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If experiencing issues with the MCPEDL App, please download “REVAMP” add-on(s) from the website.



Feedback? Ideas? Visit this "[REVAMP Feedback](#)" forum thread on Planet Minecraft.



Version History:

v5.2.00

- Added the **Enchantsmith**; Offers *Enchanted Book(s)*, **Disenchant** items.
- Adjusted trades (**Villager & Wandering Trader**).
- Reroll trades using a *Clock* [while sneaking] on a **Villager**.
- Villager can ride **Camel/Llama**.
- Reduced projectile damage dealt to an **Iron Golem**.
- Adjusted bartering (**Piglin**); Player equipped w/ Golden/Netherite Armor Set increases chance to toss rare items.

Trading REVAMP:

A Quality-of-Life "REVAMP" add-on. Adds the Enchant Smith. Overhauls trading/bartering. ALL trade slots are visible. Explore biomes to exchange for rare items!

Gameplay:

- Tested for MINECRAFT 1.21.130!
- NOT tested on MINECRAFT Realms!
- NOT tested on MINECRAFT Preview!
- Intended for **compatibility** with other add-ons; expect **errors** if altering this content!
- Does NOT use the "player" .json file!
- Uses **Script API**, built with *JavaScript* files in the Behavior Pack.

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- MUST provide credit using link (MCPEDL page) IF **reviewing** OR **uploading** "REVAMP" add-on(s) content!

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Installation:

- Click on the "v5.2.0_tradingRevamp" .mcaddon file to **install** both Resource & Behavior Packs!
- **Delete** the older version *before installing* this pack.



- **ACTIVATE** both Resource & Behavior Packs!



Download:



https://www.mediafire.com/file/qs0fd26ypt260jc/v5.2.0_tradingRevamp.mcaddon/file

Villager

- Eating a *Golden Apple* or *Enchanted Golden Apple* inflicts Mob Effects.
- Avoids **Fire**, **Soul Fire**, **Magma Block**, **Crying Obsidian**, **Respawn Anchor**, **Soul Sand**, **Creaking Heart**, **Dried Ghast**.
- Improved **navigation & pathfinding**.
- Can be scared. Panics for **30** seconds.
 - Afraid of {**Piglin** family}
 - Afraid of Player [^{head} **Zombie Head** OR **Piglin Head**]
 - {**If Attacked**} nearby **Iron Golem(s)** become hostile toward attacker
- {**Adult**}:
 - Can ¹reroll its trades (**Player MUST interact**) [^{mainhand} Clock] [While sneaking]
 - Biome(s) can influence items offered/wanted
 - Can be Tempted; follows a Player holding an *Emerald* or *Block of Emerald*
 - Can ride a **Llama** or **Camel**; can dismount {**If Tempted**} | cooldown **6** seconds
 - {**If Employed**} can pick up an *Emerald*, *Golden Apple*, or *Enchanted Golden Apple*
 - [**Librarian**] **DOES NOT offer an Enchanted Book(s) w/ Treasure enchantment(s)**
 - [**Tool Smith**] occasionally seek an **Iron Golem** to repair
 - Reduced Total Experience required to reach Master Level:
 - **Butcher, Fisherman, Shepherd, Stone Mason**
 - Increased Total Experience required to reach Master Level:
 - **Librarian**
 - [**Farmer, Nitwit**] can pick up a *Copper Ingot*
- {**Baby**}:
 - Follows a Player holding a *Poppy*.

¹ RESETS its XP to **0** and its LEVEL to **Novice** Tier
MUST NOT be an [**Enchant Smith**]

- {Enchant Smith}:
 - Villager MUST be a [Librarian]
 - Player MUST place an Enchanting Table (within 32 blocks)
 - Villager MUST be near an [Armorer, Tool Smith, AND Weapon Smith] (within 32 blocks)
 - Villager CANNOT be near an [Enchant Smith] (within 128 blocks)
 - Becomes Unemployed IF its Lectern (job-site) OR an Enchanting Table is destroyed
- ¹Offers *Enchanted Book(s)* in exchange for *Emeralds*
Offers diamond equipment in exchange for an *Enchanted Golden Apple*
- ²*Disenchanting*:
 - Player MUST have **30+ Experience Levels**
 - Player MUST have a *Book AND Amethyst Shard(s)* in the inventory
 - **INTERACT** (Player MUST be sneaking): Open an **Action Form** menu
Disenchant equipment or *Enchanted Books*
Curse of Binding OR *Curse of Vanishing*; inflicts **Bad Omen (100:00)**

