—	—
		33%	33%	Fermented Spider Eye	3 × Emerald	2	—	—

Villager	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier	
	JE	BE						
Mason	Novice	100%	100%	10 × Clay Ball	Emerald	16	2	0.05
	Apprentice	100%	100%	20 × Stone	Emerald	16	10	0.05
	Journeyman	29%	33%	16 × Granite	Emerald	16	20	0.05
		29%	33%	16 × Andesite	Emerald	16	20	0.05
	Expert	29%	33%	16 × Diorite	Emerald	16	20	0.05
		6%	100%	12 × Nether Quartz	Emerald	12	30	0.05
Toolsmith	Novice	40%	100%	15 × Coal	Emerald	16	2	0.05
	Apprentice	100%	100%	4 × Iron Ingot	Emerald	12	10	0.05
	Journeyman	40%	100%	30 × Flint	Emerald	12	20	0.05
	Expert	67%	100%	Diamond	Emerald	12	30	0.05
Weaponsmith	Novice	67%	100%	15 × Coal	Emerald	16	2	0.05
	Apprentice	100%	100%	4 × Iron Ingot	Emerald	12	10	0.05
	Journeyman	100%	100%	24 × Flint	Emerald	12	20	0.05
	Expert	100%	100%	Diamond	Emerald	12	30	0.05

- In *Java Edition* only one is requested per trade because of MC-248042 — Librarian's book and quill trade is always discounted to 1 since books are unstackable. In *Bedrock Edition*, the second book is placed in another slot instead.
- The type of boat trade depends on the biome outfit of the villager. Plains villagers buy oak boats, taiga and snowy villagers buy spruce boats, desert and jungle villagers buy jungle boats, savanna villagers buy acacia boats, and swamp villagers buy dark oak boats.

Mob loot

Java Edition:

Decimal Fraction Distribution Expectation

Mob	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
Evoker ^[A]	0–1	50.00%	0.50	0–2	75.00%	1.00	0–3	87.50%	1.50	0–4	91.67%	2.00
Vindicator ^[A]	0–1	50.00%	0.50	0–2	75.00%	1.00	0–3	87.50%	1.50	0–4	91.67%	2.00

A. Only when killed by a player or a tamed wolf.

Bedrock Edition:

Decimal Fraction Distribution Expectation

Mob		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	Evoker	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25
	Vindicator ^{[A][B]}	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25
	Vindicator ^{[A][C]}	0–7	80.00%	1.44	0–10	80.00%	2.04	0–13	80.00%	2.64	0–16	80.00%	3.24
	Vindicator ^{[D][C]}	0–6	60.00%	0.94	0–8	60.00%	1.29	0–10	60.00%	1.64	0–12	60.00%	1.99
	Vindicator ^{[A][E]}	0–7	81.15%	1.54	0–10	81.15%	2.17	0–13	81.15%	2.79	0–16	81.15%	3.41
	Vindicator ^{[D][E]}	0–6	62.31%	1.04	0–8	62.31%	1.42	0–10	62.31%	1.79	0–12	62.31%	2.16
	Pillager ^[C]	0–6	60.00%	0.94	0–8	60.00%	1.29	0–10	60.00%	1.64	0–12	60.00%	1.99
	Pillager ^[E]	0–6	62.31%	1.04	0–8	62.31%	1.42	0–10	62.31%	1.79	0–12	62.31%	2.16

- A. Only when killed by a player.
- B. Only if not spawned in a raid.
- C. Only if spawned in a raid and the difficulty is easy or normal.
- D. Only when *not* killed by a player or a tamed wolf.
- E. Only if spawned in a raid and the difficulty is hard.

Foxes that are holding emeralds also have a chance of 100% to drop the emerald they are holding upon death. Alternatively, the player can drop a food item to entice the fox to drop the emerald without killing it.

Generated loot

See also: [Emerald Ore § Natural generation](#)

Emeralds can generate in [chests](#) in some [village](#) houses or other generated structures.

Item	Structure	Container	Quantity	Chance	[hide]
<i>Java Edition</i>					
 Emerald	 Buried Treasure	Chest	4–8	59.9%	
	 Desert Pyramid	Suspicious sand	1	12.5%	
		Chest	1–3	17%	
	 Desert well	Suspicious sand	1	12.5%	
	 End City	Chest	2–6	8.6%	
	 Igloo	Chest	1	7.6%	
	 Jungle Pyramid	Chest	1–3	8.6%	
	 Ocean ruins	Warm ruins suspicious sand	1	13.3%	
		Cold ruins suspicious gravel	1	13.3%	
	 Shipwreck	Treasure chest	1–5	73.7%	
	 Trail Ruins	Suspicious gravel	1	4.4%	
		Corridor pot	1–3	35.6%	
		Ominous Vault	4–10	56.2%	
	 Ocean Ruins	Vault and reward chest	2–4	38.4%	
		Big ruins chest	1	14.1%	
		Small ruins chest	1	15.4%	
 Village	Tanner's chest	1–4	17.3%		
	Desert house chest	1–3	14.3%		
	Snowy house chest	1–4	9.9%		
	Temple chest	1–4	25.4%		
	Savanna house chest	1–4	21.5%		
	Fletcher's chest	1	12.3%		
	Butcher's chest	1	10.2%		
	Plains house chest	1–4	22.8%		
	Mason's chest	1	20.8%		
	Shepherd's chest	1	12.3%		
	Fisherman's chest	1	24.2%		
	Taiga house chest	1–4	18.6%		
	Armorer's chest	1	31.8%		
<i>Bedrock Edition</i>					
 Emerald	 Buried Treasure	Chest	4–8	53.1%	
	 Desert Pyramid	Suspicious sand	1	12.5%	
		Chest	1–3	17%	
	 Desert well	Suspicious sand	1	12.5%	
	 End City	Chest	2–6	8.6%	
	 Igloo	Chest	1	7.6%	
	 Jungle Pyramid	Chest	1–3	8.6%	
	 Ocean ruins	Warm ruins suspicious sand	1	13.3%	
		Cold ruins suspicious gravel	1	13.3%	
	 Shipwreck	Treasure chest	1–5	73.7%	
	 Stronghold	Altar chest	1–3	7.1%	
	 Trail Ruins	Suspicious gravel	1	4.3%	
	 Trial Chambers	Ominous Vault	4–10	56.2%	
		Corridor pot	1–3	35.6%	

