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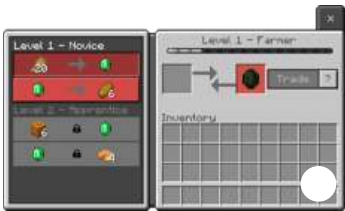


For the mechanic used with piglins, see [Bartering](#).

The **trading** system is a [gameplay](#) mechanic that allows [players](#) to trade principally [emeralds](#) for [items](#) (and vice-versa) with [villagers](#), as well as [wandering traders](#).



The current trading menu in [Java Edition](#).



The current trading menu in [Bedrock Edition](#).

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Mechanics

Pressing use on an adult [villager](#) with a profession, or on a [wandering trader](#), opens a menu, allowing a player to trade with the villager or wandering trader. This action pauses any pathfinding the entity was doing. If the entity takes [damage](#) while trading, the trading menu closes.

All transactions involve [emeralds](#). Villagers buy or sell goods for emeralds, and wandering traders sell items for emeralds but do not buy items. Trading is the only legitimate method of acquiring the [globe banner pattern](#), [woodland explorer maps](#), and [ocean explorer maps](#) in [Survival](#) mode. It is also the only [renewable](#) way to obtain [bells](#), [diamond](#) gear (up until 1.20.1)^{[[note 1](#)]}, [lapis lazuli](#), [bottles o' enchanting](#), [glass](#), [sand](#), red sand, [coral blocks](#), and [small dripleaves](#).

Villagers have five career levels that can be increased by trading with them. Each villager starts at the "novice" level. A villager's level can be seen in the trading menu. The badge they wear can also be identified: stone for a novice, iron for an apprentice, gold for a journeyman, emerald for an expert, and diamond for a master. Trading until the villager's trading bar gets full unlocks the next level of trades. When a player trades with a villager,





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experience since wandering traders cannot level up. A villager levels up when its experience bar becomes full and gains up to two new trades, along with keeping their old ones. Additionally, a villager receives [Regeneration I effect](#) for 10 seconds.

Level	Badge	Name	Total Villager experience required
1		Novice	Available from start
2		Apprentice	10
3		Journeyman	70
4		Expert	150
5		Master	250

A villager's [profession](#) dictates the trading pool used to determine its trades. For example, villagers wearing straw hats are farmers, so their trades are based on the Farmer trade pool. Each profession unlocks a pre-defined and finite set of offers. Different professions are assigned to each villager based on their job-site block. This profession is indicated by their appearance and in the trading interface. Novice villagers who have not traded can lose their profession and change back into unemployed villagers if their claimed job site block is removed. Removing and then replacing a job site block can alter the trades offered, and a villager with no experience resets its trades every so often. Once a player trades with a villager, the villager keeps its profession forever and subsequently locks in the offered trades.

Villagers run out of stock after a certain number of trades, the exact number is different for each item and referenced in the tables below. When villagers work at their job site blocks, they activate their offers again, up to twice per day. When an offer is disabled, a red "X" appears in the trading interface, and the villager displays the same particle effect as an offer being created.

Villagers distinguish between data values, so damaged [tools](#) cannot be traded in place of fully repaired tools.^[*Bedrock Edition only*] [NBT](#) data, however, is ignored, so the content of a [written book](#) does not matter. However, written books can no longer be sold to villagers, and no villagers currently buy any tools that have [durability](#).

Economics

In [Java Edition](#), villagers can have a maximum of 10 trades. Each level unlocks a maximum of two new trades. If a level can pull from more than two trades, the two

Zombie discounts	p=0.85 (regular item)	p=0.2*
cheat sheet	-5	-20
	-10	-40
	-15	-60
	-20	-80
	-25	-100

*discount items represent all forms of armor, tools, weapons and tools.
Example: a name tag's base price is 20.



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multiple possible trades display higher or lower due to other temporary factors).
only one trade; for example,
farmer villagers have 4 potential
trades in their first trade slot, so each trade has a $\frac{1}{4}$ chance to be chosen.

Each trade can be used a maximum number of times, after which the trade becomes disabled. Once trades are disabled, villagers must work at their corresponding [job site](#) block to resupply their trades.

The price of an item rises and falls depending on three factors. Items with a high price multiplier (0.2) are affected by these changes more than items with a low multiplier (0.05). All price fluctuations affect only the first item involved in trade; for example, for an initial trade of 32 sticks for 1 emerald, the price might be driven down to 1 stick or up to 64 sticks for 1 emerald, but never for 2 emeralds. Additionally, no quantity can go lower than 1 or higher than the stack size.

The first factor is demand. An item that was sold out gets a price increase for all players when resupplied. If a player does not trade for a higher-priced item, the price is reduced the next time the villager resupplies. Demand is tracked per item, not per villager, so a villager can offer a higher-priced trade for a single item while other items are cheaper. Trades that have a price multiplier of 0 are not affected by demand.

The second way to affect prices is the [Hero of the Village](#) effect, which temporarily reduces prices for the affected player depending on the level of the effect.

Finally, players get personal discounts or fines based on their reputation with that particular villager. A positive reputation is gained by [curing zombie villagers](#) (the villager that was cured gives a permanent discount much larger than the temporary discount in nearby villagers). To cure a zombie villager, a player must splash it with a [splash potion](#) or an [arrow](#) of [Weakness](#) and then feed it a [golden apple](#). The permanent discount is capped at one cure, while the temporary discount is capped at 8 cures. In [Java Edition](#), players can also gain negative reputation by hitting or killing villagers, and positive reputation by trading.

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Non-trading villagers

If the player attempts to trade with a non-trading villager in



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A nitwit shaking its head.

Unemployed villager

Villagers without a job overlay cannot trade. They only wear their biome outfits. An unemployed villager gains a profession by claiming an unclaimed [job site block](#). For example, an unclaimed [cartography table](#) converts an unemployed villager into a cartographer when the villager claims it, and both the villager and the table emit green particles. An inaccessible (or destroyed) job site block causes the connected villager to lose its profession, but that does not affect the player's [popularity](#) in the village.



An unemployed villager shaking its head.

Java Edition offers

- For the trades before 1.8, see [Trading/Before 1.8](#).*
- For the 1.13 trades, see [Trading/Before Village & Pillage](#).*

The villager pictured on the right is from the plains biome. To see villager professions dressed for other biomes, see [Villagers § Professions](#).

Starting from Novice, at each level two more trades become available, unless there is only one trade within that level. If there are more than two possible trades, two are randomly selected.

