Leatherworker   Share article feedback

A leatherworker is a villager that trades turtle scutes, rabbit hide, and leather-related items. Leatherworkers wear a brown apron and have brown leather gloves.

Leatherworker
Plains Desert Savanna Taiga Snowy Jungle Swamp

Workstation	🟫 Cauldron
Buys	🟤 Leather ⬛ Flint 🟫 Rabbit Hide 🟢 Turtle Scute
Sells	🟤 Dyed Leather Armor 🟫 Dyed Leather Horse Armor 🟠 Saddle

Contents

Spawning
>   Natural generation
>   Igloos

Drops

Trading

Sounds
>   *Java Edition*
>   *Bedrock Edition*

Data values

History
>   *Java Edition*
>   *Bedrock Edition*
>   Legacy Console Edition

Issues

Gallery
>   Renders
>   Screenshots
>   Textures
>   In other media

Navigation

Spawning

Main article: Villager § Spawning

An unemployed villager turns into a leatherworker when an unclaimed cauldron is nearby.

Natural generation

Main article: Villager § Spawning
See also: Village/Structure

The workstation of leatherworkers, the cauldron, generates in tanneries in villages.

Igloos

Igloo basements always generate with one villager in the left cell and one zombie villager in the right cell. There is also a cauldron in an igloo basement.

In *Java Edition*, the generated zombie villager is always a cleric, but becomes unemployed once cured. The villager is always unemployed. The cauldron can turn an unemployed villager into a leatherworker once it can pathfind to it.

In *Bedrock Edition*, the villager has a random profession and the zombie villager is unemployed. The villager can change its profession to leatherworker due to the nearby cauldron; the same applies to the zombie villager once it is cured.

Drops

Main article: Hero of the Village § Gifts

In *Java Edition*, a leatherworker can drop leather by throwing it as a gift towards a nearby player with the Hero of the Village effect.

Trading

Main article: Trading

Leatherworker								
Level	***Java Edition***	***Bedrock Edition***		**Villager wants**	**Player receives**	**Trades in stock**	**Villager experience**	**Price multiplier**
	Probability	Probability	Slot					
Novice	67%	100%	1	6 × Leather	Emerald	16	2	0.05
	67%	50%	2	3 × Emerald	Leather Pants[t 1]	12	1	0.2
	67%	50%		7 × Emerald	Leather Tunic[t 1]	12	1	0.2
Apprentice	67%	100%	3	26 × Flint	Emerald	12	10	0.05
	67%	50%	4	5 × Emerald	Leather Cap[t 1]	12	5	0.2
	67%	50%		4 × Emerald	Leather Boots[t 1]	12	5	0.2
Journeyman	100%	100%	5	9 × Rabbit Hide	Emerald	12	20	0.05
	100%	100%	6	7 × Emerald	Leather Tunic[t 1]	12	10	0.2
Expert	100%	100%	7	4 × Turtle Scute	Emerald	12	30	0.05
	100%	100%	8	6 × Emerald	Leather Horse Armor[t 1]	12	15	0.2
Master	100%	50%	9	5 × Emerald	Leather Cap[t 1]	12	30	0.2
	100%	50%		6 × Emerald	Saddle	12	30	0.2

1. The leather armor has a random color created by two dyes (possibly the same dye twice.)

Sounds

Java Edition

Sounds								[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**
	Leatherworker works	Friendly Mobs	Randomly while a leatherworker is working	`entity.villager .work_leatherworker`	`subtitles.entity .villager .work_leatherworker`	0.9	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 🟫 leatherworker is working	`bucket .fill_water`	?	1.0	1.0

Data values

Main article: Villager § Data values

Leatherworkers have the data value `minecraft:leatherworker` in *Java Edition*.

History

For leatherworker trades before Village & Pillage, see Trading/Before Village & Pillage § Butcher (white apron).

Java Edition

Java Edition			[hide]
1.8	**14w02a**	Added leatherworkers as a career of the "Butcher" profession.	
1.14	**18w50a**	Added the new leatherworker profession.	

Bedrock Edition

Pocket Edition			[hide]
1.0.4	**alpha 1.0.4.0**	Added leatherworkers as a career of the "Butcher" profession.[*verify*]	
Bedrock Edition			[hide]
1.10.0 Experiment Experimental Gameplay	**beta 1.10.0.3**	Added the new leatherworker 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 leatherworkers as a career of the "Butcher" profession.
			1.91				Added the new leatherworker profession.

Issues

Issues relating to "Leatherworker" are maintained on the bug tracker. Issues should be reported and viewed there (http s://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20 EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%2 2Leatherworker%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 desert
leatherworker

Screenshots

Leatherworker in a
house

Textures

Leatherworker
overlay

In other media

Artwork of a snowy leatherworker

Snowy leatherworker

A poisonous potato leatherworker featured in Java Edition 24w14potato.

Navigation

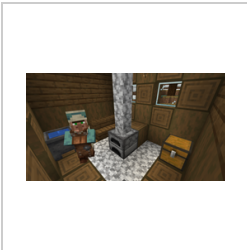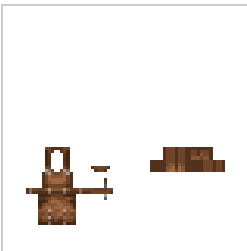|	**🟫 Villagers**	[hide]
Villager professions	🟫 Armorer 🟫 Butcher 🟫 Cartographer 🟫 Cleric 🟫 Farmer 🟫 Fisherman 🟫 Fletcher 🟫 Leatherworker 🟫 Librarian 🟫 Mason 🟫 Shepherd 🟫 Toolsmith 🟫 Weaponsmith 🟫 Nitwit	
Workstations	🟫 Blast Furnace 🟫 Smoker 🟫 Cartography Table 🟫 Brewing Stand 🟫 Composter 🟫 Barrel 🟫 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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