

Farmer

A **farmer** is a villager that trades crops and natural foods, such as bread and cookies. Farmers wear a straw hat and have a small bag roped around their waist.

Contents

Spawning

Natural generation

Drops

Behavior

Farming

Trading

Sounds

Java Edition

Bedrock Edition

Data values

History

Java Edition

Issues

Gallery

Renders

Screenshots

In other media

Navigation

Spawning

An unemployed villager turns into a farmer when an unclaimed composter is nearby.

Natural generation

The workstation of farmers, the composter, generates in farms in villages.

Drops

In Java Edition, a farmer 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:

- Bread
- Cookie

Farmer

Plains Desert Savanna Taiga Snowy

Jungle Swamp



Workstation Composter



Wheat



Potato



Carrot



Beetroot



Pumpkin



Melon

Buys



Bread



Pumpkin Pie



Apple



Cookie



Suspicious Stew



Cake



Golden Carrot



Glistening Melon

Sells

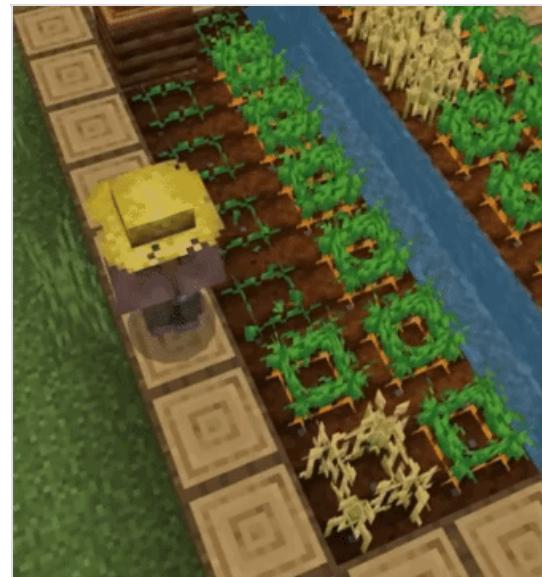
- 🍉 Pumpkin Pie

Behavior

Farming

In *Java Edition*, during the "work" portion of their schedule, farmers tend nearby crops.

- Farmers sometimes move to random farmland blocks they detect within ± 4 on the X and Z axes and ± 2 on the Y axis, rather than going to their job site.
- If there are fully-grown crop blocks or air above farmland within ± 1 of the farmer on each axis, the farmer spends 10 seconds tending them (not counting time spent walking to the next block), one per second. The block is harvested if necessary and (re-)planted if the farmer has any plantable crop, crop seed, or flower seed items.
 - If `/gamerule mobGriefing` is false, farmers cannot farm.
 - Harvesting is done regardless of the farmer's current inventory, even if they lack space to pick up the results.
 - Planting takes the item from the first eligible inventory slot, independently of any previously harvested crop type.
- If there is at least one non-fully-grown crop block within ± 1 of the farmer on each axis, the farmer has bone meal, and it has been at least 8 seconds since the farmer last did some fertilization, then the farmer fertilizes up to four crop blocks (one every two seconds).
- When the farmer works at their composter, it can perform all of the following tasks in this order in the same work session. The composter always plays the composting sound as the workstation sound, even if nothing is actually put into the composter.
 - If the farmer has at most 36 bread and enough wheat, it crafts up to 3 bread from the available wheat. Any bread that does not fit into the farmer's inventory is dropped as item entity.
 - If possible, the farmer extracts a bone meal item to empty the composter. The item drops as usual and may be picked up separately later.
 - If wheat seeds or beetroot seeds are available, the farmer composts excess seeds. Up to 20 total seeds are composted in one work session, but at least 10 of each type of seed are retained. Inventory slots are checked in reverse order. (Sniffer seeds are never composted.)



Farmer villager picking and planting carrots.

In *Bedrock Edition*, farmers tend crops within the village boundary. Farmers far enough outside the boundary of *any* village also tend nearby crops. Farmland to be tended is found by seeking for certain blocks up to 9 blocks away from the farmer in the X and Z coordinates and up to 1 away in the Y coordinate (a $19 \times 19 \times 3$ volume total).

- If a farmer does not have enough food in one stack in its inventory (15 bread, 60 carrots, 60 potatoes, 60 beetroots, or 45 wheat) and finds fully-grown wheat, carrots, potatoes, or beetroot, the farmer moves to the crop block and harvests it.
- If a farmer has any seeds, carrots, potatoes, or beetroot seeds in its inventory and finds an air block above farmland, the farmer moves to it and plants a crop. They always plant from the first eligible slot in their inventory.
- Farmers use and pick up bone meal. They also fill their composter with seeds.
- Farmers start farming only if a crop is planted on farmland previously.

- Farmers continue to plant on the farmland even if all crops are destroyed.