Armorer

Job site block: [Blast Furnace](#)



Armorer

Armorer Economic Trade							
Level	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
	Coal	15	0.05	Emerald	1	16 trades	2
	Emerald	5	0.2	Iron Helmet	1	12 trades	1



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	Emerald	4	0.2	Iron Boots	1	12 trades	1
Apprentice	Iron Ingot	4	0.05	Emerald	1	12 trades	10
	Emerald	36	0.2	Bell	1	12 trades	5
	Emerald	3	0.2	Chainmail Leggings	1	12 trades	5
	Emerald	1	0.2	Chainmail Boots	1	12 trades	5
Journeyman	Lava Bucket	1	0.05	Emerald	1	12 trades	20
	Diamond	1	0.05	Emerald	1	12 trades	20
	Emerald	1	0.2	Chainmail Helmet	1	12 trades	10
	Emerald	4	0.2	Chainmail Chestplate	1	12 trades	10
	Emerald	5	0.2	Shield	1	12 trades	10
Expert	Emerald	19–33	0.2	Enchanted ^[note 2] Diamond Leggings	1	3 trades	15
	Emerald	13–27	0.2	Enchanted ^[note 2] Diamond Boots	1	3 trades	15
Master	Emerald	13–27	0.2	Enchanted ^[note 2] Diamond Helmet	1	3 trades	30 ^[note 3]
	Emerald	21–35	0.2	Enchanted ^[note 2] Diamond Chestplate	1	3 trades	30 ^[note 3]

Butcher

Job site block: [Smoker](#)



Butcher

Butcher Economic Trade							
Level	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	Raw Chicken	14	0.05	Emerald	1	16 trades	2
	Raw Porkchop	7	0.1	Emerald	1	16 trades	2
	Raw Rabbit	6	0.05	Emerald	1	16	2



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Apprentice	Emerald	1	0.05	Cooked Porkchop	5	16 trades	5
	Emerald	1	0.05	Cooked Chicken	8	16 trades	5
Journeyman	Raw Mutton	7	0.04	Emerald	1	16 trades	20.43224
	Raw Beef	10	0.05	Emerald	1	16 trades	20
Expert	Dried Kelp Block	10	0.05	Emerald	1	12 trades	30
Master	Sweet Berries	10	0.05	Emerald	1	12 trades	30 ^[note 3]

Cartographer

Job site block: [Cartography Table](#)

Cartographer

Cartographer Economic Trade							
Level	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	Paper	24	0.05	Emerald	1	16 trades	2
	Emerald	7	0.05	Empty Map	1	12 trades	1
Apprentice	Glass Pane	11	0.05	Emerald	1	16 trades	10
	Emerald Compass	131	0.2	Ocean Explorer Map ^[note 4]	1	12 trades	5
Journeyman	Compass	1	0.05	Emerald	1	12 trades	20
	Emerald Compass	141	0.2	Woodland Explorer Map ^[note 4]	1	12 trades	10
	Emerald Compass	121	0.2	Trial Explorer Map ^[note 4]	1	12 trades	10
Expert	Emerald	7	0.05	Item Frame	1	12 trades	15
	Emerald	3	0.05	Any color blank Banner ^[note 5]	1	12 trades	15
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Cleric

Cleric Economic Trade							
Level	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	Rotten Flesh	32	0.05	Emerald	1	16 trades	2
	Emerald	1	0.05	Redstone Dust	2	12 trades	1
Apprentice	Gold Ingot	3	0.05	Emerald	1	12 trades	10
	Emerald	1	0.05	Lapis Lazuli	1	12 trades	5
Journeyman	Rabbit's Foot	2	0.05	Emerald	1	12 trades	20
	Emerald	4	0.05	Glowstone	1	12 trades	10
Expert	Scute	4	0.05	Emerald	1	12 trades	30
	Glass Bottle	9	0.05	Emerald	1	12 trades	30
	Emerald	5	0.05	Ender Pearl	1	12 trades	15
Master	Nether Wart	22	0.05	Emerald	1	12 trades	30 ^[note 3]
	Emerald	3	0.05	Bottle o' Enchanting	1	12 trades	30 ^[note 3]

Farmer

Job site block: [Composter](#)

Farmer

Farmer Economic Trade							
Level	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
	Wheat	20	0.05	Emerald	1	16	2



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	Beetroot	15	0.05	Emerald	1	16 trades	2
	Emerald	1	0.05	Bread	6	16 trades	1
Apprentice	Pumpkin	6	0.05	Emerald	1	12 trades	10
	Emerald	1	0.05	Pumpkin Pie	4	12 trades	5
	Emerald	1	0.05	Apple	4	16 trades	5
Journeyman	Melon	4	0.05	Emerald	1	12 trades	20
	Emerald	3	0.05	Cookie	18	12 trades	10
Expert	Emerald	1	0.05	Cake	1	12 trades	15
	Emerald	1	0.05	Suspicious Stew 5 seconds of Night Vision	1	12 trades	15
	Emerald	1	0.05	Suspicious Stew 8 seconds of Jump Boost	1	12 trades	15
	Emerald	1	0.05	Suspicious Stew 7 seconds of Weakness	1	12 trades	15
	Emerald	1	0.05	Suspicious Stew 6 seconds of Blindness	1	12 trades	15
	Emerald	1	0.05	Suspicious Stew 14 seconds of Poison	1	12 trades	15
	Emerald	1	0.05	Suspicious Stew 0.35 seconds of Saturation	1	12 trades	15
Master	Emerald	3	0.05	Golden Carrot	3	12 trades	30 ^[note 3]
	Emerald	4	0.05	Glistening Melon Slice	3	12 trades	30 ^[note 3]

Fisherman

Job site block: [Barrel](#)

Fisherman

Fisherman Economic Trade

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Novice	Coal	10	0.05	Emerald	1	16 trades	2
	Emerald Raw Cod	1 6	0.05	Cooked Cod	6	16 trades	1
	Emerald	3	0.05	Bucket of Cod	1	16 trades	1
Apprentice	Raw Cod	15	0.05	Emerald	1	16 trades	10
	Emerald Raw Salmon	1 6	0.05	Cooked Salmon	6	16 trades	5
	Emerald	2	0.05	Campfire	1	12 trades	5
Journeyman	Raw Salmon	13	0.05	Emerald	1	16 trades	20
	Emerald	8–22	0.2	Enchanted ^[note 2] Fishing Rod	1	3 trades	10
Expert	Tropical Fish	6	0.05	Emerald	1	12 trades	30
Master	Pufferfish	4	0.05	Emerald	1	12 trades	30 ^[note 3]
	One of 5 Boat ^[note 6]	1	0.05	Emerald	1	12 trades	30 ^[note 3]

Fletcher

Job site block: [Fletching Table](#)

Fletcher

Fletcher Economic Trade							
Level	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	Stick	32	0.05	Emerald	1	16 trades	2
	Emerald	1	0.05	Arrow	16	12 trades	1
	Emerald Gravel	1 10	0.05	Flint	10	12 trades	1
Apprentice	Flint	26	0.05	Emerald	1	12 trades	10

