

Armorer								
Level	Java Edition	Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
Novice	40%	100%	1	15 × Coal	Emerald	16	2	0.05
	40%	25%	2	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%	3	4 × Iron Ingot	Emerald	12	10	0.05
	50%	33%	4	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%	5	Lava Bucket	Emerald	12	20	0.05
	40%	100%	6	Diamond	Emerald	12	20	0.05
	40%	33%	7	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%	8	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%	9	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

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).








































Villager trade rebalance

This section describes an experimental feature in *Java Edition* and *Bedrock Edition*.
This feature is not enabled in-game by default and requires enabling the **"Villager Trade Rebalance"** experimental data pack in *Java Edition* or the **"Villager Trade Rebalancing"** setting in the "Experiments" section in *Bedrock Edition*.






































Enabling the villager trade rebalance experiment changes the trades of armorer. Notably:

- Buying diamond armor 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. Damaged, enchanted, and cursed armor are accepted, making 8 the minimum number of diamonds required for a full set.







































Biomes and corresponding armor								[Collapse]
Appearance	Desert	Plains	Savanna	Snowy	Taiga	Jungle	Swamp	
Expert	Iron Leggings with Thorns	Iron Leggings with Protection I	Iron Leggings with Curse of Binding	Iron Helmet with Aqua Affinity	Diamond Leggings	Chainmail Helmet with Unbreaking I	Chainmail Helmet with Mending	
	Iron Boots with Thorns	Iron Boots with Protection I	Iron Boots with Curse of Binding		Diamond Boots	Chainmail Chestplate with Unbreaking I	Chainmail Chestplate with Mending	
	Iron Helmet with Thorns	Iron Helmet with Protection I	Iron Helmet with Curse of Binding	Iron Boots with Frost Walker I	Diamond Helmet	Chainmail Leggings with Unbreaking I	Chainmail Leggings with Mending	
	Iron Chestplate with Thorns	Iron Chestplate with Protection I	Iron Chestplate with Curse of Binding		Diamond Chestplate	Chainmail Boots with Unbreaking I	Chainmail Boots with Mending	
Master	Diamond Chestplate with Thorns	Diamond Leggings with Protection I	Diamond Helmet with Curse of Binding	Diamond Helmet with Aqua Affinity	Diamond Chestplate with Blast Protection I	Chainmail Helmet with Projectile Protection I	Chainmail Helmet with Respiration I	
	Diamond Leggings with Thorns	Diamond Boots with Protection I	Diamond Chestplate with Curse of Binding	Diamond Boots with Frost Walker I	Diamond Leggings with Blast Protection I	Chainmail Boots with Feather Falling I	Chainmail Boots with Depth Strider I	
	Emerald	Emerald	Emerald	Emerald	Emerald	Emerald	Emerald	

Desert Armorer (Trade Rebalance)								
Level	Java Edition	Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
 Novice	100%	100%	1	15 ×  Coal	 Emerald	12	2	0.05
	100%	100%	2	5 ×  Iron Ingot	 Emerald	12	2	0.05
 Apprentice	50%	50%	3–4	4 ×  Emerald	 Iron Boots	12	5	0.05
	50%	50%		5 ×  Emerald	 Iron Helmet	12	5	0.05
	50%	50%		7 ×  Emerald	 Iron Leggings	12	5	0.05
	50%	50%		9 ×  Emerald	 Iron Chestplate	12	5	0.05
 Journeyman	67%	67%	5–6	 Lava Bucket	 Emerald	12	20	0.05
	67%	67%		5 ×  Emerald	 Shield	12	10	0.05
	67%	67%		36 ×  Emerald	 Bell	12	10	0.2
 Expert	50%	50%	7–8	8 ×  Emerald	 Enchanted Iron Boots ^[t 1]	3	15	0.05
	50%	50%		9 ×  Emerald	 Enchanted Iron Helmet ^[t 1]	3	15	0.05
	50%	50%		11 ×  Emerald	 Enchanted Iron Leggings ^[t 1]	3	15	0.05
	50%	50%		13 ×  Emerald	 Enchanted Iron Chestplate ^[t 1]	3	15	0.05
 Master	67%	67%	9–10	16 ×  Emerald + 4 ×  Diamond	 Enchanted Diamond Chestplate ^[t 1]	3	30	0.05
	67%	67%		16 ×  Emerald + 3 ×  Diamond	 Enchanted Diamond Leggings ^[t 1]	3	30	0.05
	67%	67%		 Block of Iron	4 ×  Emerald	12	30	0.05








