Item	Structure	Container	Quantity	Chance	[hide]
<i>Java Edition</i>					
 Ocean Ruins	Vault and reward chest	2–4	39.7%		
	Big ruins chest	1	14.1%		
	Small ruins chest	1	15.4%		
 Village	Desert house chest	1–3	14.3%		
	Tanner's chest	1–4	17.3%		
	Taiga house chest	1–4	20.3%		
	Plains house chest	1–4	22.8%		
	Fletcher's chest	1	12.3%		
	Butcher's chest	1	10.2%		
	Snowy house chest	1–4	9.9%		
	Mason's chest	1	20.8%		
	Temple chest	1–4	25.4%		
	Shepherd's chest	1	12.3%		
	Savanna house chest	1–4	21.5%		
	Armorer's chest	1	31.8%		

Usage

Trading

The main use of emeralds is as currency for [trading with villagers](#) and [wandering traders](#). They sell various items in return for emeralds and occasionally additional other items.

Villager		Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
		JE	BE					
Librarian	Novice	67%	50%	9 × Emerald	Bookshelf	12	1	0.05
		67%	50%	5–64 × Emerald + Book	Enchanted Book ^[t 1]	12	1	0.2
	Apprentice	67%	50%	Emerald	Lantern	12	5	0.05
		67%	50%	5–64 × Emerald + Book	Enchanted Book ^[t 1]	12	5	0.2
	Journeyman	67%	50%	Emerald	4 × Glass	12	10	0.05
		67%	50%	5–64 × Emerald + Book	Enchanted Book ^[t 1]	12	10	0.2
	Expert	50%	33%	4 × Emerald	Compass	12	15	0.05
		50%	33%	5 × Emerald	Clock	12	15	0.05
		50%	33%	5–64 × Emerald + Book	Enchanted Book ^[t 1]	12	15	0.2
	Master	100%	100%	20 × Emerald	Name Tag	12	30	0.05
Farmer	Novice	40%	100%	Emerald	6 × Bread	16	1	0.05
	Apprentice	67%	50%	Emerald	4 × Pumpkin Pie	12	5	0.05
		67%	50%	Emerald	4 × Apple	16	5	0.05
	Journeyman	100%	100%	3 × Emerald	18 × Cookie	12	10	0.05
		29%	17%	Emerald	Suspicious Stew ^[t 2]	12	15	0.05
	Expert	29%	17%	Emerald	Suspicious Stew ^[t 3]	12	15	0.05
		29%	17%	Emerald	Suspicious Stew ^[t 4]	12	15	0.05
		29%	17%	Emerald	Suspicious Stew ^[t 5]	12	15	0.05
		29%	17%	Emerald	Suspicious Stew ^[t 6]	12	15	0.05
		29%	17%	Emerald	Suspicious Stew ^[t 7]	12	15	0.05
		29%	100%	Emerald	Cake	12	15	0.05
		100%	50%	3 × Emerald	3 × Golden Carrot	12	30	0.05
	Master	100%	50%	4 × Emerald	3 × Glistering Melon Slice	12	30	0.05
Butcher	Novice	50%	100%	Emerald	Rabbit Stew	12	1	0.05
	Apprentice	67%	50%	Emerald	8 × Cooked Chicken	16	5	0.05
		67%	50%	Emerald	5 × Cooked Porkchop	16	5	0.05
Cleric	Novice	100%	100%	Emerald	2 × Redstone Dust	12	1	0.05
	Apprentice	100%	100%	Emerald	Lapis Lazuli	12	5	0.05
	Journeyman	100%	100%	4 × Emerald	Glowstone	12	10	0.05
	Expert	67%	100%	5 × Emerald	Ender Pearl	12	15	0.05
	Master	100%	100%	3 × Emerald	Bottle o' Enchanting	12	30	0.05
Fletcher	Novice	67%	50%	Emerald	16 × Arrow	12	1	0.05
		67%	50%	10 × Gravel + Emerald	10 × Flint	12	1	0.05
	Apprentice	100%	100%	2 × Emerald	Bow	12	5	0.05

