Trading   S   re article feedback

v   t For the mechanic used with piglins, see Bartering. For the definition of trades in data packs, see Villager trade definition.

Trading is a gameplay mechanic that allows players to exchange emeralds for items, and vice versa, with villagers and wandering traders.

The trading menu in *Java Edition*.

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The trading menu in *Bedrock Edition*.

A reference chart for trading and bartering as of Java Edition 1.21.4. Offers may differ in *Bedrock Edition*.

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Mechanics

Pressing use on an adult villager with a profession, or on a wandering trader, opens a menu, allowing a player to trade with that merchant. This action pauses any pathfinding the merchant was doing and makes it face you. If the merchant takes damage while trading, the trading menu closes. The same thing happens if they walk or are transported far enough away.

All transactions involve emeralds. Trading is the only method of acquiring the globe banner pattern, arrows of Decay[BE only], as well as all types of explorer maps except buried treasure maps in Survival mode. It is also the only renewable way to obtain bells, diamond gear [note 1], lapis lazuli[BE only], bottles o' enchanting, glass, sand, red sand, coral blocks, and small dripleaves.

> The rest of this section describes mechanics that only apply to villagers. For wandering trader mechanics, see § Wandering Trader offers.

Level

Villagers have five career levels that can be increased by trading with them. Each villager starts at the novice level. A villager's level can be seen in the trading menu. The badge that a villager wears can also be identified: stone for a novice, iron for an apprentice, gold for a journeyman, emerald for an expert, and diamond for a master. Trading until the villager's trading bar gets full unlocks the next level of trades. When a player trades with a villager, both the villager and the player gain experience. All villager trades reward the player with 3–6 experience plus an additional 5 experience if the villager levels up with the trade. Trading with a wandering trader also rewards the player with some experience, although the trader does not have experience levels to gain. A villager levels up when its experience bar becomes full and gains up to two[JE only] or three[BE only] new trades and retains its existing trades. Additionally, a villager receives a Regeneration effect and becomes surrounded by purple particles for ten seconds.

Trades from the master level would still reward the villager with experience, but it has no actual effect as the villager can't level up any further.

Each badge is 2x3 pixels except the novice (stone) badge, which is 4x4 pixels.

Level	Badge	Name	Total villager experience required
1		Novice	0
2		Apprentice	10
3		Journeyman	70
4		Expert	150
5		Master	250

In *Java Edition*, villagers have a maximum of 10 trades. Each level unlocks a maximum of two new trades. If a level has a pool of more than two trades, the two offered trades are chosen randomly from the set.

In *Bedrock Edition*, villagers have 7–10 trade slots. A slot with multiple possible trades will display only one trade; for example, farmer villagers have 4 potential trades in their first trade slot, so each trade has a $\frac{1}{4}$ chance to be chosen. [*until Villager Trade Rebalancing*][*verify*]

A villager's profession dictates the trading pool used to determine its trades. For example, villagers wearing straw hats are farmers, so their trades are based on the Farmer trade pool. Each profession unlocks a predefined and finite set of offers. Different professions are assigned to each villager based on their job-site block. This profession is indicated by their appearance and in the trading interface. Novice villagers who have not traded can lose their profession and change back into unemployed villagers if their claimed job site block is removed. Removing and then replacing a job site block can alter the trades offered, and a villager with no experience resets its trades every so often. Once a player trades with a villager, the villager keeps its profession forever and subsequently locks in the offered trades.

Trades

Each trade can be used a maximum number of times, after which the villager runs out of stock, and the trade becomes disabled. The exact number is different for each item and referenced in the tables below. When villagers work at their job site blocks, they activate their offers again, up to twice per day. In *Bedrock Edition*, villagers need to be linked to a bed to restock their trades (it is not necessary for them to sleep, but they require a bed nearby). When an offer is disabled, a red "X" appears in the trading interface in *Java Edition*, or the trading slot becomes red in *Bedrock Edition*, and the villager displays the same particle effect as an offer being created.

When buying items from players, villagers ignore additional item data; this allows, for example, selling renamed or enchanted items, as well as lodestone compasses instead of regular compasses in *Java Edition*. When the Villager Trade Rebalance experiment is enabled, taiga armorers can also accept armor of any durability.

Sale prices

For the default sale price of a specific trade, find the trade in the tables below.
"Discount" redirects here. For the mechanic that influences trading prices and iron golem hostility, see Gossiping.

All price fluctuations affect only the first item involved in trade; for example, for an initial trade of 32 sticks for 1 emerald, the price might be driven down to 1 stick or up to 64 sticks for 1 emerald, but never for 2 emeralds. Additionally, no quantity can go lower than 1 or higher than the stack size.

How strongly demand and reputation affect the price is determined by the price multiplier. The discount from the Hero of the Village effect does not use the price multiplier.

Demand is tracked per item and is initially minus twice the number of times the villager has the trade in stock. Villagers restock twice per day, at which point they subtract the number of possible purchases before running out of stock and add twice the number of actually made purchases. When the demand becomes positive, the price is increased by the initial price times the price multiplier times the demand, rounded down.

Reputation is tracked per player by each villager, though villagers can share the reputation of players. Positive reputation gives price discounts and in *Java Edition* negative reputation gives price penalties. Curing a zombie villager gives permanent major positive reputation, trading gives temporary positive reputation, and attacking or killing villagers gives temporary negative reputation. The price is decreased by the price multiplier times the reputation, rounded down, though it can only result in an overall price increase in *Java Edition*.

The Hero of the Village effect, gained from completing a raid, reduces the price of all villagers by 30% of the initial price, rounded down but at least 1, and 6.25% per additional level.

The formula for the full price can be written as:

$$\text{Final Price} = \min\left(\max\left(\lfloor p \cdot (m \cdot \max(0, d) + 1)\rfloor - \lfloor m \cdot r \rfloor - \max\left(sign(h), \lfloor p \cdot (1 - 0.3 \cdot sign(h) - 0.0625 \cdot (h-1))\rfloor\right), 1\right), \text{Stack Size}\right)$$

where p is the initial price, m is the price multiplier, d is the demand, r is the reputation and h is the Hero of the Village level.

Non-trading villagers

If the player attempts to trade with a non-trading villager in *Java Edition*, it grunts and bobs its head, but if the player tries to do the same thing in *Bedrock Edition*, nothing happens.

Nitwit

Nitwits are green-coated villagers. They cannot gain a profession.

While they can be used for breeding, it is not possible to get a baby nitwit by breeding adult nitwits.

Unemployed villager

Villagers without a job cannot trade. They only wear their biome outfits. An unemployed villager gains a profession by claiming an unclaimed job site block. For example, an unclaimed cartography table converts an unemployed villager into a cartographer when the villager claims it, and both the villager and the table emit green particles. An inaccessible (or destroyed) job site block

causes the connected villager to lose its profession, but that does not affect the player's popularity in the village.

