

Villager

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Not to be confused with [Pillager](#) or [Illager](#).
For other uses, see [Villager \(disambiguation\)](#) and [Merchant \(disambiguation\)](#).



This article is being redone.

Information on the page has recently been split, or a lot of information needs to be changed.

You can help by: removing information solely about other articles, such as village information or information about specific professions, to help shorten the page, but do not remove information until you're sure it is on the page it belongs in order to prevent loss of information.

You can also help by reorganizing information to help viewers find specific information.

Tagged on: November 19, 2025.

Villagers are humanoid [passive mobs](#) that inhabit [villages](#), work at their professions (see [Villager professions](#)), [breed](#), and interact with each other. Their outfit varies according to their occupation and [biome](#), and a player can [trade](#) with them using [emeralds](#) as currency, with their prices affected by reputation.

Contents

Spawning

- [Natural generation](#)
- [Curing](#)

Drops

- [Hero of the Village](#)

Behavior

- [Movement patterns](#)
 - [Socializing](#)
 - [Migration](#)
 - [Pathfinding](#)
 - [Getting attacked](#)
 - [Preferred path](#)

- [Job site blocks](#)

- [Gossiping](#)

- [Picking up items](#)

- [Sharing food](#)

- [Farming](#)

- [Breeding](#)

- [Willingness](#)

- [Baby villagers](#)

- [Lightning](#)

- [Iron golem summoning](#)

- [Panicking](#)

- [Zombies](#)

- [Raids](#)

- [Hero of the Village](#)

- [Staring](#)

Schedules

- [Working](#)

Villager

[Plains](#) [Desert](#) [Savanna](#) [Taiga](#) [Snowy](#)
[Jungle](#) [Swamp](#)

[Plains Villager Base.png](#): Infobox image for
Minecraftentity Villager

Adult



Baby in Java Edition

[Plains Baby Villager BE.png](#): Infobox image
for Minecraftentity Villager

Baby in Bedrock Edition



[View all renders](#)

Health points 20 (× 10)

Behavior Passive[note 1]

Firework Rocket:

Damage decreases with distance:

Easy: 5 (×2)

Normal: 8 (×3)

Hard: 12 (× 6)

Hitbox size In [Java Edition](#):

Adult:

Height: 1.95 blocks

[Wandering](#)
[Gathering](#)
[Playing](#)
[Returning home](#)
[Sleeping](#)
[Healing](#)

Professions

[Nitwit](#)
[Appearance](#)

Trading

[Supply and demand](#)
[Trade offering](#)
[Economic trade](#)
[Experience levels](#)
[Popularity or reputation](#)
[Hero of the Village](#)

Sounds

[Working](#)
[Working](#)

Data values

[ID](#)
[Entity data](#)

Achievements

Advancements

Video

History

[Announcement](#)
[Java Edition](#)
[Bedrock Edition](#)
[Legacy Console Edition](#)

Issues

Trivia

[April Fools](#)

Gallery

[Renders](#)
[Idle](#)
[Mojang images](#)
[Screenshots](#)
[Textures](#)
[In other media](#)

See also

Notes

References

Navigation

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

Speed 0.5

 Village
 Igloo basement
 When a zombie villager is cured
 Upon successful breeding

Spawning

Each villager spawns with an empty [inventory](#). Villagers never spawn with [armor](#) or other equipment, but in [Java Edition](#) a [dispenser](#) can be used to equip armor on a villager.

Natural generation

Villagers can be found in [villages](#), which spawn in several [biomes](#) such as [plains](#), [snowy plains](#), [savannas](#), [deserts](#), [taigas](#), and [snowy taigas](#)[Bedrock Edition only] and can cut into other biomes such as [swamps](#) and [jungles](#). When the [village](#) is generated, unemployed villagers spawn in them, the number of which depends on the buildings in that village, as some buildings generate villagers inside and some do not.

Igloo basements always generate with one villager in the left cell and one [zombie villager](#) in the right cell.

- In [Java Edition](#), the generated villager is always unemployed.^[1] The villager cannot pathfind to the [brewing stand](#) or [cauldron](#) to take on a profession unless some of the blocks confining them are broken. The generated zombie villager always has the profession of cleric and becomes unemployed once cured.
 - Both mobs are the plains variant. See § [Appearance](#).
- In [Bedrock Edition](#), the villager has a random profession and the zombie villager is unemployed.
 - Both mobs are the snowy variant.
 - The villager can change its professions to cleric or leatherworker, due to the presence of the brewing stand and cauldron. The zombie villager can do the same after being cured.
 - Changing profession takes time. If the player manages to trade with the villager before it changes its profession, the villager keeps its initial profession.
 - The zombie villager is unemployed immediately after being cured, so the player cannot lock in its profession.