Villager		Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
		JE	BE					
Shepherd	Journeyman	100%	100%	3 × ⚡ Emerald	⚡ Crossbow	12	10	0.05
	Expert	100%	100%	7–21 × ⚡ Emerald [t 8]	⚡ Enchanted Bow [t 9]	3	15	0.05
	Master	67%	50%	8–22 × ⚡ Emerald [t 10]	⚡ Enchanted Crossbow [t 9]	3	15	0.05
		67%	50%	2 × ⚡ Emerald + 5 × ⚡ Arrow	5 × ⚡ Tipped Arrow [t 11]	12	30	0.05
	Novice	40%	100%	2 × ⚡ Emerald	⚡ Shears	12	1	0.05
	Apprentice	68%	50%	1 ⚡ Emerald	Any color Wool [t 12]	16	5	0.05
		68%	50%	1 ⚡ Emerald	4 × Any color Carpet [t 12]	16	5	0.05
	Journeyman	95%	100%	3 × ⚡ Emerald	Any color Bed [t 12]	12	10	0.05
Fisherman	Expert	94%	100%	3 × ⚡ Emerald	Any color Banner [t 12]	12	15	0.05
	Master	100%	100%	2 × ⚡ Emerald	3 × 🎨 Painting	12	30	0.05
	Novice	50%	50%	3 × ⚡ Emerald	_BUCKET Bucket of Cod	16	1	0.05
		50%	50%	6 × 🍖 Raw Cod + 1 ⚡ Emerald	6 × 🍖 Cooked Cod	16	1	0.05
	Apprentice	67%	50%	2 × ⚡ Emerald	🔥 Campfire	12	5	0.05
		67%	50%	6 × 🐟 Raw Salmon + 1 ⚡ Emerald	6 × 🐟 Cooked Salmon	16	5	0.05
	Journeyman	100%	100%	8–22 × ⚡ Emerald [t 13]	⚡ Enchanted Fishing Rod [t 14]	3	10	0.2
Armorer	Novice	40%	25%	5 × ⚡ Emerald	🛡 Iron Helmet	12	1	0.2
		40%	25%	9 × ⚡ Emerald	🛡 Iron Chestplate	12	1	0.2
		40%	25%	7 × ⚡ Emerald	🛡 Iron Leggings	12	1	0.2
		40%	25%	4 × ⚡ Emerald	🛡 Iron Boots	12	1	0.2
	Apprentice	50%	33%	36 × ⚡ Emerald	🔔 Bell	12	5	0.2
		50%	33%	3 × ⚡ Emerald	🛡 Chainmail Leggings	12	5	0.2
		50%	33%	1 ⚡ Emerald	🛡 Chainmail Boots	12	5	0.2
	Journeyman	40%	33%	1 ⚡ Emerald	🛡 Chainmail Helmet	12	10	0.2
		40%	33%	4 × ⚡ Emerald	🛡 Chainmail Chestplate	12	10	0.2
		40%	33%	5 × ⚡ Emerald	🛡 Shield	12	10	0.2
	Expert	100%	50%	19–33 × ⚡ Emerald [t 15]	💎 Enchanted Diamond Leggings [t 16]	3	15	0.2
		100%	50%	13–27 × ⚡ Emerald [t 17]	💎 Enchanted Diamond Boots [t 16]	3	15	0.2
	Master	100%	50%	13–27 × ⚡ Emerald [t 17]	💎 Enchanted Diamond Helmet [t 16]	3	30	0.2
		100%	50%	21–35 × ⚡ Emerald [t 18]	💎 Enchanted Diamond Chestplate [t 16]	3	30	0.2
Leatherworker	Novice	67%	50%	3 × ⚡ Emerald	🛡 Leather Pants [t 19]	12	1	0.2

Villager	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier	
	JE	BE						
	67%	50%	7 × Emerald	Leather Tunic ^[t 19]	12	1	0.2	
Cartographer	67%	50%	5 × Emerald	Leather Cap ^[t 19]	12	5	0.2	
	67%	50%	4 × Emerald	Leather Boots ^[t 19]	12	5	0.2	
	100%	100%	7 × Emerald	Leather Tunic ^[t 19]	12	10	0.2	
	100%	100%	6 × Emerald	Leather Horse Armor ^[t 19]	12	15	0.2	
	100%	50%	5 × Emerald	Leather Cap ^[t 19]	12	30	0.2	
	100%	50%	6 × Emerald	Saddle	12	30	0.2	
Wandering Trader	100%	100%	7 × Emerald	Empty Map	12	1	0.05	
	100%	100%	8 × Emerald + Compass	Explorer Map ^[t 20]	12	5	0.2	
	67%	67%	13 × Emerald + Compass	Ocean Explorer Map ^[t 21]	12	10	0.2	
	67%	67%	12 × Emerald + Compass	Trial Explorer Map ^[t 21]	12	10	0.2	
	Expert	Depends on the villager's biome	Depends on the villager's biome	Item Frame	12	15	0.05	
		100%	100%	Banner ^[t 22]	12	15	0.05	
Ordinary	Master	100%	100%	Globe Banner Pattern	12	30	0.05	
		100%	100%	Woodland Explorer Map	12	30	0.2	
	Special	13%	13%	Packed Ice	6	—	—	
		13%	13%	4 × Gunpowder	2	—	—	
		13%	13%	8 × Acacia Log	4	—	—	
		13%	13%	8 × Birch Log	4	—	—	
		13%	13%	8 × Cherry Log	4	—	—	
		13%	13%	8 × Dark Oak Log	4	—	—	
		13%	13%	8 × Jungle Log	4	—	—	
		13%	13%	8 × Mangrove Log	4	—	—	
		13%	13%	8 × Oak Log	4	—	—	
		13%	13%	8 × Pale Oak Log	4	—	—	
		13%	13%	8 × Spruce Log	4	—	—	
		13%	13%	3 × Emerald	3 × Podzol	6	—	—
Villager		13%	13%	5 × Emerald	Potion of Invisibility ^[t 23]	1	—	—
		13%	13%	6 × Emerald	Blue Ice	6	—	—
		13%	13%	6–20 × Emerald ^[t 24]	Enchanted Iron Pickaxe ^[t 25]	1	—	—
		7%	7%	Emerald	Fern	12	—	—
		7%	7%	Emerald	Sugar Cane	8	—	—
		7%	7%	Emerald	Pumpkin	4	—	—
Shepherd		7%	7%	Emerald	Dandelion	12	—	—
		7%	7%	Emerald	Poppy	12	—	—
		7%	7%	Emerald	Allium	12	—	—
		7%	7%	Emerald	Coral	12	—	—
		7%	7%	Emerald	Coral Block	12	—	—

