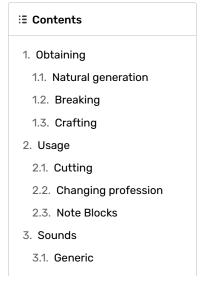


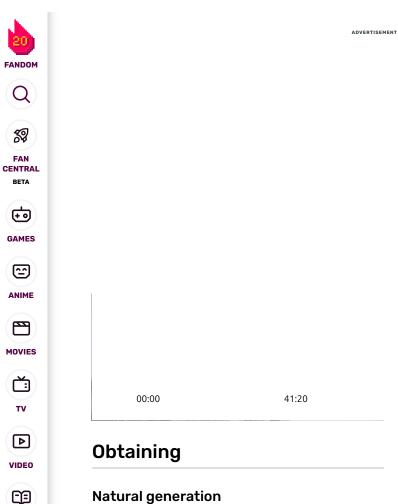
**Stonecutter** Renewable Stackable Yes (64) Tool **Blast resis-**3.5 tance **Hardness** 3.5 Luminous No **Transparent** No **Flammable** No **Catches fire** No from lava

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**stonecutter** is used to craft stone and copper related blocks in smaller and more precise quantities than crafting, and is more efficient than crafting for certain recipes. It also serves as a stone mason's job site block.



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## **Natural generation**

Stonecutters can generate inside stone mason houses in villages. They can also spawn in trail ruins.

## **Breaking**

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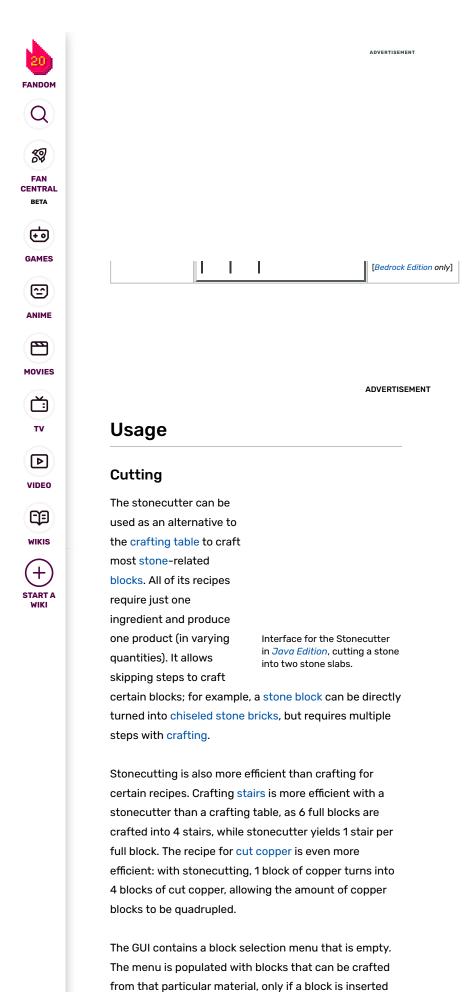
A stonecutter can be mined using any pickaxe. If mined without a pickaxe it drops nothing. [Java Edition only][1]

Block	Stonecutter
Hardness	3.5
Tool	
Breaki	ng time <sup>[A]</sup>
Default	17.5
Wooden	2.65
Stone	1.35
Iron	0.9
Diamond	0.7
Netherite	0.6
Golden	0.45