¹ Librarian Trades; *Enchanted Books* w/ high level enchantments

² Transfer selected enchantment(s) to a SINGLE Book
Costs 1 Experience Level AND 1 Amethyst Shard *per* enchantment selected












Armorer Trades

8		
Level 3 - Journeyman		
32		
12		
Level 4 - Expert		
24		
Level 5 - Master		
28		

- Anvil
- Chainmail Chestplate (Swamp)
- Chainmail Leggings (Swamp)
- Coal
- Copper Boots [Randomly Enchanted] (Desert, Savanna)
- Copper Chestplate [Randomly Enchanted] (Desert, Savanna)
- Copper Helmet [Randomly Enchanted] (Desert, Savanna)
- Copper Horse Armor (Desert, Savanna)
- Copper Ingot (Desert, Savanna)
- Copper Leggings [Randomly Enchanted] (Desert, Savanna)
- Diamond
- Diamond Boots [Curse of Binding I] (Jungle)
- Diamond Boots [Curse of Vanishing I] (Swamp)
- Diamond Boots [Depth Strider I] (Swamp)

- Diamond Boots [Feather Falling I-II] (Plains)
- Diamond Boots [Frost Walker I] (Snow)
- Diamond Chestplate [Curse of Binding I] (Jungle)
- Diamond Chestplate [Curse of Vanishing I] (Swamp)
- Diamond Chestplate [Thorns I] (Plains)
- Diamond Helmet [Aqua Affinity I] (Snow)
- Diamond Helmet [Curse of Binding I] (Jungle)
- Diamond Helmet [Curse of Vanishing I] (Swamp)
- Diamond Helmet [Respiration I] (Swamp)
- Diamond Helmet [Thorns I] (Plains)
- Diamond Horse Armor
- Diamond Nautilus Armor (Swamp)
- Diamond Leggings [Curse of Binding I] (Jungle)
- Diamond Leggings [Curse of Vanishing I] (Swamp)
- Diamond Leggings [Thorns I] (Plains)
- Emerald
- Gold Ingot (Jungle)
- Golden Boots [Randomly Enchanted] (Jungle)
- Golden Chestplate [Randomly Enchanted] (Jungle)
- Golden Helmet [Randomly Enchanted] (Jungle)
- Golden Horse Armor (Jungle)
- Golden Leggings [Randomly Enchanted] (Jungle)
- Iron Boots [Mending I] (Swamp)
- Iron Boots [Unbreaking I] (Jungle)
- Iron Chestplate [Mending I] (Swamp)
- Iron Chestplate [Unbreaking I] (Jungle)
- Iron Helmet [Mending I] (Swamp)
- Iron Helmet [Unbreaking I] (Jungle)
- Iron Horse Armor
- Iron Nautilus Armor (Swamp)
- Iron Ingot
- Iron Leggings [Mending I] (Swamp)
- Iron Leggings [Unbreaking I] (Jungle)
- Lava Bucket
- Shield

Butcher Trades

Level 3 - Journeyman			
			
	8		
Level 4 - Expert			
		4	
		16	
			
		6	
Level 5 - Master			
		4	
			
		12	

- Charcoal
- Cooked Beef
- Cooked Chicken
- Cooked Mutton
- Cooked Porkchop
- Cooked Rabbit
- Dried Kelp Block
- Emerald
- Rabbit Stew

- Raw Beef
- Raw Chicken
- Raw Mutton
- Raw Porkchop
- Raw Rabbit
- Sweet Berries (Taiga)

Cartographer Trades



- Banner Pattern {Globe}
- Brush (Desert, Jungle, Taiga)
- Compass
- Emerald
- Explorer Pottery Sherd
- Frame
- Map {Jungle Temple}
- Map {Mansion}
- Map {Monument}
- Map {Swamp Hut}
- Map {Trial Chambers}
- Map {Village Desert}
- Map {Village Plains}
- Map {Village Savanna}
- Map {Village Snowy}
- Map {Village Taiga}
- Spyglass
- Totem Of Undying
- Wayfinder Armor Trim {Smithing Template}