Villager	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	BE					
	7%	7%	Emerald	Azure Bluet	12	—	—
	7%	7%	Emerald	Red Tulip	12	—	—
	7%	7%	Emerald	Orange Tulip	12	—	—
	7%	7%	Emerald	White Tulip	12	—	—
	7%	7%	Emerald	Pink Tulip	12	—	—
	7%	7%	Emerald	Oxeye Daisy	12	—	—
	7%	7%	Emerald	Cornflower	12	—	—
	7%	7%	Emerald	Blue Orchid	8	—	—
	7%	7%	Emerald	Lily of the Valley	7	—	—
	7%	7%	Emerald	Open Eyeblossom	7	—	—
	7%	7%	Emerald	Wheat Seeds	12	—	—
	7%	7%	Emerald	Beetroot Seeds	12	—	—
	7%	7%	Emerald	Pumpkin Seeds	12	—	—
	7%	7%	Emerald	Melon Seeds	12	—	—
	7%	7%	Emerald	3 × White Dye	12	—	—
	7%	7%	Emerald	3 × Light Gray Dye	12	—	—
	7%	7%	Emerald	3 × Gray Dye	12	—	—
	7%	7%	Emerald	3 × Black Dye	12	—	—
	7%	7%	Emerald	3 × Brown Dye	12	—	—
	7%	7%	Emerald	3 × Red Dye	12	—	—
	7%	7%	Emerald	3 × Orange Dye	12	—	—
	7%	7%	Emerald	3 × Yellow Dye	12	—	—
	7%	7%	Emerald	3 × Lime Dye	12	—	—
	7%	7%	Emerald	3 × Green Dye	12	—	—
	7%	7%	Emerald	3 × Cyan Dye	12	—	—
	7%	7%	Emerald	3 × Light Blue Dye	12	—	—
	7%	7%	Emerald	3 × Blue Dye	12	—	—
	7%	7%	Emerald	3 × Purple Dye	12	—	—
	7%	7%	Emerald	3 × Magenta Dye	12	—	—
	7%	7%	Emerald	3 × Pink Dye	12	—	—
	7%	7%	Emerald	3 × Vines	4	—	—
	7%	7%	Emerald	3 × Pale Hanging Moss	4	—	—
	7%	7%	Emerald	3 × Brown Mushroom	4	—	—
	7%	7%	Emerald	3 × Red Mushroom	4	—	—
	7%	7%	Emerald	5 × Lily Pad	2	—	—
	7%	7%	Emerald	2 × Small Dripleaf	5	—	—
	7%	7%	Emerald	8 × Sand	8	—	—
	7%	7%	Emerald	4 × Red Sand	6	—	—
	7%	7%	Emerald	2 × Pointed Dripstone	5	—	—
	7%	7%	Emerald	2 × Rooted Dirt	5	—	—
	7%	7%	Emerald	2 × Moss Block	5	—	—
	7%	7%	Emerald	2 × Pale Moss Block	5	—	—
	7%	7%	Emerald	Wildflowers	12	—	—

Villager	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier		
	JE	BE							
	7%	7%	Emerald	Tall Dry Grass	12	—	—		
	7%	7%	2 × Emerald	Sea Pickle	5	—	—		
	7%	7%	2 × Emerald	Glowstone	5	—	—		
	7%	7%	3 × Emerald	Bucket of Tropical Fish	4	—	—		
	7%	7%	3 × Emerald	Bucket of Pufferfish	4	—	—		
	7%	7%	3 × Emerald	Kelp	12	—	—		
	7%	7%	3 × Emerald	Cactus	8	—	—		
	7%	7%	3 × Emerald	Brain Coral Block	8	—	—		
	7%	7%	3 × Emerald	Bubble Coral Block	8	—	—		
	7%	7%	3 × Emerald	Fire Coral Block	8	—	—		
	7%	7%	3 × Emerald	Horn Coral Block	8	—	—		
	7%	7%	3 × Emerald	Tube Coral Block	8	—	—		
	7%	7%	3 × Emerald	Firefly Bush	12	—	—		
	7%	7%	4 × Emerald	Slimeball	5	—	—		
	7%	7%	5 × Emerald	Acacia Sapling	8	—	—		
	7%	7%	5 × Emerald	Birch Sapling	8	—	—		
	7%	7%	5 × Emerald	Cherry Sapling	8	—	—		
	7%	7%	5 × Emerald	Dark Oak Sapling	8	—	—		
	7%	7%	5 × Emerald	Jungle Sapling	8	—	—		
	7%	7%	5 × Emerald	Mangrove Propagule	8	—	—		
	7%	7%	5 × Emerald	Oak Sapling	8	—	—		
	7%	7%	5 × Emerald	Pale Oak Sapling	8	—	—		
	7%	7%	5 × Emerald	Spruce Sapling	8	—	—		
	7%	7%	5 × Emerald	Nautilus Shell	5	—	—		
	Novice	100%	100%	Emerald	10 × Brick	16	1	0.05	
	Apprentice	100%	100%	Emerald	4 × Chiseled Stone Bricks	16	5	0.05	
	Journeyman	29%	25%	Emerald	4 × Dripstone Block	16	10	0.05	
		29%	25%	Emerald	4 × Polished Andesite	16	10	0.05	
		29%	25%	Emerald	4 × Polished Diorite	16	10	0.05	
		29%	25%	Emerald	4 × Polished Granite	16	10	0.05	
	Mason	Expert	74%	50%	Emerald	Any color Stained Terracotta [t 26]	12	15	0.05
	74%		50%	Emerald	Any color Glazed Terracotta [t 26]	12	15	0.05	
	Master	100%	50%	Emerald	Quartz Pillar	12	30	0.05	
		100%	50%	Emerald	Block of Quartz	12	30	0.05	
	Toolsmith	Novice	40%	25%	Emerald	Stone Axe	12	1	0.2
			40%	25%	Emerald	Stone Shovel	12	1	0.2
			40%	25%	Emerald	Stone Pickaxe	12	1	0.2
			40%	25%	Emerald	Stone Hoe	12	1	0.2
	Apprentice	100%	100%	36 × Emerald	Bell	12	5	0.2	

