

Zombie Villager

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For the zombie villagers before *Village & Pillage*, see [Zombie Villager \(old\)](#).

A **zombie villager** is a variant of the [zombie](#) that can be cured into a normal [villager](#) using a [golden apple](#) while it is under the effect of [Weakness](#).

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Zombie Villager

Plains Desert Savanna Taiga Snowy
Jungle Swamp



Adult



Baby



[View all variants](#)

Health points 20 (× 10)

Armor points 2 ()

Behavior Hostile

Mob type Undead
 Monster

[Screenshots](#)
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References

Navigation

Spawning

In *Java Edition*, when zombies spawn during the normal cycle, there is a 5% chance that one of them will be replaced with a zombie villager. This chance increases to 20% in old growth pine taiga biomes.

In *Bedrock Edition*, when zombies spawn during the normal cycle, there is a 5% chance that 2–4 of them will be replaced with zombie villagers.

Zombie Villager spawns in: [\[hide\]](#)

Attack strength	Easy: 2.5 (1 heart × 1.25) Normal: 3 (2 hearts) Hard: 4.5 (1 heart × 2.25)
Hitbox size	In Java Edition: Adult: Height: 1.95 Blocks Width: 0.6 Blocks Baby: Height: 0.975 Blocks Width: 0.3 Blocks In Bedrock Edition: Adult: Height: 1.9 Blocks Width: 0.6 Blocks Baby: Height: 0.95 Blocks Width: 0.3 Blocks
Knockback resistance	0%–5%
Spawn	Light level of 0 When a zombie kills a villager, see § Spawning for more information. When another zombie villager spawns a reinforcement. [JE only]  Abandoned villages  Igloo
Natural equipment	 Iron Shovel (occasionally, right hand: 95%; left hand: 5% [JE only]; may be enchanted)  Iron Sword (occasionally, right hand: 95%; left hand: 5% [JE only]; may be enchanted)  Armor (occasionally, may be enchanted) [Java Edition only]
Usable items	 Golden Apple



A plains zombie villager with an enchanted iron sword.

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Old Growth Pine Taiga ^[note 1]	25/515	4.63%	1	5	2–4
Bamboo Jungle	5/515	0.97%	1	5	2–4
Frozen Peaks	5/515	0.97%	1	5	2–4
Meadow	5/515	0.97%	1	5	2–4
Windswept Hills	5/515	0.97%	1	5	2–4
Grove	5/515	0.97%	1	5	2–4
Old Growth Birch Forest	5/515	0.97%	1	5	2–4
Jagged Peaks	5/515	0.97%	1	5	2–4
Snowy Beach	5/515	0.97%	1	5	2–4
Eroded Badlands	5/515	0.97%	1	5	2–4
Flower Forest	5/515	0.97%	1	5	2–4
Sparse Jungle	5/515	0.97%	1	5	2–4
Birch Forest	5/515	0.97%	1	5	2–4
Stony Peaks	5/515	0.97%	1	5	2–4
Beach	5/515	0.97%	1	5	2–4
Taiga	5/515	0.97%	1	5	2–4
Lush Caves	5/515	0.97%	1	5	2–4
Snowy Slopes	5/515	0.97%	1	5	2–4
Wooded Badlands	5/515	0.97%	1	5	2–4
Snowy Taiga	5/515	0.97%	1	5	2–4
Forest	5/515	0.97%	1	5	2–4
Badlands	5/515	0.97%	1	5	2–4
Ice Spikes	5/515	0.97%	1	5	2–4
Windswept Forest	5/515	0.97%	1	5	2–4
Old Growth Spruce Taiga	5/515	0.97%	1	5	2–4
Stony Shore	5/515	0.97%	1	5	2–4
Cherry Grove	5/515	0.97%	1	5	2–4

Category: Monster		Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size	
Windswept Gravelly Hills	5/515	0.97%	1	5	2–4	
Dark Forest	5/515	0.97%	1	5	2–4	
Pale Garden	5/515	0.97%	1	5	2–4	
Mangrove Swamp	5/516	0.97%	1	5	1	
Frozen River	5/516	0.97%	1	—	—	
Swamp	5/516	0.97%	1	5	4	
Jungle	5/517	0.97%	1	5	2–4	
Deep Cold Ocean	5/520	0.96%	1	5	2–4	
Deep Frozen Ocean	5/520	0.96%	1	5	2–4	
Lukewarm Ocean	5/520	0.96%	1	5	2–4	
Snowy Plains	5/520	0.96%	1	—	—	
Sunflower Plains	5/520	0.96%	1	5	2–4	
Ocean	5/520	0.96%	1	5	2–4	
Deep Lukewarm Ocean	5/520	0.96%	1	5	2–4	
Plains	5/520	0.96%	1	5	2–4	
Savanna Plateau	5/520	0.96%	1	5	2–4	
Cold Ocean	5/520	0.96%	1	5	2–4	
Frozen Ocean	5/520	0.96%	1	5	2–4	
Deep Ocean	5/520	0.96%	1	5	2–4	
Windswept Savanna	5/520	0.96%	1	5	2–4	
Savanna	5/520	0.96%	1	5	2–4	
Warm Ocean	5/520	0.96%	1	5	2–4	
Dripstone Caves	5/610	0.82%	1	5	2–4	
River	5/615	0.81%	1	—	—	
Desert	1/515	0.19%	1	5	2–4	

1. Highest chance among all biomes. [Java Edition only]

Converting

Additionally, if any type of zombie kills a villager, that villager has a chance of turning into a zombie villager depending on the game difficulty.

Difficulty	Chance
Easy	0%
Normal	50%
Hard	100%

In Java Edition, a converted zombie villager does not despawn if the player has traded with it at least once prior to its conversion, but unlike all other persistent mobs it still counts toward the hostile mob cap. If the zombie villager

picks up any item however, it remains persistent but is excluded from the mob cap. In *Bedrock Edition* all converted zombie villagers are persistent.

Abandoned villages

Zombie villagers may also spawn as part of abandoned villages during world generation, the number of which depends on the buildings in that village, as some buildings generate zombie villagers inside and some do not. Like villagers, the zombie villagers' biome outfits are based on the type of village. These zombie villagers are persistent and do not despawn.

Igloo basements

A zombie villager appears alongside a cleric villager in every igloo basement (a normal zombie villager in *Bedrock Edition* and a cleric zombie villager in *Java Edition*), both locked in small cages behind iron bars. One of them transforms into a leatherworker, due to the workstation (a cauldron). The zombie villager is persistent and does not despawn.

Reinforcements

 This feature is exclusive to *Java Edition*.

Main article: Zombie § Reinforcements

On Hard difficulty, all zombie villagers have a 0-10% chance to spawn other zombie villagers as reinforcements when receiving damage while targeting an entity. Additionally, up to 5% of zombie villagers spawn as leaders, getting a 50-75% boost to that chance.