Cleric Trades



- Blaze Powder
- Breeze Rod (Jungle, Taiga)
- Creaking Heart (Savanna)
- Dragon Breath

- Emerald
- Ender Pearl
- Experience Bottle
- Fermented Spider Eye
- Glass Bottle
- Glistening Melon Slice
- Glowstone Dust
- Golden Carrot
- Gunpowder
- Lapis Lazuli
- Magma Cream
- Nether Wart
- Open Eyeblossom (Swamp)
- Phantom Membrane
- Pitcher Plant (Jungle)
- Poisonous Potato
- Potion of Decay (Desert, Savanna, Snow, Swamp)
- Potion of Fire Resistance (Plains)
- Potion of Harming (Desert, Savanna, Snow, Swamp)
- Potion of Healing (Plains)
- Potion of Invisibility (Plains)
- Potion of Leaping (Plains)
- Potion of Night Vision (Plains)
- Potion of Ooze (Jungle, Taiga)
- Potion of Regeneration (Plains)
- Potion of Slowness (Desert, Savanna, Snow, Swamp)
- Potion of Strength (Plains)
- Potion of Swiftess (Plains)
- Potion of Turtle Master (Desert, Savanna, Snow, Swamp)
- Potion of Water Breathing (Plains)
- Potion of Weakness (Desert, Savanna, Snow, Swamp)
- Potion of Weaving (Jungle, Taiga)
- Potion of Wind Charging (Jungle, Taiga)
- Pufferfish
- Rabbit Foot
- Redstone Dust
- Rotten Flesh
- Slime Block (Jungle)
- Spider Eye
- Stone (Jungle, Taiga)
- Sugar
- Turtle Scute
- Web (Jungle, Taiga)
- Wither Rose

Farmer Trades

Level 3 - Journeyman		
		 4
		
Level 4 - Expert		
		 8
		
Level 5 - Master		
		 2

- Apple
- Baked Potato
- Beetroot
- Beetroot Soup
- Blue Egg (Snow, Taiga)
- Bread
- Brown Egg (Desert, Jungle, Savanna)
- Cake
- Carrot
- Chicken Spawn Egg
- Cookie
- Cow Spawn Egg
- Egg (Plains, Swamp)
- Emerald
- Glistering Melon Slice
- Golden Apple (Jungle)
- Golden Carrot
- Melon Block
- Melon Slice
- Mushroom Stew
- Pig Spawn Egg
- Poisonous Potato (Swamp)
- Potato
- Pumpkin
- Pumpkin Pie
- Suspicious Stew {Fire Resistance} (Desert)
- Suspicious Stew {Jump Boost} (Snow)
- Suspicious Stew {Night Vision} (Taiga)
- Suspicious Stew {Poison} (Swamp)
- Suspicious Stew {Regeneration} (Plains)
- Suspicious Stew {Saturation} (Jungle)
- Suspicious Stew {Weakness} (Savanna)
- Wheat

Fisherman Trades

 4		
Level 3 - Journeyman		
 2		
Level 4 - Expert		
		
 12		
Level 5 - Master		
 4		

- Acacia Boat
- Acacia Chest Boat
- Bamboo Raft (Jungle)
- Birch Boat
- Birch Chest Boat
- Bucket of Cod
- Bucket of Pufferfish
- Bucket of Salmon
- Bucket of Tadpole (Swamp)
- Bucket of Tropical Fish
- Campfire

- Charcoal
- Cherry Boat
- Cherry Chest Boat
- Cooked Cod
- Cooked Salmon
- Copper Ingot (Jungle, Swamp)
- Dark Oak Boat
- Dark Oak Chest Boat
- Emerald
- Fishing Rod
- Fishing Rod [Randomly Enchanted]
- Jungle Boat (Jungle)
- Jungle Chest Boat (Jungle)
- Mangrove Boat (Swamp)
- Mangrove Chest Boat (Swamp)
- Nautilus Shell (Jungle, Swamp)
- Oak Boat
- Oak Chest Boat
- Pale Oak Boat (Jungle, Swamp)
- Pale Oak Chest Boat (Jungle, Swamp)
- Pufferfish
- Raw Cod
- Raw Salmon
- Rotten Flesh (Jungle, Swamp)
- Spruce Boat (Taiga)
- Spruce Chest Boat (Taiga)
- Stick
- String
- Tropical Fish