Villager	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	BE					
J Journeyman	40%	25%	6–20 × Emerald ^[t 27]	Enchanted Iron Axe ^[t 28]	3	10	0.2
	40%	25%	7–21 × Emerald ^[t 29]	Enchanted Iron Shovel ^[t 28]	3	10	0.2
	40%	25%	8–22 × Emerald ^[t 30]	Enchanted Iron Pickaxe ^[t 28]	3	10	0.2
	40%	25%	4 × Emerald	Diamond Hoe	3	10	0.2
E Expert	67%	50%	17–31 × Emerald ^[t 31]	Enchanted Diamond Axe ^[t 28]	3	15	0.2
	67%	50%	10–24 × Emerald ^[t 32]	Enchanted Diamond Shovel ^[t 28]	3	15	0.2
M Master	100%	100%	18–32 × Emerald ^[t 33]	Enchanted Diamond Pickaxe ^[t 28]	3	30	0.2
W Weaponsmith	67%	100%	3 × Emerald	Iron Axe	12	1	0.2
	67%	100%	7–21 × Emerald ^[t 34]	Enchanted Iron Sword ^[t 35]	3	1	0.05
	Apprentice	100%	36 × Emerald	Bell	12	5	0.2
	E Expert	100%	17–31 × Emerald ^[t 36]	Enchanted Diamond Axe ^[t 35]	3	15	0.2
	M Master	100%	13–27 × Emerald ^[t 37]	Enchanted Diamond Sword ^[t 35]	3	30	0.2

- The enchantment is chosen randomly with equal chance of any enchantment type occurring (except for Soul Speed, Swift Sneak, and Wind Burst) and equal chance to get any level of the enchantment, meaning high-level enchantments are as likely as low-level enchantments. It is possible for a librarian to sell the same book more than once. The price in emeralds depends on the enchantment level and "treasure" status. The minimum price of a book is given by $2 + 3 * (\text{enchantment level})$, while the maximum price is $6 + 13 * (\text{enchantment level})$. The possible values are 5–19 emeralds for Lvl I, 8–32 for Lvl II, 11–45 for Lvl III, 14–58 for Lvl IV, and 17–71 for Lvl V. For treasure enchantments the price is doubled. The cost is capped at 64 emeralds. All values below this cap are equally probable.
- The stew gives 6 seconds of Blindness in *Java Edition*, or 5 seconds of Night Vision in *Bedrock Edition*.
- The stew gives 8 seconds of Jump Boost in *Java Edition*, or 5 seconds of Night Vision in *Bedrock Edition*.
- The stew gives 5 seconds of Night Vision.
- The stew gives 14 seconds of Poison in *Java Edition*, or 5 seconds of Night Vision in *Bedrock Edition*.
- The stew gives 0.35 seconds of Saturation in *Java Edition*, or 5 seconds of Night Vision in *Bedrock Edition*.
- The stew gives 7 seconds of Weakness in *Java Edition*, or 5 seconds of Night Vision in *Bedrock Edition*.
- The price of this trade is the base price, 2 emeralds, plus the random enchantment level chosen (5–19).
- When creating an enchantment offer, the game uses a random enchantment level from 5 to 19. The enchantments are never treasure enchantments.
- The price of this trade is the base price, 3 emeralds, plus the random enchantment level chosen (5–19).
- In *Java Edition*, the type of arrow is chosen randomly from all possible brewable potions with effects, including extended and strengthened versions. In *Bedrock Edition*, the type of arrow is randomly chosen from 15 options: Night Vision, Invisibility, Leaping, Fire Resistance, Swiftness, Slowness, Water Breathing, Healing, Harming, Poison, Regeneration, Strength, Weakness, Turtle Master, or Decay (Level 2).
- The list of possible offers contains individual offers for each color, so multiple colors may be offered by the same villager as separate trades.
- The price of this trade is the base price, 3 emeralds, plus the random enchantment level chosen (5–19).
- When creating an enchantment offer, the game uses a random enchantment level from 5 to 19. The enchantments are never treasure enchantments.
- The price of this trade is the base price, 14 emeralds, plus the random enchantment level chosen (5–19).
- When creating an enchantment offer, the game uses a random enchantment level from 5 to 19. The enchantments are never treasure enchantments.
- The price of this trade is the base price, 8 emeralds, plus the random enchantment level chosen (5–19).
- The price of this trade is the base price, 16 emeralds, plus the random enchantment level chosen (5–19).
- The leather armor has a random color created by two dyes (possibly the same dye twice.)