Variants

Baby zombies

Baby zombie villagers make up 5% of zombie villager spawns. They have big heads, unlike normal baby villagers in *Java Edition*. They behave similarly to regular zombie villagers, with the following differences:

- They are 30% faster than normal zombies, yet they have the same health as normal zombies. This makes baby zombie villagers more dangerous than their bigger counterparts.
- The noises they make are higher-pitched than adult zombie villager sound effects.
- In *Java Edition*, baby zombie villagers have a chance to spawn as a chicken jockey.
- Baby zombie villagers turn into baby villagers, if cured. In *Java Edition*, their heads turn back to small baby villager heads.^[1]
- Worn armor shrinks to fit their body size.
- They are able to fit through 1×1 block gaps.
- They drop 12 experience when killed by the player instead of 5.
- Unlike other baby mobs but like undead baby mobs, they stay as babies indefinitely and never grow into "adult" zombie villagers.
- They have a decreased hitbox size.

Baby zombie villagers are spawned when a zombie kills a baby villager, the chance of infection being the same as adult zombie villagers. Baby zombie villagers also spawn naturally, but the combined chance (5% villagers × 5% babies) is low at 0.25% (or 1 in 400 chance) of all newly spawned zombies.

Armed zombie villagers

Main article: Geared mobs

Along with skeletons and regular zombies, some zombie villagers are capable of picking up dropped items. These zombie villagers automatically pick up and hold any item that they come across (except jack o'lanterns[Java Edition only], mob heads and pumpkins, as these are worn on their heads), and use any armor, weapons, or tools picked up. If they encounter another similar item, they pick it up and drop their previous item:

- if the new item is armor or a sword and the old item was not (for example, zombie villagers prefer swords to pickaxes and helmets to pumpkins),
- if both items are armor/swords and the new item is better damage-wise (reduces more damage for armor, or inflicts more damage for swords),
- if both items are armor/swords with the same damage reduction/infliction, the new item has NBT tags while the old does not or the new item is more damaged than the old item, or
- if both items are bows and the new item has NBT tags while the old does not.

Items dropped by mobs in exchange for another cannot be picked up by players or mobs for 10 game ticks (0.5 seconds, barring lag), but can be picked up by hoppers.

Armor worn by zombie villagers is not damaged from most damage sources, which means it cannot "wear out" the way player armor does. Helmets (not blocks like pumpkins) on zombie villagers can wear away and break if the zombie villager is exposed to daylight, or has an anvil or other falling block dropped on its head. Zombie villagers also have a natural armor rating of 2 ()(diamond), which gives 1.6 - 8% damage reduction from most sources.

Some zombie villagers that are capable of picking up items spawn already in possession of such items, and those items may also be enchanted. The chances of that event are listed below. If a zombie villager spawns wearing multiple pieces of armor, the armor is never mismatched (i.e. all pieces are made of the same material).

Chances of zombie villagers wearing or picking up armor, per difficulty

	Easy	Normal	Hard
Can pick up loot	0%	0%-55% <small>[note 1]</small>	6.875%-55% <small>[note 1]</small>
Armor	0%	0%-15% <small>[note 1]</small>	1.875%-15% <small>[note 1]</small>
Armor enchantment <small>[note 2]</small>	0%	0-50% <small>[note 1]</small>	6.25%-50% <small>[note 1]</small>
Weapon <small>[note 3]</small>	1%	1%	5%
Weapon enchantment <small>[note 2]</small>	0%	0%-25% <small>[note 1]</small>	3.125%-25% <small>[note 1]</small>

1. Value is based on the regional difficulty.

2. Enchantment is the same as on an enchantment table at level 5–22.[note 1]

3. $\frac{1}{3}$ chance of an iron sword, $\frac{2}{3}$ chance of an iron shovel

If a zombie villager does spawn with armor, the chances of specific armor are as follows:

Chances of different armor pieces, per difficulty

Armor	Easy & Normal	Hard
Helmet	100%	100%
Helmet & chestplate	75%	90%
Helmet & chestplate & leggings	56.25%	81%
Full set	42.19%	72.9%

The chances of particular materials are:

Chances of different armor types

Armor type	Chance
Leather	23.60%
Copper	32.23%
Gold	33.29%
Chain	9.73%
Iron	1.10%
Diamond	0.04%

Any zombie villager that spawns with equipment [*Java Edition only*] (picked-up items don't count) drops 1–3 extra experience per item.

Villager variants

A zombie villager retains its biome outfit and profession after zombification from a villager. They also retain their trades. Zombie villagers with a profession *cannot* work at a job site block.

Below is a table listing the various biome outfits and professions, along with the specific job site block that each profession requires:

Profession	Job Site Block	Biome							[hide]
		Desert	Jungle	Plains	Savanna	Snowy	Swamp	Taiga	
Unemployed	N/A								
Armorer	Blast furnace								
Butcher	Smoker								
Cartographer	Cartography table								
Cleric	Brewing stand								
Farmer	Composter								
Fisherman	Barrel								
Fletcher	Fletching table								
Leatherworker	Cauldron								
Librarian	Lectern								
Mason	Stonecutter								

<i>Nitwit</i>	N/A						
<i>Shepherd</i>	Loom						
<i>Toolsmith</i>	Smithing table						
<i>Weaponsmith</i>	Grindstone						

Variant spawning

A zombie villager has variants depending on what biome it had spawned in, a [Plains](#) variant spawning in [Sunflower Plains](#) is an example.

Plains variant

- [Mushroom Fields](#)
 - [Ocean](#)
 - [Deep Ocean](#)
 - [Cold Ocean](#)
 - [Deep Cold Ocean](#)
 - [Lukewarm Ocean](#)
 - [Deep Lukewarm Ocean](#)
 - [Warm Ocean](#)
 - [Beach](#)
 - [Stony Shore](#)
 - [River](#)
 - [Plains](#)
- [Sunflower Plains](#)
 - [Forest](#)
 - [Flower Forest](#)
 - [Birch Forest](#)
 - [Old Growth Birch Forest](#)
 - [Dark Forest](#)
 - [Pale Garden](#)
 - [Meadow](#)
 - [Cherry Grove](#)
 - [Stony Peaks](#)
 - [Deep Dark](#)
 - [Dripstone Caves](#)
 - [Lush Caves](#)

Taiga variant

- [Taiga](#)
 - [Old Growth Pine Taiga](#)
 - [Old Growth Spruce Taiga](#)
- [Windswept Hills](#)
 - [Windswept Gravelly Hills](#)
 - [Windswept Forest](#)

Jungle variant

- [Jungle](#)
- [Sparse Jungle](#)
 - [Bamboo Jungle](#)

Savanna variant

-  [Savanna](#)

Snowy variant

-  [Frozen Ocean](#)
-  [Deep Frozen Ocean](#)
-  [Snowy Beach](#)
-  [Frozen River](#)
-  [Snowy Plains](#)