For both editions:

- Farmers *cannot* turn dirt, grass blocks, or dirt paths into farmland, nor they pick up any hoes to till the blocks.
 - If a hoe is placed into a farmer's mainhand or offhand via commands, they still cannot till any blocks.

Trading

Main article: [Trading](#)

Farmer								
Level	Java Edition	Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
Novice	40%	25%	1	20 × Wheat	Emerald	16	2	0.05
	40%	25%		26 × Potato	Emerald	16	2	0.05
	40%	25%		22 × Carrot	Emerald	16	2	0.05
	40%	25%		15 × Beetroot	Emerald	16	2	0.05
	40%	100%	2	Emerald	6 × Bread	16	1	0.05
Apprentice	67%	100%	3	6 × Pumpkin	Emerald	12	10	0.05
	67%	50%	4	Emerald	4 × Pumpkin Pie	12	5	0.05
	67%	50%		Emerald	4 × Apple	16	5	0.05
Journeymen	100%	100%	5	4 × Melon	Emerald	12	20	0.05
	100%	100%	6	3 × Emerald	18 × Cookie	12	10	0.05
Expert	29%	17%	7	Emerald	Suspicious Stew ^[t 1]	12	15	0.05
	29%	17%		Emerald	Suspicious Stew ^[t 2]	12	15	0.05
	29%	17%		Emerald	Suspicious Stew ^[t 3]	12	15	0.05
	29%	17%		Emerald	Suspicious Stew ^[t 4]	12	15	0.05
	29%	17%		Emerald	Suspicious Stew ^[t 5]	12	15	0.05
	29%	17%		Emerald	Suspicious Stew ^[t 6]	12	15	0.05
	29%	100%	8	Emerald	Cake	12	15	0.05
Master	100%	50%	9	3 × Emerald	3 × Golden Carrot	12	30	0.05
	100%	50%		4 × Emerald	3 × Glistening Melon Slice	12	30	0.05

1. The stew gives 6 seconds of Blindness in Java Edition, or 5 seconds of Night Vision in Bedrock Edition.
2. The stew gives 8 seconds of Jump Boost in Java Edition, or 5 seconds of Night Vision in Bedrock Edition.

3. The stew gives 5 seconds of Night Vision.
4. The stew gives 14 seconds of Poison in Java Edition, or 5 seconds of Night Vision in Bedrock Edition.
5. The stew gives 0.35 seconds of Saturation in Java Edition, or 5 seconds of Night Vision in Bedrock Edition.
6. The stew gives 7 seconds of Weakness in Java Edition, or 5 seconds of Night Vision in Bedrock Edition.

Sounds

Java Edition

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Farmer works	Friendly Mobs	Randomly while a farmer is working	entity.villager.work_farmer	subtitles.entity.villager.work_farmer	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 farmer is working	block.composter.fill	?	1.3	0.8		

Data values

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

Farmers have the data value `minecraft:farmer` in Java Edition.

History



This section needs expansion.

You can help by [expanding it](#).

Instructions: missing BE and LCE history. Maybe add on to JE history

Java Edition

Java Edition		
[hide]		
1.0.0	Beta 1.9 Prerelease	 Added villagers, including farmers.
1.3.1	12w21a	With the introduction of villager trading , farmers can now be traded with.
1.8	14w02a	Added the "Fisherman", "Fletcher", and "Shepherd" careers for farmers.
1.14	18w50a	 The textures of farmers have been changed. Farmers, like other villagers, now have career levels. The fisherman, fletcher, and shepherd careers have been split from farmers and are now their own professions.
1.14.3	pre1	Farmers now spend more time farming when they are working. Farmers now always give away food even if other villagers do not need it.
1.20	23w14a	Farmers now can pick up torchflower seeds .
	23w16a	Farmers can now plant torchflower seeds and pitcher pods .

Issues

Issues relating to "Farmer" 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%22Farmer%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 snowy farmer

Screenshots



A farmer at a farm



A farmer working near a crafter contraption



Makena trading with two farmers



Three farmers



A cleric and farmer speaking while a third villager hurries by in the background.

In other media



Villager artwork, including a savanna farmer



A farmer watching Steve, Noor, and Alex riding pigs



LEGO jungle farmer



Lego snowy farmer



Artwork of the Farmer's Market Expansion of the board game Minecraft: Builders & Biomes.

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										
	<i>JE only</i>	Zombie siege										
Structures	Igloo	Village										
Related mobs	Evoker	Iron Golem	Pillager	Ravager	Vindicator							
	Wandering Trader	Witch	Zombie Villager									
	<i>JE only</i>	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								
	<i>BE & edu only</i>	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								
	Blaze	Bogged	Breeze	Creaking	Creeper	Elder Guardian							
Hostile	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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