Baby villagers

The appearance of baby villagers is the same as that of the corresponding adult unemployed villagers, but their bodies are smaller. They can't get a job or trade.

A plains nitwit bobbing its head. [*Java Edition* only]

An unemployed plains villager bobbing its head. [*Java Edition* only]

Trade offers

This section is about the trades in the current version of the game. For the trades before Java Edition 1.8, see Trading/ Before Java Edition 1.8. For the trades before Java Edition 1.14, see Trading/Before Village & Pillage. For the experimental rebalanced trades, see Villager Trade Rebalance.

The villager pictured on the right is from the plains biome. To see villager professions dressed for other biomes, see Villagers § Professions.

In *Java Edition*, starting from Novice, at each level, two additional trades become available, unless there is only one trade within that level. If there are more than two possible trades, two are randomly selected.

In *Bedrock Edition*, one trade is chosen randomly from each slot available. For example, if there are two items in the same slot, then only one of them will show up in the trade.

Armorer

🟫 **Armorers** trade various foundry and armor items. Their job site block is the 🟫 Blast Furnace.

Level	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	BE					
🪨 Novice	40%	100%	15 × 🪨 Coal	🟢 Emerald	16	2	0.05
	40%	25%	5 × 🟢 Emerald	⛑ Iron Helmet	12	1	0.2
	40%	25%	9 × 🟢 Emerald	👕 Iron Chestplate	12	1	0.2
	40%	25%	7 × 🟢 Emerald	🩳 Iron Leggings	12	1	0.2
	40%	25%	4 × 🟢 Emerald	👢 Iron Boots	12	1	0.2
Apprentice	50%	100%	4 × Iron Ingot	🟢 Emerald	12	10	0.05
	50%	33%	36 × 🟢 Emerald	🔔 Bell	12	5	0.2
	50%	33%	3 × 🟢 Emerald	🩳 Chainmail Leggings	12	5	0.2
	50%	33%	🟢 Emerald	👢 Chainmail Boots	12	5	0.2
Journeyman	40%	100%	🪣 Lava Bucket	🟢 Emerald	12	20	0.05
	40%	100%	💎 Diamond	🟢 Emerald	12	20	0.05
	40%	33%	🟢 Emerald	⛑ Chainmail Helmet	12	10	0.2
	40%	33%	4 × 🟢 Emerald	👕 Chainmail Chestplate	12	10	0.2
	40%	33%	5 × 🟢 Emerald	🛡 Shield	12	10	0.2
Expert	100%	50%	19–33 × 🟢 Emerald[t 1]	🩳 Enchanted Diamond Leggings[t 2]	3	15	0.2
	100%	50%	13–27 × 🟢 Emerald[t 3]	👢 Enchanted Diamond Boots[t 2]	3	15	0.2
Master	100%	50%	13–27 × 🟢 Emerald[t 3]	⛑ Enchanted Diamond Helmet[t 2]	3	30	0.2
	100%	50%	21–35 × 🟢 Emerald[t 4]	👕 Enchanted Diamond Chestplate[t 2]	3	30	0.2
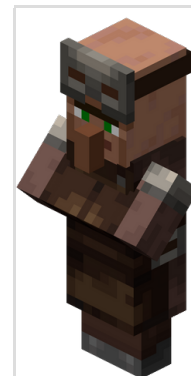
An armorer.

1. The price of this trade is the base price, 14 emeralds, plus the random enchantment level chosen (5–19).
2. When creating an enchantment offer, the game uses a random enchantment level from 5 to 19. The enchantments are never treasure enchantments.
3. The price of this trade is the base price, 8 emeralds, plus the random enchantment level chosen (5–19).
4. The price of this trade is the base price, 16 emeralds, plus the random enchantment level chosen (5–19).

Butcher

🟫 **Butchers** trade meat and some other food items. Their job site block is the 🟫 Smoker.

A butcher.

Level	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	*BE*					
Novice	50%	33%	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%	Emerald	Rabbit Stew	12	1	0.05
Apprentice	67%	100%	15 × Coal	Emerald	16	2	0.05
	67%	50%	Emerald	8 × Cooked Chicken	16	5	0.05
	67%	50%	Emerald	5 × Cooked Porkchop	16	5	0.05
Journeyman	100%	50%	10 × Raw Beef	Emerald	16	20	0.05
	100%	50%	7 × Raw Mutton	Emerald	16	20	0.05
Expert	100%	100%	10 × Dried Kelp Block	Emerald	12	30	0.05
Master	100%	100%	10 × Sweet Berries	Emerald	12	30	0.05

Cartographer

Cartographers trade maps and related items. Their job site block is the Cartography Table.
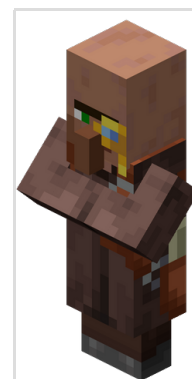
A cartographer.

Level	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	*BE*					
Novice	100%	100%	24 × Paper	Emerald	12	2	0.05
	100%	100%	7 × Emerald	Empty Map	12	1	0.05
Apprentice	Depends on the villager's biome	Depends on the villager's biome	11 × Glass Pane	Emerald	12	10	0.05
	100%	100%	8 × Emerald + Compass	Explorer Map[t 1]	12	5	0.2
Journeyman	67%	67%	Compass	Emerald	12	10	0.05
	67%	67%	13 × Emerald + Compass	Ocean Explorer Map[t 2]	12	10	0.2
	67%	67%	12 × Emerald + Compass	Trial Explorer Map[t 2]	12	10	0.2
Expert	Depends on the villager's biome	Depends on the villager's biome	7 × Emerald	Item Frame	12	15	0.05
	100%	100%	3 × Emerald	Banner[t 3]	12	15	0.05
Master	100%	100%	8 × Emerald	Globe Banner Pattern	12	30	0.05
	100%	100%	14 × Emerald + Compass	Woodland Explorer Map	12	30	0.2

1. The structure that the map leads to depends on the biome the villager is from. Each of the two or three possible maps are counted as independent trades, so a villager trading multiple maps is possible.
2. In *Java Edition*, all copies of the map traded by a particular villager lead to the same structure. In worlds that do not have the structure, this trade is not offered. In *Bedrock Edition*, cartographers adopting the profession in the Nether or the End do not offer explorer maps.
3. The color of the banner depends on the biome the villager is from. The list of possible offers contains individual offers for each color, so multiple colors may be offered by the same villager as separate trades.

Cleric

🟫 **Clerics** trade magic items. Their job site block is the ⚗ Brewing Stand.