20. The structure that the map leads to depends on the biome the villager is from. Each of the two or three possible maps are counted as independent trades, so a villager trading multiple maps is possible.
21. In *Java Edition*, all copies of the map traded by a particular villager lead to the same structure. In worlds that do not have the structure, this trade is not offered. In *Bedrock Edition*, cartographers adopting the profession in the Nether or the End do not offer explorer maps.
22. The color of the banner depends on the biome the villager is from. The list of possible offers contains individual offers for each color, so multiple colors may be offered by the same villager as separate trades.
23. Duration: 8:00
24. The price of this trade is the base price, 1 emerald, plus the random enchantment level chosen (5–19).
25. When creating an enchantment offer, the game uses a random enchantment level from 5 to 19. The enchantments are never treasure enchantments.
26. The list of possible offers contains individual offers for each color, so multiple colors may be offered by the same villager as separate trades.
27. The price of this trade is the base price, 1 emerald, plus the random enchantment level chosen (5–19).
28. When creating an enchantment offer, the game uses a random enchantment level from 5 to 19. The enchantments are never treasure enchantments.
29. The price of this trade is the base price, 2 emeralds, plus the random enchantment level chosen (5–19).
30. The price of this trade is the base price, 3 emeralds, plus the random enchantment level chosen (5–19).
31. The price of this trade is the base price, 12 emeralds, plus the random enchantment level chosen (5–19).
32. The price of this trade is the base price, 5 emeralds, plus the random enchantment level chosen (5–19).
33. The price of this trade is the base price, 13 emeralds, plus the random enchantment level chosen (5–19).
34. The price of this trade is the base price, 2 emeralds, plus the random enchantment level chosen (5–19).
35. When creating an enchantment offer, the game uses a random enchantment level from 5 to 19. The enchantments are never treasure enchantments.
36. The price of this trade is the base price, 12 emeralds, plus the random enchantment level chosen (5–19).
37. The price of this trade is the base price, 8 emeralds, plus the random enchantment level chosen (5–19).

Crafting ingredient

Name	Ingredients	Crafting recipe	[hide]
Block of Emerald	Emerald		

Beacons

Emeralds can be used to select powers from a beacon. The player must select one of the available powers and then insert an emerald into the item slot.

An emerald can be substituted for an iron ingot, a gold ingot, a diamond or a netherite ingot in a beacon.

Smithing ingredient

Ingredients	Smithing recipe	Description	[hide]
Any Armor Trim + Any Armor Piece + Emerald		All armor types can be used in this recipe. A netherite chestplate is shown as an example.	

Trim color palette

The following color palette is shown on the designs on trimmed armor:

Data values

ID

Java Edition:

Name	Identifier	Form	Item tags	Translation key [hide]
Emerald	emerald	Item	beacon_payment_items	item.minecraft.emerald

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item tags	Translation key [hide]
Emerald	emerald	512	Item	minecraft:trim_materials	item.emerald.name

Achievements

[hide]

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		The Haggler	Acquire or spend 30 Emeralds by trading with villagers or with wandering trader. <i>[sic (https://en.wikipedia.org/wiki/Sic)]</i>	—	30	Silver
		Buy Low, Sell High	Trade for the best possible price.	Buy something for 1 emerald, or when the Hero of the Village effect is applied.	50	Gold
		Master Trader	Trade for 1,000 emeralds.	Obtain 1,000 emeralds from trading with villagers.	30	Silver

Advancements

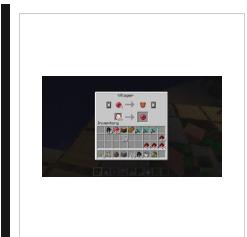
[hide]

Icon	Advancement	In-game description	Actual requirements (if different)
	What a Deal!	Successfully trade with a Villager	Take an item from a villager or wandering trader's trading output slot.
	Star Trader	Trade with a Villager at the build height limit	Stand on any block that is higher than 318 and trade with a villager or wandering trader.

Videos

History

On May 21, 2012, Jeb released a screenshot of himself testing the trading system.^[1] At this time, what would become emeralds were rubies.^[2]



The first image of the trading system released by Jeb. What would become emeralds can be seen in the inventory space.



The original ruby texture shown in Jeb's screenshot.

