

Anvil

For other uses, see [Anvil \(disambiguation\)](#).

An **anvil** is a gravity-affected utility [block](#) used to rename items, combine [enchantments](#) 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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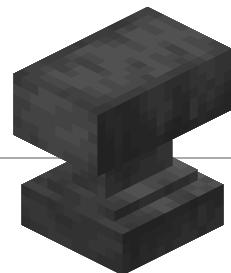
[Java Edition](#)

[Bedrock Edition](#)

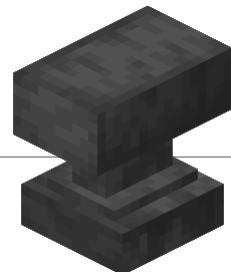
[Legacy Console Edition](#)

Anvil

Undamaged Chipped Damaged



Java Edition



Bedrock Edition



Renewable Yes

Stackable Yes (64), same damage state only

Tool 

Blast resistance 1,200

Hardness 5

Luminous No

New Nintendo 3DS EditionData historyJava EditionBedrock EditionIssuesTriviaGalleryRendersScreenshotsDevelopment imagesIn other mediaReferencesSee alsoExternal linksNavigation

<u>Transparent</u>	JE: Yes BE: Partial (diffuses sky light, -2 to light)
<u>Waterloggable</u>	JE: No BE: Yes
<u>Flammable</u>	No
<u>Catches fire from lava</u>	No
<u>Map color (JE)</u>	<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](#).

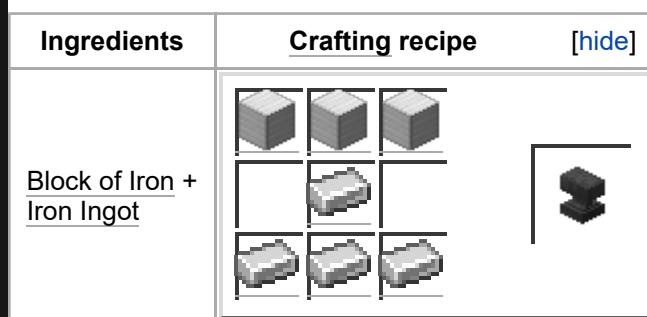
Anvil drops itself when it's destroyed.

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.



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

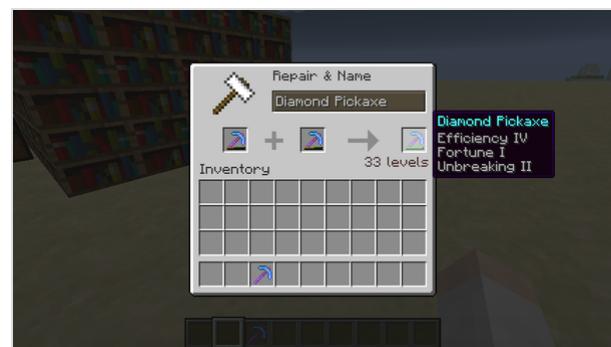
See also: [Repair](#)

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.

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.



Example showing a repair of two diamond pickaxes.

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](#)

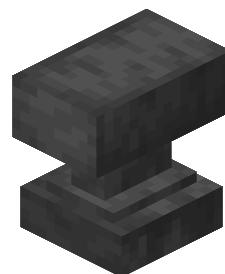
 **This feature is exclusive to [Bedrock Edition](#).**

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		[Bedrock Edition only] Supplying 8 sheets of paper results in a zoomed-out version of the input map.
Map or Locator Map (cloned)	Map or Locator Map + Empty Map		[Bedrock Edition only] Only one copy can be made at a time. 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.
Locator Map	Map + Compass		[Bedrock Edition only] Maps crafted with only paper do not show the location marker; to add it, a compass must be added to the map.

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 $5\% \times \text{the number of blocks fallen}$.

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:

T 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	Entity-Dependent	Falling on the block with fall damage	block.anvil.fall	subtitles.block.generic.fall	0.15	0.75	16	
	Footsteps	Entity-Dependent	Walking on the block	block.anvil.step	subtitles.block.generic.footsteps	0.045	1.0	16	

Bedrock Edition:

T anvil sound type							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
	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 <i>[upcoming: BE 26.0]</i>	Source	Description	Identifier	Translation key <i>[upcoming: BE 26.0]</i>	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]
<code>minecraft:cardinal_direction</code>	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.

