

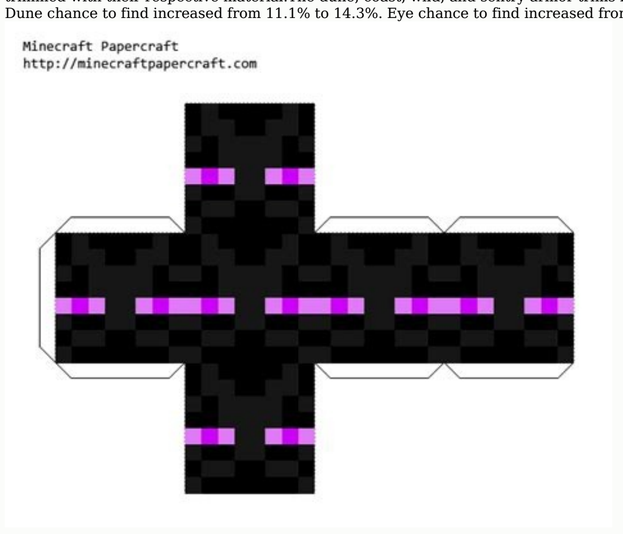
I'm not robot!

Minecraft enderman head template

Minecraft enderman head command. Enderman head. Minecraft enderman head.

For the block, see Smithing Table. Netherite Upgrade Armor Trim Smithing templates are items used in smithing tables to alter tools or armor, a process that keeps all enchantments. Smithing templates are consumed when used, but can be duplicated using an existing smithing template, its material, and diamonds. The sixteen armor trim smithing templates are found in a variety of structures, and are used in conjunction with ingots and crystals to apply decorative trims to armor. Netherite upgrade smithing templates are required to upgrade diamond tools and armor with netherite.