Curing

See also: [Zombie Villager § Curing](#)

Giving a [zombie villager](#) the [Weakness](#) effect and then feeding it a [golden apple](#) starts the curing process. After five minutes, it transforms into a villager, displaying purple [Nausea](#) status effect particles for 10 seconds after being cured.

The villager retains the profession it had, if it had one before turning into a zombie villager. If employed, a cured villager offers discounts on most of its trades.

In [Bedrock Edition](#), if the zombie villager is spawned by a player, it adopts a randomly chosen profession. The villager can also be a nitwit, but it becomes a normal unemployed villager when cured.

In [Java Edition](#), curing a [zombie villager](#) riding a [chicken](#) results in the villager riding a chicken. Eventually, the villager grows up and gains a profession while still being on the chicken.

Drops

Farmers using [bone meal](#) when [farming](#) have a 8.5% chance to drop it when killed by a player or tamed wolf. [check the code] Each level of [Looting](#) increases the chance by 1% per level. Adult^[2] villagers can drop armor equipped through [dispensers](#). Otherwise, villagers, whether adult or baby, do not drop any [items](#) or [experience](#) when killed.

Upon successful trading, a villager drops 3–6.

Upon successful trading, while willing to [breed](#), 8–11 is dropped.

Curing a [zombie villager](#) with [armor](#) and [items](#) causes it to drop them as items.

Hero of the Village

Main article: [Hero of the Village](#)

In [Java Edition](#), a villager can drop various items, depending on its profession, by throwing a gift toward a nearby player with the [Hero of the Village](#) effect. The gift is randomly selected from a list of items for the villager's individual profession, and there is a random cooldown before the villager can throw another gift.

Behavior

Movement patterns

Socializing

Nitwit and unemployed villagers leave their homes at day and begin to explore the village. Generally, they wander inside the village during the day. They may go indoors or outdoors, periodically making mumbling sounds. Occasionally, two villagers may stop and turn to look at each other, in a behavior called socializing, during which they stare at another villager for 4–5 seconds at a time. They continuously stare at a nearby player unless the villager is trying to get into a house at night, farm food, work, or flee from a zombie or illager. Baby villagers may jump on beds and play tag with each other, similarly to how baby [poglins](#) and baby [hoglins](#) play tag.

In [Bedrock Edition](#), baby villagers do not stop in order to stare at players, and thus continue moving as if the player is not there.

A villager tries not to travel far from its bed in a large village unless the job site or the nearest gossip site ([bell](#)) is far away.

Villagers emit green particles if they join a village, set a bed, or acquire a job site/profession.

Villagers run inside at night or during rain, closing doors behind them. They attempt to sleep at night, but if they cannot claim a bed, they stay indoors near a bed until morning. In the morning, they head outside and resume normal behavior. However, some villagers, such as nitwits, stay outside later than others unless being chased by an [illager](#) or [zombie](#).

Migration

If a villager finds itself outside the village boundary, or a villager without a village detects a village boundary within 32 blocks, it quickly moves back within the boundary. A villager taken more than 32 blocks away from its village boundary forgets the village within about 6 seconds. Whether in a village or not, a villager never [despawns](#).

Pathfinding

Villagers, like most other mobs, can find paths around obstructions, avoid walking off cliffs of heights greater than 3 blocks, and avoid some blocks that cause harm. However, in crowded situations, one villager can push another off a cliff or into harm's way.

Villagers can open all wooden and copper doors and find paths to blocks of interest behind the doors. However, they cannot open any trapdoors, fence gates, or iron doors. Villagers can climb [ladders](#), but do not recognize them as paths and do not deliberately use them. Any climbing of ladders seems to be a side effect of them being pushed into the block by another mob (usually by other villagers). Climbing a ladder can leave a villager stranded on the second floor and roof of some village structures, as they lack the necessary AI to intentionally [descend](#) ladders.

Getting attacked

Villagers flee from zombies, [zombie villagers](#), husks, [drowned](#), [zoglins](#), [vindicators](#), [pillagers](#) (even if their crossbow has broken), [ravagers](#), and [vexes](#) within 8 blocks, and [evokers](#) and [illusioners](#) within 12 blocks. Like other passive mobs, villagers sprint away when attacked. Villagers do not run away from [skeletons](#) (and their variants), [spiders](#), or [cave spiders](#) since these [hostile mobs](#) are passive toward villagers unless provoked. However, these mobs will still be attacked by [iron golems](#) spawned by villagers. They also don't run away from [zombie horses](#), [zombie nautilus](#), [camel husks](#), and [zombified poglins](#) despite being attacked by some of them.

Preferred path

 This feature is exclusive to [Bedrock Edition](#).