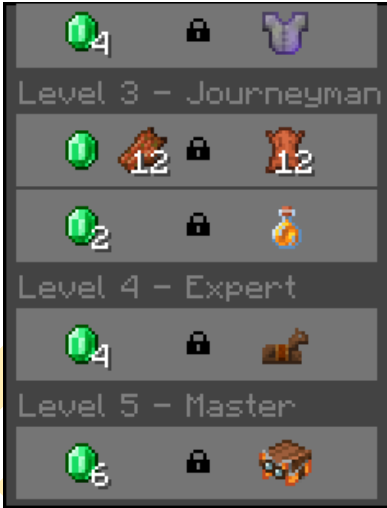
Fletcher Trades

 4		
Level 3 - Journeyman		
 12		 12
Level 4 - Expert		
 12		
 16		
Level 5 - Master		
 2		

- Arrow {Decay} (Desert, Savanna, Snow, Swamp)
- Arrow {Fire Resistance} (Plains)
- Arrow {Harming} (Desert, Savanna, Snow, Swamp)
- Arrow {Healing} (Plains)
- Arrow {Infestation} (Jungle, Taiga)
- Arrow {Invisibility} (Plains)
- Arrow {Leaping} (Plains)
- Arrow {Night Vision} (Plains)
- Arrow {Oozing} (Jungle, Taiga)
- Arrow {Poison} (Desert, Savanna, Snow, Swamp)
- Arrow {Regeneration} (Plains)
- Arrow {Slow Falling} (Plains)
- Arrow {Slowness} (Desert, Savanna, Snow, Swamp)
- Arrow {Strength} (Plains)
- Arrow {Swiftiness} (Plains)

- Arrow {Turtle Master} (Desert, Savanna, Snow, Swamp)
- Arrow {Water Breathing} (Plains)
- Arrow {Weakness} (Desert, Savanna, Snow, Swamp)
- Arrow {Weaving} (Jungle, Taiga)
- Arrow {Wind Charging} (Jungle, Taiga)
- Bow
- Bow [Enchanted]
- Charcoal
- Crossbow
- Crossbow [Enchanted]
- Emerald
- Feather
- Flint
- Stick
- String
- Target
- Tripwire Hook

Leatherworker Trades



- Armadillo Scute (Savanna)
- Bundle {Random Color}
- Harness {Random Color} (Plains, Desert, Savanna)
- Emerald
- Flint
- Honey Bottle
- Honeycomb
- Leather
- Leather Boots [Protection I-III]
- Leather Chestplate [Protection I-III]
- Leather Helmet [Protection I-III]
- Leather Horse Armor
- Leather Leggings [Protection I-III]
- Phantom Membrane (Jungle, Swamp)
- Rabbit Hide
- Rotten Flesh
- Saddle
- Turtle Helmet [Aqua Affinity I] (Snow)
- Turtle Helmet [Protection I] (Jungle, Taiga)
- Turtle Helmet [Respiration I] (Swamp)
- Turtle Helmet [Unbreaking I] (Plains, Desert, Savanna)
- Turtle Scute
- Wolf Armor (Savanna)