-  [Savanna Plateau](#)

-  [Windswept Savanna](#)

Swamp variant

-  [Swamp](#)
-  [Mangrove Swamp](#)

Desert variant

-  [Desert](#)
-  [Badlands](#)
-  [Eroded Badlands](#)
-  [Wooded Badlands](#)

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Rotten Flesh	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
 Iron Ingot ^[A]	0–1	0.83%	0.01	0–1	1.17%	0.01	0–1	1.50%	0.01	0–1	1.83%	0.02
 Carrot ^[A]	0–1	0.83%	0.01	0–1	1.17%	0.01	0–1	1.50%	0.01	0–1	1.83%	0.02
 Potato ^{[A][B]}	0–1	0.83%	0.01	0–1	1.17%	0.01	0–1	1.50%	0.01	0–1	1.83%	0.02
 Baked Potato ^{[A][C]}	0–1	0.83%	0.01	0–1	1.17%	0.01	0–1	1.50%	0.01	0–1	1.83%	0.02

A. Only when killed by a [player](#) or a tamed [wolf](#).

B. Only when *not* on fire and *not* killed with a weapon enchanted with [Fire Aspect](#).

C. Only when on fire or killed with a weapon enchanted with [Fire Aspect](#).

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average												
	Default			Looting I			Looting II			Looting III			
	Rotten Flesh	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	Iron Ingot ^[A]	0–1	0.83%	0.01	0–1	1.17%	0.01	0–1	1.50%	0.01	0–1	1.83%	0.02
	Carrot ^[A]	0–1	0.83%	0.01	0–1	1.17%	0.01	0–1	1.50%	0.01	0–1	1.83%	0.02
	Potato ^[A]	0–1	0.83%	0.01	0–1	1.17%	0.01	0–1	1.50%	0.01	0–1	1.83%	0.02
	Music Disc Lava Chicken ^{[A][B][C]}	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

A. Only when killed by a [player](#) or a [tamed wolf](#).

B. Only if it is a baby and is riding a [chicken](#).

C. Zombie villagers and husks unintentionally drop the Lava Chicken Music Disc. See [MCPE-224103](#). It inherits the zombie's loot table in the game's code.

Any picked-up equipment has a 100% chance of dropping on death or when cured and drops with the same damage level it had when picked up.

Naturally-spawned equipment

Zombie villagers do not spawn with equipment in *Bedrock Edition*. In *Java Edition*, a zombie villager can spawn with any of the following:

-  Carved Pumpkin [\[note 1\]](#)
-  Jack o'Lantern [\[Java Edition only\]](#) [\[note 1\]](#)
-  Iron Shovel
-  Iron Sword
-  Diamond Sword (in ominous trials)
-  Random Armor
- Zombie villagers have an 8.5% chance of dropping their naturally-spawned equipment (other than Halloween pumpkins), and drop it with a random durability. Each level of [Looting](#) increases the chance by 1 percentage point (11.5% with [Looting III](#)). They cannot drop the [diamond swords](#) that they occasionally wield during ominous trials.

1. Zombie villagers spawn with [pumpkins](#) and [jack o'lanterns](#)[\[Java Edition only\]](#) only during [Halloween](#).

Experience

Adult zombie villagers drop 5 and an additional 1–3 per naturally-spawned equipment. Baby zombie villagers drop 12 experience.

Behavior

Main article: [Zombie § Behavior](#)

Zombie villagers behave as ordinary [zombies](#), except that they do not convert to [drowned](#) when submerged.

Zombie villagers that were converted from [villagers](#) retain their professions and clothes, which gain a tattered appearance. Naturally spawned zombie villagers (or ones spawned with spawn eggs) have a random profession, and can also spawn with unemployed or [nitwit](#) outfits. In *Bedrock Edition*, baby zombie villagers are always

unemployed.

Being an undead mob, they are:

- damaged by the status effect Instant Health and healed by the status effect Instant Damage.
- unaffected by the status effects Regeneration and Poison.
- ignored by the wither.
- affected by the Smite enchantment.
- a threat to armadillos, causing them to hide in their shell.

Curing

"Curing" redirects here. For the enchantment, see Mending.

Zombie villagers can be cured (converted to normal villagers) by first giving them the Weakness effect, which can be applied by:

- A splash potion of Weakness thrown by the player, a dispenser, or a witch.
- A lingering potion of Weakness thrown by the player or a dispenser.
- An arrow of Weakness shot by the player, a dispenser, or a parched.
- An area effect cloud caused by the explosion of a creeper inflicted with Weakness. [Java Edition only]
- The /effect command, if cheats are enabled.

 There is a related tutorial page for this topic!
See [Tutorial:Curing a zombie villager](#).

The weakened zombie villager must then be healed by using a (non-enchanted^[2]) golden apple on it. The zombie villager begins to shudder to signal that curing is in progress. Also, the Weakness effect is removed, replaced by Strength for the duration of the curing process. An internal countdown timer is then started, counting down the total time to cure.

Time to cure is initially a random integer between 3600 and 6000 ticks (180 to 300 seconds, 3-5 minutes). On each tick, there is a 1% chance for the game to look for cure accelerants. It checks each block within a 9×9×9 cube centered on the villager for either iron bars or a bed (either half of a bed, detected separately; copper bars are ignored). For each one found up to 14, there is a 30% chance of decreasing the countdown timer by 1 more tick. Therefore, having at least 14 half-beds and/or iron bars within range speeds up conversion by an average of 4.2%. [3]

During the curing process, the zombie villager behaves like a normal zombie except that it gains Strength (with a potency that doesn't depend on the difficulty level). Thus, a zombie villager is more dangerous during curing than at other times.

At the end of the curing process, the zombie villager transforms into a villager and gains the Nausea effect for 10 seconds (which has no effect on the villager's behavior). If it was holding any item it picked up, that item is dropped (unless it was enchanted with Curse of Binding, in which case it remains in the villager's inventory but is not worn and does not drop if the villager is killed). If it was a baby before it was transformed into a zombie villager, it remains a baby after the cure. If it had traded with a player at least once, it recovers its former profession and inventory of trades. Otherwise, it recovers its profession but might immediately change it if it finds and claims a workstation block for a different profession.

A newly-cured villager, if it had a profession prior to being zombified, offers a trading discount to the player who administered the cure. These discounts are permanent. If a villager is cured more than once, no additional discounts are applied. Villagers near the cured villager are also affected but offer fewer, smaller discounts.

Zombie villagers that are in the process of converting do not despawn if the player moves far away from them, but like all monsters, they despawn if the difficulty is changed to Peaceful.