When [pathfinding](#), villagers prefer to stay on low cost blocks, such as [dirt paths](#), [cobblestone](#), [bricks](#), and [planks](#). They

do this by trying to minimize the **path cost** of all of the blocks they walk across. They also avoid jumping, because it has a high path cost, but babies don't avoid it as much.

Preferred path blocks	Path cost [hide]	
	Adult villager	Baby villager
Dirt Path	0	
Block of Diamond Block of Emerald Block of Lapis Lazuli Block of Gold Block of Redstone Bricks Cobblestone Chiseled Sandstone Chiseled Red Sandstone Cut Sandstone Cut Red Sandstone End Stone Bricks Glass Glazed Terracotta	Glowstone Mossy Cobblestone Nether Bricks Planks Prismarine Red Nether Bricks Red Sandstone Sandstone Slabs Smooth Sandstone Smooth Red Sandstone Stained Glass Stone Stone Bricks	1
Barrel Beds Blast Furnace Brewing Stand Cartography Table Cauldron Composter	Fletching Table Grindstone Lectern Loom Smithing Table Smoker Stonecutter	50
Other	3	1.5
Jump cost	20	5

Job site blocks

For a list of job site blocks and the professions they are required for, see [§ Professions](#).

Unemployed villagers (other than babies and nitwits) seek employment at job site blocks (also referred to as workstations), and employed villagers use job site blocks to refresh their trades (see [§ Working](#)). Villagers who have made their first trade must claim a site block that corresponds with their profession, whereas tradeless villagers may change their profession to match a site block.

In [Java Edition](#), an unemployed villager claims job site blocks by searching for the nearest unclaimed site in a 48-block sphere. When a suitable site block is detected, the villager starts pathfinding to it, staking a provisional claim. This can occur only while the villager is awake. A provisional claim is released if the villager cannot reach the block within 60 seconds, however the villager may try again immediately.^[3] To fully claim the site and change profession, the villager must approach within a 2-block radius of the job site's center. When a job site block is fully claimed, its owner emits green particles, and no other villager can claim the block unless the owner relinquishes it.

In [Bedrock Edition](#), all villagers in a village search for unclaimed job sites in a 16 block radius and 4 block height. If a site block is found, it is added to a shared list of valid job site blocks for the whole village. An unemployed villager with a bed claims the first site block on that list and immediately acquires the profession to match, regardless of the distance or accessibility to the site block.^[4] The villager can even claim the site block while sleeping. When a job site block is

claimed, both the block and the villager making the claim emit green particles and the site block is removed from the list. If a villager cannot pathfind to its claimed site, both the site block and villager emit anger particles. The site block may need to be broken or interacted by a piston before the villager unclaims it. [\[verify for Bedrock Edition\]](#)

Gossiping

For the formula to calculate the exact price based on gossips, see [Trading § Sale prices](#).

Villagers can store positive and negative memories about players and share them with other villagers. A player's reputation is determined by these memories, and can be changed by trading with, curing, attacking and killing villagers, which influences [trading prices](#) and the hostility of [iron golems](#).



A desert villager and a plains villager gossiping.

Source	Internal name	Gain	Decay	Sharing cost	Maximum	Multiplier
Each trade	trading	2	2	20	25	1
Curing the villager	major_positive	20	0	100	20	5
	minor_positive	25	1	5	25	1
Attacking the villager	minor_negative	25	20	20	200	-1
Killing a nearby villager	major_negative	25	10	10	100	-5

Killing a villager increases the value of the corresponding gossip for all villagers whom it has a line of sight inside a box extending 16 blocks from the villager in all coordinate directions. [Trading](#) with, [curing](#) or attacking a villager only increases the value of the corresponding gossips for the targeted villager. Attacks and kills only result in negative gossip when villagers can determine their source, so indirect methods like [fire](#), [lava](#) and suffocation from [falling blocks](#) can be used to kill villagers without losing reputation.

Villagers can share gossip by talking to each other, though the shared gossip's value will be decreased by the sharing cost. Because the cost of sharing the major gossip gained from curing is greater than its maximum, it can never be shared.

Every 20 minutes, all gossips of a villager decays by the amount in the "Decay" column. This rate does not depend on the time of day and cannot be sped up by sleeping. Because the decay of the major gossip gained from curing is 0, the gossip is permanent.

A player's total reputation with a villager is determined by multiplying each gossip's value by its respective multiplier and adding the results together.

When [trading](#), villagers will [change prices](#) based on reputation. In [Bedrock Edition](#) negative reputation can only cancel out positive reputation and other price discounts but not increase the price.

[Iron golems](#) that were not built by players become hostile toward all players whose reputation is -100 or lower with any villager within a box centered on the golem and extending 10 blocks in every horizontal and 8 in both vertical directions.

