

re article feedback

A **butcher** is a villager that trades meats and some other food items. Butchers wear a red headband and have a white apron.

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Spawning

An unemployed villager turns into a butcher when an unclaimed smoker is nearby.

Natural generation

The workstation of butchers, the smoker, generates in butcher shops in villages.

Drops

In Java Edition, a butcher can drop various items by throwing them as a gift towards a nearby player with the Hero of the Village effect. The gift is randomly selected from the following list:

-  Cooked Chicken
-  Cooked Mutton
-  Cooked Porkchop
-  Cooked Rabbit

Butcher

Plains Desert Savanna Taiga Snowy
Jungle Swamp



Workstation **Smoker**


Buys

 Raw Meat

- Coal

 Dried Kelp Block

 Sweet Berries**Sells**

 Rabbit Stew

 Cooked Chicken

 Cooked Porkchop

-  [Steak](#)


Trading

Main article: [Trading](#)


|  Butcher | | | | | | | | |
|---|---------------------|------------------------|------|---|---|-----------------|---------------------|------------------|
| Level | <i>Java Edition</i> | <i>Bedrock Edition</i> | | Villager wants | Player receives | Trades in stock | Villager experience | Price multiplier |
| | Probability | Probability | Slot | | | | | |
|  Novice | 50% | 33% | 1 | 14 ×  Raw Chicken |  Emerald | 16 | 2 | 0.05 |
| | 50% | 33% | | 4 ×  Raw Rabbit |  Emerald | 16 | 2 | 0.05 |
| | 50% | 33% | | 7 ×  Raw Porkchop |  Emerald | 16 | 2 | 0.05 |
| | 50% | 100% | 2 |  Emerald |  Rabbit Stew | 12 | 1 | 0.05 |
|  Apprentice | 67% | 100% | 3 | 15 ×  Coal |  Emerald | 16 | 2 | 0.05 |
| | 67% | 50% | 4 |  Emerald | 8 ×  Cooked Chicken | 16 | 5 | 0.05 |
| | 67% | 50% | |  Emerald | 5 ×  Cooked Porkchop | 16 | 5 | 0.05 |
|  Journeyman | 100% | 50% | 5 | 10 ×  Raw Beef |  Emerald | 16 | 20 | 0.05 |
| | 100% | 50% | | 7 ×  Raw Mutton |  Emerald | 16 | 20 | 0.05 |
|  Expert | 100% | 100% | 6 | 10 ×  Dried Kelp Block |  Emerald | 12 | 30 | 0.05 |
|  Master | 100% | 100% | 7 | 10 ×  Sweet Berries |  Emerald | 12 | 30 | 0.05 |

Sounds

Java Edition

| Sounds [hide] | | | | | | | | |
|----------------------------|-----------------|---------------|---|------------------------------|--|--------|---------|----------------------|
| Sound | Closed captions | Source | Description | Identifier | Translation key | Volume | Pitch | Attenuation distance |
| | Butcher works | Friendly Mobs | Randomly while a  butcher is working | entity.villager.work_butcher | subtitles.entity.villager.work_butcher | 1.0 | 0.8-1.2 | 16 |

Bedrock Edition

| Sounds [hide] | | | | | | | | |
|----------------------------|--|--------|---|--------------------|--|--------|--------------------------------------|--|
| Sound | Closed captions [upcoming: BE 26.0] | Source | Description | Identifier | Translation key [upcoming: BE 26.0] | Volume | Pitch | |
| | ? | Blocks | Randomly while a  butcher is working | block.smoker.smoke | ? | 3.0 | <i>varies</i> [sound 1] | |

1. 1.0 for all except fire_crackle4 (the last sound), which is 0.8

Data values

Butchers have the data value `minecraft:butcher` in *Java Edition*.

For *Bedrock Edition*, see *Bedrock Edition level format/Entity format*.

History





This section needs expansion.


You can help by expanding it.

Instructions: missing a lot of info pre-Village & Pillage, check potentially changed trades.


