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g Table

For items, see Smithing Template.

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

Smithing Table	
Renewable	Yes
Stackable	Yes (64)
Tool	
Blast resistance	2.5
Hardness	2.5
Luminous	No
Transparent	No
Flammable	No
Catches fire from lava	Yes

enchantments. This is the only way to obtain trimmed armor or upgrade diamond equipment with netherite. It also serves as a toolsmith's job site block.

⋮≡ Contents

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Obtaining

Smithing tables can be obtained from a village or crafting.

Natural generation

Smithing tables can spawn naturally inside toolsmith houses in villages. They can also spawn in trail ruins.
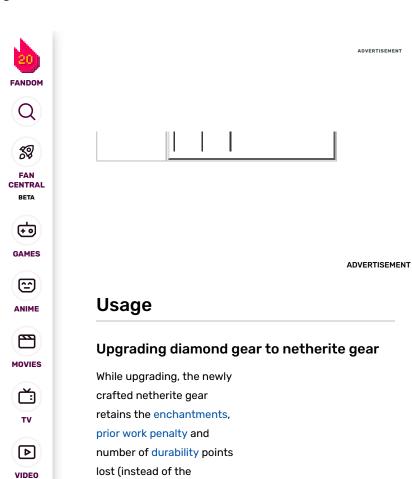
Breaking

Smithing tables can be broken using any tool or by hand, but an axe is fastest.

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

1. Times are for unenchanted tools as wielded by players with no status effects, measured in seconds. For more information, see Breaking § Speed.

Crafting

Usage

Upgrading diamond gear to netherite gear

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

The GUI for the smithing table.

Upgrading gear does not remove incompatible enchantments, such as multiple different Protection enchantments.

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

Smithing table recipes use the data pack system.

Ingredients	Smithing recipe
Netherite Upgrade + Any diamond gear + Netherite Ingot	Upgrade Gear

Changing profession

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

Armor trimming

Trimming requires an armor piece, a smithing template and

- Emerald
- Gold Ingot
- Iron Ingot
- Lapis Lazuli
- Nether Quartz
- Netherite Ingot
- Redstone Dust

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

Fuel

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

Note Blocks

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

Sounds

Generic

Java Edition:

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	[Collapse] Attenuation distance
	Block broken	Blocks	Once the block has broken	`block.wood.break`	`subtitles.block.generic.break`	1.0	0.8	16
	Block placed	Blocks	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
	None[sound 1]	*Entity-Dependent*	Falling on the block with fall damage	`block.wood.fall`	*None*[sound 1]	0.5	0.75	16
	Footsteps	*Entity-Dependent*	Walking on the block	`block.wood`	`subtitles.block.generic`	0.15	1.0	16

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

Unique

Java Edition:

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

Bedrock Edition:

Sound	Source	Description	Resource location	Volume	[Collapse] Pitch
	Blocks	When a smithing	`smithing_table`	1.0	1.0

	working			

Data values

ID

Java Edition:

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

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID[i 1]	Translation key
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

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

Advancements

			Actual

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

History

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

	19w11a	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://minecraft.net/en-us/article/minecraft-snapshot-19w11)	Mojang confirmed that smithing tables, along with fletching tables, are to receive functionality sometime after 1.14.
1.16	20w06a	Crimson planks and warped planks can now be used to craft smithing tables.
	20w10a	Smithing tables now have a GUI.
		Smithing tables can now be used to upgrade diamond gear to netherite gear.
	20w11a	Smithing tables now play a sound when used.
	20w17a	The UI of smithing tables has been improved.
	20w22a	The hammer in the UI of smithing tables has been shifted to the left slightly, and the text has moved up.
1.19	22w11a	Mangrove planks can now be used to craft smithing tables.
1.20 (Experimental)	23w04a	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

1.20	23w17a	advancement "Crafting a new look" when they craft a trimmed armor at a smithing table.
	23w18a	Smithing tables no longer requires a smithing template to be in the template slot before placing an item stack into the other slots.
1.20.2	23w31a	Now in the custom recipes, the upgrade material can be sent to the GUI instantly with the ⇧ Shift + left click shortcut.[1]

	Bedrock Edition	
1.9.0	beta 1.9.0.2	Added smithing tables with the older texture from 18w44a.
		Smithing tables have a crafting recipe and can be used to smelt 1.5 items in a furnace.
		Smithing tables can be crafted, but require Experimental Gameplay enabled.
1.10.0	beta 1.10.0.3	The crafting recipe for smithing tables is no longer behind Experimental Gameplay.
		Smithing tables now generate in the toolsmith houses in new villages.
	beta 1.10.0.4	The texture of smithing tables has been changed.
1.11.0	beta 1.11.0.3	Smithing tables have been fully implemented and separated from Experimental Gameplay.

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

Issues

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

Trivia

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

References

1. MC-262108 — "Smithing table GUI issue with custom recipes" — resolved as "Fixed".
2. MC-259392 — "Default Armor Stand model does not

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

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

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

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