1. The armor piece is always enchanted with Thorns I.

Jungle Armorer (Trade Rebalance)								
Level	Java Edition	Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
 Novice	100%	100%	1	15 ×  Coal	 Emerald	12	2	0.05
	100%	100%	2	5 ×  Iron Ingot	 Emerald	12	2	0.05
 Apprentice	50%	50%	3–4	4 ×  Emerald	 Chainmail Boots	12	5	0.05
	50%	50%		5 ×  Emerald	 Chainmail Helmet	12	5	0.05
	50%	50%		7 ×  Emerald	 Chainmail Leggings	12	5	0.05
	50%	50%		9 ×  Emerald	 Chainmail Chestplate	12	5	0.05
 Journeyman	67%	67%	5–6	 Lava Bucket	 Emerald	12	20	0.05
	67%	67%		5 ×  Emerald	 Shield	12	10	0.05
	67%	67%		36 ×  Emerald	 Bell	12	10	0.2
 Expert	50%	50%	7–8	8 ×  Emerald	 Enchanted Chainmail Boots ^[t 1]	3	15	0.05
	50%	50%		9 ×  Emerald	 Enchanted Chainmail Helmet ^[t 1]	3	15	0.05
	50%	50%		11 ×  Emerald	 Enchanted Chainmail Leggings ^[t 1]	3	15	0.05
	50%	50%		13 ×  Emerald	 Enchanted Chainmail Chestplate ^[t 1]	3	15	0.05
 Master	67%	67%	9–10	9 ×  Emerald	 Enchanted Chainmail Helmet ^[t 2]	3	30	0.05
	67%	67%		8 ×  Emerald	 Enchanted Chainmail Boots ^[t 3]	3	30	0.05
	67%	67%		 Block of Iron	4 ×  Emerald	12	30	0.05




































- The armor piece is always enchanted with Unbreaking I.
- The armor piece is always enchanted with Projectile Protection I.
- The armor piece is always enchanted with Feather Falling I.

Plains Armorer (Trade Rebalance)								
Level	Java Edition	Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
 Novice	100%	100%	1	15 ×  Coal	 Emerald	12	2	0.05
	100%	100%	2	5 ×  Iron Ingot	 Emerald	12	2	0.05
 Apprentice	50%	50%	3–4	4 ×  Emerald	 Iron Boots	12	5	0.05
	50%	50%		5 ×  Emerald	 Iron Helmet	12	5	0.05
	50%	50%		7 ×  Emerald	 Iron Leggings	12	5	0.05
	50%	50%		9 ×  Emerald	 Iron Chestplate	12	5	0.05
 Journeyman	67%	67%	5–6	 Lava Bucket	 Emerald	12	20	0.05
	67%	67%		5 ×  Emerald	 Shield	12	10	0.05
	67%	67%		36 ×  Emerald	 Bell	12	10	0.2
 Expert	50%	50%	7–8	8 ×  Emerald	 Enchanted Iron Boots ^[t 1]	3	15	0.05
	50%	50%		9 ×  Emerald	 Enchanted Iron Helmet ^[t 1]	3	15	0.05
	50%	50%		11 ×  Emerald	 Enchanted Iron Leggings ^[t 1]	3	15	0.05
	50%	50%		13 ×  Emerald	 Enchanted Iron Chestplate ^[t 1]	3	15	0.05
 Master	67%	67%	9–10	16 ×  Emerald + 3 ×  Diamond	 Diamond Leggings ^[t 1]	3	30	0.05
	67%	67%		16 ×  Emerald + 2 ×  Diamond	 Diamond Boots ^[t 1]	3	30	0.05
	67%	67%		 Block of Iron	4 ×  Emerald	12	30	0.05






