Level	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	*BE*					
🪨 **Novice**	100%	100%	32 × 🥩 Rotten Flesh	🟢 Emerald	16	2	0.05
	100%	100%	🟢 Emerald	2 × 🔴 Redstone Dust	12	1	0.05
🟨 **Apprentice**	100%	100%	3 × 🟨 Gold Ingot	🟢 Emerald	12	10	0.05
	100%	100%	🟢 Emerald	🔵 Lapis Lazuli	12	5	0.05
🟨 **Journeyman**	100%	100%	2 × 🐾 Rabbit's Foot	🟢 Emerald	12	20	0.05
	100%	100%	4 × 🟢 Emerald	🟫 Glowstone	12	10	0.05
🟩 **Expert**	67%	50%	4 × 🟢 Turtle Scute	🟢 Emerald	12	30	0.05
	67%	50%	9 × 🍶 Glass Bottle	🟢 Emerald	12	30	0.05
	67%	100%	5 × 🟢 Emerald	🟢 Ender Pearl	12	15	0.05
🟦 **Master**	100%	100%	22 × 🌿 Nether Wart	🟢 Emerald	12	30	0.05
	100%	100%	3 × 🟢 Emerald	🧪 Bottle o' Enchanting	12	30	0.05

A cleric.

Farmer

🟫 **Farmers** trade crops and natural foods. Their job site block is the 🟫 Composter.

A farmer.

Level	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	*BE*					
🪨 Novice	40%	25%	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%	🟢 Emerald	6 × 🍞 Bread	16	1	0.05
🧱 Apprentice	67%	100%	6 × 🎃 Pumpkin	🟢 Emerald	12	10	0.05
	67%	50%	🟢 Emerald	4 × 🥧 Pumpkin Pie	12	5	0.05
	67%	50%	🟢 Emerald	4 × 🍎 Apple	16	5	0.05
🟨 Journeyman	100%	100%	4 × 🍈 Melon	🟢 Emerald	12	20	0.05
	100%	100%	3 × 🟢 Emerald	18 × 🍪 Cookie	12	10	0.05
🟩 Expert	29%	17%	🟢 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%	🟢 Emerald	🎂 Cake	12	15	0.05
🟦 Master	100%	50%	3 × 🟢 Emerald	3 × 🥕 Golden Carrot	12	30	0.05
	100%	50%	4 × 🟢 Emerald	3 × 🍉 Glistering 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*.

Fisherman

🎣 **Fishermen** trade fishing-related items. Their job site block is the 🛢 Barrel.
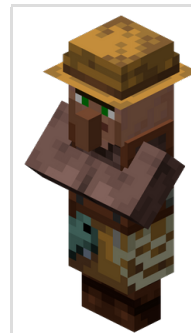
A fisherman.

Level	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	BE					
🪨 Novice	50%	50%	20 × 🧵 String	🟢 Emerald	16	2	0.05
	50%	50%	10 × ⬤ Coal	🟢 Emerald	16	2	0.05
	50%	50%	3 × 🟢 Emerald	🪣 Bucket of Cod	16	1	0.05
	50%	50%	6 × 🐟 Raw Cod + 🟢 Emerald	6 × 🐟 Cooked Cod	16	1	0.05
🟫 Apprentice	67%	100%	15 × 🐟 Raw Cod	🟢 Emerald	16	10	0.05
	67%	50%	2 × 🟢 Emerald	🔥 Campfire	12	5	0.05
	67%	50%	6 × 🐟 Raw Salmon + 🟢 Emerald	6 × 🐟 Cooked Salmon	16	5	0.05
🟨 Journeyman	100%	100%	13 × 🐟 Raw Salmon	🟢 Emerald	16	20	0.05
	100%	100%	8–22 × 🟢 Emerald[t 1]	🎣 Enchanted Fishing Rod[t 2]	3	10	0.2
🟩 Expert	100%	100%	6 × 🐠 Tropical Fish	🟢 Emerald	12	30	0.05
🟦 Master	100%	100%	4 × 🐡 Pufferfish	🟢 Emerald	12	30	0.05
	100%	100%	🛶 Boat[t 3]	🟢 Emerald	12	30	0.05

1. The price of this trade is the base price, 3 emeralds, plus the random enchantment level chosen (5–19).
2. When creating an enchantment offer, the game uses a random enchantment level from 5 to 19. The enchantments are never treasure enchantments.
3. The type of boat trade depends on the biome outfit of the villager. Plains villagers buy oak boats, taiga and snowy villagers buy spruce boats, desert and jungle villagers buy jungle boats, savanna villagers buy acacia boats, and swamp villagers buy dark oak boats.

Fletcher

Fletchers trade archery-related items. Their job site block is the 🪵 Fletching Table.

A fletcher.

Level	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	BE					
🪨 Novice	67%	100%	32 × ✏️ Stick	🟢 Emerald	16	2	0.05
	67%	50%	🟢 Emerald	16 × 🏹 Arrow	12	1	0.05
	67%	50%	10 × ⬛ Gravel + 🟢 Emerald	10 × ⬤ Flint	12	1	0.05
🟫 Apprentice	100%	100%	26 × ⬤ Flint	🟢 Emerald	12	10	0.05
	100%	100%	2 × 🟢 Emerald	🏹 Bow	12	5	0.05
🟨 Journeyman	100%	100%	14 × 🧵 String	🟢 Emerald	16	20	0.05
	100%	100%	3 × 🟢 Emerald	🏹 Crossbow	12	10	0.05
🟩 Expert	100%	100%	24 × 🪶 Feather	🟢 Emerald	16	30	0.05
	100%	100%	7–21 × 🟢 Emerald[t 1]	🏹 Enchanted Bow[t 2]	3	15	0.05
🟦 Master	67%	100%	8 × 📍 Tripwire Hook	🟢 Emerald	12	30	0.05
	67%	50%	8–22 × 🟢 Emerald[t 3]	🏹 Enchanted Crossbow[t 2]	3	15	0.05
	67%	50%	2 × 🟢 Emerald + 5 × 🏹 Arrow	5 × 🏹 Tipped Arrow[t 4]	12	30	0.05
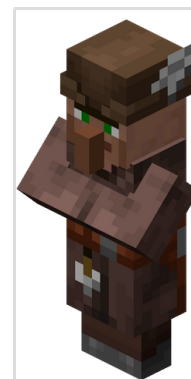
1. The price of this trade is the base price, 2 emeralds, plus the random enchantment level chosen (5–19).
2. When creating an enchantment offer, the game uses a random enchantment level from 5 to 19. The enchantments are never treasure enchantments.
3. The price of this trade is the base price, 3 emeralds, plus the random enchantment level chosen (5–19).

4. In *Java Edition*, the type of arrow is chosen randomly from all possible brewable potions with effects, including extended and strengthened versions.
In *Bedrock Edition*, the type of arrow is randomly chosen from 15 options: Night Vision, Invisibility, Leaping, Fire Resistance, Swiftness, Slowness, Water Breathing, Healing, Harming, Poison, Regeneration, Strength, Weakness, Turtle Master, or Decay (Level 2).

Leatherworker

Leatherworkers trade animal products, including leather-related items. Their job site block is the Cauldron.

A leatherworker.