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						trades	
Expert	Feather	24	0.05	Emerald	1	16 trades	30
	Emerald	7–21	0.05	Enchanted ^[note 2] Bow	1	3 trades	15
Master	Tripwire Hook	8	0.05	Emerald	1	12 trades	30 ^[note 3]
	Emerald	8–22	0.05	Enchanted ^[note 2] Crossbow	1	3 trades	15 ^[note 3]
	Emerald Arrow	2 5	0.05	Tipped Arrow ^[note 7]	5	12 trades	30 ^[note 3]

Leatherworker

Job site block: [Cauldron](#)

Leatherworker

Leatherworker Economic Trade							
Level	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	Leather	6	0.05	Emerald	1	16 trades	2
	Emerald	3	0.2	Leather Pants ^[note 8]	1	12 trades	1
	Emerald	7	0.2	Leather Tunic ^[note 8]	1	12 trades	1
Apprentice	Flint	26	0.05	Emerald	1	12 trades	10
	Emerald	5	0.2	Leather Cap ^[note 8]	1	12 trades	5
	Emerald	4	0.2	Leather Boots ^[note 8]	1	12 trades	5
	Rabbit Hide	9	0.05	Emerald	1	12 trades	20



Librarian Economic Trade

[show]

Biomes and corresponding enchantments

[show]

Mason/Stone Mason

Job site block: [Stonecutter](#)

Note: This profession is called "Mason" in [Java Edition](#) and "Stone Mason" in [Bedrock Edition](#).

Mason

Mason Economic Trade							
Level	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to the villager
Novice	Clay Ball	10	0.05	Emerald	1	16 trades	2
	Emerald	1	0.05	Brick	10	16 trades	1
Apprentice	Stone	20	0.05	Emerald	1	16 trades	10
	Emerald	1	0.05	Chiseled Stone Bricks	4	16 trades	5
Journeyman	Granite	16	0.05	Emerald	1	16 trades	20
	Andesite	16	0.05	Emerald	1	16 trades	20
	Diorite	16	0.05	Emerald	1	16 trades	20
	Emerald	1	0.05	Polished Andesite	4	16 trades	10
	Emerald	1	0.05	Polished Granite	4	16 trades	10
	Emerald	1	0.05	Polished Diorite	4	16 trades	10
	Emerald	1	0.05	Dripstone Block	4	16 trades	10
Expert	Nether Quartz	12	0.05	Emerald	1	12 trades	30
	Emerald	1	0.05	Any color Colored Terracotta ^[note 5]	1	12 trades	15
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	Emerald	1	0.05	Block of Quartz	1	12 trades	30 ^[note 3]
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Shepherd

Job site block: [Loom](#)

Shepherd

Shepherd Economic Trade							
Level	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	White Wool	18	0.05	Emerald	1	16 trades	2
	Brown Wool	18	0.05	Emerald	1	16 trades	2
	Black Wool	18	0.05	Emerald	1	16 trades	2
	Gray Wool	18	0.05	Emerald	1	16 trades	2
	Emerald	2	0.05	Shears	1	12 trades	1
Apprentice	Black Dye	12	0.05	Emerald	1	16 trades	10
	Gray Dye	12	0.05	Emerald	1	16 trades	10
	Lime Dye	12	0.05	Emerald	1	16 trades	10
	Light Blue Dye	12	0.05	Emerald	1	16 trades	10
	White Dye	12	0.05	Emerald	1	16 trades	10
	Emerald	1	0.05	<div>Any color Wool^[note 5]</div>	1	16 trades	5
	Emerald	1	0.05	<div>Any color Wool^[note 5]</div>	4	16 trades	5

Toolsmith

Toolsmith Economic Trade							
Level	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager



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Novice	Emerald	1	0.2	Stone Shovel	1	12 trades	1
	Emerald	1	0.2	Stone Pickaxe	1	12 trades	1
	Emerald	1	0.2	Stone Hoe	1	12 trades	1
Apprentice	Iron Ingot	4	0.05	Emerald	1	12 trades	10
	Emerald	36	0.2	Bell	1	12 trades	5
Journeyman	Flint	30	0.05	Emerald	1	12 trades	20
	Emerald	6–20	0.2	Enchanted ^[note 2] Iron Axe	1	3 trades	10
	Emerald	7–21	0.2	Enchanted ^[note 2] Iron Shovel	1	3 trades	10
	Emerald	8–22	0.2	Enchanted ^[note 2] Iron Pickaxe	1	3 trades	10
	Emerald	4	0.2	Diamond Hoe	1	3 trades	10
Expert	Diamond	1	0.05	Emerald	1	12 trades	30
	Emerald	17–31	0.2	Enchanted ^[note 2] Diamond Axe	1	3 trades	15
	Emerald	10–24	0.2	Enchanted ^[note 2] Diamond Shovel	1	3 trades	15
Master	Emerald	18–32	0.2	Enchanted ^[note 2] Diamond Pickaxe	1	3 trades	30 ^[note 3]

Weaponsmith

Job site block: [Grindstone](#)

Weaponsmith

Weaponsmith Economic Trade							
Level	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	Coal	15	0.05	Emerald	1	16 trades	2
	Emerald	3	0.2	Iron Axe	1	12 trades	1
	Emerald	7–21	0.05	Enchanted ^[note 2] Iron Sword	1	3 trades	1



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Journeyman	Flint	24	0.05	Emerald	1	12 trades	20
Expert	Diamond	1	0.05	Emerald	1	12 trades	30
	Emerald	17–31	0.2	Enchanted ^[note 2] Diamond Axe	1	3 trades	15
Master	Emerald	13–27	0.2	Enchanted ^[note 2] Diamond Sword	1	3 trades	30 ^[note 3]

Bedrock Edition offers

For the trades before 1.11, see *Trading/Before Village & Pillage*.

Armorer

Job site block: [Blast Furnace](#)

An armorer.

Armorer Economic Trade								
Level	Trade slot	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP given to villager
Novice	1	Coal	20	0.05	Emerald	1	16 trades	2
	2	Emerald	5	0.2	Iron Helmet	1	12 trades	1
		Emerald	9	0.2	Iron Chestplate	1	12 trades	1
		Emerald	7	0.2	Iron Leggings	1	12 trades	1
		Emerald	4	0.2	Iron Boots	1	12 trades	1
Apprentice	3	Iron Ingot	3	0.05	Emerald	1	12 trades	10
	4	Emerald	36	0.2	Bell	1	12 trades	5
		Emerald	3	0.2	Chainmail Leggings	1	12 trades	5
		Emerald	1	0.2	Chainmail Boots	1	12 trades	5
	5	Lava Bucket	1	0.05	Emerald	1	12	20



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	7	Emerald	4	0.2	Chainmail Chestplate	1	12 trades	10
		Emerald	5	0.2	Shield	1	12 trades	10
Expert	8	Emerald	19-33	0.2	Enchanted ^[note 2] Diamond Leggings	1	3 trades	15
		Emerald	13-27	0.2	Enchanted ^[note 2] Diamond Boots	1	3 trades	15
Master	9	Emerald	13-27	0.2	Enchanted ^[note 2] Diamond Helmet	1	3 trades	30 ^[note 3]
		Emerald	21-35	0.2	Enchanted ^[note 2] Diamond Chestplate	1	3 trades	30 ^[note 3]

Butcher

Job site block: [Smoker](#)

A butcher.

