

Smithing Table

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This article is about the block. For the item, see [Smithing Template](#). For the mechanic, see [Smithing](#). For other uses, see [Table](#).

A **smithing table** is a utility [block](#) used to apply smithing templates to [tools](#) and [armor](#). It also serves as a [toolsmith's job site block](#).

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Obtaining

Smithing Table	
	
Renewable	Yes
Stackable	Yes (64)
Tool	
Blast resistance	2.5
Hardness	2.5
Luminous	No
Transparent	No
Flammable	No
Catches fire from lava	Yes
Map color (JE)	<input type="color"/> 13 WOOD

Breaking

Smithing tables can be broken by hand, but using an axe is faster.

Block	 Smithing Table
Hardness	2.5
Tool	
<u>Breaking time (sec)^[A]</u>	
Default	3.75
 Wooden	1.9
 Stone	0.95
 Copper	0.75
 Iron	0.65
 Diamond	0.5
 Netherite	0.45
 Golden	0.35

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

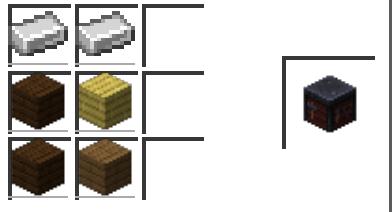
1. These durations ignore other influential factors (e.g., Mining Fatigue) and are measured in seconds.
For more information, see Breaking § Speed.

Smithing tables drop themselves when destroyed.

Natural generation

Smithing tables can spawn naturally within toolsmith houses in villages. Smithing tables can also generate in trail ruins.

Crafting

Ingredients	Crafting recipe	[hide]
Iron Ingot + Any Planks		

Usage

Placement

Regardless of the player's position during placement, the different textures of the block are always facing in the same position (the textures with the hammers are facing west and east, while the dark grey side is always facing up).

Smithing

Main article: Smithing

A smithing table is primarily used for upgrading diamond gear to netherite gear and for trimming armor. The smithing interface is accessed by pressing use on a smithing table.

To work at a smithing table, the player must provide a smithing template in the left-most slot, a tool or piece of armor in the central slot, and an augmenting material in the right-most slot. Applying a smithing template costs no experience, and preserves item data such as durability consumption, enchantments, and custom names.

Upgrading to netherite requires a netherite upgrade smithing template, a diamond tool or a piece of diamond armor, and a netherite ingot.



The GUI for the smithing table.

Ingredients	Smithing recipe	[hide]
Netherite Upgrade + Any Diamond Gear + Netherite Ingot		

Decorative trims can be applied to any piece of armor, including turtle shells, by using an armor trim smithing template and a trim material. After trimming, the armor will show a decorative pattern corresponding to the smithing template with the color determined by the used material. A preview of this pattern can be seen on an armor stand model, located on the right side of smithing table's GUI.

Ingredients	Smithing recipe	[hide]
Any Armor Trim + Any Armor Piece + Any trim material		

Profession

Main article: Job site block

If a smithing table has not been claimed by a villager, any nearby unemployed villager has a chance to change their profession to toolsmith and claim the smithing table as their job site block.

Fuel

Smithing tables can be used as fuel in furnaces, smelting 1.5 items per block.

Note blocks

Smithing tables can be placed under note blocks to produce "bass" sounds.

Sounds

Generic

Java Edition:

Wood sound type [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Block broken	Blocks	Once the block has broken	block.wood.break	subtitles.block.generic.break	1.0	0.8	16
	Block placed		When the block is placed	block.wood.place	subtitles.block.generic.place	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	block.wood.hit	subtitles.block.generic.hit	0.25	0.5	16
	Something falls on a block	Entity-Dependent	Falling on the block with fall damage	block.wood.fall	subtitles.block.generic.fall	0.5	0.75	16
	Footsteps	Entity-Dependent	Walking on the block	block.wood.step	subtitles.block.generic.footsteps	0.15	1.0	16

Bedrock Edition:

Wood 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.wood	subtitles.block.generic.break	1.0	0.8-1.0
	Block broken	Blocks	When the block is placed	dig.wood	subtitles.block.generic.break	1.0	0.8
	Block breaking	Blocks	While the block is in the process of being broken	hit.wood	subtitles.block.generic.hit	0.23	0.5
	Footsteps	Players	Falling on the block with fall damage	fall.wood	subtitles.block.generic.footsteps	0.4	1.0
	Footsteps	Players	Walking on the block	step.wood	subtitles.block.generic.footsteps	0.3	1.0
	Footsteps	Blocks	Jumping from the block	jump.wood	subtitles.block.generic.footsteps	0.12	1.0
	Footsteps	Blocks	Falling on the block without fall damage	land.wood	subtitles.block.generic.footsteps	0.18	1.0