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

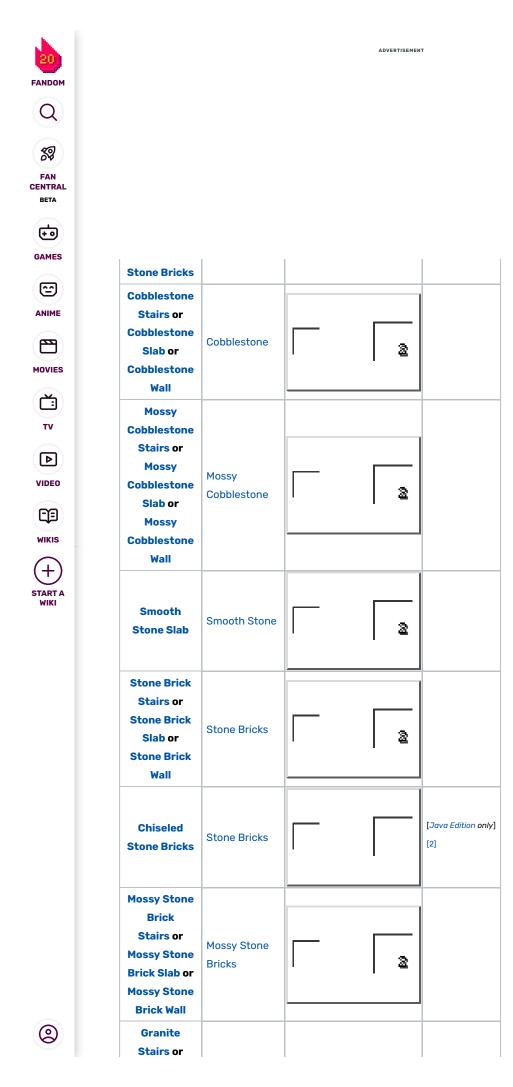
# Crafting

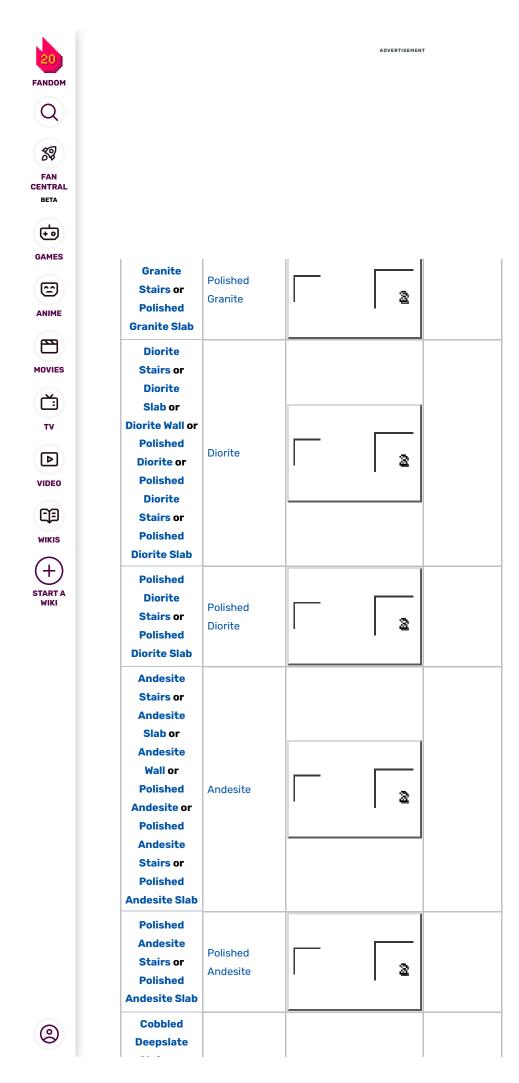