Butcher Economic Trade								
Level	Trade slot	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	1	Raw Chicken	14	0.05	Emerald	1	16 trades	2
		Raw Rabbit	4	0.05	Emerald	1	16 trades	2
		Raw Porkchop	7	0.05	Emerald	1	16 trades	2
	2	Emerald	1	0.05	Rabbit Stew	1	12 trades	1
Apprentice	3	Coal	15	0.05	Emerald	1	16 trades	10
	4	Emerald	1	0.05	Cooked Chicken	8	16 trades	5
		Emerald	1	0.05	Cooked Porkchop	5	16 trades	5
Journeyman	5	Raw Beef	10	0.05	Emerald	1	16 trades	20
		Raw Mutton	7	0.05	Emerald	1	16 trades	20
Expert	6	Dried Kelp Block	10	0.05	Emerald	1	12 trades	30
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cartograph
er.

Cartographer Economic Trade								
Level	Trade slot	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	1	Paper	24	0.05	Emerald	1	16 trades	2
	2	Emerald	7	0.05	Empty Map	1	12 trades	1
Apprentice	3	Glass Pane	11	0.05	Emerald	1	16 trades	10
	4	Emerald Compass	13 1	0.2	Ocean Explorer Map ^[note 13]	1	12 trades	5
Journeyman	5	Compass	1	0.05	Emerald	1	12 trades	20
	6	Emerald Compass	14 1	0.2	Woodland Explorer Map ^[note 13]	1	12 trades	10
	7	Emerald Compass	12 1	0.2	Trial Explorer Map ^[note 4]	1	12 trades	10
Expert	8	Emerald	7	0.05	Item Frame	1	12 trades	15
	9	Emerald	3	0.05	one of 16 blank Banner	1	12 trades	15
Master	10	Emerald	8	0.05	Globe Banner Pattern	1	12 trades	30 ^[note 3]

Cleric

Job site block: [Brewing Stand](#)

A cleric.

Cleric Economic Trade								
Level	Trade slot	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager



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Apprentice	3	Gold Ingot	3	0.05	Emerald	1	12 trades	10
	4	Emerald	1	0.05	Lapis Lazuli	1	12 trades	5
Journeyman	5	Rabbit's Foot	2	0.05	Emerald	1	12 trades	20
	6	Emerald	4	0.05	Glowstone	1	12 trades	10
Expert	7	Scute	4	0.05	Emerald	1	12 trades	30
		Glass Bottle	9	0.05	Emerald	1	12 trades	30
	8	Emerald	5	0.05	Ender Pearl	1	12 trades	15
Master	9	Nether Wart	22	0.05	Emerald	1	12 trades	30 ^[note 3]
	10	Emerald	3	0.05	Bottle o' Enchanting	1	12 trades	30 ^[note 3]

Farmer

Job site block: [Composter](#)

A farmer.

Farmer Economic Trade								
Level	Trade slot	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	1	Wheat	20	0.05	Emerald	1	16 trades	2
		Potato	26	0.05	Emerald	1	16 trades	2
		Carrot	22	0.05	Emerald	1	16 trades	2
		Beetroot	15	0.05	Emerald	1	16 trades	2
	2	Emerald	1	0.05	Bread	6	16 trades	1
Apprentice	3	Pumpkin	6	0.05	Emerald	1	12 trades	10
	4	Emerald	1	0.05	Pumpkin Pie	4	12 trades	5
		Emerald	1	0.05	Apple	4	16 trades	5



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Expert	7	Emerald	1	0.05	Suspicious Stew	1	12 trades	15
	8	Emerald	1	0.05	Cake	1	12 trades	15
Master	9	Emerald	3	0.05	Golden Carrot	3	12 trades	30 ^[note 3]
		Emerald	4	0.05	Glistening Melon	3	12 trades	30 ^[note 3]

Fisherman

Job site block: [Barrel](#)

A
fisherman.

Fisherman Economic Trade								
Level	Trade slot	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	1	String	20	0.05	Emerald	1	16 trades	2
		Coal	10	0.05	Emerald	1	16 trades	2
	2	Emerald	3	0.05	Bucket of Cod	1	16 trades	1
		Emerald Raw Cod	1 6	0.05 0	Cooked Cod	6	16 trades	1
Apprentice	3	Raw Cod	15	0.05	Emerald	1	16 trades	10
	4	Emerald	2	0.05	Campfire	1	12 trades	5
		Emerald Raw Salmon	1 6	0.05 0	Cooked Salmon	6	16 trades	5
Journeyman	5	Raw Salmon	13	0.05	Emerald	1	16 trades	20
	6	Emerald	8-22	0.2	Enchanted ^[note 2] Fishing Rod	1	3 trades	10
Expert	7	Tropical Fish	6	0.05	Emerald	1	12 trades	30
Master	8	Pufferfish	4	0.05	Emerald	1	12 trades	30 ^[note 3]
	9	One of 5 Boats ^[note 6]	1	0.05	Emerald	1	12 trades	30 ^[note 3]



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A fletcher.

Fletcher Economic Trade								
Level	Trade slot	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	1	Stick	32	0.05	Emerald	1	16 trades	2
	2	Emerald	1	0.05	Arrow	16	12 trades	1
		Emerald Gravel	1 10	0.05	Flint	10	12 trades	1
Apprentice	3	Flint	26	0.05	Emerald	1	12 trades	10
	4	Emerald	2	0.05	Bow	1	12 trades	5
Journeyman	5	String	14	0.05	Emerald	1	16 trades	20
	6	Emerald	3	0.05	Crossbow	1	12 trades	10
Expert	7	Feather	24	0.05	Emerald	1	16 trades	30
	8	Emerald	7-21	0.05	Enchanted ^[note 2] Bow	1	3 trades	15
Master	9	Tripwire Hook	8	0.05	Emerald	1	12 trades	30 ^[note 3]
	10	Emerald	8-22	0.05	Enchanted ^[note 2] Crossbow	1	3 trades	15 ^[note 3]
		Emerald Arrow	2 5	0.05	1 of 15 Tipped Arrow ^[note 15]	5	12 trades	30 ^[note 3]

Leatherworker

Job site block: [Cauldron](#)

A
leatherwor
ker.