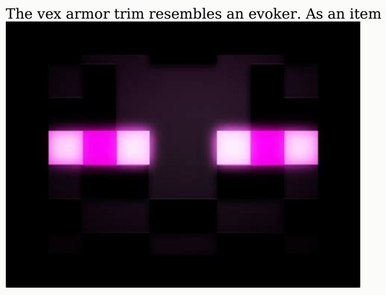
These templates can be found in all Bastion Remnants but are guaranteed to be in Treasure Room variation of Bastion Remnants. Obtaining[] Smithing templates can be found in various structures and can be duplicated using seven diamonds and an item based on the template. Crafting[] Mob loot[] Elder guardians have a 20% chance to drop 1 tide armor trim upon death. Looting doesn't affect this percentage, and the elder guardian doesn't need to be killed by a player in order for the trim to drop. Chest loot[] Item Structure Container Quantity Chance Java Edition Netherite Upgrade Smithing Template Bastion remnant Hoglin stable chest 1 10% Generic chest 1 10% Treasure chest 1 100% Bridge chest 1 10% Coast Armor Trim Smithing Template Shipwreck Treasure chest 2 16.7% Map chest 2 16.7% Supply chest 2 16.7% Dune Armor Trim Smithing Template Desert temple Chest 2 14.3% Eye Armor Trim Smithing Template Stronghold Altar chest 1 10% Library chest 1 100% Rib Armor Trim Smithing Template Nether fortress Chest 1 6.7% Sentry Armor Trim Smithing Template Pillager Outpost Chest 2 25% Silence Armor Trim Smithing Template Ancient City Chest 1 1.2% Snout Armor Trim Smithing Template Bastion remnant Hoglin stable chest 1 8.3% Generic chest 1 8.3% Treasure chest 1 8.3% Bridge chest 1 8.3% Spire Armor Trim Smithing Template End city Chest 1 6.7% Vex Armor Trim Smithing Template Woodland mansion Chest 1 50% Ward Armor Trim Smithing Template Ancient City Chest 1 5% Wild Armor Trim Smithing Template Jungle temple Chest 2 33.3% Bedrock Edition Netherite Upgrade Smithing Template Bastion remnant Hoglin stable chest 1 10% Generic chest 1 10% Treasure chest 1 100% Bridge chest 1 10% Coast Armor Trim Smithing Template Shipwreck Treasure chest 2 16.7% Map chest 2 16.7% Supply chest 2 16.7% Dune Armor Trim Smithing Template Desert temple Chest 2 14.3% Eye Armor Trim Smithing Template Stronghold Altar chest 1 10% Library chest 1 100% Rib Armor Trim Smithing Template Nether fortress Chest 1 6.7% Sentry Armor Trim Smithing Template Pillager Outpost Chest 2 25% Silence Armor Trim Smithing Template Ancient City Chest 1 1.2% Snout Armor Trim Smithing Template Bastion remnant Hoglin stable chest 1 8.3% Generic chest 1 8.3% Treasure chest 1 8.3% Bridge chest 1 8.3% Spire Armor Trim Smithing Template End city Chest 1 6.7% Vex Armor Trim Smithing Template Woodland mansion Chest 1 50% Ward Armor Trim Smithing Template Ancient City Chest 1 5% Wild Armor Trim Smithing Template Jungle temple Chest 2 33.3% Note: In Woodland Mansions, only chests with random loot have the chance to contain the Vex Smithing Template, chests in the "Allium room", "Sapling farm", "Tree-chopping room" and "Fake End portal room" always generate with the same, room specific, loot. Archaeology[] Item Structure Container Quantity Chance Java Edition Wayfinder Armor Trim Smithing Template Trail ruins Suspicious gravel 1 8.3% Shaper Armor Trim Smithing Template Trail ruins Suspicious gravel 1 8.3% Host Armor Trim Smithing Template Trail ruins Suspicious gravel 1 8.3% Raiser Armor Trim Smithing Template Trail ruins Suspicious gravel 1 8.3% Bedrock Edition Wayfinder Armor Trim Smithing Template Trail ruins Suspicious gravel 1 8.3% Shaper Armor Trim Smithing Template Trail ruins Suspicious gravel 1 8.3% Host Armor Trim Smithing Template Trail ruins Suspicious gravel 1 8.3% Raiser Armor Trim Smithing Template Trail ruins Suspicious gravel 1 8.3% Usage[] Crafting ingredient[] Smithing ingredient[] Smithing templates are used at a smithing table. Netherite upgrade smithing templates are used to upgrade diamond gear into netherite gear by using a netherite upgrade, a piece of diamond gear, and a netherite ingot. If the armor material and the trimming material are the same, the color palette used for the armor trim is darker. Armor trim smithing templates are used to customize an armor piece's appearance by using a smithing template, an armor piece, and an ingot or crystal (emerald, redstone dust, lapis lazuli, amethyst shard, nether quartz, netherite ingot, diamond, gold ingot, iron ingot, or copper ingot). Including all dyed leather armor colors and regular armor, there are 6.98x1035 [verify] (almost 700 decillion) different combinations of trimmed armor that can be worn. All of the trims are purely decorative, and don't impact gameplay or strength of the armor they are applied to in any way. Piglins do not pick up any gold-trimmed armor pieces, and they are not pacified by players wearing even a full set of gold-trimmed armor (unless, of course, the armor pieces in question are themselves golden), and netherite-trimmed armor pieces can still be burned by fire. IngredientsSmithing recipeAny Armor Trim +Any Armor Piece +Any Ingot/Crystal List of color palettes for all materials - - - - - - (Darker:) - (Darker:) - (Darker:) - (Darker:) - Data values[] ID[] Java Edition: NameIdentifierFormTranslation key Smithing Templatenetherite_upgrade_smithing_templateItemitem.minecraft.smithing_template Smithing Templatecoast_armor_trim_smithing_templateItemitem.minecraft.smithing_template Smithing Templatedune_armor_trim_smithing_templateItemitem.minecraft.smithing_template Smithing Templateeye_armor_trim_smithing_templateItemitem.minecraft.smithing_template Smithing Templatehost_armor_trim_smithing_templateItemitem.minecraft.smithing_template Smithing Templateraiser_armor_trim_smithing_templateItemitem.minecraft.smithing_template Smithing Templaterib_armor_trim_smithing_templateItemitem.minecraft.smithing_template Smithing Templatesentry_armor_trim_smithing_templateItemitem.minecraft.smithing_template Smithing Templateshaper_armor_trim_smithing_templateItemitem.minecraft.smithing_template Smithing Templatesilence_armor_trim_smithing_templateItemitem.minecraft.smithing_template Smithing Templatesnout_armor_trim_smithing_templateItemitem.minecraft.smithing_template Smithing Templatespire_armor_trim_smithing_templateItemitem.minecraft.smithing_template Smithing Templatetide_armor_trim_smithing_templateItemitem.minecraft.smithing_template Smithing Templatevex_armor_trim_smithing_templateItemitem.minecraft.smithing_template Smithing Templateward_armor_trim_smithing_templateItemitem.minecraft.smithing_template Smithing Templatewayfinder_armor_trim_smithing_templateItemitem.minecraft.smithing_template Smithing Templatewild_armor_trim_smithing_templateItemitem.minecraft.smithing_template Bedrock Edition: NameIdentifierNumeric ID FormTranslation key Smithing Templatenetherite_upgrade_smithing_template685Itemitem.netherite_upgrade_smithing_template.name Smithing Templatecoast_armor_trim_smithing_template688Itemitem.coast_armor_trim_smithing_template.name Smithing Templatedune_armor_trim_smithing_template687Itemitem.dune_armor_trim_smithing_template.name Smithing Templateeye_armor_trim_smithing_template691Itemitem.eye_armor_trim_smithing_template.name Smithing Templatehost_armor_trim_smithing_template701Itemitem.host_armor_trim_smithing_template.name Smithing Templateraiser_armor_trim_smithing_template699Itemitem.raiser_armor_trim_smithing_template.name Smithing Templaterib_armor_trim_smithing_template695Itemitem.rib_armor_trim_smithing_template.name Smithing Templatesentry_armor_trim_smithing_template686Itemitem.sentry_armor_trim_smithing_template.name Smithing Templateshaper_armor_trim_smithing_template700Itemitem.shaper_armor_trim_smithing_template.name Smithing Templatesilence_armor_trim_smithing_template697Itemitem.silence_armor_trim_smithing_template.name Smithing Templatesnout_armor_trim_smithing_template694Itemitem.snout_armor_trim_smithing_template.name Smithing Templatespire_armor_trim_smithing_template696Itemitem.spire_armor_trim_smithing_template.name Smithing Templatetide_armor_trim_smithing_template693Itemitem.tide_armor_trim_smithing_template.name Smithing Templatevex_armor_trim_smithing_template692Itemitem.vex_armor_trim_smithing_template.name Smithing Templateward_armor_trim_smithing_template690Itemitem.ward_armor_trim_smithing_template.name Smithing Templatewayfinder_armor_trim_smithing_template698Itemitem.wayfinder_armor_trim_smithing_template.name Smithing Templatewild_armor_trim_smithing_template689Itemitem.wild_armor_trim_smithing_template.name Achievements[] Icon Achievement In-game description Actual requirements (if different) Gamerscore earned Trophy type (PS4) PS4 Other Smithing with styleApply these smithing templates at least once: Spire, Snout, Rib, Ward, Silence, Vex, Tide, Wayfinder—30GGold Advancements[] Icon Advancement In-game description Parent Actual requirements (if different) Resource location Crafting a New LookCraft a trimmed armor at a Smithing Table Adventure—adventure/trim_with_any_armor_pattern Smithing with StyleApply 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 Video[] History[] Java Edition 1.20(Experimental)23w04a Added smithing templates behind the "Update 1.20" experimental datapack. 23w05aSmithing templates can be used to trim leather armor. Gold, iron, diamond, and netherite armor can be trimmed with their respective material.The dune, coast, wild, and sentry armor trims now always generate two templates in a chest when found.Increased the chances for all smithing templates that generate in chest loot to spawn: Netherite upgrade chance to find increased from 3.2% to 10%. Coast chance to find increased from 11.1% to 16.7%. Dune chance to find increased from 11.1% to 14.3%. Eye chance to find increased from 4.7% to 10% in alter chests, and to 100% in library chests. Rib chance to find increased from 4.7% to 6.7%. Sentry chance to find increased from 20% to 25%. Snout chance to find increased from 4.7% to 8.3%. Spire chance to find increased from 4.7% to 6.7%.



