

Farmer 🔗 re article feedback

A **farmer** is a villager that trades crops and natural foods, such as bread and cookies. Farmers wear a straw hat and have a small bag roped around their waist.

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Spawning

An unemployed villager turns into an farmer when an unclaimed composter is nearby.

Natural generation

The workstation of farmers, the composter, generates in farms in villages.

Drops

In *Java Edition*, a farmer 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:

-  Bread
-  Cookie

Farmer

Plains Desert Savanna Taiga Snowy
Jungle Swamp



Workstation  Composter

Buys

-  Wheat
-  Potato
-  Carrot
-  Beetroot
-  Pumpkin
-  Melon

Sells

-  Bread
-  Pumpkin Pie
-  Apple
-  Cookie
-  Suspicious Stew
-  Cake
-  Golden Carrot
-  Glistening Melon

-  [Pumpkin Pie](#)

Behavior

Farming

In *Java Edition*, during the "work" portion of their schedule, farmers tend nearby crops.

- Farmers sometimes move to random farmland blocks they detect within ± 4 on the X and Z axes and ± 2 on the Y axis, rather than going to their job site.
- If there are fully-grown crop blocks or air above farmland within ± 1 of the farmer on each axis, the farmer spends 10 seconds tending them (not counting time spent walking to the next block), one per second. The block is harvested if necessary and (re-)planted if the farmer has any plantable crop, crop seed, or flower seed items.
 - If `/gamerule mobGriefing` is false, farmers cannot farm.
 - Harvesting is done regardless of the farmer's current inventory, even if they lack space to pick up the results.
 - Planting takes the item from the first eligible inventory slot, independently of any previously harvested crop type.
- If there is at least one non-fully-grown crop block within ± 1 of the farmer on each axis, the farmer has [bone meal](#), and it has been at least 8 seconds since the farmer last did some fertilization, then the farmer fertilizes up to four crop blocks (one every two seconds).
- When the farmer works at their composter, it can perform all of the following tasks in this order in the same work session. The composter always plays the composting sound as the workstation sound, even if nothing is actually put into the composter.
 - If the farmer has at most 36 [bread](#) and enough [wheat](#), it crafts up to 3 bread from the available wheat. Any bread that does not fit into the farmer's inventory is dropped as item entity.
 - If possible, the farmer extracts a [bone meal](#) item to empty the composter. The item drops as usual and may be picked up separately later.
 - If wheat seeds or beetroot seeds are available, the farmer composts excess seeds. Up to 20 total seeds are composted in one work session, but at least 10 of each type of seed are retained. Inventory slots are checked in reverse order. ([Sniffer](#) seeds are never composted.)



Farmer villager picking and planting carrots.

In *Bedrock Edition*, farmers tend crops within the village boundary. Farmers far enough outside the boundary of *any* village also tend nearby crops. Farmland to be tended is found by seeking for certain blocks up to 9 blocks away from the farmer in the X and Z coordinates and up to 1 away in the Y coordinate (a 19×19×3 volume total).

- If a farmer does not have enough food in one stack in its inventory (15 bread, 60 carrots, 60 potatoes, 60 beetroots, or 45 wheat) and finds fully-grown wheat, carrots, potatoes, or beetroot, the farmer moves to the crop block and harvests it.
- If a farmer has any seeds, carrots, potatoes, or beetroot seeds in its inventory and finds an air block above farmland, the farmer moves to it and plants a crop. They always plant from the first eligible slot in their inventory.
- Farmers use and pick up [bone meal](#). They also fill their [composter](#) with [seeds](#).
- Farmers start farming only if a crop is planted on farmland previously.







































- Farmers continue to plant on the farmland even if all crops are destroyed.

For both editions:

- Farmers *cannot* turn dirt, grass blocks, or dirt paths into farmland, nor they pick up any hoes to till the blocks.
 - If a hoe is placed into a farmer's mainhand or offhand via commands, they still cannot till any blocks.