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Novice	1	Leather	6	0.05	Emerald	1	12 trades	2
	2	Emerald	3	0.2	Leather Pants ^[note 8]	1	12 trades	1
		Emerald	7	0.2	Leather Tunic ^[note 8]	1	12 trades	1
Apprentice	3	Flint	26	0.05	Emerald	1	12 trades	10
	4	Emerald	5	0.2	Leather Cap ^[note 8]	1	12 trades	5
		Emerald	4	0.2	Leather Boots ^[note 8]	1	12 trades	5
Journeyman	5	Rabbit Hide	9	0.05	Emerald	1	12 trades	20
	6	Emerald	7	0.2	Leather Tunic ^[note 8]	1	12 trades	10
Expert	7	Scute	4	0.05	Emerald	1	12 trades	30
	8	Emerald	6	0.2	Leather Horse Armor ^[note 8]	1	12 trades	15
Master	9	Emerald	5	0.2	Leather Cap ^[note 8]	1	12 trades	30 ^[note 3]
		Emerald	6	0.2	Saddle	1	12 trades	30 ^[note 3]

Librarian

Job site block: [Lectern](#)

A librarian.

Librarian Economic Trade								
Level	Trade slot	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	1	Paper	24	0.05	Emerald	1	16 trades	2
	2	Emerald	9	0.05	Bookshelf	1	12 trades	1
		Emerald Book	5–641	0.2	Enchanted Book ^[note 9]	1	12 trades	1
Apprentice	3	Book	4	0.05	Emerald	1	12 trades	10
		Emerald	1	0.05	Lantern	1	12 trades	5



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Journeyman	6	Emerald	1	0.05	Glass	4	12 trades	10
		Emerald Book	5–64 1	0.2	Enchanted Book ^[note 9]	1	12 trades	10
Expert	7	Book and Quill	2 ^[note 16]	0.05	Emerald	1	12 trades	30
	8	Emerald	4	0.05	Compass	1	12 trades	15
		Emerald	5	0.05	Clock	1	12 trades	15
		Emerald Book	5–64 1	0.2	Enchanted Book ^[note 9]	1	12 trades	15
Master	9	Emerald	20	0.05	Name Tag	1	12 trades	30 ^[note 3]

Shepherd

Job site block: [Loom](#)

A shepherd.

Shepherd Economic Trade								
Level	Trade slot	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	1	One of 4 Wool	18	0.05	Emerald	1	16 trades	2
	2	Emerald	2	0.05	Shears	1	12 trades	1
Apprentice	3	One of 5 dye	12	0.05	Emerald	1	16 trades	10
	4	Emerald	1	0.05	One of 16 Wool	1	16 trades	5

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Journeyman	5	One of 3 stone variants	16	0.05	Emerald	1	16 trades	20
	6	Emerald	1	0.05	One of 3 polished stone variants or Dripstone Block	4	16 trades	10
Expert	7	Nether Quartz	12	0.05	Emerald	1	12 trades	30
	8	Emerald	1	0.05	1 of 16 Colored Terracotta or Glazed Terracotta	1	12 trades	15
Master	9	Emerald	1	0.05	Block of Quartz or Quartz Pillar	1	12 trades	30 ^[note 3]

Toolsmith

Job site block: [Smithing Table](#)

A toolsmith.

Toolsmith Economic Trade								
Level	Trade slot	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	1	Coal	15	0.05	Emerald	1	16 trades	2
	2	Emerald	1	0.2	Stone Axe	1	12 trades	1
		Emerald	1	0.2	Stone Pickaxe	1	12 trades	1
		Emerald	1	0.2	Stone Shovel	1	12 trades	1
		Emerald	1	0.2	Stone Hoe	1	12 trades	1
Apprentice	3	Iron Ingot	3	0.05	Emerald	1	12 trades	10
	4	Emerald	36	0.2	Bell	1	12 trades	5

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Journeyman	6	Emerald	7-21	0.2	Enchanted Iron Pickaxe	1	3 trades	10
		Emerald	8-22	0.2	Enchanted ^[note 2] Iron Shovel	1	3 trades	10
		Emerald	4	0.2	Diamond Hoe	1	3 trades	10
Expert	7	Diamond	1	0.05	Emerald	1	12 trades	30
	8	Emerald	17-31	0.2	Enchanted ^[note 2] Diamond Axe	1	3 trades	15
		Emerald	10-24	0.2	Enchanted ^[note 2] Diamond Shovel	1	3 trades	15
Master	9	Emerald	18-32	0.2	Enchanted ^[note 2] Diamond Pickaxe	1	3 trades	30 ^[note 3]

Weaponsmith

Job site block: [Grindstone](#)

A weaponsmith.

Weaponsmith Economic Trade								
Level	Trade slot	Item wanted	Default quantity	Price multiplier	Item given	Quantity	Trades until disabled	XP to villager
Novice	1	Coal	15	0.05	Emerald	1	16 trades	2
	2	Emerald	3	0.2	Iron Axe	1	12 trades	1
	3	Emerald	7-21	0.2	Enchanted ^[note 2] Iron Sword	1	3 trades	5
Apprentice	4	Iron Ingot	3	0.05	Emerald	1	12 trades	10
	5	Emerald	36	0.2	Bell	1	12 trades	10
Journeyman	6	Flint	24	0.05	Emerald	1	12 trades	20
Expert	7	Diamond	1	0.05	Emerald	1	12 trades	30
	8	Emerald	17-31	0.2	Enchanted ^[note 2] Diamond Axe	1	3 trades	15
Master	9	Emerald	13-27	0.2	Enchanted ^[note 2] Diamond Sword	1	3 trades	30 ^[note 3]



Therefore, the following tables leftmost column is how many emeralds the player needs to give to receive the items listed in the middle column of the table.

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Wandering
Trader

Java Edition sales

Before Villager Trade Rebalance

The wandering trader offers six trades in total: five random ordinary trades and one special trade. The five random trades are chosen from the list below.

Price	Item	Trades until disabled
1	Allium	12
1	Azure Bluet	12
1	Blue Orchid	8
1	Cornflower	12
1	Dandelion	12
1	Lily of the Valley	7
1	Orange Tulip	12
1	Oxeye Daisy	12
1	Pink Tulip	12
1	Poppy	12
1	Red Tulip	12
1	White Tulip	12
1	Fern	12
1	Brown Mushroom	12
1	Red Mushroom	12
1	Beetroot Seeds	12
1	Melon Seeds	12
1	Pumpkin Seeds	12
1	Wheat Seeds	12
1	Pumpkin	4
1	Sugar Cane	8
1	Vines	12
1	Lily Pad (×2)	5
1	Moss Block (×2)	5
1	Pointed Dripstone (×2)	5
1	Rooted Dirt (×2)	5
1	Small Dripleaf (×2)	5
1	Any color Dye (×3) ^[note 5]	12
1	Red Sand (×4)	6



5	Brain Coral Block	8
3	Bubble Coral Block	8
3	Fire Coral Block	8
3	Horn Coral Block	8
3	Tube Coral Block	8
3	Kelp	12
4	Slimeball	5
5	Acacia Sapling	8
5	Birch Sapling	8
5	Dark Oak Sapling	8
5	Jungle Sapling	8
5	Oak Sapling	8
5	Spruce Sapling	8
5	Mangrove Propagule	8
5	Cherry Sapling	8
5	Nautilus Shell	5

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The one random special trade is chosen from the list below. It is always the wandering trader's final trade offer.