DropItem: 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

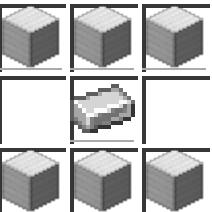
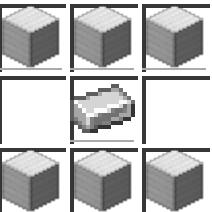
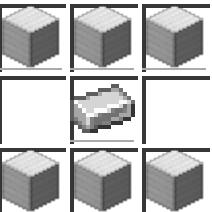
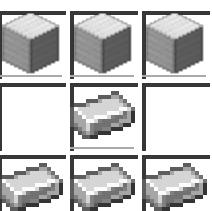
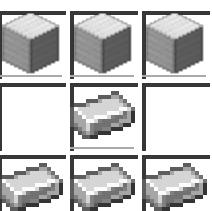
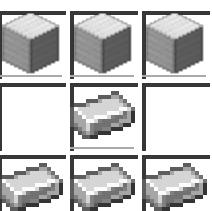
[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Organizational Wizard	Name a Shulker Box with an Anvil	—	30	Bronze

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]								
	 Added anvils. All anvil damage levels are available in the Creative inventory. Anvils currently require one iron ingot and six blocks of iron:	[hide]						
12w41a	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="padding: 5px;">Ingredients</th><th style="padding: 5px;">Crafting recipe</th><th style="padding: 5px; text-align: right;">[hide]</th></tr> </thead> <tbody> <tr> <td style="padding: 10px;"> Block of Iron + Iron Ingots </td><td style="padding: 10px; text-align: center;">  </td><td style="padding: 10px; text-align: right;">  </td></tr> </tbody> </table>		Ingredients	Crafting recipe	[hide]	Block of Iron + Iron Ingots		
Ingredients	Crafting recipe	[hide]						
Block of Iron + Iron Ingots								
1.4.2	<p>The bottom row of blocks of iron have been replaced with iron ingots, making the anvil much cheaper to craft:</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="padding: 5px;">Ingredients</th><th style="padding: 5px;">Crafting recipe</th><th style="padding: 5px; text-align: right;">[hide]</th></tr> </thead> <tbody> <tr> <td style="padding: 10px;"> Block of Iron + Iron Ingots </td><td style="padding: 10px; text-align: center;">  </td><td style="padding: 10px; text-align: right;">  </td></tr> </tbody> </table>		Ingredients	Crafting recipe	[hide]	Block of Iron + Iron Ingots		
Ingredients	Crafting recipe	[hide]						
Block of Iron + Iron Ingots								
12w42a	<p>It is now possible to repair tools using anvils, by using more of the material it is made of (such as adding diamonds to a nearly broken diamond pickaxe).</p> <p>Items that are renamed now have item names that appear as italic text.</p> <p>The # Levels information inside anvils has been renamed to <i>Enchantment cost</i>.</p>							
1.4	<p>Added new sounds for the anvil.</p> <p>Anvils no longer enforce the level cap in creative mode.</p>							
12w49a	Enchanted books have been added, which can be used only with the anvil.							
1.4.6	<p>Enchanting non-tools with enchanted books using the anvil now works only in creative mode.</p> <p>Silk Touch can now be applied to shears by using the anvil, meaning cobwebs can now be harvested.</p>							
13w02a	<p>Mobs spawned from renamed spawn eggs, from using the anvil, have the name of their spawn egg, and their names appear in the death message of them killing a player.</p> <p>Mobs that are spawned from renamed spawn eggs, from using the anvil, can now display their custom name as nametag using an NBT tag.</p> <p>Brewing stands, chests, dispensers, enchantment tables, furnaces and trapped chests that are renamed using anvils now display their new name in their GUI where the normal name used to appear.</p>							

	<u>13w04a</u>	Mobs now show the name given to them (either by renaming their spawn egg using an anvil or by external editors) above their head when the player looks directly at them within hitting range.
<u>1.6.1</u>	<u>1.6</u>	Renaming a spawn egg "Dinnerbone" or "Grumm" using an anvil now causes the mob to spawn upside down (this also works with renaming name tags).
<u>1.7.4</u>	<u>13w48b</u>	Renaming a sheep spawn egg to jeb_ using an anvil now causes the sheep to spawn with multicolored wool (this also works with renaming name tags).
<u>1.8</u>	<u>14w02a</u>	The costs of using anvils have been reduced to balance out with the new enchanting system.
		Renaming items 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 enchanted tool using anvils have been eliminated. Costs for combining enchantments have been reduced.
		Repairing costs while using anvils can no longer be kept down by renaming items.
	<u>14w04a</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 item while using anvils no longer incurs a prior work penalty.
<u>1.10</u>	<u>16w20a</u>	Falling dust particles for unsupported anvils have been added.
<u>1.11</u>	<u>16w32a</u>	Anvils now give sounds 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 woodland mansions.
<u>1.11.1</u>	<u>release</u>	Anvils no longer allow enchanted books to apply to items, if no change in enchantments would take effect. This can occur if all enchantments on the book 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 items from the input slots to the inventory, 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 item entities. ^[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]							
v0.12.1	build 1		Added anvils. All anvil damage levels are available in the Creative inventory.				
v0.14.0	build 1	Anvils are now needed to add the markers onto <u>maps</u> by putting a map and a <u>compass</u> in.					
v0.15.0	build 1	Anvils can now be moved by <u>pistons</u> .					
Pocket Edition [hide]							
?		Renamed <u>items</u> using anvils now keep their name when picked back up.					
1.1.0	alpha 1.1.0.0	Very damaged anvils now generate in <u>woodland mansions</u> .					
Bedrock Edition [hide]							
?			Added an <u>unused variant</u> .				
1.2.13	beta 1.2.13.5		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.				
1.10.0	beta 1.10.0.3		The textures of anvils have been changed.				
1.21.30	Preview 1.21.30.22	Renamed "Slightly Damaged Anvil" to "Chipped Anvil" and "Very Damaged Anvil" to "Damaged Anvil" to match <u>Java Edition</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 anvils. Unlike other editions, only the undamaged anvil can be obtained inside the <u>Creative inventory</u> .
TU31	CU19	1.22	1.22	1.22	Patch 3		Anvil repairing has been rebalanced as per <u>Java 1.8 changes</u> .
TU46	CU36	1.38	1.38	1.38	Patch 15		Falling dust <u>particles</u> for unsupported anvils have been added.
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	A damaged anvil now generates in <u>woodland mansions</u> .
			1.90				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.
							 The textures of anvils have been changed.