Unique

Java Edition

Sounds							
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch
	Smithing Table used	Blocks	When a smithing table is used	block.smithing_table.use	subtitles.block.smithing_table.use	1.0	0.9-1.0
	Toolsmith works	Friendly Mobs	Randomly while a toolsmith is working	entity.villager.work_toolsmith	subtitles.entity.villager.work_toolsmith	1.0	0.8-1.2

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
?	Blocks	When a smithing table is used	smithing_table.use	?	1.0	1.0		
	Blocks	Randomly while a toolsmith is working	smithing_table.use	?	1.0	1.0		

Data values

ID

Java Edition:

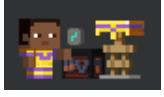
Name	Identifier	Form	Translation key	[hide]
 Smithing Table	smithing_table	Block & Item	block.minecraft.smithing_table	

Bedrock Edition:

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

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

Achievements

[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Smithing with style	Apply these smithing templates at least once: Spire, Snout, Rib, Ward, Silence, Vex, Tide, Wayfinder	Each of these smithing templates must be used.	30	Gold
		Cover me in debris	Wear a full set of Netherite armor	Have a full set of Netherite armor in your inventory.	50	Gold

Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	Cover Me in Debris	Get a full suit of Netherite armor	Have a <u>full set</u> of netherite armor in the inventory.
	Crafting a New Look	Craft a trimmed armor at a Smithing Table	—
	Smithing with Style	Apply these smithing templates at least once: Spire , Snout , Rib , Ward , Silence , Vex , Tide , Wayfinder	—
	Serious Dedication	Use a Netherite Ingot to upgrade a Hoe , and then reevaluate your life choices	Have a netherite hoe in the inventory.

History

Java Edition

<i>Java Edition</i>		
		[hide]
		 Added smithing tables.
	<u>18w44a</u>	Smithing tables are obtainable only from the Creative inventory .
		Smithing tables do not have any functionality.
	<u>18w46a</u>	 The texture of smithing tables has been changed.
	<u>18w48a</u>	Smithing tables now generate in the updated plains villages .
<u>1.14</u>	<u>18w49a</u>	Smithing tables now generate in the updated savanna villages and the new snowy tundra villages .
	<u>18w50a</u>	Smithing tables now generate in the updated desert and taiga villages .
	<u>19w11a</u>	Smithing tables can now be crafted with 4 planks and 2 iron ingots .
		Smithing tables now serve as toolsmith villagers' job site block.
	March 13, 2019 (https://www.minecraft.net/en-us/article/minecraft-snapshot-19w11)	Mojang Studios confirmed that smithing tables, along with fletching tables , are to receive functionality sometime after 1.14.
	<u>20w06a</u>	Crimson planks and warped planks can now be used to craft smithing tables.
	?	Smithing tables can now be used as furnace fuel .
<u>1.16</u>	<u>20w10a</u>	Smithing tables now have a GUI .
		Smithing tables can now be used to upgrade diamond gear to netherite gear .
	<u>20w11a</u>	Smithing tables now play a sound when used.
	<u>20w17a</u>	The UI of smithing tables has been improved.
	<u>20w22a</u>	The hammer in the UI of smithing tables has been shifted to the left slightly, and the text has moved up.
<u>1.19</u>	<u>22w11a</u>	Mangrove planks can now be used to craft smithing tables.
<u>1.19.3</u> Experiment Update 1.20	<u>22w42a</u>	Bamboo planks can now be used to craft smithing tables.
<u>1.19.4</u> Experiment Update 1.20	<u>23w04a</u>	The interface of the smithing table has updated to include smithing templates.
		Armor can now be trimmed by using a smithing template at a smithing table.
		Upgrading diamond armor to netherite armor now requires the netherite upgrade smithing template.
	<u>23w07a</u>	Cherry planks can now be used to craft smithing tables.
<u>1.20</u>	<u>23w12a</u>	Smithing tables now generate in trail ruins .
	<u>23w17a</u>	The player now gets the advancement "Crafting a new look" when they craft a trimmed armor at a smithing table.

