

Blacksmith

A class dedicated to crafting and maintaining tools, weapons, and armor.

The Blacksmith is Era's crafting and equipment class. Blacksmith gates which tier of tools, weapons, and armor a player can craft, from wood all the way up to Netherite. Blacksmith class XP is mainly earned through smelting charcoal/ores and crafting tools.

General Mechanics

Gear Tiers

Each material tier of gear (Wood, Stone, Copper, Iron, Diamond, Netherite) requires a corresponding Blacksmith level to craft and use.

Grindstone Repairs

A Grindstone can be used to repair gear, but at a base cost of 15% of the item's maximum durability per repair. Repairing Copper gear or higher tiers also consumes XP on top of the durability cost.

The Anvil

At Level 3, Blacksmiths gain access to the Anvil, but only for straightforward repairs, combining two damaged items of the same type into one. The other two vanilla Anvil functions, combining gear together for bonus durability and applying Enchanted Books, are restricted and only opened up by choosing a subclass.

Level Outline

Level 0

- Wooden Tools and Weapons
- Charcoal: class XP source
- Ore Smelting: class XP source

Level 1

- Stone Tools and Weapons
- Leather Armor, including Horse Armor and Wolf Armor
- Turtle Shell
- Grindstone: may be used to repair gear, reducing maximum durability by 15% each time.
Copper gear and higher tiers also consume XP to repair
- 10% Mining Speed Increase when mining logs

Level 2

- Copper Tools, Weapons and Armor, including Horse and Nautilus Armor
- Copper Shields
- Spyglass
- 20% Mining Speed Increase when mining logs

Level 3

- Iron Tools, Weapons and Armor, including Horse and Nautilus Armor
- Shield
- Bucket
- Shears
- Flint and Steel
- Saddle
- Harness
- Anvil, for repairs only: no combining gear or using Enchanted Books
- Lodestone

- Experience Scroll recipe: 1 Paper + 1 Ink Sac + 1 Emerald. When used, absorbs 5 XP levels from the player, which another player can later reclaim
- Subclass Unlocks: At Level 3, a Blacksmith can specialize into one of two subclasses:
 - Truesmith - Specializing in higher armor quality and better repairs
 - Artificer - Specializing in enchantments and utility

Level 4

- Diamond Tools, Weapons and Armor, including Horse and Nautilus Armor
- Breeze Rod recipe: 1 Stick + 8 Light Blue Dye. Cannot be used to craft Wind Charges or Maces

Level 5

- No new unlocks at the base Blacksmith level. Progression continues through the subclasses below.
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Subclasses

Truesmith

A Blacksmith subclass focused on Netherite, Armor Trims, and better repairs.

The Truesmith leans into endgame gear: reaching Netherite, unlocking Armor Trims, and making the Grindstone cheaper to use.

Armor Trims are the decorative patterns that can be applied to armor at a Smithing Table. Normally these are found as loot around the world, but Truesmiths can craft the Smithing Templates directly instead. Every trim recipe follows the same formula: 1 Iron Ingot + 4 of a specific material + 4 Cyan Dye. The material for each trim is listed in parenthesis below.

Example of shaped armor trim crafting:



Level 3

- Smithing Table: exclusive usage
- Armor Trim recipes: Wayfinder (Terracotta), Shaper (Red Terracotta), Raiser (Orange Terracotta), Host (Yellow Terracotta)
- May combine gear at an Anvil (but not Enchanted Books)
- Grindstone repairs reduce max durability by 10% (down from the base 15%)
- Blast Furnace

Level 4

- Armor Trim Recipes: Bolt (Copper Ingot), Flow (Breeze Rod), Dune (Sand), Coast (Iron Ingot), Wild (Mossy Cobblestone), Vex (Stone), Sentry (Cobblestone)
- Grindstone repairs reduce max durability by 5%

Level 5

- Netherite Tools, Weapons and Armor, including Horse and Nautilus Armor. Must be made by upgrading Diamond gear with a Netherite Upgrade, not crafted directly
- Netherite Upgrade recipe: a custom recipe, not the vanilla one
- Grindstone repairs no longer reduce max durability
- Armor Trim Recipes: Spire (Purpur Block), Eye (End Stone), Rib (Netherrack), Snout (Blackstone), Ward (Cobbled Deepslate), Silence (Echo Shard)
- Crafting recipes for two additional Armor Trim materials:
 - Rose Quartz: 8 Quartz + 1 Pink Dye, yields 8 items per craft
 - Dark Prismarine Crystals: 8 Prismarine Crystals + 1 Black Dye, yields 8 items per craft

Artificer

A Blacksmith subclass focused on enchantments, utilities, and cheaper repairs.

The Artificer leans into enchanting and XP management rather than the physical gear itself.

Level 3

- Gold Tools, Weapons and Armor, including Horse and Nautilus Armor
- Clock
- Exclusive access to working with Enchanted Books at an Anvil, both combining Enchanted Books with each other and applying them to gear

Level 4

- Enchanting Table
- Grindstone repairs of Copper, Iron, and Gold gear no longer consume XP

Level 5

- Bottle o' Enchanting Recipe: 1 Emerald, 1 Gold Ingot, 1 Redstone, 1 Lapis, 1 Water Bottle
- Enchanting Level Reduction: Reduced cost for enchantments
- Recipes for the Treasure Enchantments: Check /class for recipes.

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