Price	Items	Trades until disabled
1	Gunpowder	8
3	Podzol (x3)	6
3	Packed Ice	6
5	Bucket of Pufferfish	4
5	Bucket of Tropical Fish	4
6	Blue Ice	6

After **Villager Trade Rebalance**

The wandering trader offers nine trades in total: two random trades from purchasing table, two random trades form special selling table, and five random trades from ordinary trades table.

Purchasing Table [\[show\]](#)

Selling Table (special) [\[show\]](#)

Selling Table (ordinary) [\[show\]](#)

Bedrock Edition sales

In *[Bedrock Edition](#)*, wandering traders offers 6 random trades. Their trades are unaffected by demand.

Five of the random trades are shown in the table below:

Price	Regular Offer	Single Offer ^{note 17}	Trades until



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1 Emerald	<ul style="list-style-type: none">FernVinesDandelionPoppyBlue OrchidAlliumAzure BluetRed TulipOrange TulipPink TulipWhite TulipOxeye DaisyCornflowerWheat Seeds^[note 18]Beetroot Seeds^[note 18]Pumpkin Seeds^[note 18]Melon Seeds^[note 18]	<ul style="list-style-type: none">Red Dye (x3)Yellow Dye (x3)Orange Dye (x3)Lime Dye (x3)Green Dye (x3)Cyan Dye (x3)Light Blue Dye (x3)Purple Dye (x3)Magenta Dye (x3)Pink Dye (x3)Gray Dye (x3)Light Gray Dye (x3)Blue Dye (x3)Brown Dye (x3)White Dye (x3)Black Dye (x3)	16	12
		<ul style="list-style-type: none">Brown MushroomRed Mushroom	2	
	<ul style="list-style-type: none">Sugar CaneSand (x8)	-		8
	<ul style="list-style-type: none">Lily of the Valley			7
	<ul style="list-style-type: none">Red Sand (x4)			6
	<ul style="list-style-type: none">Lily Pad (x2)Pointed Dripstone (x2)Moss Block (x2)Rooted Dirt (x2)Small Dripleaf (x2)			5
	<ul style="list-style-type: none">Pumpkin			4
2 Emerald	<ul style="list-style-type: none">Sea Pickle	-		5
	<ul style="list-style-type: none">Glowstone			
3 Emerald	<ul style="list-style-type: none">Kelp			12
	<ul style="list-style-type: none">Cactus	<ul style="list-style-type: none">Brain Coral BlockBubble Coral BlockFire Coral BlockHorn Coral BlockTube Coral Block	5	8
4	-	Slimeshell		

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The other random trade is shown below (these items are chosen for each wandering trader and always offered but only one of them):

	Price	Items	Trades until disabled
1	Emerald	<ul style="list-style-type: none">Gunpowder	8
3	Emerald	<ul style="list-style-type: none">Podzol (×3)Packed Ice	6
5	Emerald	<ul style="list-style-type: none">Bucket of PufferfishBucket of Tropical Fish	4
6	Emerald	<ul style="list-style-type: none">Blue Ice	6

Notes

- There is 0.04% chance for zombies and skeletons to spawn with diamond armor, but the chance is so negligible that it is infeasible to obtain diamond armor in this way.
- When creating an enchantment offer, the game uses a random enchantment level from 5 – 19. The enchantments are never [treasure enchantments](#).
- As the villager cannot level up any further, they do not actually gain any experience.
- All copies of the map traded by a particular villager lead to the same structure. In worlds that do not have the structure, this trade is not offered.
- The list of possible offers contains individual offers for each color, so multiple colors may be offered by the same villager as separate trades.
- The type of boat trade depends on the biome outfit of the villager. Plains villagers buy oak boats, taiga and snowy villagers buy spruce boats, desert and jungle villagers buy jungle boats, savanna villagers buy acacia boats, and swamp villagers buy dark oak boats.
- The type of arrow is chosen randomly from all possible brewable potions with effects, including extended and strengthened versions. This is a single offer in the offer list (like enchanted books), not one offer per type (like various colored items).
- The leather armor has a random color created by two dyes (possibly the same dye twice.)
- The enchantment is chosen randomly with equal chance of any [enchantment](#) type occurring (except for [Soul Speed](#) and [Swift Sneak](#)) and equal chance to get any level of the enchantment, meaning high-level



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while the maximum price is $6 + 13 \times (\text{enchantment level})$.

The possible values are 5–19 emeralds for Lvl I, 8–32 for Lvl II, 11–45 for Lvl III, 14–58 for Lvl IV, and 17–71 for Lvl V.

For [treasure enchantments](#) the price is doubled. The cost is capped at 64 emeralds. All values below this cap are equally probable.

10. The trade is listed as two book and quill items, but because there is only one trading input slot, and books and quills cannot stack, the player needs to exchange only one book and quill in the trade.
11. The enchantment is chosen randomly from the "Common" enchantments listed on the table below according to the biome of the villagers. Every levels of these enchantment has equal chance to be chosen, meaning high-level enchantments are as likely as low-level enchantments. It is possible for a librarian to sell the same book more than once. The price in emeralds depends on the enchantment level and "treasure" status. The minimum price of a book is given by $2 + 3 \times (\text{enchantment level})$, while the maximum price is $6 + 13 \times (\text{enchantment level})$. The possible values are 5–19 emeralds for Lvl I, 8–32 for Lvl II, 11–45 for Lvl III, 14–58 for Lvl IV, and 17–71 for Lvl V. For [treasure enchantments](#) the price is doubled. The cost is capped at 64 emeralds. All values below this cap are equally probable.
12. The enchantment is set from the "Special" enchantments listed on the table below according to the biome of the villagers. Unlike common enchantments, the level of enchantment is also defined. The price in emeralds depends on the enchantment level and "treasure" status. The minimum price of a book is given by $2 + 3 \times (\text{enchantment level})$, while the maximum price is $6 + 13 \times (\text{enchantment level})$. The possible values are 5–19 emeralds for Lvl I, 8–32 for Lvl II, 11–45 for Lvl III, 14–58 for Lvl IV, and 17–71 for Lvl V. For [treasure enchantments](#) the price is doubled. The cost is capped at 64 emeralds. All values below this cap are equally probable.
13. If explorer maps are bought when in the Nether, the End or a superflat world, the explorer map does not show a destination structure, and buying it in an [Old](#) world causes the game to freeze
14. The stew grants one of the following effects: 5–7 seconds of [Blindness](#), 7–10 seconds of [Jump Boost](#), 7–10 seconds of [Night Vision](#), 10–20 seconds of [Poison](#), 0.3–0.35 seconds of [Saturation](#), or 6–8 seconds of [Weakness](#).
15. Potion level is always I, except for Arrow of Decay, which is always II
16. Book and Quill is offered in two item slots due to being non-stackable
17. Only one item is offered (e.g. wandering trader cannot sell both brown dye and pink dye). Each group of single-



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(multiple saplings cannot be offered however).