Level	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	*BE*					
Novice	67%	100%	6 × Leather	Emerald	16	2	0.05
	67%	50%	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%	26 × Flint	Emerald	12	10	0.05
	67%	50%	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%	9 × Rabbit Hide	Emerald	12	20	0.05
	100%	100%	7 × Emerald	Leather Tunic[t 1]	12	10	0.2
Expert	100%	100%	4 × Turtle Scute	Emerald	12	30	0.05
	100%	100%	6 × Emerald	Leather Horse Armor[t 1]	12	15	0.2
Master	100%	50%	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.)

Librarian

Librarians trade books and related items. Their job site block is the Lectern.

Level	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	BE					
Novice	67%	100%	24 × Paper	Emerald	16	2	0.05
	67%	50%	9 × Emerald	Bookshelf	12	1	0.05
	67%	50%	5–64 × Emerald + Book	Enchanted Book[t 1]	12	1	0.2
Apprentice	67%	100%	4 × Book	Emerald	12	10	0.05
	67%	50%	Emerald	Lantern	12	5	0.05
	67%	50%	5–64 × Emerald + Book	Enchanted Book[t 1]	12	5	0.2
Journeyman	67%	100%	5 × Ink Sac	Emerald	12	20	0.05
	67%	50%	Emerald	4 × Glass	12	10	0.05
	67%	50%	5–64 × Emerald + Book	Enchanted Book[t 1]	12	10	0.2
Expert	50%	100%	Book and Quill + Book and Quill[t 2]	Emerald	12	30	0.05
	50%	33%	4 × Emerald	Compass	12	15	0.05
	50%	33%	5 × Emerald	Clock	12	15	0.05
	50%	33%	5–64 × Emerald + Book	Enchanted Book[t 1]	12	15	0.2
Master	100%	100%	20 × Emerald	Name Tag	12	30	0.05
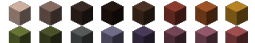
1. The enchantment is chosen randomly with equal chance of any enchantment type occurring (except for Soul Speed, Swift Sneak, and Wind Burst) and equal chance to get any level of the enchantment, meaning high-level enchantments are as likely as low-level enchantments. It is possible for a librarian to sell the same book more than once. The price in emeralds depends on the enchantment level and "treasure" status. The minimum price of a book is given by 2 + 3 * (enchantment level), while the maximum price is 6 + 13 * (enchantment level). The possible values are 5–19 emeralds for Lvl I, 8–32 for Lvl II, 11–45 for Lvl III, 14–58 for Lvl IV, and 17–71 for Lvl V. For treasure enchantments the price is doubled. The cost is capped at 64 emeralds. All values below this cap are equally probable.
2. In *Java Edition* only one is requested per trade because of MC-248042 — Librarian's book and quill trade is always discounted to 1 since books are unstackable. In *Bedrock Edition*, the second book is placed in another slot instead.

Mason

Masons trade various types of stone. Their job site block is the Stonecutter.
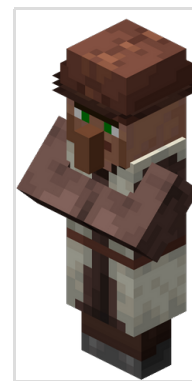
A mason.

Level	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	*BE*					
🔲 **Novice**	100%	100%	10 × ⬤ Clay Ball	🟢 Emerald	16	2	0.05
	100%	100%	🟢 Emerald	10 × 🟫 Brick	16	1	0.05
🟫 **Apprentice**	100%	100%	20 × ⬛ Stone	🟢 Emerald	16	10	0.05
	100%	100%	🟢 Emerald	4 × ⬛ Chiseled Stone Bricks	16	5	0.05
🟨 **Journeyman**	29%	33%	16 × 🟫 Granite	🟢 Emerald	16	20	0.05
	29%	33%	16 × ⬜ Andesite	🟢 Emerald	16	20	0.05
	29%	33%	16 × ⬜ Diorite	🟢 Emerald	16	20	0.05
	29%	25%	🟢 Emerald	4 × 🟫 Dripstone Block	16	10	0.05
	29%	25%	🟢 Emerald	4 × ⬜ Polished Andesite	16	10	0.05
	29%	25%	🟢 Emerald	4 × ⬜ Polished Diorite	16	10	0.05
	29%	25%	🟢 Emerald	4 × 🟫 Polished Granite	16	10	0.05
🟩 **Expert**	6%	100%	12 × ❄ Nether Quartz	🟢 Emerald	12	30	0.05
	74%	50%	🟢 Emerald	Any color Stained Terracotta[t 1]	12	15	0.05
	74%	50%	🟢 Emerald	Any color Glazed Terracotta[t 1]	12	15	0.05
⬜ **Master**	100%	50%	🟢 Emerald	⬜ Quartz Pillar	12	30	0.05
	100%	50%	🟢 Emerald	⬜ Block of Quartz	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.

Shepherd

🟫 **Shepherds** trade wool and dyed items. Their job site block is the 🟫 Loom.

A shepherd.

Level	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	*BE*					
Novice	40%	25%	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 × Emerald	Shears	12	1	0.05
Apprentice	5%	20%	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%	Emerald	Any color Wool[t 1]	16	5	0.05
	68%	50%	Emerald	4 × Any color Carpet[t 1]	16	5	0.05
Journeyman	10%	20%	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%	3 × Emerald	Any color Bed[t 1]	12	10	0.05
Expert	9%	17%	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%	3 × Emerald	Any color Banner[t 1]	12	15	0.05
Master	100%	100%	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.

Toolsmith

Toolsmiths trade tools and related materials. Their job site block is the Smithing Table.

Level	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	*BE*					
Novice	40%	100%	15 × Coal	Emerald	16	2	0.05
	40%	25%	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%	4 × Iron Ingot	Emerald	12	10	0.05
	100%	100%	36 × Emerald	Bell	12	5	0.2
Journeyman	40%	100%	30 × Flint	Emerald	12	20	0.05
	40%	25%	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%	Diamond	Emerald	12	30	0.05
	67%	50%	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%	18–32 × Emerald[t 7]	Enchanted Diamond Pickaxe[t 2]	3	30	0.2
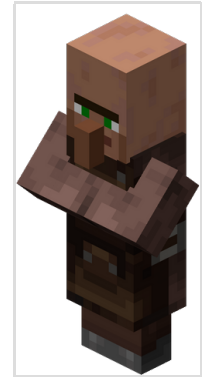
1. The price of this trade is the base price, 1 emerald, plus the random enchantment level chosen (5–19).
2. When creating an enchantment offer, the game uses a random enchantment level from 5 to 19. The enchantments are never treasure enchantments.
3. The price of this trade is the base price, 2 emeralds, plus the random enchantment level chosen (5–19).
4. The price of this trade is the base price, 3 emeralds, plus the random enchantment level chosen (5–19).
5. The price of this trade is the base price, 12 emeralds, plus the random enchantment level chosen (5–19).
6. The price of this trade is the base price, 5 emeralds, plus the random enchantment level chosen (5–19).
7. The price of this trade is the base price, 13 emeralds, plus the random enchantment level chosen (5–19).