Librarian Trades



- Bookshelf
- Chiseled Bookshelf
- Clock
- Copper Lantern (Desert, Savanna)
- Emerald
- Glass
- Ink Sac
- Lantern
- Lapis Lazuli
- Name Tag
- Paper
- Writable Book
- Enchanted Book [Lure I–II, Power II–III, Quick Charge I–II]
- Enchanted Book [Lure I–II, Punch I, Piercing II–III]
- Enchanted Book [Lure I–II, Flame I, Multishot I]
- Enchanted Book [Lure I–II, Infinity I]
- Enchanted Book [Luck of the Sea I–II, Power II–III, Quick Charge I–II]
- Enchanted Book [Luck of the Sea I–II, Punch I, Piercing II–III]
- Enchanted Book [Luck of the Sea I–II, Flame I, Multishot I]
- Enchanted Book [Luck of the Sea I–II, Infinity I]
- Enchanted Book [Protection II–III, Respiration I–II, Feather Falling II–III] (Plains, Savanna, Snow)
- Enchanted Book [Protection II–III, Aqua Affinity I, Feather Falling II–III] (Plains, Savanna, Snow)
- Enchanted Book [Protection II–III, Thorns I–II, Respiration I–II, Feather Falling II–III] (Desert)
- Enchanted Book [Protection II–III, Thorns I–II, Aqua Affinity I, Feather Falling II–III] (Desert)
- Enchanted Book [Protection II–III, Respiration I–II, Depth Strider I–II] (Swamp)
- Enchanted Book [Projectile Protection II–III, Respiration I–II, Feather Falling II–III] (Jungle)
- Enchanted Book [Projectile Protection II–III, Aqua Affinity I, Feather Falling II–III] (Jungle)
- Enchanted Book [Fire Protection II–III, Respiration I–II, Feather Falling II–III] (Desert)
- Enchanted Book [Fire Protection II–III, Aqua Affinity I, Feather Falling II–III] (Desert)
- Enchanted Book [Blast Protection II–III, Respiration I–II, Feather Falling II–III] (Taiga)
- Enchanted Book [Blast Protection II–III, Aqua Affinity I, Feather Falling II–III] (Taiga)
- Enchanted Book [Fire Aspect I, Lunge I–II] (Jungle, Savanna)
- Enchanted Book [Knockback I, Lunge I–II] (Jungle, Savanna)
- Enchanted Book [Fire Aspect I, Density II–III] (Jungle, Taiga)
- Enchanted Book [Fire Aspect I, Breach II–III] (Jungle, Taiga)
- Enchanted Book [Fire Aspect I, Sharpness II–III]
- Enchanted Book [Knockback I, Sharpness II–III]
- Enchanted Book [Fire Aspect I, Smite II–III]
- Enchanted Book [Knockback I, Smite II–III]
- Enchanted Book [Fire Aspect I, Bane of Arthropods II–III]
- Enchanted Book [Knockback I, Bane of Arthropods II–III]
- Enchanted Book [Impaling II–III, Channeling I] (Swamp)
- Enchanted Book [Impaling II–III, Loyalty I–II] (Swamp)
- Enchanted Book [Impaling II–III, Riptide I–II] (Swamp)
- Enchanted Book [Unbreaking I–II, Fortune I–II, Looting I–II]

- Enchanted Book [Unbreaking I-II, Efficiency II-III, Looting I-II]
- Enchanted Book [Unbreaking I-II, Silk Touch I, Looting I-II]

Enchant Smith Trades



Shepherd Trades



- Banner (Random Color)
- Bed (Random Color)
- Black Dye
- Blue Dye
- Brown Dye
- Carpet (Random Color)
- Emerald
- Green Dye
- Light Blue Dye
- Light Gray Dye
- Lime Dye
- Magenta Dye
- Orange Dye
- Painting
- Pink Dye
- Purple Dye
- Red Dye
- Shears
- Sheep Spawn Egg (Plains)
- String
- Stick
- White Dye
- Wool (Random Color)
- Yellow Dye

Stone Mason Trades



- Andesite
- Block of Quartz
- Brick
- Bricks
- Chiseled Deepslate
- Clay Ball
- Cobbled Deepslate
- Cobblestone
- Copper Ingot
- Cut Copper
- Deepslate
- Deepslate Bricks
- Deepslate Tiles
- Diorite
- Dripstone Block
- Emerald
- Glazed Terracotta {Random Color}
- Granite
- Hardened Clay (Desert)
- Mossy Cobblestone (Jungle, Taiga)
- Mud Bricks (Jungle, Swamp, Taiga)
- Nether Brick (Swamp)
- Nether Quartz
- Polished Andesite
- Polished Deepslate
- Polished Diorite
- Polished Granite
- Polished Tuff
- Prismatic Bricks (Jungle, Swamp)
- Red Sandstone (Desert)
- Resin Brick (Jungle, Swamp)
- Smooth Quartz Block
- Smooth Red Sandstone (Desert)
- Smooth Sandstone
- Smooth Stone
- Stone
- Terracotta {Random Color}
- Tuff
- Tuff Bricks
- Waxed Cut Copper