Picking up items

Each villager has eight hidden inventory slots, which are initially empty when the villager is spawned. A villager can fill its inventory slots with items it picks up.

In [Bedrock Edition](#), a villager does not intentionally seek out items to pick up, but does collect any [bread](#), [carrots](#),

potatoes, wheat, wheat seeds, beetroot, beetroot seeds, torchflower seeds, pitcher pods, and bone meal within reach. [more information needed] In *Java Edition*, a villager seeks out these items within 4 blocks. The listed items are the only items villagers can pick up, although the `/item` replace command can put any arbitrary item into a villager's inventory. Bone meal can be picked up only by a farmer villager. In *Bedrock Edition*, only farmers can pick up seeds and wheat.

If a player and a villager are in the pickup range of an item at the same time, the player always picks it up first. If several villagers are next to an item, the same one picks up the item every time. This behavior prevents villagers from effectively sharing food (and thus breeding) in a small space.

When killed or converted to a zombie villager, any inventory item of the villager is lost, even when `/gamerule keepInventory` is set to true.

If `/gamerule mob_griefing` is false, villagers cannot pick up items, and farmer villagers cannot plant or harvest crops.

Like other mobs, villagers have four slots for worn armor, separate from their inventory slots. An adjacent dispenser can equip armor, elytra, mob heads or carved pumpkins to a villager[Java Edition only]^[5], but the armor is not rendered (except for carved pumpkins and mob heads). The equipment functions as normal; for example, a villager wearing an armor piece enchanted with Thorns can inflict Thorns damage to attackers, and a villager wearing Frost Walker boots is able to create frosted ice. If a villager is converted into a zombie villager, the armor it was wearing is dropped, though it may be able to pick it up and equip it again. A villager with Thorns III deals more damage to zombies than the villager takes damage.

Sharing food

In *Java Edition*, villagers collect bread, carrots, potatoes, beetroots, wheat seeds, beetroot seeds, and wheat. If a villager has at least 24 of these items, it gives the extra amount to a villager with 4 or fewer of each of these food items. That other villager can also do this until all villagers have shared all items they could (for example, on a group of three villagers one receives 60 bread, then it shares 36 to another villager to keep 24^[6], and that same villager then shares 12 to the third villager).

In the case of wheat, villagers have a distinct behavior. They do the same as other crops, but if a villager has at least 32 wheat, it tries to give half of it to another villager, making both have 16 wheat.

If a villager has 8 full^[verify] stacks of any kind of food or seeds and then tries to share with another villager, it leaves at least 24 items in each stack. Thus it can never empty inventory slots to pick up other items, unless it uses the items when trying to breed or when farming if it is a farmer villager.^{[7][8]} A bait villager can be used in a farm taking advantage of this mechanic to have a farmer villager collect and deposit crops.

In *Bedrock Edition*, if a villager has enough food in one inventory stack (6 bread or 24 carrots, potatoes, beetroots, or 18 wheat for farmers only) and sees a villager without enough food in one inventory stack (3 bread, 12 carrots, 12 potatoes, or 12 beetroots for non-farmers; 15 bread, 60 carrots, 60 potatoes, or 60 beetroots, or 45 wheat for farmers), the villager may decide to share food with that villager.

To share, a villager finds its first inventory stack with at least 4 bread, carrots, potatoes, or beetroot or with at least 6 wheat, and then throws half the stack (rounded down) in the direction of the target villager. When wheat is shared, it is first crafted to bread, which may result in 1 or 2 less than half the stack being shared.



Villagers sharing carrots.

Farming

Main article: Farmer § Farming

Farmer villagers can tend planted wheat, carrots, potatoes, and beetroots, harvesting them if they are fully grown or bonemealing them if possible.

Breeding

For tutorials on breeding mechanics, see [Village mechanics](#) § [Breeding and population cap](#) and [Tutorial:Legacy village mechanics](#).

Adult villagers breed depending on the time of the day and need to be willing to spawn § [Baby villagers](#), who require [beds](#) with at least two empty blocks above their heads. Job sites are not required for villagers to breed.

Breeding depends on the number of valid beds. If a villager is "willing" (see § [Willingness](#) below), villagers breed as long as there are unclaimed beds available within the limits of the village. All baby villagers are initially unemployed.

In [Java Edition](#), two villagers nearby one another periodically enter mating mode if both have enough food and are not on cooldown. Breeding fails (with angry villager particles displayed) if no unclaimed bed can be reached via pathfinding within a 48-block radius. The appearance of the child is randomly determined by either the biome type of the parents or by the biome where the breeding occurred.