9/4/24, 14:32 3 of 23

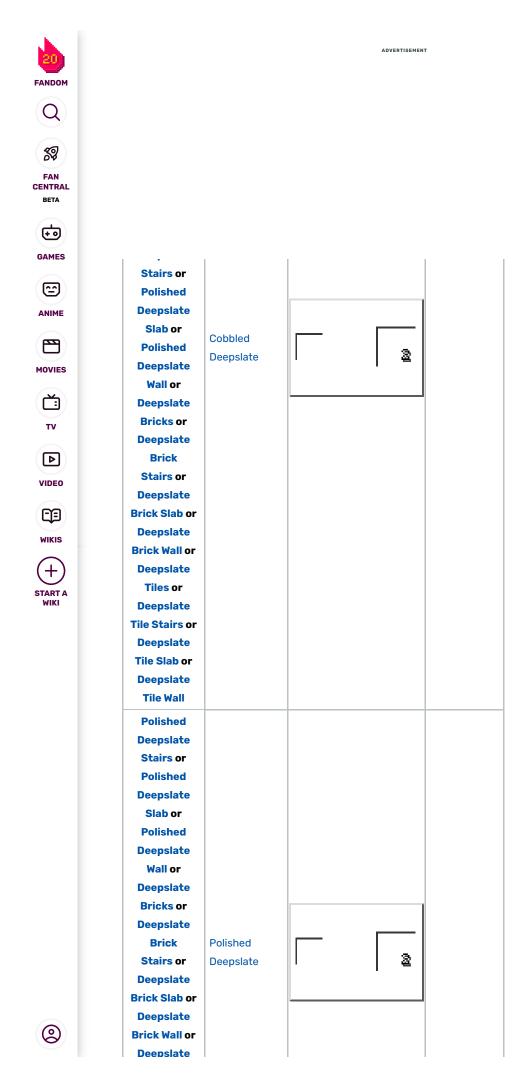


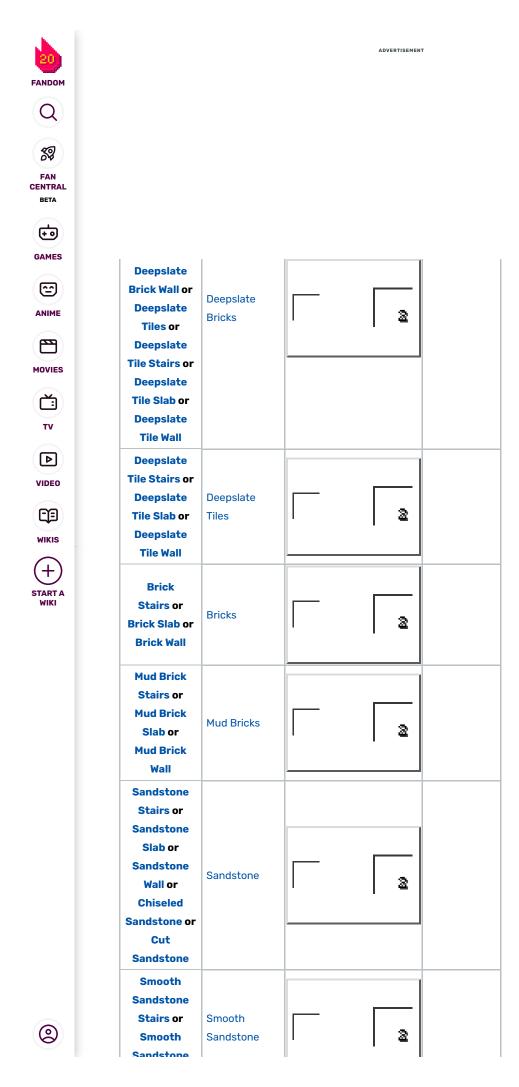
Name Ingredients Cutting recipe [hide]