18. Crop seeds offered in both grouped and individual trades

- 1. Villages occur naturally in this biome.
- 2. Villages occur naturally in this biome in *Bedrock Edition*.

Achievements

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS4)
PS4	Other					
		The Haggler	Acquire or spend 30 Emeralds by trading with villagers or with wandering trader . ^{[<i>sic</i>]}	–	30G	Silver
		Treasure Hunter	Acquire a map from a cartographer villager, then enter the revealed structure	Visit the structure indicated while the purchased map is in your main hand (hotbar).	40G	Silver
		Buy Low, Sell High	Trade for the best possible price.	Buy something for 1 emerald, or when the Hero of the Village effect is applied.	50G	Gold
		Master Trader	Trade for 1,000 emeralds .	Obtain 1,000 emeralds from trading with villagers.	30G	Silver
		Star trader	Trade with a villager at the build height limit.	Trade with a villager at y320.	20G	Silver

Advancements

Icon	Advancement	In-game description	Parent	Actual requirements (if different)	Resource location
	Getting an Upgrade	Construct a better Pickaxe	Stone Age	Have a stone pickaxe in your	<div>story/upgrade_tools</div>



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		armor		ADVERTISEMENT	
	Isn't It Iron Pick	Upgrade your Pickaxe	Acquire Hardware	Have an iron pickaxe in your inventory.	<code>story/iron_tools</code>
	Cover Me with Diamonds	Diamond armor saves lives	Diamonds!	Have any type of diamond armor in your inventory.	<code>story/shiny_gear</code>
	What a Deal!	Successfully trade with a Villager	Adventure	Take an item from a villager or wandering trader's trading output slot, and put it in your inventory.	<code>adventure/trade</code>
	Star Trader	Trade with a Villager at the build height limit	What a Deal!	Stand on any block that is higher than 318 and trade with a villager or wandering trader .	<code>adventure/ trade_at_world_height</code>

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History

See also: [Trading/Before Village & Pillage](#) and [Trading/](#)



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August 31, 2010 (https://www.minecraftforge.net/forum/index.php/post/?t=115233 -minecraft-con-2010-gamestick-stream-transcription)		possible future trading system was in an interview during MinecraftCon . The implementation of villages themselves and their inhabitants wasn't even confirmed at this point, but Notch still had a couple of ideas: "If you treat the villagers well, they become friendly to you and might start throwing things at you as gifts. If you treat them badly though by attacking and killing them they hate you and might chase you." Notch also mentioned a meter of how much "villagers like you."
<i>Java Edition</i>		
May 21, 2012 (https://twitter.com/jeb_/status/204619936616808451)		Jeb released a screenshot of himself testing the Trading System. The image showed buying and selling areas.
		An ore block can be seen in the background later revealed in snapshot 12w21a to be ruby ore, it was changed to emerald ore before 12w21a because Dinnerbone is colorblind ^[5]
1.3.1	12w21a	Added villager trading.
	12w22a	Eyes of Ender are now sold by priests instead of bought, and rotten flesh is no longer bought.
		The trading UI has been changed where an extra input space has been added where tools can be placed



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	12w23a	<div>ADVERTISEMENT</div> <p>to written books instead of gold ingots, since the written books had a potential offer of 1.3.</p>
		<p>The librarian's paper offer was adjusted to 24–35 paper per emerald from 19–29 paper</p>
		<p>The farmer's arrow offer was fixed to sell 9–12 arrows from only 5 before. The original 1 emerald for 5 arrows trade was a result of a bug in the code where the minimum and maximum values of the arrow trade were swapped.</p>
		<p>The librarian's buy book offer was adjusted to 11–12 books from 12–14</p>
		<p>The farmer's gravel to flint trade now produces 4–5 flint from 2–3</p>
		<p>The offer probability mechanic was changed: as more offers exist for a villager, the probability of all offers rise. When an offer's probability goes beyond a certain limit, its probability goes down. The net effect is that rarer offers become more common when a villager has many offers, and common offers become rarer.</p>
1.4.2	12w32a	<p>The offer removal mechanic has been replaced with an offer disabling mechanic.</p>
		<p>All offers begin with 7 uses, allowing the</p>



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		<div>ADVERTISEMENT</div> <div>offer is disabled.</div> <div>If a player trades the last offer on the list and closes the menu, waiting for particles to appear around the villager, all disabled offers are renewed with 2–12 additional uses added to them.</div> <div>It is possible for the final offer slot to be disabled, at which point no new offers can be generated and no existing offers can be renewed.</div> <div>Trading with the last offer slot available increases the player's popularity with the village by one point. Popularity applies to the village as a whole; other players are not affected.</div>
1.4.6	12w49a	Enchanted books were added, and villagers could offer them.
1.5	13w04a	A villager spawned from a renamed spawn egg shows its name in the trading interface in place of "Villager".
1.8	14w02a	Villager trading has been revamped. See here for offers before 1.8. <div>Trading now gives the player experience.</div>
	14w03a	Villager clerics no longer buy ender pearls , as they did in 14w02a.
	14w31a	Clerics now sell bottles o' enchanting , prices range from 3 to 11 emeralds each.
		Clerics no longer sell



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	15w43a	Librarians charge double for books with "treasure" enchantments .
1.11	16w33a	Farmers now sell 5 to 7 apples and 6 to 10 cookies for an emerald instead of just 5 and 6 respectively.
	16w39a	Added new trades through the Cartographer career.
1.14	19w05a	Added wandering traders , which can trade with the player.
	19w11a	Revamped the trading system, adding many new trades for each villager profession.
		Villager profession now depends on their job site block, rather than randomly assigned at birth.
		Villager trading prices now depend on the player's popularity in the village.
		Villagers now resupply their trades up to two times a day, if they get to work at a job site block .
		Added the mason profession, which uses a stonecutter as a job site block.
		The trading UI has been updated.
		The villager now gains experience as it trades with the player, and the experience is visible in a bar on top of the trading UI.
		All available trades are now listed in a sidebar on the left of the trading interface.
		When the player has