Trading

Main article: [Trading](#)


👤 Farmer								
Level	<i>Java Edition</i>	<i>Bedrock Edition</i>		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
👤 Novice	40%	25%	1	20 ×  Wheat	 Emerald	16	2	0.05
	40%	25%		26 ×  Potato	 Emerald	16	2	0.05
	40%	25%		22 ×  Carrot	 Emerald	16	2	0.05
	40%	25%		15 ×  Beetroot	 Emerald	16	2	0.05
	40%	100%	2	 Emerald	6 ×  Bread	16	1	0.05
👤 Apprentice	67%	100%	3	6 ×  Pumpkin	 Emerald	12	10	0.05
	67%	50%	4	 Emerald	4 ×  Pumpkin Pie	12	5	0.05
	67%	50%		 Emerald	4 ×  Apple	16	5	0.05
👤 Journeyman	100%	100%	5	4 ×  Melon	 Emerald	12	20	0.05
	100%	100%	6	3 ×  Emerald	18 ×  Cookie	12	10	0.05
👤 Expert	29%	17%	7	 Emerald	 Suspicious Stew ^[t 1]	12	15	0.05
	29%	17%		 Emerald	 Suspicious Stew ^[t 2]	12	15	0.05
	29%	17%		 Emerald	 Suspicious Stew ^[t 3]	12	15	0.05
	29%	17%		 Emerald	 Suspicious Stew ^[t 4]	12	15	0.05
	29%	17%		 Emerald	 Suspicious Stew ^[t 5]	12	15	0.05
	29%	17%		 Emerald	 Suspicious Stew ^[t 6]	12	15	0.05
	29%	100%	8	 Emerald	 Cake	12	15	0.05
👤 Master	100%	50%	9	3 ×  Emerald	3 ×  Golden Carrot	12	30	0.05
	100%	50%		4 ×  Emerald	3 ×  Glistering Melon Slice	12	30	0.05

- The stew gives 6 seconds of Blindness in *Java Edition*, or 5 seconds of Night Vision in *Bedrock Edition*.
- The stew gives 8 seconds of Jump Boost in *Java Edition*, or 5 seconds of Night Vision in *Bedrock Edition*.


- 3. The stew gives 5 seconds of Night Vision.
- 4. The stew gives 14 seconds of Poison in *Java Edition*, or 5 seconds of Night Vision in *Bedrock Edition*.
- 5. The stew gives 0.35 seconds of Saturation in *Java Edition*, or 5 seconds of Night Vision in *Bedrock Edition*.
- 6. The stew gives 7 seconds of Weakness in *Java Edition*, or 5 seconds of Night Vision in *Bedrock Edition*.

Sounds

Java Edition

Sounds [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Farmer works	Friendly Mobs	Randomly while a  farmer is working	entity.villager.work_farmer	subtitles.entity.villager.work_farmer	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  farmer is working	block.composter.fill	?	1.3	0.8	

Data values

Main article: Villager § Data values



Farmers have the data value `minecraft:farmer` in *Java Edition*.

History



This section needs expansion.
You can help by expanding it.
Instructions: missing BE and LCE history. Maybe add on to JE history

Java Edition

Java Edition			[hide]
<u>1.0.0</u>	<u>Beta 1.9</u> <u>Prerelease</u>	 Added villagers, including farmers.	
<u>1.3.1</u>	<u>12w21a</u>	With the introduction of villager <u>trading</u> , farmers can now be traded with.	
<u>1.8</u>	<u>14w02a</u>	Added the " <u>Fisherman</u> ", " <u>Fletcher</u> ", and " <u>Shepherd</u> " careers for farmers.	
<u>1.14</u>	<u>18w50a</u>	 The textures of farmers have been changed.	
		Farmers, like other villagers, now have career levels.	
		The fisherman, fletcher, and shepherd careers have been split from farmers and are now their own professions.	
<u>1.14.3</u>	<u>pre1</u>	Farmers now spend more time farming when they are working.	
		Farmers now always give away food even if other villagers do not need it.	
<u>1.20</u>	<u>23w14a</u>	Farmers now can pick up <u>torchflower</u> seeds.	
	<u>23w16a</u>	Farmers can now plant torchflower seeds and <u>pitcher</u> pods.	

Issues

Issues relating to "Farmer" 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%22Farmer%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 snowy farmer

Screenshots



A farmer at a farm



A farmer working near a crafter contraption



Makena trading with two farmers

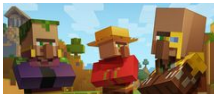


Three farmers



A cleric and farmer speaking while a third villager hurries by in the background.

In other media



Villager artwork, including a savanna farmer



A farmer watching Steve, Noor, and Alex riding pigs



LEGO jungle farmer



Lego snowy farmer













Artwork of the Farmer's Market Expansion of the board game Minecraft: Builders & Biomes.

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 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  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
 Spider  Strider  Zombie Horseman  Zombie Nautilus)  Mob variants
 Mob conversion

Other entities

[\[show\]](#)

Unimplemented

[\[show\]](#)

Joke

[\[show\]](#)

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