Specific to Java Edition

- If a zombie villager spawned as a nitwit or was a nitwit before it was transformed into a zombie villager, it remains a nitwit if cured.
- If cured, naturally spawned zombie villagers keep their profession for one tick then become unemployed.
- A cured villager gains both the permanent and the temporary but spreadable type of positive gossip from curing.
- There is a bug whereby if you cure a zombie villager chicken jockey, the baby villager will still ride the chicken. The rider will grow to a normal villager after 20 minutes and, if struck by lightning, can be turned into a witch jockey.

Specific to Bedrock Edition

- A former nitwit zombie villager becomes an unemployed villager and can learn a profession after the cure.
- Villagers in a range of 16 blocks in a cube surrounding the cured villager also offer a small discount proportional to the number of cured villagers (up to 10).
- Saving and reloading the world causes the curing process to finish as soon as the chunk containing the villager is ticked. This does not happen if the player moves out of range, then returns: In that case, the countdown timer pauses until the player returns.
- If a chicken jockey with a baby zombie villager rider is cured, the rider will dismount when cured.
- After the curing process, naturally spawned zombie villagers can gain a different profession from the one they had while zombified.

Sounds

Java Edition:

Sounds								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Zombie Villager groans	Hostile Mobs	Randomly	entity.zombie_villager.ambient	subtitles.entity.zombie_villager.ambient	1.0	0.8-1.2 (Baby: 1.8-2.2)	16
	Zombie Villager hurts	Hostile Mobs	When a zombie villager is damaged	entity.zombie_villager.hurt	subtitles.entity.zombie_villager.hurt	1.0	0.8-1.2 (Baby: 1.8-2.2)	16
	Zombie Villager dies	Hostile Mobs	When a zombie villager dies	entity.zombie_villager.death	subtitles.entity.zombie_villager.death	1.0	0.8-1.2 (Baby: 1.8-2.2)	16
	Footsteps	Hostile Mobs	While a zombie villager is walking	entity.zombie_villager.step	subtitles.entity.zombie_villager.step	0.15	1.0	16
	Zombie infects	Hostile Mobs	When a zombie villager infects a villager	entity.zombie.infect	subtitles.entity.zombie.infect	2.0	0.8-1.2	16
	Door shakes	Hostile Mobs	While a zombie villager is breaking a wooden door	entity.zombie.attack_wooden_door	subtitles.entity.zombie.attack_wooden_door	2.0	0.8-1.2	16
	Door breaks	Hostile Mobs	When a zombie villager breaks a wooden door	entity.zombie.break_wooden_door	subtitles.entity.zombie.break_wooden_door	2.0	0.8-1.2	16
	Turtle Egg stomped	Hostile Mobs	When a zombie villager is jumping on turtle eggs	entity.zombie.destroy_egg	subtitles.entity.zombie.destroy_egg	0.5	0.9-1.1	16
	Zombie Villager snuffles	Hostile Mobs	When a zombie villager begins curing	entity.zombie_villager.cure	subtitles.entity.zombie_villager.cure	1.0-2.0	0.3-1.0	16
	Zombie Villager vociferates	Hostile Mobs	When a zombie villager finishes curing	entity.zombie_villager.converted	subtitles.entity.zombie_villager.converted	2.0	0.8-1.2	16
	Block broken [sound 1]	?	Unused sound event [sound 2]	entity.zombie.attack_iron_door	subtitles.block.generic.break [sound 1]	None	None	None

1. MC-226770

2. MC-218122

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
?		Hostile Mobs	Randomly	mob.zombie_villager.say	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
?		Hostile Mobs	When a zombie villager is damaged	mob.zombie_villager.hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
?		Hostile Mobs	When a zombie villager dies	mob.zombie_villager.death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
?		Hostile Mobs	While a zombie villager is walking	mob.zombie.step	?	0.45	1.0 (Baby: 1.5)	
?		Hostile Mobs	While a zombie villager is breaking a wooden door	mob.zombie.wood	?	1.0	1.0	
?		Hostile Mobs	When a zombie villager breaks a wooden door	mob.zombie.woodbreak	?	1.0	1.0	
?		Players	When a zombie villager is jumping on turtle eggs	fall.egg	?	0.5	0.9-1.0	
?		Hostile Mobs	When a zombie villager begins curing	mob.zombie.remedy	?	1.0-2.0	0.3-1.0	
?		Hostile Mobs	When a zombie villager finishes curing	mob.zombie.unfект	?	1.0-2.0	0.3-1.0	

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key	[hide]
 Zombie Villager	zombie_villager	burn_in_daylight can_breathe_under_water ignores_poison_and_regen inverted_healing_and_harm undead wither_friends zombies sensitive_to_smite	entity.minecraft.zombie_villager	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
Zombie Villager (old)	zombie_villager	44	armorerc butcher cartographer cleric farmer fisherman fletcher leatherworker librarian mob monster nitwit shepherd stone_mason toolsmith undead weaponsmith zombie zombie_villager	entity.zombie_villager.name	
Zombie Villager (new)	zombie_villager_v2	116	armorerc butcher cartographer cleric farmer fisherman fletcher leatherworker librarian mob monster nitwit shepherd stone_mason toolsmith undead unskilled weaponsmith zombie zombie_villager	entity.zombie_villager_v2.name	

Entity data

Zombie villagers have entity data associated with them that contains various properties.

Bedrock Edition:

See [Bedrock Edition level format/Entity format](#).

Java Edition:

Main article: Entity format

Entity data

Tags common to all entities

Tags common to all mobs

Gossips: Pieces of gossip that can be exchanged between villagers when they meet. Is not preserved when removed.

└ A piece of gossip.

 └ **Value:** The strength of the gossip.

- └ for major_negative: weight -5, max 100, +25 if the villager sees you kill another villager, -10 every 20min, -10 when shared
- └ for minor_negative: weight -1, max 200, +25 when hit, -20 every 20min, -20 when shared
- └ for major_positive: weight 5, max 20, +20 when cured, does not decrease and never shared
- └ for minor_positive: weight 1, max 200, +25 when cured, -1 every 20min, -5 when shared