Java Edition

<i>Java Edition</i>		
[hide]		
1.3.1	12w21a	 Added emeralds and emerald ore. Emerals can be traded with villagers in exchange for different items. Added desert pyramids, with a hidden chest room and loot containing emeralds.
		 The texture of rubies can be found in the (at this time unused) file items.png.[3]
	12w22a	Block of emerald has now been added, which is crafted from nine emeralds and can be placed as a decorative block. Added jungle pyramids, which contain loot chests with emeralds.
	12w32a	As zombie villagers can now spawn and be cured, emeralds can now still be obtained in trades even if generated structures are disabled. Emerals can be used to activate beacons.
1.4.2	15w31a	Emerals now generate in end city chests.
	15w43a	Emerals now generate in igloo basement chests.
	15w44a	The average yield of emeralds in desert pyramid chests has now been increased.
1.11	16w39a	Added vindicators and evokers, which drop emeralds if killed by a player.
1.13	17w47a	The emerald's ID is changed to minecraft:emerald as part of <i>The Flattening</i> . Before, this item's numeral ID was 388.
	18w09a	Emerals can now generate in the loot chests of underwater ruins.
	18w10a	Emerals can now generate in buried treasure chests.
	18w11a	Emerals can now generate in the chests of shipwrecks.
1.14	18w43a	 The texture of emeralds has now been changed. Added pillagers, which can drop emeralds.
	18w46a	Pillagers no longer drop emeralds.
	18w48a	Emerals now generate in chests in village tanneries, fisher cottages and plains village houses.
	18w49a	Emerals now generate in chests in village shepherd houses, mason houses, butcher shops, and savanna and snowy village houses.
	18w50a	Emerals now generate in chests in village fletcher houses, temples, and desert and taiga village houses.
	19w07a	Added foxes, which sometimes spawn with emeralds in their mouths.
	19w08a	 The texture of emeralds has now been changed, once again and it looks smaller.
1.17	21w13a	The unused ruby texture was removed.
1.19.4 Experiment Update 1.20	23w04a	Emerals can now be used as an armor trim material.
	23w07a	Emerals now drop when brushing suspicious sand in desert pyramids or desert wells.
1.20	23w12a	The probability for the emerald to generate in the suspicious sand in desert pyramid and in desert well has been changed from $\frac{1}{7}$ to $\frac{1}{8}$. Emerald can now be found in suspicious gravel and suspicious sand in cold and warm ocean ruins and in trail ruins.
	23w16a	Emerald no longer generates in suspicious sand in trail ruins. Due to the split of the archaeological loot tables for the suspicious gravel within the trail ruins; emerald now is in the common loot.
	23w45a	Emerals now generate in trial chambers in decorated pots. Emerals now generate as loot from trial spawners.
	24w05a	Emerals now generate as loot from vaults.
1.20.5 Experiment Update 1.21	24w13a	Emerals now generate as loot from ominous vaults. Emerals no longer generate as loot from trial spawners.

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.9.0	build 1	 Added emeralds.	
	build 5	Emeralds can now be used to craft blocks of emerald.	
v0.13.0	build 1	Emeralds can now be found inside desert pyramid chests.	
v0.15.0	build 1	Added jungle pyramids, which contain loot chests with emeralds.	
v0.16.0	build 1	Emeralds can now be used to power beacons.	
Pocket Edition			[hide]
1.0.0	alpha 0.17.0.1	Emeralds can now be found in end city ship <u>chests</u> .	
		Emeralds can now be found in igloo basement <u>chests</u> .	
1.0.4	alpha 1.0.4.0	Emeralds are now used as "currency" for villager <u>trading</u> .	
1.1.0	alpha 1.1.0.0	Added evokers and vindicators, which drop emeralds when killed.	
Bedrock Edition			[hide]
1.4.0	beta 1.2.14.2	Emeralds can now be found in some shipwreck <u>chests</u> .	
	beta 1.2.20.1	Emeralds can now be found inside underwater ruins <u>chests</u> .	
1.10.0	beta 1.10.0.3	Emeralds can now be used to <u>buy items from wandering traders</u> .	
		Emeralds can now be found in plains <u>village house and tannery chests</u> .	
		 The texture of emeralds has now been changed.	
1.11.0	beta 1.11.0.1	Emeralds can now be found in village <u>chests other than plains</u> .	
	beta 1.11.0.4	Vindicators and pillagers that spawn from raids can now drop bonus emeralds.	
	beta 1.11.0.5	 The texture of emeralds has now been changed, once again.	
1.13.0	beta 1.13.0.1	Added foxes, which can drop emeralds.	
1.19.70 Experiment Next Major Update	Preview 1.19.70.23	Emeralds now drop when brushing suspicious sand in desert pyramids or desert wells.	
1.19.80 Experiment Next Major Update	Preview 1.19.80.21	Emeralds can now be used as an armor trim material.	
1.20.60 Experiment Update 1.21	Preview 1.20.60.20	Emeralds now generate in trial chambers in decorated pots.	
		Emeralds now generate as loot from trial spawners.	
1.20.70 Experiment Update 1.21	Preview 1.20.70.21	Emeralds now generate as loot from vaults.	
1.21.0 Experiment Update 1.21	Preview 1.21.0.20	Emeralds now generate as loot from ominous vaults.	
		Emeralds no longer generate as loot from trial spawners.	
1.21.130	Preview 1.21.130.20	Emeralds can now be found in buried treasure <u>chests</u> .	

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU14	CU1	1.04	1.00	1.00	Patch 1	1.0.1	 Added emeralds.
							Emeralds can be traded with villagers in exchange for different items.
							Added desert pyramids, with a hidden chest room and loot containing emeralds.
TU19	CU7	1.12	1.12	1.12			Emeralds can be used to activate beacons.
TU43	CU33	1.36	1.36	1.36			Emeralds now generate in igloo basement chests.
TU46	CU36	1.38	1.38	1.38			Emeralds now generate in end city chests.
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Added vindicators and evokers, which drop emeralds if killed by a player.
TU60	CU51	1.64	1.64	1.64	Patch 30	1.0.11	Emeralds can now be found in chests in strongholds.
TU69		1.76	1.76	1.76	Patch 38		Emeralds can now generate in the loot chests of underwater ruins.
							Emeralds can now generate in buried treasure chests.
							Emeralds can now generate in the chests of shipwrecks.
		1.90					 The texture of emeralds has now been changed.
		1.91					Vindicators and pillagers that spawn from raids can now drop bonus emeralds.