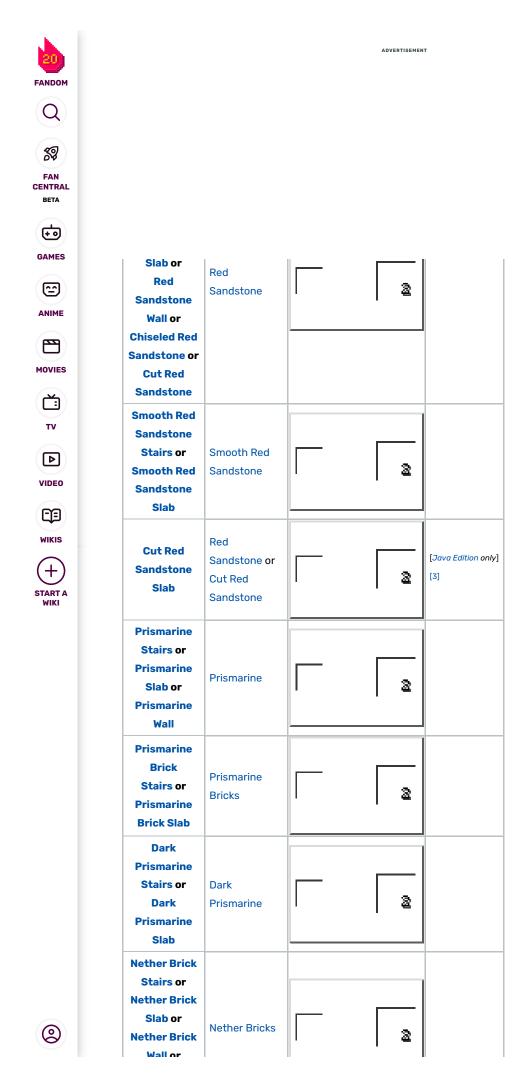
into its input.