Weaponsmith

Weaponsmiths trade weapons and related materials. Their job site block is the Grindstone.

A toolsmith.

A weaponsmith.

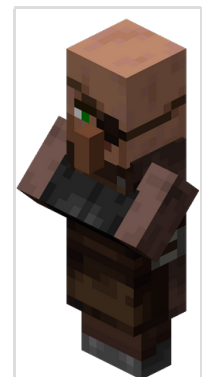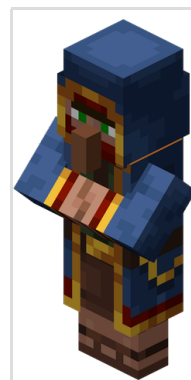| Level	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	*BE*					
🪨 **Novice**	67%	100%	15 × 🪨 Coal	🟢 Emerald	16	2	0.05
	67%	100%	3 × 🟢 Emerald	🔨 Iron Axe	12	1	0.2
	67%	100%	7–21 × 🟢 Emerald[t 1]	⚔️ Enchanted Iron Sword[t 2]	3	1	0.05
🟫 **Apprentice**	100%	100%	4 × 🪙 Iron Ingot	🟢 Emerald	12	10	0.05
	100%	100%	36 × 🟢 Emerald	🔔 Bell	12	5	0.2
🟨 **Journeyman**	100%	100%	24 × 🪨 Flint	🟢 Emerald	12	20	0.05
🟩 **Expert**	100%	100%	💎 Diamond	🟢 Emerald	12	30	0.05
	100%	100%	17–31 × 🟢 Emerald[t 3]	🪓 Enchanted Diamond Axe[t 2]	3	15	0.2
🟦 **Master**	100%	100%	13–27 × 🟢 Emerald[t 4]	⚔️ Enchanted Diamond Sword[t 2]	3	30	0.2

1. The price of this trade is the base price, 2 emeralds, plus the random enchantment level chosen (5–19).
2. When creating an enchantment offer, the game uses a random enchantment level from 5 to 19. The enchantments are never treasure enchantments.
3. The price of this trade is the base price, 12 emeralds, plus the random enchantment level chosen (5–19).
4. The price of this trade is the base price, 8 emeralds, plus the random enchantment level chosen (5–19).

Wandering Trader offers

The wandering trader offers nine trades in total: two random trades from the purchasing table, two random trades from the special selling table, and five random trades from the ordinary selling table. These trades are not divided into categories; for example, a single wandering trader can sell 2 different saplings. Each trade is equally likely.[*verify*]

In the trading GUI, the trade offers are always listed in this order:

- 2 purchasing trades
- 2 special selling trades
- 5 ordinary selling trades

Wandering Trader

Level	Probability		Villager wants	Player receives	Trades in stock
	JE	BE			
Purchase	33%	33%	🟫 Hay Bale	🟢 Emerald	2
	33%	33%	🧴 Water Bottle	🟢 Emerald	2
	33%	33%	4 × 🥔 Baked Potato	🟢 Emerald	2
	33%	33%	🪣 Milk Bucket	2 × 🟢 Emerald	2
	33%	33%	🪣 Water Bucket	2 × 🟢 Emerald	2
	33%	33%	🕷 Fermented Spider Eye	3 × 🟢 Emerald	2
Special	13%	13%	🟢 Emerald	🧊 Packed Ice	6
	13%	13%	🟢 Emerald	4 × ⬤ Gunpowder	2
	13%	13%	🟢 Emerald	8 × 🪵 Acacia Log	4
	13%	13%	🟢 Emerald	8 × 🪵 Birch Log	4
	13%	13%	🟢 Emerald	8 × 🪵 Cherry Log	4
	13%	13%	🟢 Emerald	8 × 🪵 Dark Oak Log	4
	13%	13%	🟢 Emerald	8 × 🪵 Jungle Log	4
	13%	13%	🟢 Emerald	8 × 🪵 Mangrove Log	4
	13%	13%	🟢 Emerald	8 × 🪵 Oak Log	4
	13%	13%	🟢 Emerald	8 × 🪵 Pale Oak Log	4
	13%	13%	🟢 Emerald	8 × 🪵 Spruce Log	4
	13%	13%	3 × 🟢 Emerald	3 × 🟫 Podzol	6
	13%	13%	5 × 🟢 Emerald	🧴 Potion of Invisibility[t 1]	1
	13%	13%	6 × 🟢 Emerald	🧊 Blue Ice	6
	13%	13%	6–20 × 🟢 Emerald[t 2]	⛏ Enchanted Iron Pickaxe[t 3]	1
Ordinary	7%	7%	🟢 Emerald	🌿 Fern	12
	7%	7%	🟢 Emerald	🌱 Sugar Cane	8
	7%	7%	🟢 Emerald	🎃 Pumpkin	4
	7%	7%	🟢 Emerald	🌼 Dandelion	12
	7%	7%	🟢 Emerald	🌷 Poppy	12
	7%	7%	🟢 Emerald	🌷 Allium	12
	7%	7%	🟢 Emerald	🌼 Azure Bluet	12
	7%	7%	🟢 Emerald	🌷 Red Tulip	12
	7%	7%	🟢 Emerald	🌷 Orange Tulip	12
	7%	7%	🟢 Emerald	🌷 White Tulip	12
	7%	7%	🟢 Emerald	🌷 Pink Tulip	12
	7%	7%	🟢 Emerald	🌼 Oxeye Daisy	12
	7%	7%	🟢 Emerald	🌷 Cornflower	12
	7%	7%	🟢 Emerald	🌸 Blue Orchid	8
	7%	7%	🟢 Emerald	🌿 Lily of the Valley	7
	7%	7%	🟢 Emerald	🌾 Open Eyeblossom	7
	7%	7%	🟢 Emerald	🌾 Wheat Seeds	12
	7%	7%	🟢 Emerald	🌱 Beetroot Seeds	12
	7%	7%	🟢 Emerald	🌱 Pumpkin Seeds	12
	7%	7%	🟢 Emerald	🌱 Melon Seeds	12
	7%	7%	🟢 Emerald	3 × 🗒 White Dye	12

