

Butcher

• See article feedback

A **butcher** is a [villager](#) that [trades](#) meats and some other food items. Butchers wear a red headband and have a white apron.

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Spawning

An unemployed [villager](#) turns into a butcher when an unclaimed [smoker](#) is nearby.

Natural generation

The workstation of butchers, the [smoker](#), generates in [butcher shops](#) in [villages](#).

Drops

In [Java Edition](#), a butcher 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:

- [Cooked Chicken](#)
- [Cooked Mutton](#)
- [Cooked Porkchop](#)
- [Cooked Rabbit](#)

Butcher

Plains
Desert
Savanna
Taiga
Snowy

Jungle
Swamp

Workstation
 [Smoker](#)

Buy

[Raw Meat](#)
[Coal](#)
[Dried Kelp Block](#)
[Sweet Berries](#)

Sell

[Rabbit Stew](#)
[Cooked Chicken](#)
[Cooked Porkchop](#)

- Steak

Trading

Main article: [Trading](#)

Butcher								
Level	Java Edition	Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
Novice	50%	33%	1	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%	2	Emerald	Rabbit Stew	12	1	0.05
Apprentice	67%	100%	3	15 × Coal	Emerald	16	2	0.05
	67%	50%	4	Emerald	8 × Cooked Chicken	16	5	0.05
	67%	50%		Emerald	5 × Cooked Porkchop	16	5	0.05
Journeyman	100%	50%	5	10 × Raw Beef	Emerald	16	20	0.05
	100%	50%		7 × Raw Mutton	Emerald	16	20	0.05
Expert	100%	100%	6	10 × Dried Kelp Block	Emerald	12	30	0.05
Master	100%	100%	7	10 × Sweet Berries	Emerald	12	30	0.05

Sounds

Java Edition

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Butcher works	Friendly Mobs	Randomly while a butcher is working	entity.villager.work_butcher	subtitles.entity.villager.work_butcher	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 butcher is working	block.smoker.smoke	?	3.0	varies [sound 1]		

1. 1.0 for all except `fire_crackle4` (the last sound), which is 0.8

Data values

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

For [Bedrock Edition](#), see [Bedrock Edition level format/Entity format](#).

History



This section needs expansion.

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

Instructions: missing a lot of info pre-Village & Pillage, check potentially changed trades.

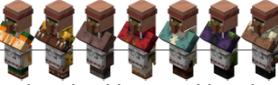
Java Edition

Java Edition			[hide]
1.0.0	Beta 1.9 Prerelease	 Added villagers, including a villager wearing a white apron.	
1.3.1	12w21a	Added trades to the butcher profession.	
1.8	14w02a	Added the Leatherworker career to the butcher profession.	
1.14	18w50a	 The textures of butchers have been updated, with new skins depending on the biome. Leatherworkers have been split from butchers and are now their own profession.	

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.9.0	build 1	Added villagers, including butchers.	
Pocket Edition			[hide]
1.0.4	alpha 1.0.4.0	With the introduction of villager trading, butchers can now be traded with. The leatherworker career of the butcher profession has also been introduced. [verify]	
Bedrock Edition			[hide]
1.10.0 <small>Experiment</small> <small>Experimental Gameplay</small>	beta 1.10.0.3	 The textures of butchers have been updated, with new skins depending on the biome. Leatherworkers have been split from butchers and are now their own 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 the <u>Leatherworker</u> career to the butcher profession.
			1.91				 The textures of butchers have been updated, with new skins depending on the biome.
							Leatherworkers have been split from butchers and are now their own profession.

Issues

Issues relating to "Butcher" 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%22Butcher%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.

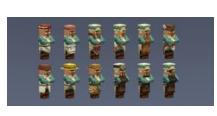


Lying jungle butcher

Screenshots



The new [Jungle](#) villager textures shown at MINECON Earth 2018.

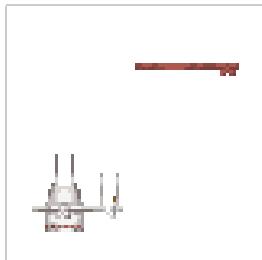


New villager textures, shown at MINECON Earth 2018, announced as the [Taiga](#) biome variants. They are instead used for the [Snowy Plains](#) biome variants.



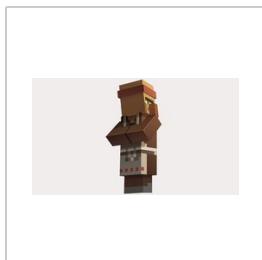
The new villager textures as seen during [MINECON Earth 2018](#).

Textures

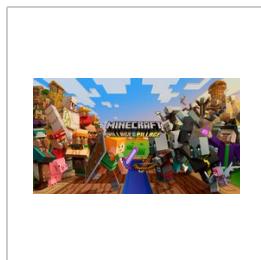


Butcher overlay

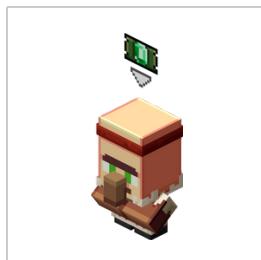
In other media



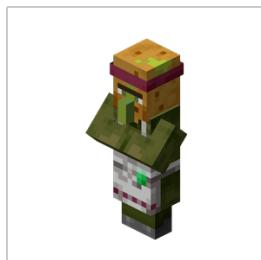
Plains butcher.



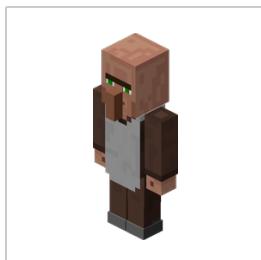
A group of villagers shown in the [Village and Pillage](#) update artwork.



A tiny butcher as they appear in [2023 Mob Vote Event](#).



A poisonous potato butcher featured in [Java Edition 24w14potato](#).



An unused butcher found in [Minecraft: Story Mode](#).

Navigation

Villager professions	Villagers									[hide]					
	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 JE only 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 Jockey Camel Husk Chicken Hoglin Ravager Skeleton Horseman	
Other	Spider Strider Zombie Horseman Zombie Nautilus) Mob variants Mob conversion	
Other entities		[show]
Unimplemented		[show]
Joke		[show]

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