Java Edition

| <i>Java Edition</i> [hide] | | |
|---|--------------------------------------|---|
| <u>1.0.0</u> | Beta 1.9 Prerelease |  Added villagers, including a villager wearing a white apron. |
| <u>1.3.1</u> | 12w21a | Added trades to the butcher profession. |
| <u>1.8</u> | 14w02a | Added the <i>Leatherworker</i> career to the butcher profession. |
| <u>1.14</u> | 18w50a |  The textures of butchers have been updated, with new skins depending on the biome. |
| | | Leatherworkers have been split form butchers and are now their own profession. |

Bedrock Edition

| <u>Pocket Edition Alpha</u> [hide] | | |
|--|--------------------------------|--|
| <u>v0.9.0</u> | <u>build 1</u> | Added villagers, including butchers. |
| <u>Pocket Edition</u> [hide] | | |
| <u>1.0.4</u> | <u>alpha</u> <u>1.0.4.0</u> | With the introduction of villager trading, butchers can now be traded with. |
| | | The <u>leatherworker</u> career of the butcher profession has also been introduced. [verify] |
| <u>Bedrock Edition</u> [hide] | | |
| <u>1.10.0</u> Experiment Experimental Gameplay | <u>beta</u> <u>1.10.0.3</u> |  The textures of butchers have been updated, with new skins depending on the biome. |
| | | Leatherworkers have been split form butchers and are now their own profession. |

Legacy Console Edition

| Legacy Console Edition | | | | | | | [hide] |
|------------------------|----------|------|------|---------|---------|--------|---|
| Xbox 360 | Xbox One | PS3 | PS4 | PS Vita | Wii U | Switch | |
| TU31 | CU19 | 1.22 | 1.22 | 1.22 | Patch 3 | 1.0.1 | Added the Leatherworker career to the butcher profession. |
| | | | 1.91 | | | | <div><div></div><div>The textures of butchers have been updated, with new skins depending on the biome.</div></div> |
| | | | | | | | Leatherworkers have been split from butchers and are now their own profession. |

Issues

Issues relating to "Butcher" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Butcher%22%29%20ORDER%20BY%20resolution%20DESC>).

Gallery

Renders



This section would benefit from the addition of isometric renders.
Please remove this notice once you have added suitable isometric renders to the article.
The specific instructions are:
Lying renders for other biome outfits.



Lying jungle butcher

Screenshots

















The new villager textures as seen during MINECON Earth 2018.

Butcher overlay



An unused butcher found in *Minecraft: Story Mode*.

[hide]

 Armorer
  Butcher
  Cartographer
  Cleric
  Farmer
  Fisherman
 Fletcher
  Leatherworker
  Librarian
  Mason
  Shepherd
  Toolsmith
 Weaponsmith
  Nitwit

| | |
|---------------------|---|
| Workstations | Blast Furnace Smoker Cartography Table Brewing Stand Composter Barrel Fletching Table Cauldron Lectern Stonecutter Loom Smithing Table Grindstone |
| Mechanics | Raid Trading JE only Zombie siege |
| Structures | Igloo Village Evoker Iron Golem Pillager Ravager Vindicator |
| Related mobs | Wandering Trader Witch Zombie Villager JE only Illusioner |

| | |
|------------------|---|
| | Entities [hide] |
| | Mobs [hide] |
| Passive | Allay Armadillo Axolotl Bat Camel Camel Husk Cat Chicken Cod Copper Golem Cow Donkey Frog Glow Squid Happy Ghost Horse Mooshroom Mule Ocelot Parrot Pig Rabbit Salmon Sheep Skeleton Horse Sniffer Snow Golem Squid Strider Tadpole Tropical Fish Turtle Villager Wandering Trader Zombie Horse BE & edu only Agent NPC |
| Neutral | Bee Cave Spider Dolphin Drowned Enderman Fox Goat Iron Golem Llama Nautilus Panda Piglin Polar Bear Pufferfish Spider Trader Llama Wolf Zombie Nautilus Zombified Piglin |
| Hostile | Blaze Bogged Breeze Creaking Creeper Elder Guardian Endermite Evoker Ghast Guardian Hoglin Husk Magma Cube Parched Phantom Piglin Brute Pillager Ravager Shulker Silverfish Skeleton Slime Stray Vex Vindicator Warden Witch Wither Skeleton Zoglin Zombie Zombie Villager |
| Bosses | Ender Dragon Wither |
| Mob types | Animal Aquatic Arthropod Illager Monster Undead |
| Other | Jockey (Camel Husk Chicken Hoglin Ravager Skeleton Horseman Spider Strider Zombie Horseman Zombie Nautilus) Mob variants Mob conversion |
| | Other entities [show] |
| | Unimplemented [show] |
| | Joke [show] |

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