Level	Probability		Villager wants	Player receives	Trades in stock
	JE	*BE*			
	7%	7%	🟢 Emerald	3 × Light Gray Dye	12
	7%	7%	🟢 Emerald	3 × Gray Dye	12
	7%	7%	🟢 Emerald	3 × Black Dye	12
	7%	7%	🟢 Emerald	3 × Brown Dye	12
	7%	7%	🟢 Emerald	3 × Red Dye	12
	7%	7%	🟢 Emerald	3 × Orange Dye	12
	7%	7%	🟢 Emerald	3 × Yellow Dye	12
	7%	7%	🟢 Emerald	3 × Lime Dye	12
	7%	7%	🟢 Emerald	3 × Green Dye	12
	7%	7%	🟢 Emerald	3 × Cyan Dye	12
	7%	7%	🟢 Emerald	3 × Light Blue Dye	12
	7%	7%	🟢 Emerald	3 × Blue Dye	12
	7%	7%	🟢 Emerald	3 × Purple Dye	12
	7%	7%	🟢 Emerald	3 × Magenta Dye	12
	7%	7%	🟢 Emerald	3 × Pink Dye	12
	7%	7%	🟢 Emerald	3 × Vines	4
	7%	7%	🟢 Emerald	3 × Pale Hanging Moss	4
	7%	7%	🟢 Emerald	3 × Brown Mushroom	4
	7%	7%	🟢 Emerald	3 × Red Mushroom	4
	7%	7%	🟢 Emerald	5 × Lily Pad	2
	7%	7%	🟢 Emerald	2 × Small Dripleaf	5
	7%	7%	🟢 Emerald	8 × Sand	8
	7%	7%	🟢 Emerald	4 × Red Sand	6
	7%	7%	🟢 Emerald	2 × Pointed Dripstone	5
	7%	7%	🟢 Emerald	2 × Rooted Dirt	5
	7%	7%	🟢 Emerald	2 × Moss Block	5
	7%	7%	🟢 Emerald	2 × Pale Moss Block	5
	7%	7%	🟢 Emerald	Wildflowers	12
	7%	7%	🟢 Emerald	Tall Dry Grass	12
	7%	7%	2 × 🟢 Emerald	Sea Pickle	5
	7%	7%	2 × 🟢 Emerald	Glowstone	5
	7%	7%	3 × 🟢 Emerald	Bucket of Tropical Fish	4
	7%	7%	3 × 🟢 Emerald	Bucket of Pufferfish	4
	7%	7%	3 × 🟢 Emerald	Kelp	12
	7%	7%	3 × 🟢 Emerald	Cactus	8
	7%	7%	3 × 🟢 Emerald	Brain Coral Block	8
	7%	7%	3 × 🟢 Emerald	Bubble Coral Block	8
	7%	7%	3 × 🟢 Emerald	Fire Coral Block	8
	7%	7%	3 × 🟢 Emerald	Horn Coral Block	8
	7%	7%	3 × 🟢 Emerald	Tube Coral Block	8
	7%	7%	3 × 🟢 Emerald	Firefly Bush	12
	7%	7%	4 × 🟢 Emerald	Slimeball	5
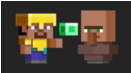
Level	Probability		Villager wants	Player receives	Trades in stock
	JE	*BE*			
	7%	7%	5 × 🟢 Emerald	🌱 Acacia Sapling	8
	7%	7%	5 × 🟢 Emerald	🌱 Birch Sapling	8
	7%	7%	5 × 🟢 Emerald	🌸 Cherry Sapling	8
	7%	7%	5 × 🟢 Emerald	🌳 Dark Oak Sapling	8
	7%	7%	5 × 🟢 Emerald	🌿 Jungle Sapling	8
	7%	7%	5 × 🟢 Emerald	🌱 Mangrove Propagule	8
	7%	7%	5 × 🟢 Emerald	🌳 Oak Sapling	8
	7%	7%	5 × 🟢 Emerald	🌳 Pale Oak Sapling	8
	7%	7%	5 × 🟢 Emerald	🌲 Spruce Sapling	8
	7%	7%	5 × 🟢 Emerald	🐚 Nautilus Shell	5

1. Duration: 8:00
2. The price of this trade is the base price, 1 emerald, plus the random enchantment level chosen (5–19).
3. When creating an enchantment offer, the game uses a random enchantment level form 5 to 19. The enchantments are never treasure enchantments.

Notes

1. Technically, diamond armor (not other types of diamond gear) can also be obtained renewably from zombies and skeletons; however, these mobs only have a 0.04% ($\frac{1}{25,000}$) chance to spawn with diamond armor, rendering this an extremely impractical way to obtain such armor.

Achievements

[hide]

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
🟢		The Haggler	Acquire or spend 30 Emeralds by trading with villagers or with wandering trader. [*sic (https://en.wikipedia.org/wiki/Sic)*]	—	30	Silver
		Buy Low, Sell High	Trade for the best possible price.	Buy something for 1 emerald, or when the Hero of the Village effect is applied.	50	Gold
		Master Trader	Trade for 1,000 emeralds.	Obtain 1,000 emeralds from trading with villagers.	30	Silver
		Star trader	Trade with a villager at the build height limit.	—	20	Silver
		Treasure Hunter	Acquire a map from a cartographer villager, then enter the revealed structure	Visit the structure indicated while the purchased map is in your main hand (hotbar).	40	Silver

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	Getting an Upgrade	Construct a better Pickaxe	Have a stone pickaxe in the inventory.	
	Suit Up	Protect yourself with a piece of iron armor	Have any type of iron armor in the inventory.	
	Isn't It Iron Pick	Upgrade your Pickaxe	Have an iron pickaxe in the inventory.	
	Cover Me with Diamonds	Diamond armor saves lives	Have any type of diamond armor in the inventory.	
	What a Deal!	Successfully trade with a Villager	Take an item from a villager or wandering trader's trading output slot.	
	Star Trader	Trade with a Villager at the build height limit	Stand on any block that is higher than 318 and trade with a villager or wandering trader.	

Videos

Note: The first video is from Java Edition 1.5, so old trading mechanics appear.

History

See also: Trading/Before Village & Pillage and Trading/Before Java Edition 1.8

Development

August 31, 2010 (https://www.minecr aftforum.net/forums/minecraft-java-e dition/discussion/115233-minecraftc on-2010-gamestick-stream-transcript ion)	The first time Notch hinted at plans for a possible future trading system was in an interview during MinecraftCon. The implementation of villages themselves and their inhabitants wasn't even confirmed at this point, but Notch still had a couple of ideas: "If you treat the villagers well, they become friendly to you and might start throwing things at you as gifts. If you treat them badly though by attacking and killing them they hate you and might chase you." Notch also mentioned a meter of how much "villagers like you."
May 21, 2012 (https://twitter.com/jeb _/status/204619936616808451)	Jeb released a screenshot of himself testing the trading system. The image showed buying and selling areas.
	An ore block can be seen in the background later revealed in snapshot 12w21a to be ruby ore, it was changed to emerald ore before 12w21a because Dinnerbone is colorblind. [1]

