

Toolsmith § [re article feedback](#)

A **toolsmith** is a villager that trades minerals, bells and tools. Toolsmiths wear a dark brown apron with a pouch.

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Spawning

An unemployed [villager](#) turns into a toolsmith when an unclaimed [smithing table](#) is nearby.

Natural generation

Main article: [Villager § Spawning](#)

The workstation of toolsmiths, the [smithing table](#), generates in toolsmith houses in [villages](#).

Drops

Main article: [Hero of the Village § Gifts](#)

In *Java Edition*, a toolsmith 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:

Toolsmith

[Plains](#) [Desert](#) [Savanna](#) [Taiga](#) [Snowy](#)
[Jungle](#) [Swamp](#)








Workstation  [Smithing Table](#)

Buys

-  [Coal](#)
-  [Iron Ingot](#)
-  [Flint](#)
-  [Diamond](#)







































Sells

-  [Stone Tools](#)
-  [Bell](#)
-  [Enchanted Iron Tools](#)
-  [Diamond Hoe](#)
-  [Enchanted Diamond Tools](#)

-  [Stone Axe](#)
-  [Stone Hoe](#)
-  [Stone Pickaxe](#)
-  [Stone Shovel](#)

Trading

Main article: [Trading](#)


 Toolsmith								
Level	<i>Java Edition</i>	<i>Bedrock Edition</i>		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
 Novice	40%	100%	1	15 ×  Coal	 Emerald	16	2	0.05
	40%	25%	2	 Emerald	 Stone Axe	12	1	0.2
	40%	25%		 Emerald	 Stone Shovel	12	1	0.2
	40%	25%		 Emerald	 Stone Pickaxe	12	1	0.2
	40%	25%		 Emerald	 Stone Hoe	12	1	0.2
 Apprentice	100%	100%	3	4 ×  Iron Ingot	 Emerald	12	10	0.05
	100%	100%	4	36 ×  Emerald	 Bell	12	5	0.2
 Journeyman	40%	100%	5	30 ×  Flint	 Emerald	12	20	0.05
	40%	25%	6	6–20 ×  Emerald ^[t 1]	 Enchanted Iron Axe ^[t 2]	3	10	0.2
	40%	25%		7–21 ×  Emerald ^[t 3]	 Enchanted Iron Shovel ^[t 2]	3	10	0.2
	40%	25%		8–22 ×  Emerald ^[t 4]	 Enchanted Iron Pickaxe ^[t 2]	3	10	0.2
	40%	25%		4 ×  Emerald	 Diamond Hoe	3	10	0.2
 Expert	67%	100%	7	 Diamond	 Emerald	12	30	0.05
	67%	50%	8	17–31 ×  Emerald ^[t 5]	 Enchanted Diamond Axe ^[t 2]	3	15	0.2
	67%	50%		10–24 ×  Emerald ^[t 6]	 Enchanted Diamond Shovel ^[t 2]	3	15	0.2
 Master	100%	100%	9	18–32 ×  Emerald ^[t 7]	 Enchanted Diamond Pickaxe ^[t 2]	3	30	0.2

- The price of this trade is the base price, 1 emerald, plus the random enchantment level chosen (5–19).
- When creating an enchantment offer, the game uses a random enchantment level from 5 to 19. The enchantments are never treasure enchantments.
- The price of this trade is the base price, 2 emeralds, plus the random enchantment level chosen (5–


- 19).
- The price of this trade is the base price, 3 emeralds, plus the random enchantment level chosen (5–19).
 - The price of this trade is the base price, 12 emeralds, plus the random enchantment level chosen (5–19).
 - The price of this trade is the base price, 5 emeralds, plus the random enchantment level chosen (5–19).
 - The price of this trade is the base price, 13 emeralds, plus the random enchantment level chosen (5–19).

Sounds

Java Edition

Sounds [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Toolsmith works	Friendly Mobs	Randomly while a  toolsmith is working	entity.villager.work_toolsmith	subtitles.entity.villager.work_toolsmith	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  toolsmith is working	smithing_table.use	?	1.0	1.0	

Data values

Main article: [Villager § Data values](#)

Toolsmiths have the data value `minecraft:toolsmith` in *Java Edition*.


History

For toolsmith trades before [Village & Pillage](#), see [Trading/Before Village & Pillage § Smith \(black robe\)](#).


Java Edition

Java Edition			[hide]
1.8	14w02a	Added toolsmiths as a career of the "Blacksmith" profession.	
1.14	18w50a		Added the new toolsmith profession.

Bedrock Edition

Pocket Edition			[hide]
1.0.4	alpha 1.0.4.0	Added toolsmiths as a career of the "Blacksmith" profession. [verify]	
Bedrock Edition			[hide]
1.10.0 Experiment Experimental Gameplay	beta 1.10.0.3		Added the new toolsmith 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 toolsmiths as a career of the "Blacksmith" profession.
			1.91				 Added the new toolsmith profession.

Issues

Issues relating to "Toolsmith" 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%22Toolsmith%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.



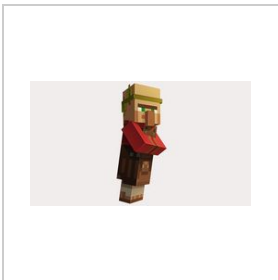
Swamp toolsmith

Textures

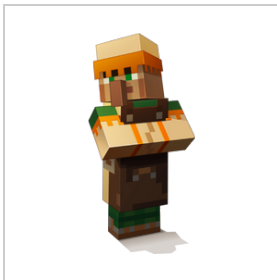


Toolsmith overlay

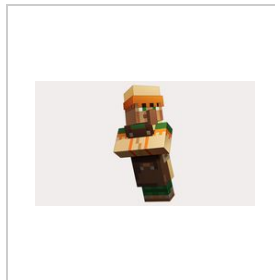
In other media



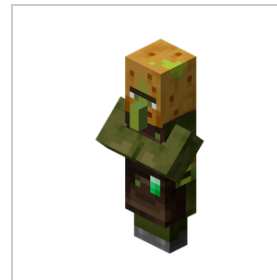
Savanna toolsmith



Desert toolsmith



Ditto.



A poisonous potato toolsmith featured in Java Edition 24w14potato.



Pixel art animation of a snowy toolsmith slipping

Navigation









Villagers

[\[hide\]](#)




Villager professions

 [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](#)

Related mobs

 [Evoker](#)  [Iron Golem](#)  [Pillager](#)  [Ravager](#)  [Vindicator](#)
 [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 Ghast](#)  [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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