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1.15	19w45a	Librarians now sell one bookshelf for nine emeralds, instead of three bookshelves for six emeralds.
1.17	21w05a	Wandering traders now can sell small dringleaf .
	21w13a	Wandering traders now can sell pointed dripstone , rooted dirt and moss block . Mason villagers now sell dripstone blocks .
1.19	22w15a	Wandering traders can now sell mangrove propagules .
1.20 (Experimental)	23w07a	Wandering traders can now sell cherry saplings .
1.20.2	23w31a	A villager now only gives a big discount the first time it is cured from a zombie villager. There are no longer multiple stacked discounts if a villager is zombified and cured multiple times. ^[6]
		Existing villagers with multiple curing discounts keep their lowered prices when updated to this snapshot.
	1.20.2 Pre-release 1	When villagers unlock new trades, the order of those trades in the UI is now always random instead of sometimes being deterministic.
		Librarians from different biomes now sell different enchanted books.
		Each village biome has one special enchantment that is only available from



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Villager Trade Rebalance (Experimental)	23w31a	books available from trading.
		Some enchanted book trades are exclusive to jungle and swamp villagers, which do not spawn naturally, unless villagers are brought to and bred in jungle and swamp biomes.
		Enchantments for tridents , crossbows and fishing rods are no longer obtainable from trading, and must be acquired by other means.
		Wandering traders now sell more items, and buy certain items from the player.
		Some of the existing trades from wandering traders have reduced prices.
	1.20.2 Pre-release 1	Added seven new maps which cartographers can sell.
		Buying diamond armor from armorers now also requires a small amount of diamonds.
		Most master-level armorers buy iron blocks and pay 4 emeralds for them.
		Chainmail armor is exclusively sold by jungle and swamp armorers.
		The savanna armorer sells cursed diamond armor at reduced prices.
		The taiga armorer can swap one piece of diamond armor for another.

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Bedrock Edition		
1.2.13	beta 1.2.13.5	Added Curse of Binding and Curse of Vanishing enchantments, which at this time can be obtained only via trading with librarians.
1.4.0	beta 1.2.20.2	Removed the curse enchantments in enchanted books from librarian trading.
1.10.0	beta 1.10.0.3	Added new trades through the stone mason villager profession and wandering trader .
1.11.0	beta 1.11.0.1	Added economic trades, where players can unlock multiple tiers at once by leveling up villagers.
		Villagers now have a demand in which their emerald cost can change higher or lower than usual.
	beta 1.11.0.4	Changed trading for villagers.
		Villager no longer instantly resupply their trades when disabled, as now they need to work at a job site block to resupply themselves.
		Hero of the Village now gives a trading price discount, except for one emerald trades (as it already costs one emerald).
	beta 1.11.0.7	Pressing use on a trade now auto-trades items.
		Reverted cake trade from farmer villagers, increased max amount of some trade until disabled for master level stone



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1.12.0	beta 1.12.0.4	Removed regular sand from the wandering trader trades and adjusted the cost of a diamond hoe on the toolsmith.
1.13.0	beta 1.13.0.1	Cartographer villager now buy 11 glass panes , rather than 10.
	beta 1.13.0.15	Farmer villagers now sell suspicious stew .
1.16.0	beta 1.16.0.57	Villager trade values have been changed to closely match <i>Java Edition</i> .
	?	Enchanted items now cost in a range.
1.17.0	beta 1.16.230.54	Wandering traders can sell small dripleaf , pointed dripstone , rooted dirt , and moss blocks .
		Stone masons can now sell dripstone blocks .
1.18.10	beta 1.18.10.26	Butcher, cartographer, librarian, and wandering trader trades have been changed to match <i>Java Edition</i> .
1.18.30	beta 1.18.20.21	Armorer, cleric, fisherman, shepherd, toolsmith, and weaponsmith villager trades have been changed to match <i>Java Edition</i> .
		Librarians from different biomes now sell different enchanted books.
		Librarians now sell, as their only master-level trade, enchanted books with a special enchantment that depends on the biome they spawned in (as



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Villager Trade Rebalance (Experimental)			beta 1.20.30.20			Since jungle and swamp villagers do not spawn naturally, the only way to obtain the special enchanted books from these librarians is to bring in villagers from outside, get them to mate, and arrange for their babies to become librarians.
						Enchantments for tridents , crossbows and fishing rods are no longer obtainable from trading, and must be acquired by other means.
						Wandering traders now sell more items, and buy certain items from the player.
						Some of the existing trades from wandering traders have reduced prices.
Legacy Console Edition						
TU14	CU1	1.04	Patch 1	1.0.1	Added villager trading.	
TU20	CU8	1.13			Librarian villagers now may offer name tags for sale.	
TU31	CU19	1.22	Patch 3		Changed villager trades to offers as of Java Edition 1.8 .	
PlayStation 4 Edition						
1.91					The trading interface shows the new career level for villagers and which trades are locked.	
					Villager trading prices now depend on the player's popularity in the village.	
					Villagers now resupply their trades up to two times a day, if they get to work at a job site block.	





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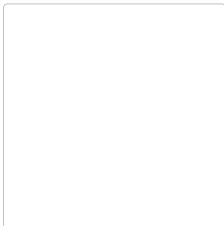
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[α%20%28resolution%20is%20empty%20or%20resolution%20is%20281%2C%202%2C%206%29%29%20and%20%28summary%20~%20%22Trading%22%20or%20summary%20~%20%22Trades%22%20or%20summary%20~%20%22Trade%22%29%20order%20by%20resolution%20desc](#)).

Trivia

- While diamonds are not renewable, their products (armor, tools, and weapons) are renewable via trading.

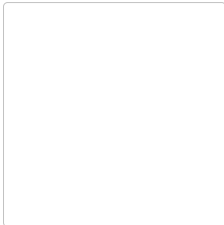
Gallery



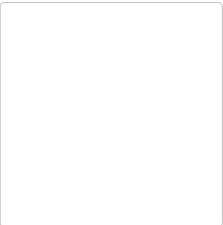
The first image of the trading system released by Jeb. The currency item (later updated to the [emerald](#)) can be seen in the inventory.



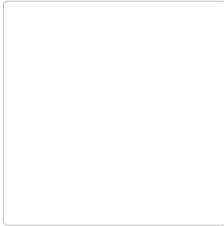
An enhanced version of Jeb's screenshot showing the original ore texture more clearly.



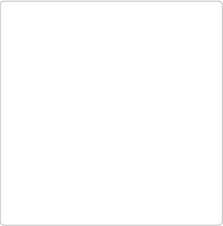
The trading menu before [Bedrock Edition 1.11.0](#).



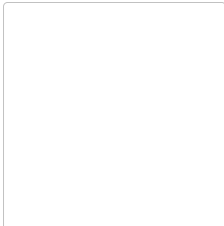
Trading options of a master-level weaponsmith.



An unemployed villager refuses a player trying to trade In Java Edition.



A nitwit villager refuses a player trying to trade in Java Edition.



A Villager presenting the emeralds.

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discounted to 1 since books are unstackable

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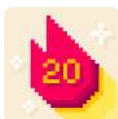
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