Java Edition

Java Edition			[hide]
1.3.1	**12w21a**	Added villager trading.	
	12w22a	Eyes of ender are now sold by priests instead of bought, and rotten flesh is no longer bought.	
		Added the enchanted item trades to clerics.	
		Farmers now sell 2-3 flint for 10 gravel + 1 emerald.	
		Added the 1 emerald for 5 arrows trade.	
		The trading UI has been changed where an extra input space has been added where tools can be placed for buying enchantments and/or repair.	
	12w23a	Before this snapshot, the librarian defaulted to written books instead of gold ingots, since the written books had a potential offer of 1.3.	
1.4.2	**12w32a**	The librarian's paper offer was adjusted to 24–35 paper per emerald from 19-29 paper.	
		The farmer's arrow offer was fixed to sell 9-12 arrows from only 5 before. The original 1 emerald for 5 arrows trade was a result of a bug in the code where the minimum and maximum values of the arrow trade were swapped.	
		The librarian's buy book offer was adjusted to 11-12 books from 12-14.	
		The farmer's gravel to flint trade now produces 4-5 flint from 2-3.	
		The offer probability mechanic was changed: as more offers exist for a villager, the probability of all offers rise. When an offer's probability goes beyond a certain limit, its probability goes down. The net effect is that rarer offers become more common when a villager has many offers, and common offers become rarer.	
		The offer removal mechanic has been replaced with an offer disabling mechanic.	
		All offers begin with 7 uses, allowing the offer to be traded up to seven times.	
		After this, even if the player has not left the trading menu, the offer is disabled.	
		If a player trades the last offer on the list and closes the menu, waiting for particles to appear around the villager, all disabled offers are renewed with 2–12 additional uses added to them.	
		It is possible for the final offer slot to be disabled, at which point no new offers can be generated and no existing offers can be renewed.	
		Trading with the last offer slot available increases the player's popularity with the village by one point. Popularity applies to the village as a whole; other players are not affected.	
1.4.6	**12w50a**	Librarians now can sell enchanted books.	
1.5	**13w04a**	A villager spawned from a renamed spawn egg shows its name in the trading interface in place of "Villager".	
1.8	**14w02a**	Villager trading has been revamped. See here for offers before 1.8.	
		Trading now gives the player experience.	
	14w03a	Clerics no longer buy ender pearls, as they did in 14w02a.	
	14w31a	Clerics now can sell bottles o' enchanting, prices range from 3 to 11 emeralds each.	
1.9	**15w41a**	Clerics no longer sell eyes of ender.	
		Clerics now can sell ender pearls. Prices range from 4 to 7 emeralds each.	
	15w43a	Librarians charge double for books with treasure enchantments.	
1.11	**16w33a**	Farmers now sell 5 to 7 apples and 6 to 10 cookies for an emerald instead of just 5 and 6 respectively.	
	16w39a	Added new trades through the cartographer career.	
1.14	**19w05a**	Added wandering traders, which can trade with the player.	
	19w11a	Revamped the trading system, adding many new trades for each villager profession.	
		Villager profession now depends on their job site block, rather than randomly assigned at birth.	
		Villager trading prices now depend on the player's popularity in the village.	
		Villagers now resupply their trades up to two times a day, if they get to work at a job site block.	
		Added the mason profession, which uses a stonecutter as a job site block.	
		The trading UI has been updated.	
		The villager now gains experience as it trades with the player, and the experience is visible in a bar on top of the trading UI.	
	19w13b	All available trades are now listed in a sidebar on the left of the trading interface.	

		When the player has the required materials, clicking on an available trade puts the items into the slots automatically.
1.15	**19w45a**	Librarians now sell one bookshelf for nine emeralds, instead of three bookshelves for six emeralds.
1.17	**21w05a**	Wandering traders now can sell small dripleaf.
	21w13a	Wandering traders now can sell pointed dripstone, rooted dirt and moss block.
		Masons now can sell dripstone blocks.
1.19	**22w15a**	Wandering traders now can sell mangrove propagules.
1.19.4 ———— **Experiment** ———— **Update 1.20**	**23w07a**	Wandering traders now can sell cherry saplings.
1.20.2	**23w31a**	A villager now only gives a big discount the first time it is cured from a zombie villager. There are no longer multiple stacked discounts if a villager is zombified and cured multiple times.[2]
		Existing villagers with multiple curing discounts keep their lowered prices when updated to this snapshot.
	pre1	When villagers unlock new trades, the order of those trades in the UI is now always random instead of sometimes being deterministic.
1.20.2 ———— **Experiment** ———— **Villager Trade Rebalance**	**23w31a**	Librarians from different biomes now sell different enchanted books.
		Each village biome has one special enchantment that is only available from master-level librarians, and players must visit all seven village biomes to get all the enchanted books available from trading.
		Some enchanted book trades are exclusive to jungle and swamp villagers, which do not spawn naturally, unless villagers are brought to and bred in jungle and swamp biomes.
		Enchantments for tridents, crossbows and fishing rods are no longer obtainable from trading, and must be acquired by other means.
		Wandering traders now sell more items, and buy certain items from the player.
		Some of the existing trades from wandering traders have reduced prices.
	pre1	Added seven new maps which cartographers can sell.
		Buying diamond armor from armorers now also requires a small amount of diamonds.
		Most master-level armorers buy iron blocks and pay 4 emeralds for them.
		Chainmail armor is exclusively sold by jungle and swamp armorers.
		The savanna armorer sells cursed diamond armor at reduced prices.
		The taiga armorer can swap one piece of diamond armor for another.
1.20.5 ———— **Experiment** ———— **Villager Trade Rebalance**	**24w03a**	Villagers who buy armor now ignore durability and can buy damaged armor.
1.20.5 ———— **Experiment** ———— **Update 1.21**	**24w12a**	Added the trial chambers maps, sold by journeyman-level cartographers.
1.21.5	**25w07a**	Updated trades for cartographers and wandering traders are no longer behind the "Villager Trade Rebalance" experimental toggle.
		Decreased the maximum uses of paper and glass pane cartographer trades from 16 to 12.
Upcoming *Java Edition*		[hide]
26.1	**snap1**	Trades are now data-driven.

Bedrock Edition

Pocket Edition		[hide]
1.0.4	alpha 1.0.4.0	Added villager trading.
1.1.0	alpha 1.1.0.3	Added new trades through the cartographer career.