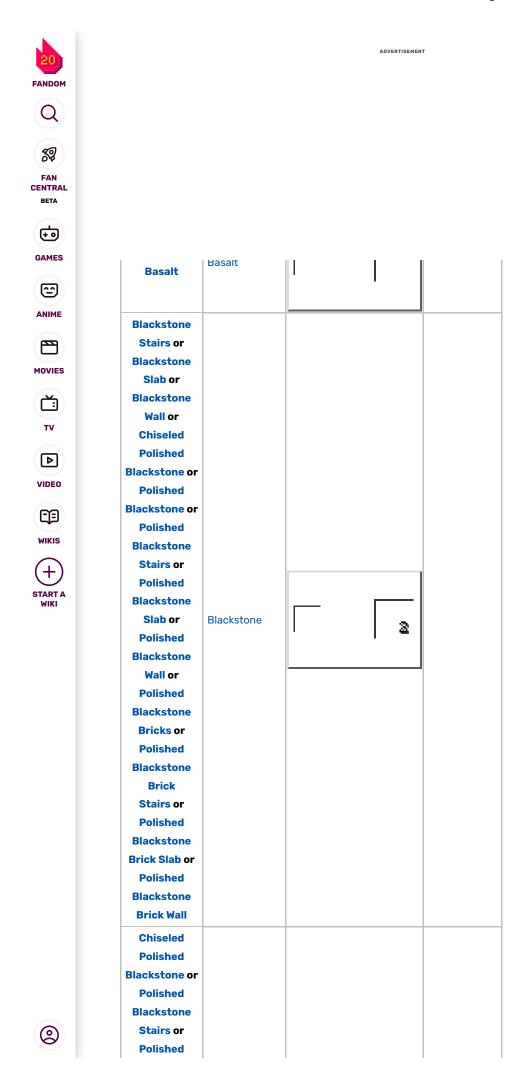


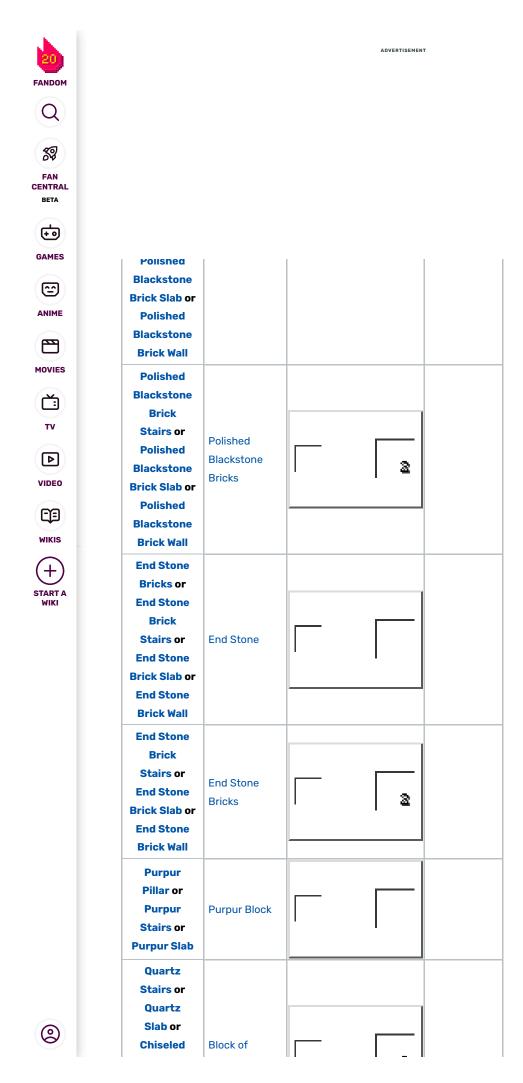


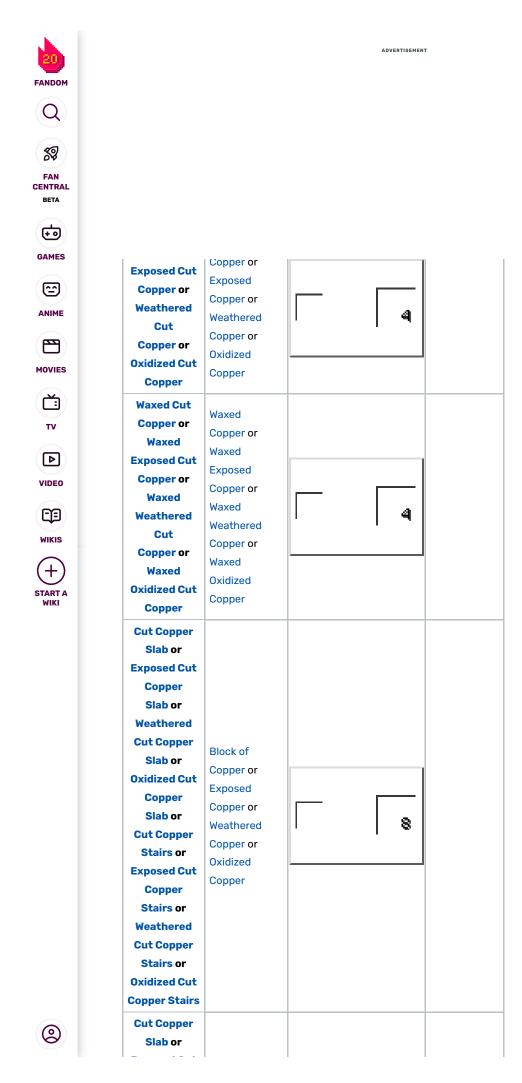


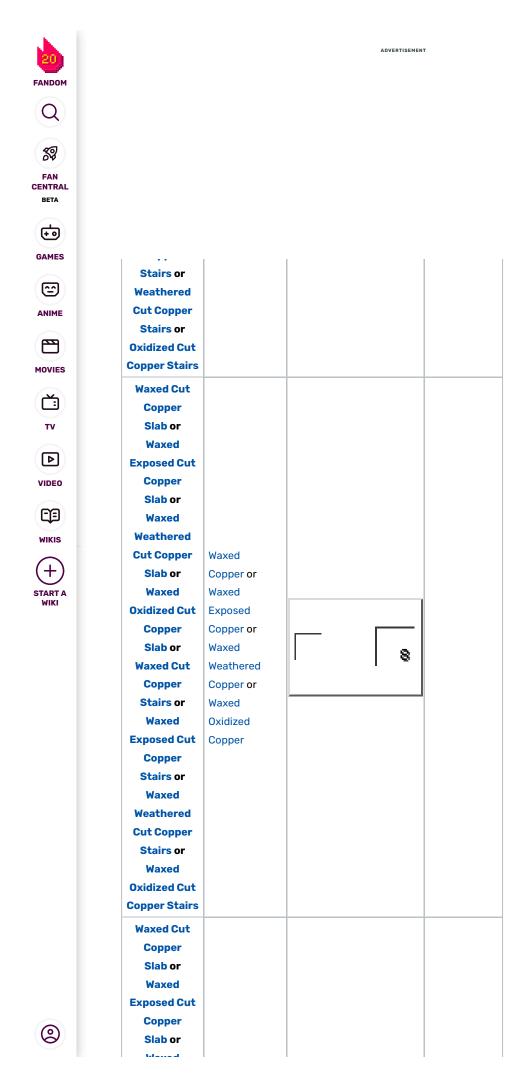
















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Copper	
Stairs or	
Waxed	
Weathered	
Cut Copper	
Stairs or	
Waxed	
Oxidized Cut	
Copper Stairs	

# **Changing profession**

If a village has a stonecutter that has not been claimed by a villager, any nearby villager who has not yet chosen a job site block has a chance to change their profession to a stone mason.

## **Note Blocks**

Stonecutters can be placed under note blocks to produce "bass drum" 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 .stone .break	subtitles .block .generic .break	1.0	0.8	16
	Block placed	Blocks	When the block is placed	block .stone .place	subtitles .block .generic .place	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being	block .stone	subtitles .block .generic	0.25	0.5	16









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### Bedrock Edition:

Sound	Source	Description	Resource location	Volume	[Collapse] Pitch
	Blocks	Once the block has broken	dig .stone	1.0	0.8-1.0
	Blocks	When the block is placed	dig .stone	1.0	0.8-1.0
	Blocks	While the block is in the process of being broken	hit .stone	0.37	0.5
	Players	Falling on the block with fall damage	fall .stone	0.4	1.0
	Players	Walking on the block	step .stone	0.3	1.0
	Players	Jumping from the block	jump .stone	0.12	1.0
	Players	Falling on the block without fall damage	land .stone	0.22	1.0

# Unique

#### Java Edition:

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	[Collapse] Attenuation distance