Tool Smith Trades



- Bell
- Coal
- Copper Hoe (Desert, Savanna) [Randomly Enchanted]
- Copper Ingot (Desert, Savanna)
- Copper Pickaxe (Desert, Savanna) [Randomly Enchanted]
- Copper Shovel (Desert, Savanna) [Randomly Enchanted]
- Diamond
- Diamond Hoe
- Diamond Pickaxe
- Diamond Shovel
- Emerald
- Flint
- Flint and Steel
- Gold Ingot (Jungle)
- Golden Hoe (Jungle) [Randomly Enchanted]
- Golden Pickaxe (Jungle) [Randomly Enchanted]
- Golden Shovel (Jungle) [Randomly Enchanted]
- Iron Hoe
- Iron Hoe (Jungle) [Unbreaking I]
- Iron Hoe (Snow) [Silk Touch I]
- Iron Hoe (Swamp) [Mending I]
- Iron Hoe (Taiga) [Fortune I]
- Iron Ingot
- Iron Pickaxe
- Iron Pickaxe (Jungle) [Unbreaking I]
- Iron Pickaxe (Plains) [Efficiency I]
- Iron Pickaxe (Snow) [Silk Touch I]
- Iron Pickaxe (Swamp) [Mending I]
- Iron Pickaxe (Taiga) [Fortune I]
- Iron Shovel
- Iron Shovel (Jungle) [Unbreaking I]
- Iron Shovel (Plains) [Efficiency I]
- Iron Shovel (Snow) [Silk Touch I]
- Iron Shovel (Swamp) [Mending I]
- Iron Shovel (Taiga) [Fortune I]

Weapon Smith Trades



- Anvil
- Coal
- Copper Axe (Desert, Savanna) [Randomly Enchanted]
- Copper Ingot (Desert, Savanna)
- Copper Sword (Desert, Savanna) [Randomly Enchanted]
- Diamond
- Diamond Axe
- Diamond Axe [Bane of Arthropods II-III] (Plains)
- Diamond Axe [Smite II-III] (Plains)
- Diamond Spear
- Diamond Spear [Knockback I, Lunge I-II] (Jungle, Savanna)
- Diamond Sword
- Diamond Sword [Bane of Arthropods II-III] (Plains)
- Diamond Sword [Fire Aspect I] (Taiga)
- Diamond Sword [Knockback I] (Savanna)
- Diamond Sword [Looting I] (Snow)
- Diamond Sword [Smite II-III] (Plains)
- Emerald
- Flint
- Gold Ingot (Jungle)
- Golden Axe (Jungle) [Randomly Enchanted]
- Golden Sword (Jungle) [Randomly Enchanted]
- Gunpowder
- Iron Axe
- Iron Axe [Efficiency I-II] (Plains)
- Iron Axe [Fortune I] (Taiga)
- Iron Axe [Mending I] (Swamp)
- Iron Axe [Sharpness I-II] (Savanna)
- Iron Axe [Silk Touch I] (Snow)
- Iron Axe [Unbreaking I] (Jungle)
- Iron Spear (Jungle, Savanna)
- Iron Spear [Unbreaking I, Sharpness I-II] (Jungle, Savanna)
- Iron Sword
- Iron Sword [Mending I] (Swamp)
- Iron Sword [Sharpness I-II] (Savanna)
- Iron Sword [Unbreaking I] (Jungle)
- Lava Bucket

Wandering Trader

Avoids **Fire**, **Soul Fire**, **Magma Block**, **Crying Obsidian**, **Respawn Anchor**, **Soul Sand**, **Creaking Heart**, **Dried Ghast**.

Improved **navigation & pathfinding**.

Can be Tempted; follows a Player holding an *Emerald* or *Block of Emerald*

Alerts nearby Players.