	<u>23w18a</u>	Smithing tables no longer require a smithing template to be in the template slot before placing an item stack into the other slots.
<u>1.20.2</u>	<u>23w31a</u>	The upgrade material can now be sent to the GUI instantly with the  + left click shortcut in custom recipes. ^[1]

Bedrock Edition

<u>Bedrock Edition</u>		
<u>1.9.0</u> Experiment Experimental Gameplay	<u>beta 1.9.0.2</u>	 Added smithing tables with the older texture from <u>18w44a</u> .
		Smithing tables have a <u>crafting</u> recipe and can be used to <u>smelt</u> 1.5 items in a <u>furnace</u> .
		Smithing tables can be crafted, but require <u>Experimental Gameplay</u> enabled.
<u>1.10.0</u> Experiment Experimental Gameplay	<u>beta 1.10.0.3</u>	The crafting recipe for smithing tables is no longer behind Experimental Gameplay.
		Smithing tables now generate in the toolsmith houses in new villages.
	<u>beta 1.10.0.4</u>	 The texture of smithing tables has been changed.
<u>1.11.0</u>	<u>beta 1.11.0.3</u>	Smithing tables have been fully implemented and separated from Experimental Gameplay.
<u>1.11.0</u>	<u>beta 1.11.0.7</u>	The <u>crafting</u> recipe of smithing tables has been changed.
<u>1.16.0</u>	<u>beta 1.16.0.57</u>	Smithing tables can now be used to upgrade <u>diamond</u> gear to <u>netherite</u> gear.
	<u>beta 1.16.0.63</u>	The UI of smithing tables has been improved.
		Smithing tables now play a <u>sound</u> when used.
<u>1.19.80</u> Experiment Next Major Update	<u>Preview</u> <u>1.19.80.21</u>	The interface of the smithing table has updated to include smithing templates.
		Armor can now be trimmed by using a smithing template at a smithing table.
		Upgrading diamond armor to netherite armor now requires a netherite upgrade smithing template.

PlayStation 4 Edition

<u>PlayStation 4 Edition</u>		
<u>1.91</u>		Added smithing tables.

Issues

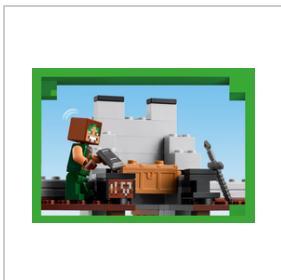
Issues relating to "Smithing Table" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%20AND%20%28summary%20~%20%22Smithing%20Table%22%29%20ORDER%20BY%20res>)

solution%20DESC).

Trivia

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

Gallery



A [Lego](#) smithing table with several [netherite](#) items, from the set *The Wolf Stronghold*.

References

- MC-262108 — Smithing table GUI issue with custom recipes — resolved as "Fixed".
- MC-259392 — Default Armor Stand model does not match new smithing table GUI — resolved as "Works As Intended".

External links

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

Navigation

[\[hide\]](#)

Smithing									
Smithing Table	Netherite Upgrade								
Smithing Template	Armor Trim	Bolt	Coast	Dune	Eye	Flow			
		Host	Raiser	Rib	Sentry	Shaper			
		Silence	Snout	Spire	Tide	Vex			
		Ward	Wayfinder	Wild					

	Amethyst Shard		Copper Ingot		Diamond		Emerald
Trim Materials			Gold Ingot		Lapis Lazuli		Nether Quartz
			Netherite Ingot		Redstone Dust		Resin Brick

		[hide]					
		[show]					
		[show]					
		[show]					
		[hide]					
Interactable	Anvil (Chipped)	Damaged)	Barrel	Beacon	Brewing Stand		
	Cartography Table	Chest (Ender)	Copper	Crafting Table			
	Enchanting Table	Furnace (Blast)	Smoker	Grindstone	Lectern		
	Loom	Shulker Box (Dyed)	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	Flower Pot	Frosted Ice	Heads (Skeleton)			
Utilizable	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		
Redstone/ Mechanical	Activator	Detector	Powered)	Redstone Lamp	Redstone Wire		
	Comparator	Repeater	Torch)	Slime Block	Target		
	Trapped Chest	Trapdoors (Copper)	Iron	Wooden)	Fence Gates		
	Tripwire Hook (Tripwire)						
	Allow	Border	Chalkboard	Compound Creator	Deny		
	Element Constructor	Heat Block	Item Frame (Glow)	Lab Table			
	Material Reducer	Underwater TNT		Underwater Torch			
BE & edu only	Creative or commands only						[show]
	Removed						[show]
	Unused						[show]
	Unimplemented						[show]
	Joke						[show]
	Extreme metadata variants						[show]

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