	Stonecutter used	Blocks	When a block is taken from the result	ui .stonecutter .take_result	subtitles .ui .stonecutter .take_result	1.0	1.0 [sound 1]	16
	Mason	Eriondly	Randomly	entity	subtitles		<b>Ω-1</b> 2	

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	the result			
Blocks	Randomly while a stone mason is working	block .stonecutter .use	0.7	varies [sound 1]

1. Can be 1.0 or 0.92 for each sound

## **Data values**

### ID

#### Java Edition:

Name	Identifier	Form	Translation key
Stonecutter	stonecutter	Block & Item	block.minecraft.stonecutter

#### Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID <sup>[i 1]</sup>	Translation key
Stonecutter	stonecutter_block	452	Block & Giveable Item <sup>[i 2]</sup>	Identical <sup>[i 3]</sup>	<pre>tile.stonecutter_block.name</pre>

- 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.

### **Block states**

## Java Edition:

Name	Default value	Allowed values	Description
			The direction the
		east	stonecutter is facing.
fooing	north	north	The opposite from the
facing	HOT LII	south	direction the player



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facing_direction (Hidden <sup>[upcoming: BE 1.20.40]</sup> )	0x1 0x2 0x4	Θ	2 3 4 5	2 3 4 5	when placing a stonecutter.  • 2: North facing stonecutter  • 3: South facing stonecutter  • 4: West facing stonecutter  • 5: East facing stonecutter
			0	0	Unused
minecraft:cardinal_direction <sup>[upcoming: BE 1.20.40</sup> ]	Not Supported	north	east north south west	Unsupported	The direction the stonecutter is facing. The opposite from the direction the player faces when placing a stonecutter.

