

Shepherd

A **shepherd** is a villager that trades shears, wool, dyes, paintings and beds. Shepherds wear a brown hat and a white coat.

Contents

Spawning

Natural generation

Drops

Trading

Sounds

Java Edition

Bedrock Edition

Data values

History

Java Edition

Bedrock Edition

Legacy Console Edition

Issues

Gallery

Renders

Textures

In other media

Navigation

Spawning

An unemployed villager turns into an shepherd when an unclaimed loom is nearby.

Natural generation

Main article: [Villager § Spawning](#)

The workstation of shepherds, the loom, generates in shepherd houses in villages.

Drops

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

In Java Edition, a shepherd can drop a random color of wool by throwing it as a gift towards a nearby player with the Hero of the Village effect.

Trading

Main article: [Trading](#)

Shepherd	
<u>Plains</u>	Desert Savanna Taiga Snowy
	Jungle Swamp
	
<u>Workstation</u>	 Loom
<u>Buys</u>	 Wool  Dyes
<u>Sells</u>	 Shears  Wool  Carpets  Beds  Banners  Painting

Shepherd								
Level	Java Edition	Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
Novice	40%	25%	1	18 × White Wool	Emerald	16	2	0.05
	40%	25%		18 × Brown Wool	Emerald	16	2	0.05
	40%	25%		18 × Black Wool	Emerald	16	2	0.05
	40%	25%		18 × Gray Wool	Emerald	16	2	0.05
	40%	100%	2	2 × Emerald	Shears	12	1	0.05
Apprentice	5%	20%	3	12 × White Dye	Emerald	16	10	0.05
	5%	20%		12 × Gray Dye	Emerald	16	10	0.05
	5%	20%		12 × Black Dye	Emerald	16	10	0.05
	5%	20%		12 × Light Blue Dye	Emerald	16	10	0.05
	5%	20%		12 × Lime Dye	Emerald	16	10	0.05
	68%	50%	4	Emerald	Any color Wool ^[t 1]	16	5	0.05
	68%	50%		Emerald	4 × Any color Carpet ^[t 1]	16	5	0.05
Journeymen	10%	20%	5	12 × Yellow Dye	Emerald	16	20	0.05
	10%	20%		12 × Light Gray Dye	Emerald	16	20	0.05
	10%	20%		12 × Orange Dye	Emerald	16	20	0.05
	10%	20%		12 × Red Dye	Emerald	16	20	0.05
	10%	20%		12 × Pink Dye	Emerald	16	20	0.05
	95%	100%	6	3 × Emerald	Any color Bed ^[t 1]	12	10	0.05
Expert	9%	17%	7	12 × Brown Dye	Emerald	16	30	0.05
	9%	17%		12 × Purple Dye	Emerald	16	30	0.05
	9%	17%		12 × Blue Dye	Emerald	16	30	0.05
	9%	17%		12 × Green Dye	Emerald	16	30	0.05
	9%	17%		12 × Magenta Dye	Emerald	16	30	0.05
	9%	17%		12 × Cyan Dye	Emerald	16	30	0.05
	94%	100%	8	3 × Emerald	Any color Banner ^[t 1]	12	15	0.05

 Master	100%	100%	9	2 ×  Emerald	3 ×  Painting	12	30	0.05
--	------	------	---	---	--	----	----	------

1. The list of possible offers contains individual offers for each color, so multiple colors may be offered by the same villager as separate trades.

Sounds

Java Edition

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Shepherd works	Friendly Mobs	Randomly while a  shepherd is working	entity.villager.work_shepherd	subtitles.entity.villager.work_shepherd	0.5	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  shepherd is working	block.loom.use	?	0.75	1.0	

Data values

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

Shepherds have the data value `minecraft:shepherd` in [Java Edition](#).

History

For shepherd trades before [Village & Pillage](#), see [Trading/Before Village & Pillage § Farmer \(Brown Robe\)](#).

Java Edition

Java Edition			[hide]
1.8	14w02a	Added shepherds as a career of the "Farmer" profession.	
1.14	18w50a	 Added the new shepherd profession.	

Bedrock Edition

Pocket Edition			[hide]
1.0.4	alpha 1.0.4.0	Added shepherds as a career of the "Farmer" profession. [verify]	
Bedrock Edition			[hide]
1.10.0	beta 1.10.0.3	 Added the new shepherd 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 shepherds as a career of the "Farmer" profession.	
			1.91					Added the new shepherd profession.

Issues

Issues relating to "Shepherd" 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%20AND%20%28summary%20~%20%20Shepherd%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.

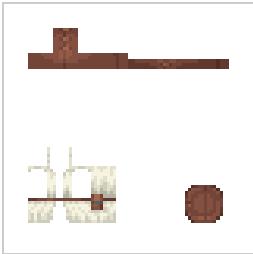
The specific instructions are:

Lying renders for other biome outfits.



Snowy shepherd

Textures



Shepherd overlay

In other media



Plains shepherd

LEGO shepherd

Villager and Iron Golem Spirit from
Super Smash Bros. Ultimate

Navigation

Villagers											
[hide]											
Villager professions											
Armorier	Butcher	Cartographer	Cleric	Farmer	Fisherman						
Fletcher	Leatherworker	Librarian	Mason	Shepherd	Toolsmith						
Weaponsmith	Nitwit										
Blast Furnace	Smoker	Cartography Table	Brewing Stand	Composter							
Barrel	Fletching Table	Cauldron	Lectern	Stonecutter	Loom						
Smithing Table	Grindstone										
Raid	Trading										
Mechanics											
Structures											
Igloo	Village										
Evoker	Iron Golem	Pillager	Ravager	Vindicator	Wandering Trader						
Witch	Zombie Villager										
Related mobs											
JE only											
Illusioner											

Entities											
[hide]											
[hide]											
Mobs											
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										
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	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											
Ender Dragon	Wither										
Mob types											
Animal	Aquatic	Arthropod	Illager	Monster	Undead						
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]											

This page was last edited on 1 January 2026, at 17:57.

Content on this site is licensed under CC BY-NC-SA 3.0 unless otherwise noted; additional terms may apply.
Not an official Minecraft website. We are not associated with Mojang or Microsoft.