Trades

 4	→	
 2	→	 4
	→	 2
 4	→	
 2	→	
	→	 2
 4	→	

- Allium
- Amethyst Shard
- Armadillo Scute
- Azure Bluet
- Baked Potato
- Bamboo
- Beetroot Seeds
- Big Dripleaf
- Birch Sapling
- Blue Carpet
- Blue Ice
- Bone Meal
- Bucket
- Bucket of Axolotl
- Bucket of Tadpole
- Cactus
- Cactus Flower
- Cherry Sapling
- Closed Eyeblossom
- Coal Ore
- Copper Ore
- Coral
- Coral Block
- Coral Block (Brain)
- Coral Block (Bubble)
- Coral Block (Fire)
- Coral Block (Horn)
- Coral Block (Tube)
- Coral Fan
- Coral Fan (Brain)
- Coral Fan (Bubble)
- Coral Fan (Fire)
- Coral Fan (Horn)
- Coral Fan (Tube)
- Cornflower
- Dandelion
- Dark Oak Sapling
- Deadbush
- Disc Fragment (Music Disc - 5)
- Echo Shard
- Egg
- Emerald
- Ender Pearl
- Fermented Spider Eye

- Firefly Bush
- Flint
- Glass Bottle
- Glow Berries
- Glow Ink Sac
- Glow Lichen
- Glowstone Dust
- Gold Ore
- Gunpowder
- Hay Bale
- Honeycomb
- Iron Ore
- Jungle Sapling
- Kelp
- Lapis Ore
- Lead
- Lilac
- Lily Pad
- Mangrove Propagule
- Melon Seeds
- Milk Bucket
- Moss Block
- Mud
- Nautilus Shell
- Oak Sapling
- Oxeye Daisy
- Pale Hanging Moss
- Pale Moss Block
- Pale Oak Sapling
- Peony
- Phantom Membrane
- Podzol
- Pointed Dripstone
- Poppy
- Potion of Invisibility
- Pottery Sherd (Arms Up)
- Pottery Sherd (Friend)
- Pottery Sherd (Heart)
- Prismatic Crystals
- Prismatic Shard
- Pumpkin Seeds
- Rabbit Foot
- Red Sand
- Redstone Ore
- Resin Clump
- Rooted Dirt
- Rose Bush
- Sculk
- Sculk Vein
- Sea Pickle
- Slime Ball
- Small Dripleaf
- Smithing Template (Host Armor Trim)
- Smithing Template (Raiser Armor Trim)
- Smithing Template (Shaper Armor Trim)
- Sniffer Egg
- Snow
- Spider Eye
- Spruce Sapling

- Stone Axe [Randomly Enchanted]
- Stone Hoe [Randomly Enchanted]
- Stone Pickaxe [Randomly Enchanted]
- Stone Shovel [Randomly Enchanted]
- Stone Sword [Randomly Enchanted]
- Sugar Cane
- Sunflower
- Sweet Berries
- Turtle Egg
- Turtle Scute
- Vine
- Wheat Seeds
- Wither Rose

Piglin

Adjusted Health range (16 MIN ... 24 MAX).

Adjusted melee damage range (4 MIN ... 6 MAX).

Reduced 1Admire duration (4 seconds).

1 “Examines” item; Ignores attackable targets for a given duration

Bartering

Can 1toss 1-2 items.



- **POOL 1:**
 - Netherite Hoe
 - Chainmail Boots [Soul Speed]
 - Crossbow
 - Saddle
 - Potion (Fire Resistance)
 - Splash Potion (Fire Resistance)
 - Arrow
- **POOL 2:**
 - Ancient Debris
 - Netherite Upgrade (Smithing Template)
 - Music Disc (Pigstep)
 - Enchanted Book [Soul Speed]
 - Iron Nugget
 - Ender Pearl
 - String
 - Glowstone Dust
 - Nether Quartz
 - Fire Charge
 - Leather
 - Nether Brick
- **POOL 3:**
 - Dried Ghast
 - Nether Wart
 - Crying Obsidian
 - Warped Fungus

- Obsidian
- Soul Sand
- Blackstone
- Basalt
- Gravel

¹ increased chance of *common* items; reduced chance of *rare* items
[While equipped w/ Golden Armor set] increased chance of *rare* items; reduced chance of *common* items
[While equipped w/ Netherite Armor set] greatly increased chance of *rare* items; greatly reduced chance of *common* items

Iron Golem

Adjusted Health range (80^{MIN} ... 120^{MAX}).
Adjusted _{melee} damage range (8^{MIN} ... 24^{MAX}).
Reduces _{projectile} damage (by 80%).
Improved **navigation & pathfinding**.