<ul style="list-style-type: none"> └ for trading: weight 1, max 25, +2 per trade, -2 every 20min, -20 when shared └ Target The <u>UUID</u> of the player who caused the gossip, stored as four ints. └ Type: An ID value indicating the type of gossip. The possible values are <code>major_negative</code>, <code>minor_negative</code>, <code>major_positive</code>, <code>minor_positive</code>, and <code>trading</code>. └ Offers: Is generated when the trading menu is opened for the first time. └ Recipes: List of trade options. <ul style="list-style-type: none"> └ A trade option. <ul style="list-style-type: none"> └ buy: The first 'cost' item, without the Slot tag. └ A single item stack └ buyB: Optional. The second 'cost' item, without the Slot tag. └ A single item stack └ demand: The price adjuster of the first 'cost' item based on demand. Updated when a villager resupply. └ maxUses: The maximum number of times this trade can be used before it is disabled. Increases by a random amount from 2 to 12 when offers are refreshed. └ priceMultiplier: The multiplier on the demand price adjuster; the final adjusted price is added to the first 'cost' item's price. └ rewardExp: 1 or 0 (true/false) – Whether this trade provides XP orb drops. All trades from naturally-generated villagers in Java Edition reward XP orbs. └ sell: The item being sold for each set of cost items, without the Slot tag. └ A single item stack └ specialPrice: A modifier added to the original price of the first 'cost' item. └ uses: The number of times this trade has been used. The trade becomes disabled when this is greater or equal to maxUses. └ xp: How much experience the villager gets from this trade.
VillagerData : Information about the villager's type, profession, and level.
<ul style="list-style-type: none"> └ level: The current level of this villager's profession. Influences the trading options generated by the villager. If it is greater than their profession's maximum level, no new offers are generated. Increments when the villager fills his trading xp bar. Also used for badge rendering. <ul style="list-style-type: none"> └ 1: Novice └ 2: Apprentice └ 3: Journeyman └ 4: Expert └ 5: Master └ profession: A resource location indicating the villager's profession; see Villager § Professions. └ type: A resource location indicating the villager's type; see Villager § Appearance.
<ul style="list-style-type: none"> └ Xp: How much experience the villager currently has, increases with trading in various amounts. <ul style="list-style-type: none"> └ 0 to 9: Novice └ 10 to 69: Apprentice └ 70 to 149: Journeyman └ 150 to 249: Expert └ 250 and more: Master └ CanBreakDoors: 1 or 0 (true/false) - true if the zombie can break doors (default value is 0). └ DrownedConversionTime: The number of ticks until this zombie converts to a drowned, or husk to zombie. (default value is -1, when no conversion is under way). └ InWaterTime: The number of ticks this zombie or husk has been under water, used to start the drowning conversion. (default value is -1, when no conversion is under way). └ IsBaby: 1 or 0 (true/false) - true if this zombie is a baby. May be absent. └ ConversionTime: -1 when not being converted back to a villager, positive for the number of ticks until conversion back into a villager. The regeneration effect parallels this. └ ConversionPlayer: The <u>UUID</u> of the player who started curing the zombie, stored as four ints.

Type	Data value[Expand]
------	--------------------------------------

Profession	Data value[Expand]
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Achievements

[hide]

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Monster Hunter	Attack and destroy a monster.	Kill one of these 41 monsters: [show] Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		Diamonds to you!	Throw diamonds at another player.	Drop a diamond. Another player or a zombie must then pick up this diamond.	15	Bronze
		Zombie Doctor	Cure a <u>zombie villager</u> .	Throw a splash potion of <u>weakness</u> at a zombie villager and give it a golden apple (by facing the zombie and pressing the <u>use</u> key with a golden apple in your hand).	40	Gold
		It Spreads	Kill a mob next to a <u>catalyst</u>	Kill any mob that drops <u>experience</u> near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	Zombie Doctor	Weaken and then cure a Zombie Villager	Use a golden apple on a <u>zombie villager</u> under the <u>Weakness</u> effect; the advancement is granted when the zombie villager <u>converts into a villager</u> . <i>In multiplayer, only the player that feeds the golden apple gets the advancement.</i>	
	Monster Hunter	Kill any hostile monster	Kill one of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	
	It Spreads	Kill a mob near a Sculk Catalyst	Kill any mob that drops <u>experience</u> near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . Mobs that drop no experience are ignored for this advancement.	
	Monsters Hunted	Kill one of every hostile monster	Kill each of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	

Advancements that apply to all mobs:

[\[show\]](#)

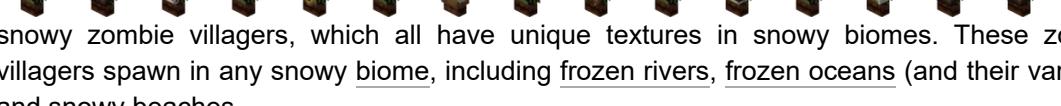
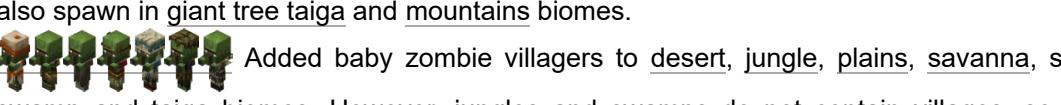
Videos

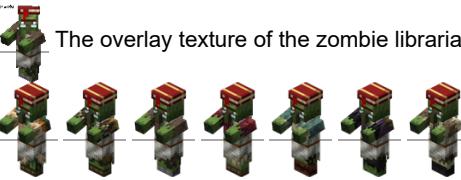
Note: Zombie villagers have new textures and sounds as of Village and Pillage.

History

For the history of zombie villagers before Village & Pillage, see [Zombie Villager \(old\) § History](#).

Java Edition

		<u>Java Edition</u>	[hide]
		Zombie villagers now have new skins, corresponding to biome and profession.	
		 Added	
		desert zombie villagers, which all have unique textures for that biome. These zombie villagers also spawn in badlands biomes.	
		 Added	
		jungle zombie villagers, which all have unique textures for that biome. However, jungles do not contain villages, so these zombie villagers spawn only after the player has a jungle village.	
		 Added	
		plains zombie villagers, which all have unique textures for that biome.	
		 Added	
		savanna zombie villagers, which all have unique textures for that biome.	
		 Added	
1.14	18w50a	snowy zombie villagers, which all have unique textures in snowy biomes. These zombie villagers spawn in any snowy biome , including frozen rivers , frozen oceans (and their variants) and snowy beaches .	
		 Added	
		swamp zombie villagers, which all have unique textures for that biome. However, swamps do not contain villages, so these zombie villagers spawn only after the player has created a village in a swamp.	
		 Added	
		taiga zombie villagers, which all have unique textures for the biome. These zombie villagers also spawn in giant tree taiga and mountains biomes.	
		 Added	
		baby zombie villagers to desert , jungle , plains , savanna , snowy , swamp and taiga biomes. However, jungles and swamps do not contain villages, so these zombie villagers spawn only after the player has created a village in those biomes .	
		Cured zombie villagers now retain their trades .	
	19w37a	Mobs that spawn wearing carved pumpkins or jack o'lanterns on Halloween no longer drop them.	
1.15	19w41a	Zombie villagers that were converted from villagers are supposed to no longer despawn. However, they still do. ^[4]	
	19w46a	Baby zombie villagers can now be spawned by using a zombie villager spawn egg on an existing zombie villager. ^[5]	
1.16	20w06a	Zombie villagers that were converted from villagers no longer despawn. ^[4]	