New Nintendo 3DS Edition

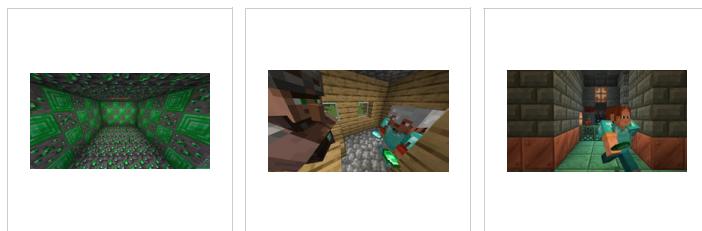
New Nintendo 3DS Edition	[hide]
0.1.0	 Added emeralds.

Issues

Issues relating to "Emerald" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%28MC%2C%20MCPE%29%20AND%20resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Emerald%22%29%20ORDER%20BY%20resolution%20DESC>).

Gallery

Screenshots

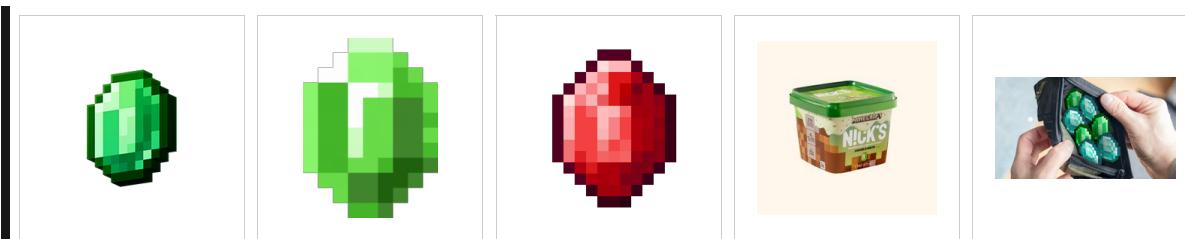


All forms of emeralds in one photo: emerald (in the form of block, ore and the emerald itself).

Noor trading an emerald for a diamond.

Ari claiming an emerald from an ominous vault.

In other media



An emerald as it appeared in *Minecraft Earth*.

An emerald as it appears in *Minecraft Dungeons*.

An alternative design for rubies, in the form of a recolored programmer art emerald.^[4]

"Emerald Mint" flavored ice cream.

A wallet filled with emeralds and diamonds.

References

1. "... and this is why I'm playing with Testificates: <http://i.imgur.com/Z113y.png> (work in progress, as usual)" (https://twitter.com/jeb_/status/204619936616808451) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), May 21, 2012
2. <http://www.minecraftforum.net/topic/1621716-15-new-blocks/items/#entry19977082>
3. Snapshot 12w21a/b *lang/en_US.lang*: **item.ruby.name=Ruby**
4. "Items: Ten Things You Probably Didn't Know About Minecraft" (<https://youtube.com/watch?v=YUM7XiEX1DI>) – Minecraft (<https://youtube.com/minecraft>) on YouTube, November 29, 2019

Navigation

		Items													
		Equipment				Utilities				Food				Ingredients	
		Seeds		Raw materials		Processed		Dyes		Banner patterns		Pottery shards		Smithing templates	
		Beetroot Seeds	Cocoa Beans	Melon Seeds	Nether Wart	Pitcher Pod									
		Pumpkin Seeds	Torchflower Seeds	Wheat Seeds											
		Amethyst Shard	Armadillo Scute	Blaze Rod	Bone	Breeze Rod	Clay Ball	Coal							
		Diamond	Disc Fragment 5	Dragon's Breath	Echo Shard	Egg (Blue)	Egg (Brown)								
		Emerald	Feather	Flint	Ghast Tear	Glowstone Dust	Gunpowder								
		Heart of the Sea	Honeycomb	Ink Sac (Glow)	Kelp	Lapis Lazuli	Leather								
		Magma Cream	Nautilus Shell	Nether Quartz	Nether Star	Phantom Membrane									
		Prismarine Shard	Prismarine Crystals	Rabbit Hide	Rabbit's Foot	Raw Copper									
		Raw Gold	Raw Iron	Redstone Dust	Resin Clump	Shulker Shell	Slimeball								
		Snowball	Stick	String	Turtle Scute	Wheat									
		Blaze Powder	Book	Brick (Nether)	Resin	Charcoal	Copper Ingot (Nugget)								
		Fermented Spider Eye	Firework Star	Glistering Melon Slice	Gold Ingot (Nugget)										
		Iron Ingot (Nugget)	Netherite Ingot (Scrap)	Paper	Popped Chorus Fruit	Sugar									
		Edu only		Bleach	Compounds										
		White	Light Gray	Gray	Black	Brown	Red	Orange	Yellow	Lime					
		Green	Cyan	Light Blue	Blue	Purple	Magenta	Pink							
		Bordure Indented	Creeper Charge	Field Masoned	Flow	Flower Charge	Globe								
		Guster	Skull Charge	Snout	Thing										
		Angler	Archer	Arms Up	Blade	Brewer	Burn	Danger	Explorer	Flow					
		Friend	Guster	Heart	Heartbreak	Howl	Miner	Mourner	Plenty	Prize					
		Scrape	Sheaf	Shelter	Skull	Snort									
		Armor Trim	Bolt	Coast	Dune	Eye	Flow	Host	Raiser	Rib	Sentry				
		Shaper	Silence	Snout	Spire	Tide	Vex	Ward	Wayfinder	Wild)					
		Netherite Upgrade													
		Creative or commands only													
		Removed													
		Unused													
		Unimplemented													
		Joke													

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