Fletcher   re article feedback

A fletcher is a villager that trades bows, crossbows, arrows, and archery ingredients. Fletchers wear a hat with a feather and have a quiver on the back.

Fletcher
Plains Desert Savanna Taiga Snowy Jungle Swamp

Workstation	🧰 Fletching Table
Buys	✏️ Stick ⬛ Flint 🧵 String 🪶 Feather ⚓ Tripwire Hook
Sells	🏹 Arrow 🏹 Bow 🏹 Crossbow 🏹 Enchanted Bow 🏹 Enchanted Crossbow 🏹 Tipped Arrow

Contents

Spawning

An unemployed villager turns into a fletcher when an unclaimed fletching table is nearby.

Natural generation

> *Main article: Villager § Spawning*

The workstation of fletchers, the fletching table, generates in fletcher houses in villages.

Drops

> *Main article: Hero of the Village § Gifts*

In *Java Edition*, a fletcher 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:

- 🏹 Arrow

- ▪ 🏹 Arrow of Fire Resistance
- ▪ 🏹 Arrow of Harming
- ▪ 🏹 Arrow of Healing
- ▪ 🏹 Arrow of Invisibility
- ▪ 🏹 Arrow of Leaping
- ▪ 🏹 Arrow of Night Vision
- ▪ 🏹 Arrow of Poison
- ▪ 🏹 Arrow of Regeneration
- ▪ 🏹 Arrow of Slowness
- ▪ 🏹 Arrow of Strength
- ▪ 🏹 Arrow of Swiftness
- ▪ 🏹 Arrow of Water Breathing
- ▪ 🏹 Arrow of Weakness

Trading

Main article: Trading

Fletcher								
Level	***Java Edition***	***Bedrock Edition***		**Villager wants**	**Player receives**	**Trades in stock**	**Villager experience**	**Price multiplier**
	Probability	Probability	Slot					
🪨 **Novice**	67%	100%	1	32 × 🪵 Stick	🟢 Emerald	16	2	0.05
	67%	50%	2	🟢 Emerald	16 × 🏹 Arrow	12	1	0.05
	67%	50%		10 × ▪ Gravel + 🟢 Emerald	10 × 🔘 Flint	12	1	0.05
🟫 **Apprentice**	100%	100%	3	26 × 🔘 Flint	🟢 Emerald	12	10	0.05
	100%	100%	4	2 × 🟢 Emerald	🏹 Bow	12	5	0.05
🟨 **Journeyman**	100%	100%	5	14 × 🧵 String	🟢 Emerald	16	20	0.05
	100%	100%	6	3 × 🟢 Emerald	🏹 Crossbow	12	10	0.05
🟩 **Expert**	100%	100%	7	24 × 🪶 Feather	🟢 Emerald	16	30	0.05
	100%	100%	8	7–21 × 🟢 Emerald[t 1]	🏹 Enchanted Bow[t 2]	3	15	0.05
🟦 **Master**	67%	100%	9	8 × 🔱 Tripwire Hook	🟢 Emerald	12	30	0.05
	67%	50%	10	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).

Sounds

Java Edition

Sounds								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Fletcher works	Friendly Mobs	Randomly while a 🟫 fletcher is working	entity .villager .work_fletcher	subtitles .entity .villager .work_fletcher	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 🟫 fletcher is working	dig .wood	?	12.0	1.0

Data values

Main article: Villager § Data values

Fletchers have the data value `minecraft:fletcher` in *Java Edition*.

History

For fletcher trades before Village & Pillage, see Trading/Before Village & Pillage § Farmer (Brown Robe).

Java Edition

Java Edition			[hide]
1.8	**14w02a**	Added fletchers as a career of the "Farmer" profession.	
1.14	**18w50a**	Fletchers have been split from farmers and are now their own profession.	

Bedrock Edition

Pocket Edition			[hide]
1.0.4	**alpha 1.0.4.0**	Added fletchers as a career of the "Farmer" profession.[verify]	

Bedrock Edition			[hide]
1.10.0 Experiment **Experimental Gameplay**	**beta 1.10.0.3**	Fletchers have been split from farmers 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 fletchers as a career of the "Farmer" profession.	
			1.91				Fletchers have been split from farmers and are now their own profession.	

Issues

Issues relating to "Fletcher" 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%22Fletcher%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 taiga fletcher

Textures

Fletcher overlay

In other media

A fletcher featured in
A Minecraft Movie
Live Event

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	
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 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
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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