		The overlay texture of the zombie librarian now have been changed.
1.17	21w11a	
	21w13a	Legacy zombie villager texture ^[6] have been removed. Zombie villagers drop <u>baked potatoes</u> instead of normal potatoes if on fire when killed or killed by a fire source.
1.17.1	pre1	Zombie villagers no longer pick up glow ink sacs.
1.18	21w41a	The profession textures of Zombie Armorer and Zombie Weaponsmith have been changed. 
1.19	22w17a	The sole textures of the Jungle, Plains, Savanna, and Snowy and arms of Weaponsmith have been changed. 
1.20.2	23w31a	Villagers no longer offer additional discounts after being cured more than once [7]
1.20.3	23w40a	Zombie villagers are now part of the #can_breathe_under_water, #undead and #zombies tags.
1.21.2	24w33a	Zombie villagers now spawn more zombie villagers as zombie reinforcements instead of regular zombies. ^[8]
1.21.11	25w41a	Now naturally spawn with armor in the order of (most likely to least likely): helmet, chestplate, leggings, boots. ^[9]
		Upcoming Java Edition [hide]
26.1	snap1	Leader zombie villagers now spawn with their maximum health instead of 20 health. ^[10]

Bedrock Edition

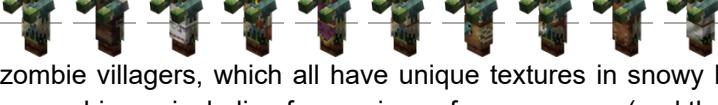
 **This section needs to be updated.**

Please update this section to reflect recent updates or newly available information.

		Bedrock Edition	[hide]
1.10.0 Experiment Experimental Gameplay	beta 1.10.0.3	<p>Zombie villagers are now split into 2 different mobs, new zombie villagers (which are only available behind Experimental Gameplay) now have new skins, corresponding to biome and profession.</p>  <p>Added desert zombie villagers, which all have unique textures for that biome. These zombie villagers also spawn in badlands biomes.</p>  <p>Added jungle zombie villagers, which all have unique textures for that biome. However, jungles do not contain villages, so these zombie villagers spawn only after the player has created a jungle village.</p>  <p>Added plains zombie villagers, which all have unique textures for that biome.</p>  <p>Added savanna zombie villagers, which all have unique textures for that biome.</p>  <p>Added snowy zombie villagers, which all have unique textures in snowy biomes. These zombie villagers spawn in any snowy biome, including frozen rivers, frozen oceans (and their variants) and snowy beaches.</p>  <p>Added swamp zombie villagers, which all have unique textures for that biome. However, swamps do not contain villages, so these zombie villagers spawn only after the player has created a village in a swamp.</p>  <p>Added taiga zombie villagers, which all have unique textures for the biome. These zombie villagers also spawn in giant tree taiga and</p>	

		<p>mountains biomes.</p>  <p>Added baby zombie villagers to <u>desert</u>, <u>jungle</u>, <u>plains</u>, <u>savanna</u>, <u>snowy</u>, <u>swamp</u> and <u>taiga</u> biomes. However, jungles and swamps do not contain villages, so these zombie villagers spawn only after the player has created a village in those <u>biomes</u>.</p>
		Added nitwit, mason, and unemployed zombie villager professions.
		Zombie villagers now attack <u>wandering traders</u> .
		Cured zombie villagers can now retain their <u>trades</u> .
<u>1.11.0</u>	<u>beta 1.11.0.3</u>	The new zombie villagers are now available outside of Experimental Gameplay.
<u>1.12.0</u>	<u>beta 1.12.0.2</u>	The new zombie villagers now have <u>sounds</u> .
<u>1.13.0</u>	<u>beta 1.13.0.1</u>	The old zombie villagers no longer spawn naturally. However, they still exist.
<u>1.16.0</u>	<u>beta 1.16.0.51</u>	Zombie villagers now have ability to pick up <u>items</u> .
<u>1.17.30</u>	<u>beta 1.17.30.20</u>	Zombie villagers no longer pick up <u>glow ink sacs</u> .
<u>1.20.30</u>	<u>Preview 1.20.30.21</u>	Villagers no longer offer additional discounts after being cured more than once.
<u>1.20.40</u>	<u>Preview 1.20.40.20</u>	Zombie villager curing time is no longer a set value of 2000 ticks, and is instead a random value between 3600 and 6000 ticks.
<u>1.21.60</u>	<u>Preview 1.21.60.21</u>	Zombie villagers that spawn in <u>mangrove swamps</u> now use the swamp skin.
<u>1.21.130</u>	<u>Preview 1.21.130.26</u>	Baby zombie villagers can no longer mount other mobs as jockeys.

PlayStation 4 Edition

PlayStation 4 Edition	[hide]
Zombie villagers now have new skins, corresponding to <u>biome</u> and profession.	
	Added <u>desert</u>
zombie villagers, which all have unique textures for that biome. These zombie villagers also spawn in <u>badlands</u> biomes.	
	Added <u>jungle</u>
zombie villagers, which all have unique textures for that biome. However, jungles do not contain villages, so these zombie villagers spawn only after the <u>player</u> has a jungle village.	
	Added <u>plains</u>
zombie villagers, which all have unique textures for that biome.	
	Added <u>savanna</u>
zombie villagers, which all have unique textures for that biome.	
	Added <u>snowy</u>
zombie villagers, which all have unique textures in snowy biomes. These zombie villagers spawn in any snowy <u>biome</u> , including <u>frozen rivers</u> , <u>frozen oceans</u> (and their variants) and <u>snowy beaches</u> .	
	Added <u>swamp</u>
zombie villagers, which all have unique textures for that biome. However, swamps do not contain villages, so these zombie villagers spawn only after the <u>player</u> has created a village in a swamp.	
	Added <u>taiga</u>
zombie villagers, which all have unique textures for the biome. These zombie villagers also spawn in <u>giant tree taiga</u> and <u>mountains</u> biomes.	
	Added baby zombie villagers to <u>desert</u> , <u>jungle</u> , <u>plains</u> , <u>savanna</u> , <u>snowy</u> , <u>swamp</u> and <u>taiga</u> biomes.
However, jungles and swamps do not contain villages, so these zombie villagers spawn only after the <u>player</u> has created a village in those <u>biomes</u> .	

Issues

Issues relating to "Zombie Villager" 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%22Zombie%20Villager%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- When a zombie villager wears a carved pumpkin or jack o'lantern, its head is so tall that it pokes out the top of the pumpkin.
- In Java Edition, zombie villagers have a glitched design when using the programmer art resource pack.^[11]
- In Bedrock Edition, when a zombie villager holds a trident, the hand that holds the trident lowers.