New Nintendo 3DS Edition

New Nintendo 3DS Edition			[hide]
0.1.0		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

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

Bedrock Edition

Bedrock Edition			[hide]
1.20.30	Preview 1.20.30.20	Anvils now use the minecraft:cardinal_direction block state instead of direction.	
1.21.20	Preview 1.21.20.22	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%20AND%20resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%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

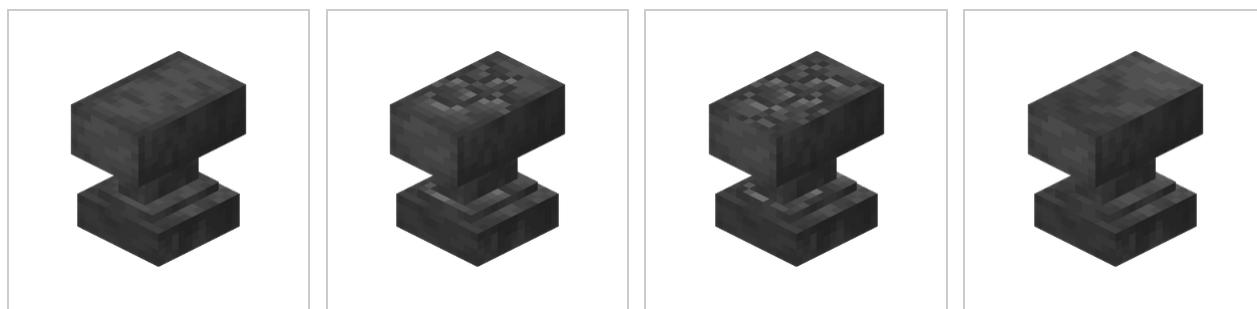


Anvil

Chipped Anvil

Damaged Anvil

Bedrock Edition



Anvil

Chipped Anvil

Damaged Anvil

Deprecated Anvil

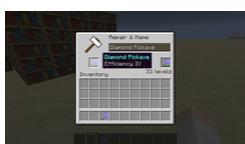
Screenshots

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.



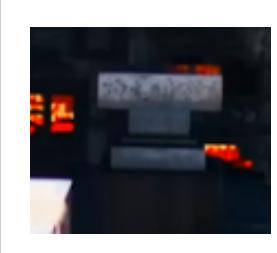
The result is pickaxe with efficiency 5, fortune 1, unbreaking 3 for 46 levels.



The first screenshot of the anvil itself.



A anvil in promotional artwork for the [Pretty Scary Update](#).



An anvil as seen in [A Minecraft Movie](#).

References

1. [MCPE-57604](#)
2. 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) (<https://www.minecraft.net/en-us/article/taking-inventory--anvil>) – Minecraft.net on November 26, 2020