# History

See also: Stonecutter (old) § History

	Java Edition					
		Added stonecutters.				
		Stonecutters are currently				
	18w44a	obtainable only from the creative				
		inventory and do not have any				
		functionality.				
		The stonecutter's texture has				
	18w46a	been changed. The stonecutter's				
		blade now has an animated texture.				

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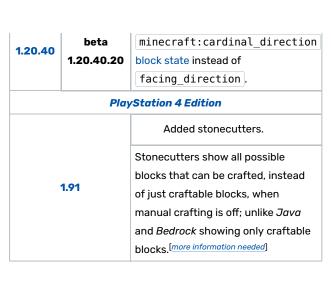
Added additional recipes: andesite, diorite and granite to polished 19w04b variant slabs and stairs, and smooth stone into smooth stone slabs. Stonecutters now serve as mason 19w11a villagers' job site block. Cut sandstone and cut red 19w12a sandstone, as well as their slabs, can now be crafted with the stonecutter. Chiseled stone bricks can now be 19w13b crafted from stone bricks. Copper block and cut copper 21w05a variants can now be crafted with the stonecutter. Deepslate can now be used in the 1.17 21w07a stonecutter to produce its variants. The model of the stonecutter has 21w13a been tweaked so that the backside of the saw texture is mirrored. A block of copper can now be 1.18 21w40a converted to 4 blocks of cut copper when using the stonecutter. Mud bricks can now be used in the 22w11a 1.19 stonecutter to produce its variants. Stonecutters now generate in trail 1.20 23w12a ruins. **Bedrock Edition** Added the new stonecutter, a separate block from the old stonecutter, but with the same beta 1.10.0 1.10.0.3 Stonecutters currently do not have any functionality and can be obtained only with experimental gameplay on. beta Added stonecutter functionality. 1.11.0.1 Stonecutters are now available 1.11.0 outside experimental gameplay and



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#### **Issues**

Issues relating to "Stonecutter" 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%22Stonecutter%22%29%20order%20by%20resolution%20desc).

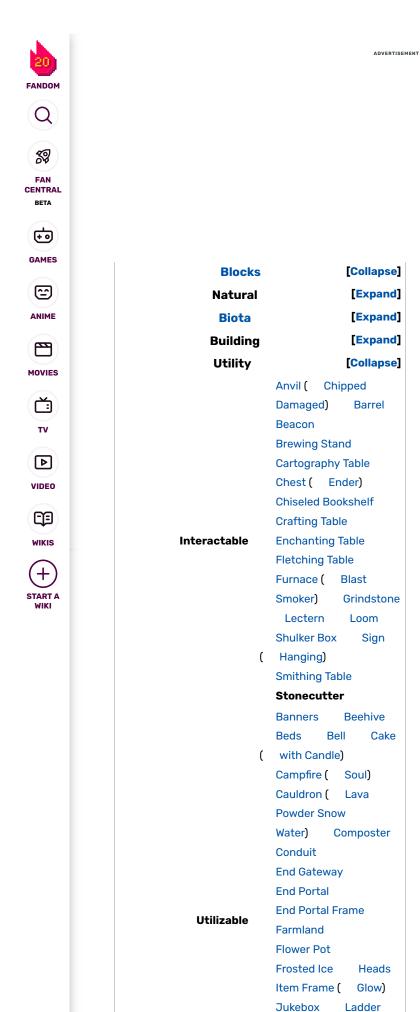
## **Trivia**

- Even though the iron blade appears to be spinning rapidly, it deals no damage and has no hitbox.
- The stonecutter was most likely based on the old Bedrock Edition stonecutter, as it has similar functionality.