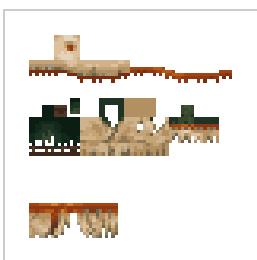
- In *Bedrock Edition*, if a zombie villager is summoned using the `/summon` command with an invalid spawn event, a generic zombie villager that moves extremely fast spawns.
- In *Bedrock Edition*, the icon for the achievement *Zombie Doctor* uses the old zombie villager texture.
- Curing a zombie villager *chicken jockey* is the only way to get a villager riding a chicken without the use of commands.^[12]
- Green-colored zombies are also present in *Minicraft*, a 2D *Minecraft*-inspired game also created by Markus Persson.
- In *Java Edition*, the rarest mob is a baby zombie villager riding a chicken, with 3 pieces of enchanted diamond armor, an enchanted iron sword and a jack o' lantern on its head. It has approximately a 1 in 948 trillion (948,148,148,148,148) chance to spawn and can be found only during Halloween, as this is when mobs can spawn wearing jack o' lanterns.

Gallery

Textures



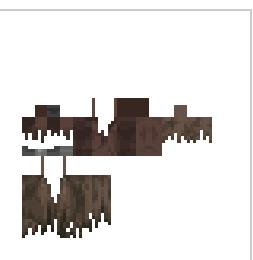
Base texture



Desert overlay



Jungle overlay



Plains overlay



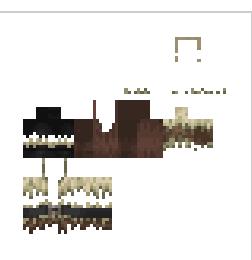
Savanna overlay



Snow overlay



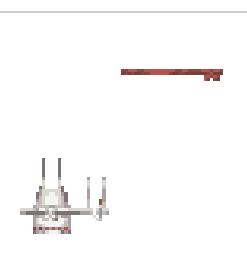
Swamp overlay



Taiga overlay



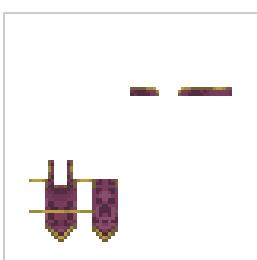
Armorer overlay



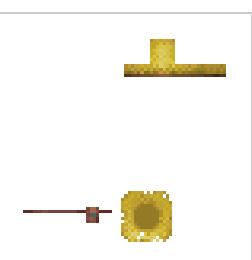
Butcher overlay



Cartographer overlay



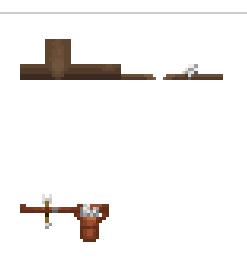
Cleric overlay



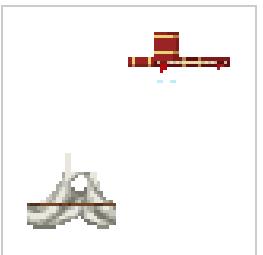
Farmer overlay



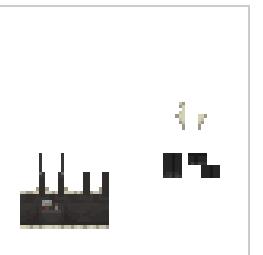
Fisherman overlay



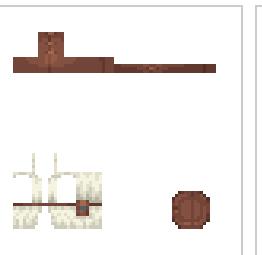
Fletcher overlay

Leatherworker
overlay

Librarian overlay



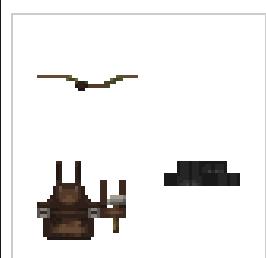
Mason overlay



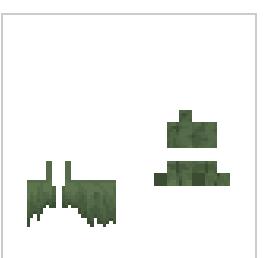
Shepherd overlay



Toolsmith overlay

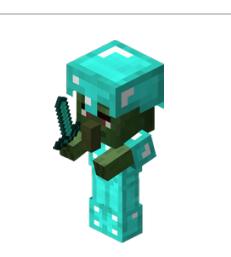
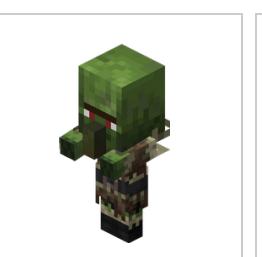
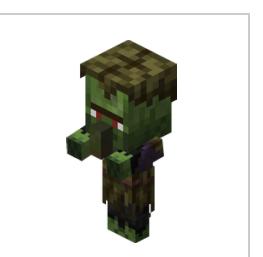
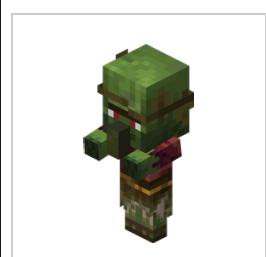
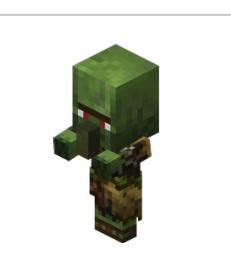
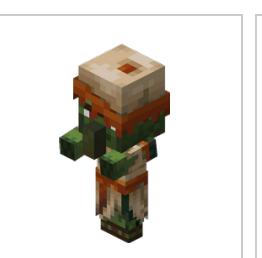
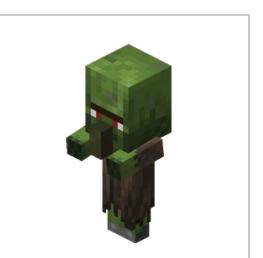
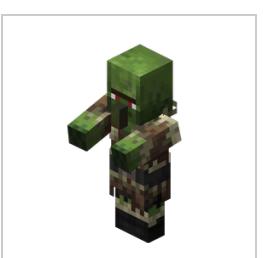
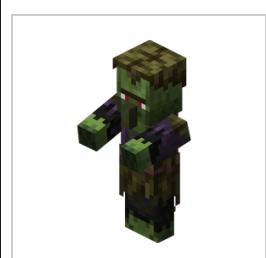
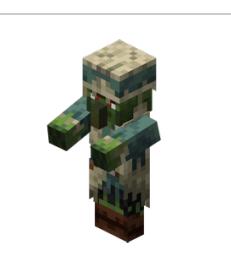
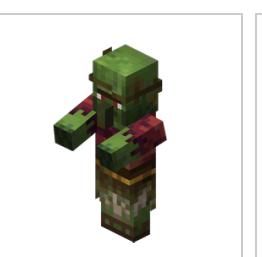
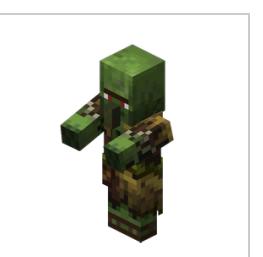
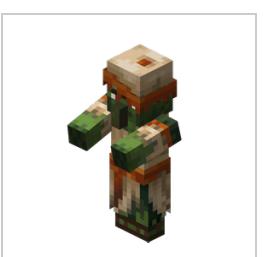
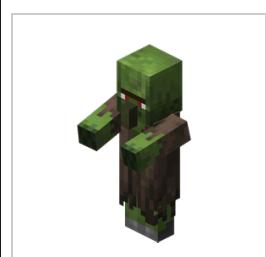


Weaponsmith overlay



Nitwit overlay

Renders





The base skin for all zombie villagers. This is never seen in-game.

