

# Cleric ↳ re article feedback

A cleric is a villager that trades magic items like ender pearls, redstone dust, glowstone, and other enchanting or potion ingredients. Clerics wear a purple robe featuring a creeper emblem on the back.

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## Spawning

*Main article: [Villager § Spawning](#)*

An unemployed villager turns into a cleric when an unclaimed brewing stand is nearby.

### Natural generation

*Main article: [Villager § Natural generation](#)*  
See also: [Village/Structure](#)

The workstation of clerics, the brewing stand, spawns in temples in villages.

### Igloos

Igloo basements always generate with one villager in the left cell and one zombie villager in the right cell. There

### Cleric

Plains Desert Savanna Taiga Snowy  
Jungle Swamp



### Workstation Brewing Stand

-  Rotten Flesh
-  Gold Ingot
-  Rabbit's Foot
-  Turtle Scute
-  Glass Bottle
-  Nether Wart

### Sells Redstone Dust

-  Lapis Lazuli
-  Glowstone
-  Ender Pearl
-  Bottle o' Enchanting

is also a brewing stand in an igloo basement.

In *Java Edition*, the generated zombie villager is always a cleric, but becomes unemployed once cured. The villager is always unemployed. The brewing stand can turn an unemployed villager into a cleric once it can pathfind to it.

In *Bedrock Edition*, the villager has a random profession and the zombie villager is unemployed. The villager can change its profession to cleric due to the nearby brewing stand; the same applies to the zombie villager once it is cured.

## Drops

*Main article: Hero of the Village § Gifts*

In *Java Edition*, a cleric 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:

- Lapis Lazuli
- Redstone Dust

## Trading

*Main article: Trading*

Cleric								
Level	<u>Java Edition</u>	<u>Bedrock Edition</u>		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
Novice	100%	100%	1	32 × Rotten Flesh	Emerald	16	2	0.05
	100%	100%	2	Emerald	2 ×  Redstone Dust	12	1	0.05
Apprentice	100%	100%	3	3 × Gold Ingots	Emerald	12	10	0.05
	100%	100%	4	Emerald	Lapis Lazuli	12	5	0.05
Journeyman	100%	100%	5	2 × Rabbit's Foot	Emerald	12	20	0.05
	100%	100%	6	4 ×  Emerald	Glowstone	12	10	0.05
Expert	67%	50%	7	4 × Turtle Scute	Emerald	12	30	0.05
	67%	50%		9 × Glass Bottles	Emerald	12	30	0.05
	67%	100%	8	5 ×  Emerald	Ender Pearl	12	15	0.05
Master	100%	100%	9	22 × Nether Wart	Emerald	12	30	0.05
	100%	100%	10	3 ×  Emerald	Bottle o' Enchanting	12	30	0.05

## Sounds

*Main article: Villager § Sounds*

## Working

## Java Edition

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Cleric works	Friendly Mobs	Randomly while a  cleric is working	entity .villager .work_cleric	subtitles .entity .villager .work_cleric	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  cleric is working	random.potion .brewed	?	1.0	1.0		

## Data values

Main article: [Villager § Data values](#)



### This section is a work in progress.

Please help expand and improve it. The [talk page](#) may contain suggestions.

Note:

*better description*

## Entity data

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

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

## History

For cleric trades before Village & Pillage, see [Trading/Before Village & Pillage § Priest \(purple robe\)](#).



### This section is a work in progress.

Please help expand and improve it. The [talk page](#) may contain suggestions.

Note:

*missing a lot of info pre-Village & Pillage, check potentially changed trades. Also missing BE and LCE history.*

## Java Edition

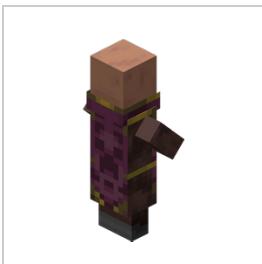
<b><i>Java Edition</i></b>		
		[hide]
<b>1.0.0</b>	<b>Beta 1.9 Prerelease</b>	 Added villagers, including a villager wearing a purple robe.
<b>1.3.1</b>	<b>12w21a</b>	Added trades to the cleric (then called "Priest") profession.
<b>1.8</b>	<b>14w02a</b>	Added the Cleric career to the "Priest" profession, with it being the only career of the profession.
<b>1.14</b>	<b>18w50a</b>	 Added the new cleric profession.