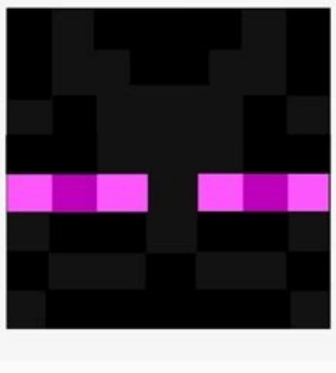
Vex chance to find increased from 4.7% to 50%. Ward chance to find increased from 4.7% to 5%. Wild chance to find increased from 20% to 33%. 1.2023w12aSmithing templates are now available without using the "Update 1.20" experimental datapack. Added host, raiser, shaper, silence, and wayfinder armor trim smithing templates. Changed the textures of the dune and sentry armor trim smithing templates.The pattern textures of dune and sentry armor trims are changed from to . Those previous patterns were left with different names: dune was renamed sentry and sentry was renamed shaper. 23w16aHost, raiser, shaper, and wayfinder armor trim 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; host, raiser, shaper, and wayfinder armor trim now are in the rare loot. 23w17aThe probability of the host, raiser, shaper, and wayfinder armor trim to generate in suspicious gravel in trail ruins has been changed from 1/11 to 1/12.The player now get the advancement "Crafting a new look" when they craft a trimmed armor at a smithing table using a smithing template, "Smithing with style" when they apply these smithing templates at least once on their armor: Spire, Snout, Rib, Ward, Silence, Vex, Tide, and Wayfinder. Bedrock Edition Next Major Update(Experimental)beta 1.19.80.21 Added smithing templates. beta 1.19.80.22 Added host, raiser, shaper, silence, and wayfinder armor trim smithing templates. Changed the textures of the dune and sentry armor trim smithing templates.The pattern textures of dune and sentry armor trims are changed from to . Those previous patterns were left with different names: dune was renamed sentry and sentry was renamed shaper. 1.20.0beta 1.20.0.21Smithing templates are now available without using the "Next Major Update" experimental toggle. Issues[] Issues relating to "Smithing Template" are maintained on the bug tracker. Report issues there. Trivia[] Smithing templates were named "Smithing Blueprints" in the prototype but was changed because the word "blueprint" sounded modern and technical.[1] Some of the armor trims feature patterns based on a mob or block that is found in the same structure as the corresponding smithing template.[2] The eye armor trim resembles an eye of ender. There are also two eyes on the head part of the armor trim that resemble those of an enderman. The rib armor trim resembles a wither skeleton. The snout armor trim resembles a piglin[2]. The spire armor trim resembles a shulker. The tide armor trim resembles prismarine bricks.