In [Bedrock Edition](#), a census is periodically taken to determine the current population of the village. All villagers within the horizontal boundary of the village are counted as part of the population to determine if continued villager mating is allowed. However, any villager within the horizontal boundary of the village and the *spherical* boundary of the village attempts to enter mating mode as long as there is at least one villager within the boundary. If two villagers simultaneously enter mating mode while they are close to one another, they breed and produce a child. The appearance is determined by the biome where the breeding occurs in [Bedrock Edition](#).



Farmer villager picking and planting carrots.

Willingness

Villagers must be willing to breed. Willingness is determined by the amount of food items a villager has. Becoming willing consumes the villager's food stock; therefore, after mating, villagers cease to be willing for 5 minutes, at which point they must gather a sufficient stock of food items to breed again.



Two villagers willing to breed.

Villagers must have enough beds within village bounds for baby villagers to spawn. The villager must be able to path-find to the bed from its current position. (Note that mobs view certain blocks, such as slabs, trapdoors, etc., as full blocks for pathfinding, so putting these types of blocks above a bed invalidates the bed.)

Villagers can become willing by having either 3 [bread](#), 12 [carrots](#), 12 [potatoes](#), or 12 [beetroots](#) in one slot in their inventory. Any villager with an excess of food (usually farmers) throws food to other villagers, allowing them to pick it up and obtain enough food to become willing. The player can also throw bread, carrots, beetroots, or potatoes at the villagers themselves to encourage breeding. Villagers consume the required food upon becoming willing. If `/gamerule mobGriefing` is `false`, villagers don't pick up food or break crops.

Baby villagers

Baby villagers sprint around, entering and leaving houses at will. They sometimes stop sprinting to stare at other villagers, the player[[Java Edition](#) only], or an [iron golem](#). If the iron golem is holding out a [poppy](#), a child may cautiously take the flower from its hands. Baby villagers tend to group and chase one another around the village as if playing tag. They also jump on beds.

[Villagers](#) (except "Johnny" [vindicators](#) in [Bedrock Edition](#)) ignore baby villagers until they reach adulthood.

Baby villagers give gifts of poppies or wheat seeds to players who have the  [Hero of the Village](#) effect in [Java Edition](#).

Baby villagers in [Bedrock Edition](#) and [Minecraft Education](#) have a slightly bigger head than in [Java Edition](#); this also can be seen in other baby mobs in the game as well. [Java Edition](#) baby villagers look like tiny normal villagers.^[9]

Baby villagers can fit through 1×1 block gaps.

A baby villager becomes an adult 20 minutes after birth, even when in a boat or a minecart. Baby villagers with no AI do not grow up.



Some baby villagers in [Java Edition](#). Their heads are smaller than their [Bedrock Edition](#) or [Minecraft Education](#) counterparts.

Lightning

When lightning strikes within 3–4 blocks of a villager, the villager is replaced by a witch that can't despawn. Even a baby villager that is struck by lightning is turned into a two-block-tall witch.

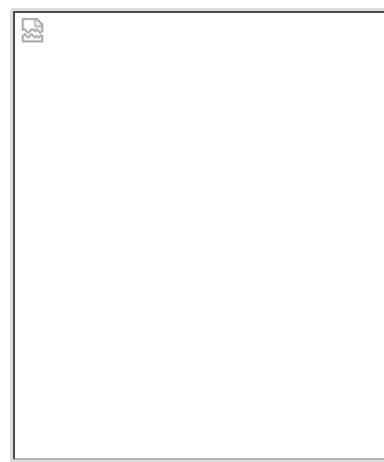
Iron golems also attack any villagers that turn into witches.

Iron golem summoning

Main article: [Iron Golem § Villages](#)

In [Java Edition](#), villagers can summon an iron golem to protect themselves from hostile mobs. This requires either a villager panicking in a group of 3 villagers or 5 gossiping villagers. If they don't find an iron golem within 16 blocks of their location for 30 seconds, another one is summoned.

In [Bedrock Edition](#), villagers can summon an iron golem if there are more than 10 villagers per existing golem, the village has at least 20 beds, and 75% of these villagers must have worked in the past day.



A villager gets struck by lightning.

Panicking

Villagers sometimes panic during a [raid](#) or a [zombie siege](#) by emitting water particles and shaking.

In [Java Edition](#), villagers panic if they see a mob that is hostile toward villagers, like a zombie, zombie villager, husk, drowned, zoglin, illager, vex, wither, or ravager and flee frantically from them, sometimes hiding in houses.

In [Bedrock Edition](#), villagers panic by running around in circles around a bed in a village house, such as when a raid happens or when the player rings the village bell.