1. The armor piece is always enchanted with [Protection I](#).

Savanna Armorer (Trade Rebalance)								
Level	Java Edition	Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
 Novice	100%	100%	1	15 ×  Coal	 Emerald	12	2	0.05
	100%	100%	2	5 ×  Iron Ingot	 Emerald	12	2	0.05
 Apprentice	50%	50%	3–4	4 ×  Emerald	 Iron Boots	12	5	0.05
	50%	50%		5 ×  Emerald	 Iron Helmet	12	5	0.05
	50%	50%		7 ×  Emerald	 Iron Leggings	12	5	0.05
	50%	50%		9 ×  Emerald	 Iron Chestplate	12	5	0.05
 Journeyman	67%	67%	5–6	 Lava Bucket	 Emerald	12	20	0.05
	67%	67%		5 ×  Emerald	 Shield	12	10	0.05
	67%	67%		36 ×  Emerald	 Bell	12	10	0.2
 Expert	50%	50%	7–8	2 ×  Emerald	 Enchanted Iron Boots ^[t 1]	3	15	0.05
	50%	50%		3 ×  Emerald	 Enchanted Iron Helmet ^[t 1]	3	15	0.05
	50%	50%		5 ×  Emerald	 Enchanted Iron Leggings ^[t 1]	3	15	0.05
	50%	50%		7 ×  Emerald	 Enchanted Iron Chestplate ^[t 1]	3	15	0.05
 Master	67%	67%	9–10	6 ×  Emerald + 2 ×  Diamond	 Enchanted Diamond Helmet ^[t 1]	3	30	0.05
	67%	67%		8 ×  Emerald + 3 ×  Diamond	 Enchanted Diamond Chestplate ^[t 1]	3	30	0.05
	67%	67%		 Block of Iron	4 ×  Emerald	12	30	0.05












































1. The armor piece is always enchanted with [Curse of Binding](#).

Snowy Armorer (Trade Rebalance)								
Level	Java Edition	Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
 Novice	100%	100%	1	15 ×  Coal	 Emerald	12	2	0.05
	100%	100%	2	5 ×  Iron Ingot	 Emerald	12	2	0.05
 Apprentice	50%	50%	3–4	4 ×  Emerald	 Iron Boots	12	5	0.05
	50%	50%		5 ×  Emerald	 Iron Helmet	12	5	0.05
	50%	50%		7 ×  Emerald	 Iron Leggings	12	5	0.05
	50%	50%		9 ×  Emerald	 Iron Chestplate	12	5	0.05
 Journeyman	67%	67%	5–6	 Lava Bucket	 Emerald	12	20	0.05
	67%	67%		5 ×  Emerald	 Shield	12	10	0.05
	67%	67%		36 ×  Emerald	 Bell	12	10	0.2
 Expert	100%	100%	7	8 ×  Emerald	 Enchanted Iron Boots ^[t 1]	3	15	0.05
	100%	100%	8	9 ×  Emerald	 Enchanted Iron Helmet ^[t 2]	3	15	0.05
 Master	67%	67%	9–10	12 ×  Emerald + 2 ×  Diamond	 Enchanted Diamond Boots ^[t 1]	3	30	0.05
	67%	67%		12 ×  Emerald + 3 ×  Diamond	 Enchanted Diamond Helmet ^[t 2]	3	30	0.05
	67%	67%		 Block of Iron	4 ×  Emerald	12	30	0.05

1. These boots are always enchanted with Frost Walker I.
2. This helmet is always enchanted with Aqua Affinity.

Swamp Armorer (Trade Rebalance)								
Level	Java Edition	Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
 Novice	100%	100%	1	15 ×  Coal	 Emerald	12	2	0.05
	100%	100%	2	5 ×  Iron Ingot	 Emerald	12	2	0.05
 Apprentice	50%	50%	3–4	4 ×  Emerald	 Chainmail Boots	12	5	0.05
	50%	50%		5 ×  Emerald	 Chainmail Helmet	12	5	0.05
	50%	50%		7 ×  Emerald	 Chainmail Leggings	12	5	0.05
	50%	50%		9 ×  Emerald	 Chainmail Chestplate	12	5	0.05
 Journeyman	67%	67%	5–6	 Lava Bucket	 Emerald	12	20	0.05
	67%	67%		5 ×  Emerald	 Shield	12	10	0.05
	67%	67%		36 ×  Emerald	 Bell	12	10	0.2
 Expert	50%	50%	7–8	8 ×  Emerald	 Enchanted Chainmail Boots ^[t 1]	3	15	0.05
	50%	50%		9 ×  Emerald	 Enchanted Chainmail Helmet ^[t 1]	3	15	0.05
	50%	50%		11 ×  Emerald	 Enchanted Chainmail Leggings ^[t 1]	3	15	0.05
	50%	50%		13 ×  Emerald	 Enchanted Chainmail Chestplate ^[t 1]	3	15	0.05
 Master	67%	67%	9–10	9 ×  Emerald	 Enchanted Chainmail Helmet ^[t 2]	3	30	0.05
	67%	67%		8 ×  Emerald	 Enchanted Chainmail Boots ^[t 3]	3	30	0.05
	67%	67%		 Block of Iron	4 ×  Emerald	12	30	0.05


1. This armor piece is always enchanted with Mending.
2. This helmet is always enchanted with Respiration I.
3. These boots are always enchanted with Depth Strider I.