Bedrock Edition		[hide]
1.2.13	beta 1.2.13.5	Added Curse of Binding and Curse of Vanishing enchantments, which at this time can be obtained only via trading with librarians.
1.4.0	beta 1.2.20.2	Removed the curse enchantments in enchanted books from librarian trading.
1.10.0	beta 1.10.0.3	Added new trades through the stone mason villager profession and wandering trader.
1.11.0	beta 1.11.0.1	Added economic trades, where players can unlock multiple tiers at once by leveling up villagers.
		Villagers now have a demand in which their emerald cost can change higher or lower than usual.
	beta 1.11.0.4	Changed trading for villagers.
		Villager no longer instantly resupply their trades when disabled, as now they need to work at a job site block to resupply themselves.
		Hero of the Village now gives a trading price discount, except for one emerald trades (as it already costs one emerald).
	beta 1.11.0.7	Pressing use on a trade now auto-trades items.
		Reverted cake trade from farmer villagers, increased max amount of some trade until disabled for master level stone mason and wandering trader.
1.12.0	beta 1.12.0.3	Changed some trades for both villager and wandering trader.
	beta 1.12.0.4	Removed regular sand from the wandering trader trades and adjusted the cost of a diamond hoe on the toolsmith.
1.13.0	beta 1.13.0.1	Cartographer villager now buy 11 glass panes, rather than 10.
	beta 1.13.0.15	Farmer villagers now sell suspicious stew.
1.16.0	beta 1.16.0.57	Villager trade values have been changed to closely match *Java Edition*.
	?	Enchanted items now cost in a range.
1.17.0	beta 1.16.230.54	Wandering traders can sell small dripleaf, pointed dripstone, rooted dirt, and moss blocks.
		Stone masons can now sell dripstone blocks.
1.18.10	beta 1.18.10.26	Butcher, cartographer, librarian, and wandering trader trades have been changed to match *Java Edition*.
		Removed the emerald icon above a villager's head when trading.
1.18.30	beta 1.18.20.21	Armorer, cleric, fisherman, shepherd, toolsmith, and weaponsmith villager trades have been changed to match *Java Edition*.
1.20.30 ——— Experiment ——— Villager Trade Rebalancing	Preview 1.20.30.20	Librarians from different biomes now sell different enchanted books.
		Librarians now sell, as their only master-level trade, enchanted books with a special enchantment that depends on the biome they spawned in (as shown by their garments). This is the only way to obtain these enchantments via trading.
		Since jungle and swamp villagers do not spawn naturally, the only way to obtain the special enchanted books from these librarians is to bring in villagers from outside, get them to mate, and arrange for their babies to become librarians.
		Enchantments for tridents, crossbows and fishing rods are no longer obtainable from trading, and must be acquired by other means.
		Wandering traders now sell more items, and buy certain items from the player.
		Some of the existing trades from wandering traders have reduced prices.
1.20.30	Preview 1.20.30.21	A villager now only gives a big discount the first time it is cured from a zombie villager. There are no longer multiple stacked discounts if a villager is zombified and cured multiple times.
1.20.80 ——— Experiment ——— Update 1.21	Preview 1.20.80.23	Added the trial chambers maps, sold by journeyman-level cartographers.
1.21.70	Preview 1.21.70.23	Updated trades for cartographers and wandering traders are no longer behind the "Villager Trade Rebalancing" experimental toggle.
		Decreased the maximum uses of paper and glass pane cartographer trades from 16 to 12.

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU14	CU1	1.04	1.00	1.00	Patch 1	1.0.1	Added villager trading.	
TU20	CU8	1.13	1.13	1.13			Librarian villagers now may offer name tags for sale.	
TU31	CU19	1.22	1.22	1.22	Patch 3		Changed villager trades to offers as of Java Edition 1.8.	
TU46	CU36	1.38	1.38	1.38	Patch 15		Clerics no longer sell eyes of ender.	
							Clerics now sell ender pearls. Prices range from 4 to 7 emeralds each.	
							Librarians charge double for books with treasure enchantments. [*is this the correct version?*]	
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Farmers now sell 5 to 7 apples and 6 to 10 cookies for an emerald instead of just 5 and 6 respectively.[*is this the correct version?*]	
							Added new trades through the cartographer career.	
TU69		1.76	1.76	1.76	Patch 38		When trading with a villager, an emerald icon is now shown above it as long as the UI is open.	
							The trading interface shows the new career level for villagers and which trades are locked.	
		1.91					Villager trading prices now depend on the player's popularity in the village.	
							Villagers now resupply their trades up to two times a day, if they get to work at a job site block.	
							Added new trades through the stone mason villager profession and wandering trader.	
		1.95					Stone mason villagers now sell 4 chiseled stone bricks for 1 emerald instead of 1 for 20 emeralds.	
							Stone mason villagers now sell 12 glazed terracotta for 1 emerald instead of buying it.	

Issues

Issues relating to "Trading", "Trades", or "Trade system" 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%28resolutio n%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%2 0%22Trading%22%20OR%20summary%20~%20%22Trades%22%20OR%20summary%20~%20%22trade%20system%2 2%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- While diamonds are not renewable (except via vault, which is impractical in normal gameplay), many of their products (armor, tools, and weapons) are renewable through trading.

Gallery

Renders

An unemployed villager refuses a player trying to trade.

A nitwit villager refuses a player trying to trade.
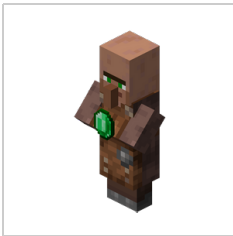
A villager presenting their emeralds.

Screenshots
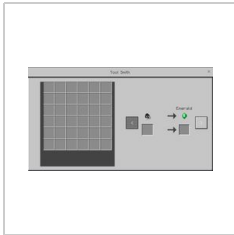
The trading menu before Bedrock Edition 1.11.0.
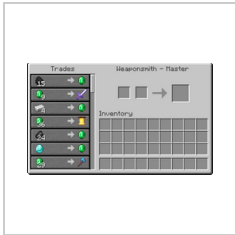
Trading options of a master-level weaponsmith.

Development images
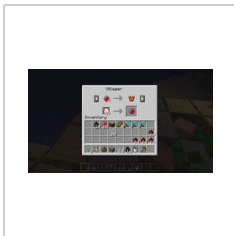
The first image of the trading system released by Jeb. The currency item (later updated to the emerald) can be seen in the inventory.
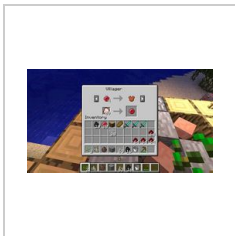
An enhanced version of Jeb's screenshot showing the original ore texture more clearly.

See also

- Bartering
- Villager
  - Armorer
  - Butcher
  - Cartographer
  - Cleric
  - Farmer
  - Fisherman
  - Fletcher
  - Leatherworker
  - Librarian

- - Mason
  - Shepherd
  - Toolsmith
  - Weaponsmith
- Wandering Trader

References

1. https://web.archive.org/web/20150316193400/http://www.minecraftforum.net/forums/archive/future-updates/384441-1-5-new-blocks-items#c11
2. MC-181190 — The discount for curing a villager is multiplied if the villager is reinfected and cured again — resolved as "Fixed".

External links

- "All villager jobs – Ranked" (https://www.minecraft.net/en-us/article/villager-jobs-ranked) by James Nouch – Minecraft.net, August 19, 2025.

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	
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Gameplay		[hide]
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Visuals	Color (Block colors Item colors Effect colors Miscellaneous colors) Emotes Enchantment glint Error Light Resource pack Screen effects Skins (Character Skin pack) Third-person view Vibrant Visuals
Removed	Sword blocking Materials
Unintended	Update suppression Duplication

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