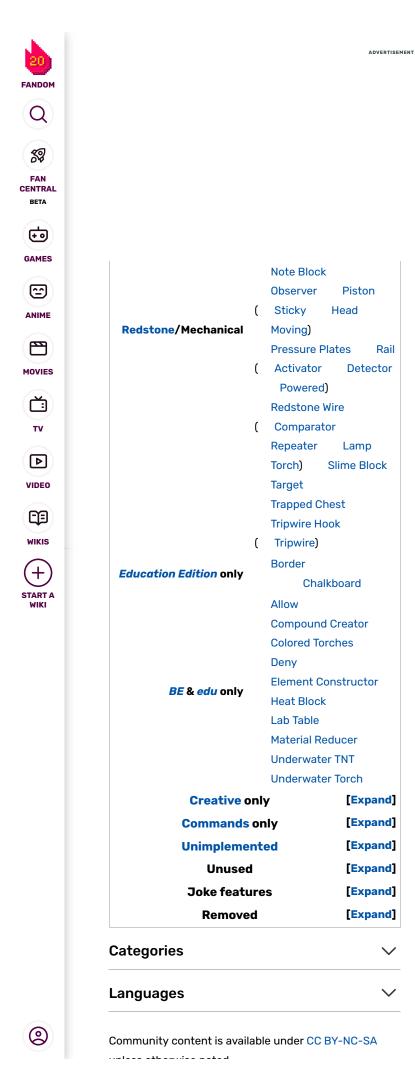
# Gallery

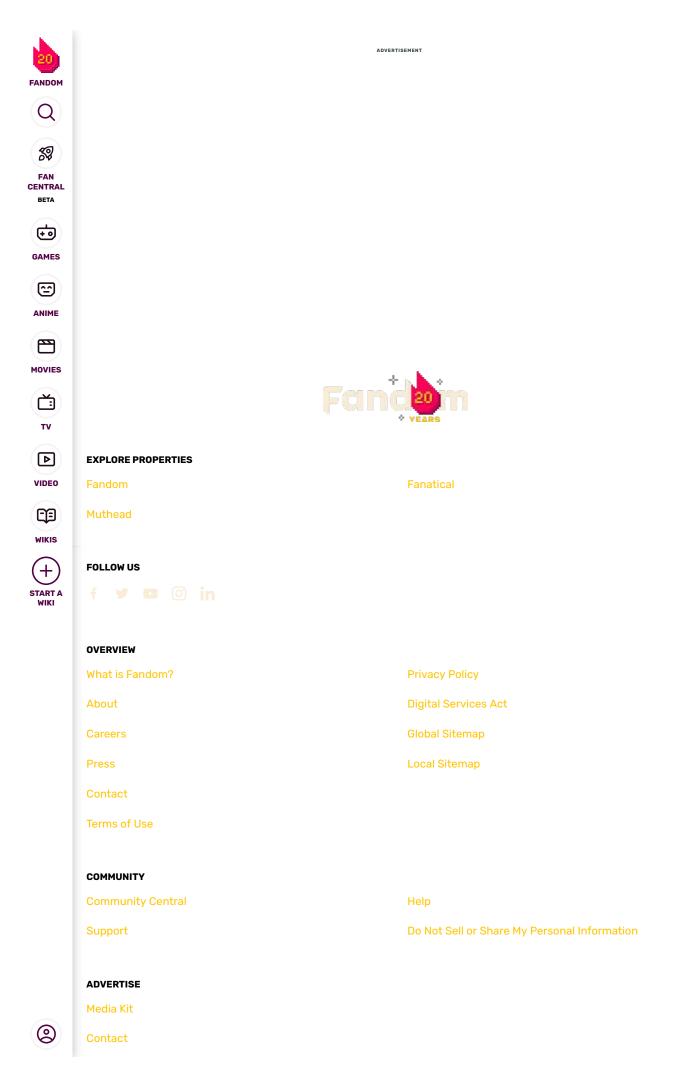






Lodestone Monster Spawner





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