[Java Edition](#) villagers in panic are more likely to summon iron golems. To see these mobs, the villager must have an unobstructed line of sight to it (eye-level to eye-level), and be within a certain range (spherical distance between feet center bottom-most point of the villager and hostile mob):

Mob	Panic radius
Zombie, Husk, Drowned, Zombie Villager, Vex	8
Vindicator, Zoglin	10
Evoker, Illusioner, Ravager	12
Pillager	15

Zombies

Main articles: [Siege and Zombie](#)

Zombies, zombie villagers, husks, and drowned seek out and attack villagers within a 35– to 52.5-block radius (depending on [regional difficulty](#)) [[Java Edition](#) only] or a 16-block radius [[Bedrock Edition](#) only] (even when the villager is invisible). Zombies attempt to break down [doors](#), but only a fraction of zombies can do so and can succeed only when difficulty is set to hard. Zombies who cannot break doors tend to crowd around a door that separates them from a villager. If a zombie or a drowned comes across a set of doors with one open, it usually tries to go through the closed door.

All zombies either kill villagers or convert them into [zombie villagers](#). The chance of the villager becoming a zombie villager upon death depends on [difficulty](#), being 0% on Easy, 50% on Normal, and 100% on Hard. Baby villagers can be infected by [zombies](#) as well, becoming baby zombie villagers. Drowned are able to convert villagers into zombie villagers even when attacking with a [trident](#) from a distance.

Raids

Main article: [Raid](#)

During a [raid](#), villagers flee from [illagers](#) and run to the nearest [house](#), similar to a [zombie siege](#). For a villager to hide, the house must have a door and at least one bed.

Before the first raid wave in [Java Edition](#), at least one villager rushes to ring the bell in the center of the village (if they are close enough) to warn the other villagers of an incoming raid before going into their house. In [Bedrock Edition](#), the bell rings automatically regardless of whether a villager is nearby. In [Java Edition](#), when a bell is rung, all illagers within 48 blocks get the [glowing](#) effect for 3 seconds.

A villager often stays in the house it first entered, but may exit the house occasionally. The [player](#) can still trade with villagers during a [raid](#).

On random occasions, the villager displays [water particles](#) as if sweating.

Hero of the Village

Main article: [Hero of the Village](#)

In [Java Edition](#), once the player gains the [Hero of the Village](#) status after defeating a raid, villagers give them a discount for their trades and throw them gifts related to their profession. In [Bedrock Edition](#), the villagers do not throw the player gifts, but they still give them a discount for their trades.

Staring

Villagers stare at any player that stares at them, or goes near them, even if they have the [Invisibility](#) effect. This also applies for some mobs, especially [cats](#). A villager first turns its head toward the player, then the body. Villagers can keep staring at the player unless a raid happens or a zombie comes and chases them off.

Schedules

Villagers have set schedules depending on their age and employment status. Schedules define the villager's goals, which mostly determine how they behave throughout the day. However, their goals can be interrupted by higher priority behaviors most villagers have, such as fleeing from an attack, trading, and getting out of the rain.



A villager panicking.



A villager staring at the player.

Villager schedule in *Java Edition*

Image	Ticks (time)	Employed	Unemployed/Nitwit	Child
	00010 (06:00:36)		Wander	
	02000 (08:00:00)			Wander
	03000 (09:00:00)	Work	Wander	Play
	06000 (12:00:00)			Wander
	09000 (15:00:00)		Gather	
	10000 (16:00:00)			Play
	11000 (17:00:00)		Wander	
	12000 (18:00:00)		Sleep	



Several villagers staring at the player.

Villager schedule in *Bedrock Edition*

Image	Ticks (time)	Employed	Unemployed	Child	Nitwit
	00000 (06:00:00)				Sleep
	02000 (08:00:00)	Work	Wander		
	08000 (14:00:00)		Gather	Play	
	10000 (16:00:00)	Work	Wander		Wander
	11000 (17:00:00)		Home		
	12000 (18:00:00)				
	13000 (19:00:00)		Sleep		Home
	14000 (20:00:00)				Sleep

Working

Employed villagers spend most of their day standing next to their job site blocks. From time to time, they "gather supplies" by wandering a short distance away, then returning.

Some professions have additional job-specific goals that are part of their work schedule:

- Farmers harvest and sow crops.
- Librarians inspect bookshelves. [*Bedrock Edition only*]

When a villager reaches its job site block, it commences "work". Two times a day, working resupplies any locked trades, even without having a bed or while sitting in a minecart. A villager can "reach" its job site block if the block is in any of the 8 directly adjacent or diagonal block spaces horizontally around it at the height of their feet, or at the 9 blocks below that. Villagers can still "reach" them diagonally, even if they can't see or touch the face of the block.

Employed villagers do not breed with each other during their work schedule. Nitwits and unemployed villagers do not

follow this rule, as they can breed with each other and employed villagers that are not working.