## Issues

Issues relating to "Cleric" are maintained on the [bug tracker](#). Issues should be reported and viewed there ([http://bugs.mojang.com/issues/?jql=project%20in%20MC%2C%20MCPE%29%20AND%20resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Cleric%22%29%20ORDER%20BY%20resolution%20DESC](https://bugs.mojang.com/issues/?jql=project%20in%20MC%2C%20MCPE%29%20AND%20resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Cleric%22%29%20ORDER%20BY%20resolution%20DESC)).

## Gallery

### Renders



A [creeper](#) face on the robe of a plains biome cleric villager.

### Lying



**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 savanna cleric.

## Screenshots

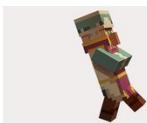


Two villagers talking near a well.

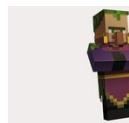
## In other media



Swamp cleric.



Artwork of a snowy cleric



Swamp cleric.



Several villager types.



LEGO desert cleric.



A group of villagers, staring at a player.

## Navigation

[hide]											
<b>Villagers</b>											
<b>Villager professions</b>											
<b>Workstations</b>											
<b>Mechanics</b>											
<b>Structures</b>											
<b>Related mobs</b>											

Entities		<a href="#">[hide]</a>
Mobs		<a href="#">[hide]</a>
Passive	<span>Alay</span> <span>Armadillo</span> <span>Axolotl</span> <span>Bat</span> <span>Camel</span> <span>Camel Husk</span> <span>Cat</span> <span>Chicken</span> <span>Cod</span> <span>Copper Golem</span> <span>Cow</span> <span>Donkey</span> <span>Frog</span> <span>Glow Squid</span> <span>Happy Ghast</span> <span>Horse</span> <span>Mooshroom</span> <span>Mule</span> <span>Ocelot</span> <span>Parrot</span> <span>Pig</span> <span>Rabbit</span> <span>Salmon</span> <span>Sheep</span> <span>Skeleton Horse</span> <span>Sniffer</span> <span>Snow Golem</span> <span>Squid</span> <span>Strider</span> <span>Tadpole</span> <span>Tropical Fish</span> <span>Turtle</span> <span>Villager</span> <span>Wandering Trader</span> <span>Zombie Horse</span>	
	<i>BE &amp; edu only</i>	<span>Agent</span> <span>NPC</span>
Neutral	<span>Bee</span> <span>Cave Spider</span> <span>Dolphin</span> <span>Drowned</span> <span>Enderman</span> <span>Fox</span> <span>Goat</span> <span>Iron Golem</span> <span>Llama</span> <span>Nautilus</span> <span>Panda</span> <span>Piglin</span> <span>Polar Bear</span> <span>Pufferfish</span> <span>Spider</span> <span>Trader Llama</span> <span>Wolf</span> <span>Zombie Nautilus</span> <span>Zombified Piglin</span> <span>Blaze</span> <span>Bogged</span> <span>Breeze</span> <span>Creaking</span> <span>Creeper</span> <span>Elder Guardian</span> <span>Endermite</span> <span>Evoker</span> <span>Ghast</span> <span>Guardian</span> <span>Hoglin</span> <span>Husk</span> <span>Magma Cube</span> <span>Parched</span>	
Hostile	<span>Phantom</span> <span>Piglin Brute</span> <span>Pillager</span> <span>Ravager</span> <span>Shulker</span> <span>Silverfish</span> <span>Skeleton</span> <span>Slime</span> <span>Stray</span> <span>Vex</span> <span>Vindicator</span> <span>Warden</span> <span>Witch</span> <span>Wither Skeleton</span> <span>Zoglin</span> <span>Zombie</span> <span>Zombie Villager</span>	
Bosses	<span>Ender Dragon</span> <span>Wither</span>	<a href="#">[show]</a>
Mob types	<span>Animal</span> <span>Aquatic</span> <span>Arthropod</span> <span>Illager</span> <span>Monster</span> <span>Undead</span> <span>Jockey</span> <span>Camel Husk</span> <span>Chicken</span> <span>Hoglin</span> <span>Ravager</span> <span>Skeleton Horseman</span>	<a href="#">[show]</a>
Other	<span>Spider</span> <span>Strider</span> <span>Zombie Horseman</span> <span>Zombie Nautilus</span> <span>Mob variants</span> <span>Mob conversion</span>	<a href="#">[show]</a>
<b>Other entities</b>		<a href="#">[show]</a>
<b>Unimplemented</b>		<a href="#">[show]</a>
<b>Joke</b>		<a href="#">[show]</a>

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