Halloween



A zombie villager wearing a carved pumpkin.



A zombie villager wearing a jack o'lantern.

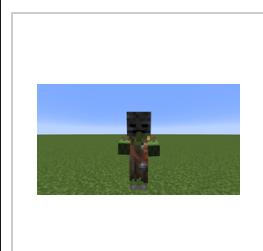


A baby zombie villager wearing a carved pumpkin.

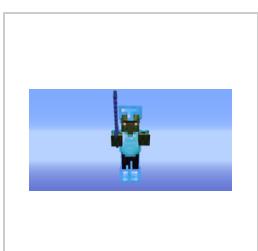


A baby zombie villager wearing a jack o'lantern.

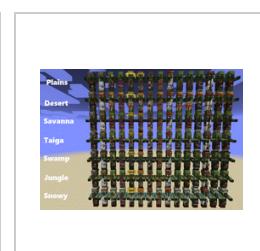
Screenshots



A zombie villager wearing a wither skeleton skull.



A player-armored zombie villager.



The Zombie Villagers from 18w50a.



A zombie villager in a full set of golden armor.



A comparison of zombie villagers wearing golden armor between Java and Bedrock.



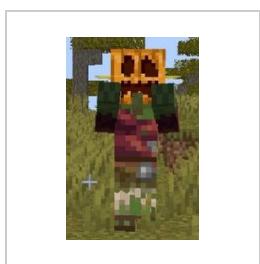
A zombie villager can be seen outside wearing an enchanted diamond helmet and chestplate.

A zombie village during the day. Multiple zombie villagers can be seen burning.

Zombie villager wearing a pumpkin on Halloween.

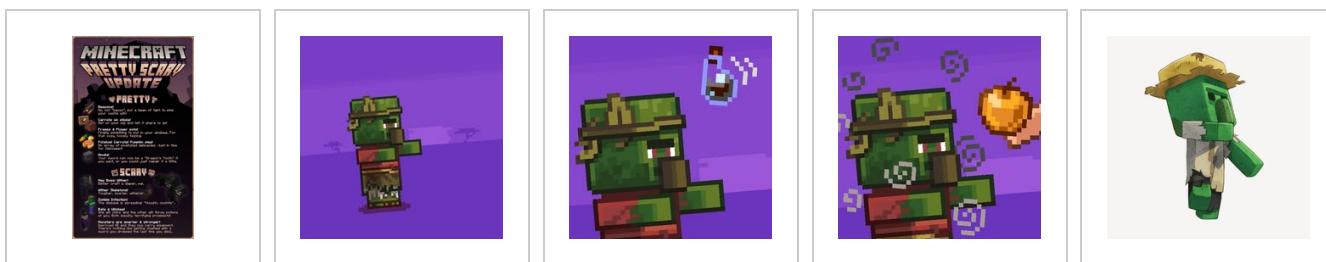
A zombie villager encountered in the wild.

A zombie villager under a tree.



A savanna zombie villager wearing a carved pumpkin.

In other media



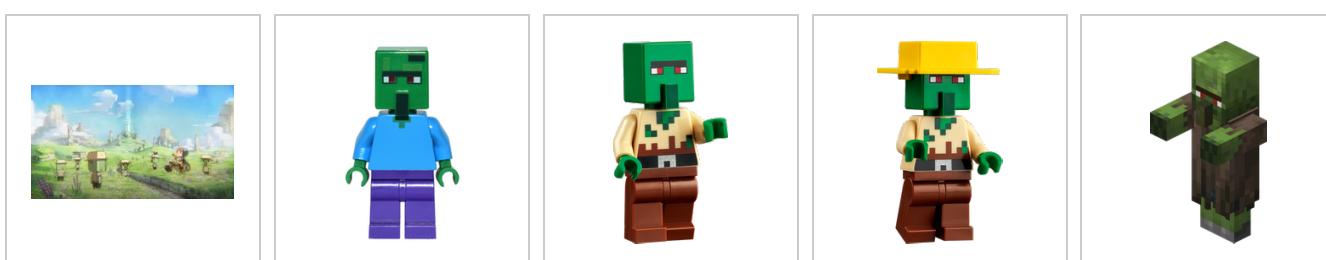
Zombie Villager in promotional artwork for the [Pretty Scary Update](#).

Pixel art of a savanna zombie villager.

The zombie villager about to get hit with a splash potion of weakness.

The zombie villager being fed a golden apple.

A zombie villager (referred to as simply a zombie) as it appears in [Minecraft Legends](#).



Several 2D animated *Legends* zombies featured in a LoFi *Minecraft melody*^[13].

LEGO Minecraft classic Zombie Villager.

LEGO Minecraft taiga Zombie Villager.

LEGO Minecraft taiga Zombie farmer.

The traitor zombie villager in 25w14craftmine

References

1. MC-180893 — resolved as "Invalid".
2. MC-107909 — Can't cure zombie villager with enchanted golden apple — resolved as "Works As Intended".
3. <https://youtube.com/watch?v=CYIAfv291k4>
4. MC-159300
5. MC-2871
6.  /assets/minecraft/textures/entity/zombie/zombie_villager.png
7. MC-181190
8. MC-14800
9. "[MC-182478] Mob armor generates starting with boots rather than helmet - Jira" (<https://bugs.mojang.com/browse/MC-182478>) – Mojira, May 5, 2020.
10. MC-219981 — Leader zombie-type mobs spawn with 20 health despite having increased max health — resolved as "Fixed".
11. MC-140954 — Zombie villager fists render around the head while using Programmer Art texture pack
12. MC-200418 — Cured baby zombie villagers stay as jockey variant
13. "Minecraft LoFi: Laid back lutes for leading the charge" (<https://youtube.com/watch?v=ESb3ad-1IJE>) – Minecraft on YouTube, September 18, 2023

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Mobs																		
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															
	Bee	Cave Spider	Dolphin	Drowned	Enderman	Fox	Goat	Iron Golem	Llama	Nautilus	Panda	Piglin	Polar Bear	Pufferfish	Spider	Trader Llama	Wolf	Zombie Nautilus
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	Jockey	(Camel Husk	Chicken	Hoglin	Ravager	Skeleton Horseman												
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	Mob conversion																	
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