Leatherworker villagers can work at any cauldron, not only their job site block. Also, the cauldron does not have to be filled with water in order for the villager to work at it.

Wandering

All villagers wander from time to time, but for the unemployed and nitwits, they wander for the majority of their day. A wandering villager chooses a random block and walks toward it, then stands there for a variable amount of time before wandering again. If at any time it detects a job site block it can claim, it does so, assumes the skin for the associated profession, and immediately begins following the appropriate schedule.

A villager attempts to claim a job site block by finding a path to a block next to one, showing angry particles when unable to reach it. After a villager fails to reach the job site block several times, it becomes unclaimed, indicated by showing angry particles on it. The villager loses its job site block and eventually becomes unemployed if the villager is at novice-level and no nearby job site block is available. Any other nearby unemployed villager has a chance to become the block's new owner. If there are no unemployed villagers nearby, then the villager who lost the job site block seeks for another unclaimed one or tries to reclaim the same unreachable one in an endless loop (this also happens for claiming beds).

The wander schedule includes a job-specific goal called "exploring the outskirts" that causes villagers to wander near the edges of the village. This enables them to detect new beds, job site blocks, bells, and houses that players have used to extend the village.

During this time of the day, they may also share items.

Gathering

Late in the day, adult villagers gather at a meeting place (the area around a [bell](#)). When two villagers encounter one another, they mingle (look at each other and "converse" by humming at other villagers). They may also share food, or breed if both are willing.

If a villager isn't close enough to detect a bell, it wanders randomly, searching for one.

Playing

Baby villagers wander randomly around the village. When they encounter another baby villager, the two of them follow each other for a while and sometimes run as if racing or chasing each other.

In [Java Edition](#), they sometimes stop to jump and bounce on a bed or to stare at an iron golem they encounter. In [Bedrock Edition](#), if the [iron golem](#) offers them a poppy, the baby villager cautiously accepts it.

Returning home

All villagers head home a short time before sunset. They roam around until they get near their beds, then target a block beside the bed. The bed's head must be accessible for the villagers to "see" it. Once they reach their beds, they do not go through a door again before sleeping.

A villager who has no bed simply waits inside a house until morning. This includes players stealing a villager's bed to sleep in, mostly the villager stays in the house and doesn't move until sunrise. But sometimes, if they detect an unclaimed bed nearby they walk out of the house and toward the bed.

Sleeping



Four villager children chasing another baby villager.

At sunset, villagers lie down in their beds and remain there until morning. Villagers wake early if food is thrown at them [*Java Edition* only], they are pushed out of bed, or if their bed is destroyed. They also wake up when their bed is used, if they are attacked, or when a bell is rung. If possible, they return to sleeping in a bed after the interruption.

Jumping on a bed with a villager sleeping in it does not cause the villager to get up.

In *Java Edition*, a villager can be pushed on its bed and sometimes turn its head. A villager can be pushed off a bed,^[10] but is most likely to go back to sleeping after staring at the player who pushed the villager for a few seconds.

When sleeping in *Java Edition*, a villager's hitbox reduces to a cube restricted to the pillow part of the bed. If an anvil is dropped on the hitbox, the villager takes damage and wakes up and the anvil is dropped as an item.

In *Bedrock Edition*, dropping an anvil on a villager that is sleeping causes the villager to take damage but remain sleeping in the bed and the anvil remains on top of the bed.

A villager who has no bed continues wandering in search of a bed to claim.

Villagers follow their Overworld schedules regardless of which dimension they are in. They can sleep in the Nether or the End, without causing the usual consequences of the bed exploding (See [Bed § Sleeping](#)), if the Overworld's time is correct.^[11] This is because the daylight cycle continues in these dimensions, even though it is not normally apparent to the player.

Sometimes when a villager gets in a bed from another direction they turn their body until their head is on the pillow of the bed. Villagers also sleep with their eyes open.

Healing

A villager gets a brief regeneration effect once leveling up in its profession. Pink regeneration particles () appear while it is healing.

In *Bedrock Edition*, when a villager successfully sleeps, they immediately heal themselves when waking up at dawn (if they are hurt).

Professions

Main article: [Villager professions](#)



A villager pushed on a bed in *Java Edition*. The villager falls off the bed if it is pushed again.



In *Java Edition*, when a villager is sleeping, the hitbox is reduced to only the half of the bed with the pillow. Therefore, dropping an anvil on the other half of the bed does not hurt the villager nor does it cause the villager to wake up.



A top view of a savanna villager sleeping in a bed at night.