Taiga Armorer (Trade Rebalance)								
Level	Java Edition	Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
 Novice	100%	100%	1	15 ×  Coal	 Emerald	12	2	0.05
	100%	100%	2	5 ×  Iron Ingot	 Emerald	12	2	0.05
 Apprentice	50%	50%	3–4	4 ×  Emerald	 Iron Boots	12	5	0.05
	50%	50%		5 ×  Emerald	 Iron Helmet	12	5	0.05
	50%	50%		7 ×  Emerald	 Iron Leggings	12	5	0.05
	50%	50%		9 ×  Emerald	 Iron Chestplate	12	5	0.05
 Journeyman	67%	67%	5–6	 Lava Bucket	 Emerald	12	20	0.05
	67%	67%		5 ×  Emerald	 Shield	12	10	0.05
	67%	67%		36 ×  Emerald	 Bell	12	10	0.2
 Expert	50%	50%	7–8	4 ×  Emerald +  Diamond Boots	 Diamond Leggings	3	15	0.05
	50%	50%		4 ×  Emerald +  Diamond Leggings	 Diamond Chestplate	3	15	0.05
	50%	50%		2 ×  Emerald +  Diamond Chestplate	 Diamond Helmet	3	15	0.05
	50%	50%		4 ×  Emerald +  Diamond Helmet	 Diamond Boots	3	15	0.05
 Master	67%	67%	9–10	18 ×  Emerald + 4 ×  Diamond	 Diamond Chestplate ^[1]	3	30	0.05
	67%	67%		18 ×  Emerald + 3 ×  Diamond	 Diamond Leggings ^[1]	3	30	0.05
	67%	67%		 Block of Diamond	42 ×  Emerald	12	30	0.05


1. This armor piece is always enchanted with Blast Protection I.

Sounds

Java Edition

Sounds								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Armorer works	Friendly Mobs	Randomly while an  armorer is working	entity.villager.work_armorer	subtitles.entity.villager.work_armorer	1.0	0.8-1.2	16

Bedrock Edition

Sounds							
Sound	Closed captions ^[upcoming: BE 26.0]	Source	Description	Identifier	Translation key ^[upcoming: BE 26.0]	Volume	Pitch
	?	Blocks	Randomly while an  armorer is working	block.blastfurnace.fire_crackle	?	3.0	0.6

Data values

Armorers have the data value minecraft:armorer in *Java Edition*.

History


Java Edition

Java Edition		
1.8	14w02a	Added armorers as a career of the "blacksmith" profession.
1.14	18w50a	 Added the new armorer profession.

Bedrock Edition

Pocket Edition		
1.0.4	alpha 1.0.4.0	Added armorers as a career of the "Blacksmith" profession. ^[verify]
Bedrock Edition		
1.10.0 Experiment Experimental Gameplay	beta 1.10.0.3	 Added the new armorer 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 armorers as a career of the "Blacksmith" profession.
			1.91				<div></div> Added the new armorer profession.

Issues

Issues relating to "Armorer" 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%22Armorer%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 armorer

Textures



Armorer outfit texture



Zombie armorer outfit texture

Screenshots



Makena trading with an armorer.

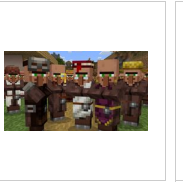
In other media



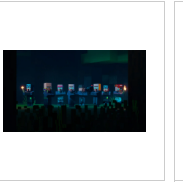
Artwork of a taiga armorer.



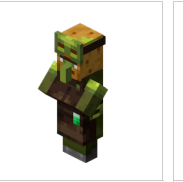
The blacksmith, a mob in *Minecraft Dungeons* based off armorers.



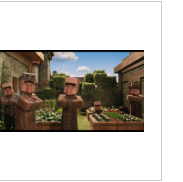
A group of villagers, staring at a player.



Two journeyman armorers in *The Monster in the Woods*.



A poisonous potato armorer featured in *Java Edition 24w14*potato.



An armorer as seen in *A Minecraft Movie*.

	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 Flitching 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 Ghost 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 Bugged 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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