



Forging Ahead

Using AnvilWorks in Mineforge

Game: Mineforge

Category: *Gameplay, AnvilWorks, New Features*

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Hey, Forgers! Still scratching your beard at the new AnvilWorks crafting system in the “*Forging Ahead*” update? Don't sweat it! (Unless you're standing in front of your forge.) The metal may look different, but your hammer still swings the same!

This guide will walk you through the basics of AnvilWorks so that you're ready to come out swinging.

Let's fire up those bellows!

What's New with AnvilWorks?

With AnvilWorks, you're now able to craft with more freedom than ever before! Instead of simply combining items on a grid, you'll now see new item “attributes” such as Material Quality and Elemental Traits (more on this later!)

These attributes put **you** in control of what you create! No more hammering out those same-old pickaxes. Want a Polished Golden Pickaxe forged of Fire? Make it!

Below, you'll find out how.

Welcome to Your New Workshop

To get started with AnvilWorks, you'll need to understand three important things:

1. The AnvilWorks Workbench

- This is your new crafting station! Build it like you would a regular crafting table, but now it requires some new materials: **Iron Ingots** and **Hardened Wooden Planks**.



Hidden Gems: Don't know how to smelt **Iron Ingots** or craft **Hardened Wooden Planks**? Check out our basic crafting guide [HERE!](#)

2. Material Quality

- Not all resources are created equal! When you gather materials like wood, stone, or ore, they'll now have a Quality Rating. You'll see this rating when you pick them up.
- Here are the current ratings from **worst** to **best**, along with their in-game colors:

Rough	White
Normal	Grey
Fine	Green
Polished	Blue
Master	Orange

- **Rough** materials are common and good for basic items.
- **Polished** and **Master** materials are rarer but will significantly boost the stats of whatever you craft with them!

3. Elemental Traits

- Unleash the power of nature with new Elemental Traits!
- Many resources you gather now possess hidden **Elemental Traits: Fire, Ice, or Lightning**. You'll see these traits (indicated by a small icon or text next to the item name) when you pick up the material. **Yes**, we have more planned!
 - **Fire-imbued** weapons might deal burn damage, while fire armor could offer heat resistance.
 - **Ice-imbued** tools could slow down enemies or have a chance to freeze water blocks.
 - **Lightning-imbued** items might offer critical hit chances or faster mining speeds.
- Don't be afraid to experiment! You may be shocked (*literally*) by what you find!

Forging Your First Item: The Essential Pickaxe

Let's walk through the basics of crafting a pickaxe using the new AnvilWorks system:

What you'll need:

- At least **3 Stone Blocks** of any quality.
- At least **2 Wooden Sticks** of any quality.
- A completed **AnvilWorks Workbench**.

Let's Get Forging!

1. **Open the AnvilWorks Workbench:** Right-click on your placed AnvilWorks Workbench.
2. **Add Materials:** Drag and drop at least 3 Stone Blocks and 2 Wooden Sticks from your inventory into the designated slots.
 - *See the Quality Rating of your materials? If you have extra materials, try out some combinations and watch the durability or mining speed change!*
3. **Swing that Hammer:** Once all your materials are in place, click the "Forge" button.
4. **Grab your New Item:** Depending on the quality of your materials, a progress bar may appear. Once complete, your newly forged pickaxe will appear in the output slot. Drag it to your inventory!

You'll likely notice this pickaxe behaves a little differently than you're used to. It might be a bit slower than you're used to as well, but that's where material qualities shine!



Hidden Gems: Have some extra materials? Try out some combinations and watch the durability or mining speed change!

Pressure Builds Diamonds!

- Here are some final tips:
 - **Experiment!** Don't be afraid to try crafting with different quality materials. You'll quickly learn what works (and doesn't) for your playstyle.
 - **Tool Durability:** Yes, your crafting tools now have durability! Keep an eye on them and use better materials if you find your tools breaking too often!
 - **Quality over Quantity:** Remember, it's no longer about how many things you forge, but how well you forge them. Pay attention to your material quality, and you'll be a master Forge Smith in no time!

Still Need Help?

Forge gone cold? Don't worry! Our community and development team are here to help.

- [Mineforge Official Forums](#) - Your go-to place for community discussions and tips.
- [Forging Ahead Official Release Notes](#) - Find detailed information on the update here.
- [Support Ticket](#) - Something broken? Report it here!

As always, thank you for reading, and *Happy Forging!*

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