Navigation

		 Blocks	[hide]		
		 Structural	[show]		
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		 Natural	[show]		
		 Utility	[hide]		
Interactable		 Anvil ( Chipped  Damaged)  Barrel  Beacon  Brewing Stand  Cartography Table  Chest ( Ender Chest  Copper Chest)  Crafting Table  Enchanting Table  Furnace ( Blast Furnace  Smoker)  Grindstone  Lectern  Loom  Shulker Box ( Dyed Shulker Box)  Sign  Hanging ( Smithing Table  Stonecutter)  Banners ( Ominous)  Beehive  Beds  Bell  Bookshelf  Cake ( with Candle)  Campfire ( Soul)  Cauldron  Chiseled Bookshelf  Composter  Conduit  Copper Golem Statue  Decorated Pot  End Gateway  End Portal  End Portal Frame  Farmland  Fletching Table <td data-cs="2" data-kind="parent" style="text-align: right;">Utilizable</td> <td data-kind="ghost"></td> <td>  Flower Pot  Frosted Ice  Heads ( Skeleton  Wither Skeleton)  Zombie  Creeper  Piglin  Dragon)  Heavy Core  Jukebox  Ladder  Lodestone  Monster Spawner  Nether Portal  Respawn Anchor  Scaffolding  Shelf  Sponge ( Wet)  Suspicious Gravel  Suspicious Sand  TNT  Trial Spawner  Ominous ( Vault ( Ominous)  Buttons ( Wooden  Stone  Polished Blackstone)  Copper Bulb  Crafter  Daylight Detector  Dispenser  Dropper  Doors ( Copper  Iron  Wooden)  Honey Block  Hopper  Lever  Lightning Rod  Note Block  Observer  Piston ( Sticky)  Pressure Plates ( Wooden  Stone)  Polished Blackstone  Heavy Weighted  Light Weighted)  Rail  Activator  Detector  Powered)  Redstone Lamp Redstone Wire (Comparator Repeater Torch) Slime Block Target Trapped Chest Trapdoors (Copper Iron) Wooden) Fence Gates Tripwire Hook (Tripwire) </td>	Utilizable		 Flower Pot  Frosted Ice  Heads ( Skeleton  Wither Skeleton)  Zombie  Creeper  Piglin  Dragon)  Heavy Core  Jukebox  Ladder  Lodestone  Monster Spawner  Nether Portal  Respawn Anchor  Scaffolding  Shelf  Sponge ( Wet)  Suspicious Gravel  Suspicious Sand  TNT  Trial Spawner  Ominous ( Vault ( Ominous)  Buttons ( Wooden  Stone  Polished Blackstone)  Copper Bulb  Crafter  Daylight Detector  Dispenser  Dropper  Doors ( Copper  Iron  Wooden)  Honey Block  Hopper  Lever  Lightning Rod  Note Block  Observer  Piston ( Sticky)  Pressure Plates ( Wooden  Stone)  Polished Blackstone  Heavy Weighted  Light Weighted)  Rail  Activator  Detector  Powered)  Redstone Lamp Redstone Wire (Comparator Repeater Torch) Slime Block Target Trapped Chest Trapdoors (Copper Iron) Wooden) Fence Gates Tripwire Hook (Tripwire)

BE & edu only

	Allow		Border		Chalkboard		Compound Creator		Deny
	Element Constructor		Heat Block		Item Frame (Glow)				
	Lab Table		Material Reducer		Underwater TNT				
	Underwater Torch								

Creative or commands only

Removed

Unused

Unimplemented

Joke

Extreme metadata variants[\[show\]](#)[\[show\]](#)[\[show\]](#)[\[show\]](#)[\[show\]](#)[\[show\]](#)**Entities**[\[hide\]](#)**Mobs**[\[show\]](#)**Other entities**[\[hide\]](#)**Player**

	Alex		Ari		Efe		Kai		Makena		Noor		Steve		Sunny
	Zuri														

Falling Blocks (Anvil) Concrete Powder Dragon Egg Gravel

Pointed Dripstone Sand Red Sand Scaffolding

Suspicious Gravel Suspicious Sand Primed TNT

BE & edu only Falling Blocks (Deprecated Anvil) Snow

Primed Underwater TNT

Vehicles

Bamboo Raft Boat (with Chest) Minecart (with Chest)

with Command Block Minecart (with Hopper) with TNT)

Java Edition only Minecart with Furnace (with Monster Spawner)

Fireball (Small Dragon) Launched Firework Rocket

Llama Spit Shot Arrow (Tipped) Shulker Bullet

Thrown Bottle o' Enchanting Thrown Egg Thrown Ender Pearl

Thrown Eye of Ender Thrown Snowball Thrown Splash Potion

(Lingering Potion) Thrown Trident Wind Charge

Wither Skull

Java Edition only Shot Spectral Arrow

BE & edu only Thrown Ice Bomb

End Crystal Leash Knot Painting

Java Edition only Item Frame (Glow)

Area Effect Cloud Armor Stand Evoker Fangs

Experience Orb Fishing Bobber Items Lightning Bolt

Ominous Item Spawner

JE only Mannequin

BE & edu only Balloon Camera

JE only Display (Block Item Text) Interaction Marker

Location Pointer Idle Location Pointer Selected Map

Marker Ruler (Idle)

Unimplemented

[\[show\]](#)[\[show\]](#)**Miscellaneous****Technical objects**

Joke

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