The vex armor trim resembles an evoker. As an item in the inventory, it resembles the wing or the vein texture of a vex. The ward armor trim, as an item in the inventory, resembles the faces inside a warden's chest. The coast armor trim appears to have barnacles attached to it. The silence armor trim appears to have sculk creeping onto / infecting it.



The wild armor trim has moss growing on 3 of its corners. Netherite upgrade smithing template (35 characters with "_" and 32 characters without "_") and sentry armor trim smithing template (35 characters with "_" and 31 characters without "_") are the current longest name for item ID, while polished blackstone pressure plate and cracked polished blackstone bricks have 34 characters with "_" and 31 characters without "_". The silence armor trim is the rarest trim, due to being found in ancient cities in the deep dark, and having only a 1.2% chance to be per chest. Gallery[] Sprites[] Armor trim patterns[] Official Artwork[] Sunny wearing amethyst armor trims.
A warden chasing Alex holding the silence armor trim. Alex adding the silence armor trim and amethyst on iron armor. Alex wearing the trimmed iron armor. Screenshots[] A display of all eleven (before Java Edition 23w12a) armor trims and ten colors on netherite armors. A display of all eleven (before Java Edition 23w12a) armor trims, on netherite armor using emerald as the trim material. A display of all ten armor trim colors, using the ward trim on a netherite helmet.



A display of all ten colors of the silence armor trim on all armors. Official screenshot of Alex and Zuri wearing armor trims. A screenshot of every armor trim in every color(besides quartz) on leather armor. References[] Items