Main articles

 Nitwit	 Arborer
 Butcher	 Cartographer
 Cleric	 Farmer
 Fisherman	 Fletcher
 Leatherworker	 Librarian
 Mason	 Shepherd
 Toolsmith	 Weaponsmith

Each villager can have a profession except for the nitwit, indicated by their clothing as well as by the title at the top of the [trading interface](#). A villager can choose their profession by claiming a job site block. When they go to work, they use their daily schedule to get to their claimed job site block. Some professions, like farmers and librarians, do other things. Farmers plant crops, and librarians can inspect bookshelves. If an adult villager does not have a profession (either they are unemployed or a nitwit), they wander instead.

A job site block can be claimed only if it is unclaimed. Removal of a claimed job site block causes the owner to switch to another profession or become unemployed, provided that the villager has no prior trades with the player. If the villager has prior trades, it keeps its profession and claims a new job site block that matches its profession if one is available. This means that once a player trades with a villager, the villager keeps its profession forever.

Nitwits and baby villagers cannot change their profession.

In [Java Edition](#), villagers summoned by a spawn egg or via command `/summon` are always unemployed until they have claimed a job site block. In [Bedrock Edition](#), however, villagers summoned in similar ways have a random profession^[12]; their profession can be changed by a job site block, though.

Novice-level villagers who have not yet traded can lose their profession and change into unemployed villagers.

Unemployed adults actively seek for an unclaimed job site block and change into the corresponding profession.

Below is a table listing the various professions, along with the specific job site block that each profession requires (13 jobs in total, not including unemployed/nitwit):



Job site blocks next to each other.



All plains biome variant professions (except unemployed) corresponding to their different job site blocks.

Profession	Job site block / Workstation	Biome							[hide]
		Desert	Jungle ^[note 2]	Plains	Savanna	Snow	Swamp ^[note 2]	Taiga	
<u>Unemployed</u>	None								
<u>Nitwit</u>	None								
<u>Armorer</u>	Blast Furnace								
<u>Butcher</u>	Smoker								
<u>Cartographer</u>	Cartography Table								
<u>Cleric</u>	Brewing Stand								
<u>Farmer</u>	Composter								
<u>Fisherman</u>	Barrel								
<u>Fletcher</u>	Fletching Table								
<u>Leatherworker</u>	Cauldron								
<u>Librarian</u>	Lectern								
<u>Mason</u>	Stonecutter								

Profession	Job site block / Workstation	Biome							[hide]
		Desert	Jungle ^[note 2]	Plains	Savanna	Snow	Swamp ^[note 2]	Taiga	
Shepherd	Loom								
Toolsmith	Smithing Table								
Weaponsmith	Grindstone								

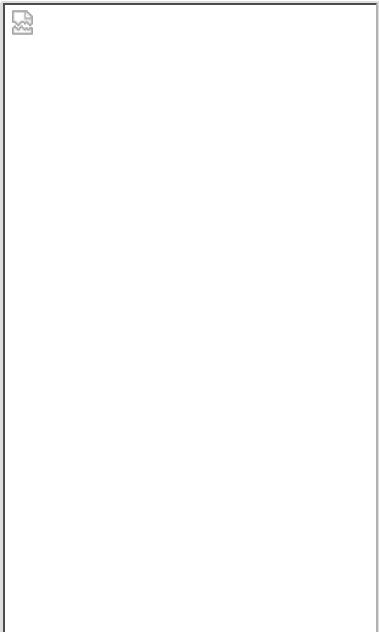
Nitwit

Main article: [Nitwit](#)

Nitwit villagers wear robes that are green on top. They cannot change their profession, trade, or gather around bells, but are still able to breed. They are not equipped with a level stone since they cannot trade.

In [Java Edition](#), pressing [use](#) on a nitwit causes it to grunt and bobble its head at the player. A nitwit must be born or spawned; no villagers change to nitwit from unemployed or a profession, and vice versa. Due to a bug, nitwits cannot spawn in through breeding.^[13] As such, they can only be found naturally or by curing naturally spawned zombie villagers. Zombie villagers can also be spawned as babies, so this is the only way to encounter baby nitwits in Survival mode.

In [Bedrock Edition](#), every baby villager has a 10% chance to become a nitwit when they become an adult, as well as having a different sleep schedule where they wander around the village for about 2000 ticks (1 minute 40 seconds) after other villagers go to sleep, before seeking a bed. If they can claim a bed, they arise in the morning 2000 ticks after the rest of the village wakes up.



A nitwit bobbling its head.
[Java Edition only]

Appearance

Villagers and [zombie villagers](#) have seven skin types corresponding to the biome they spawn in. Their appearance also varies based on their profession and their five tiers. They show which trade tier they have unlocked by a badge of a varying material on their belt. A new tier is obtained every time a player trades with a villager and the badge appears as stone, iron, gold, emerald, and finally diamond.

Villagers have different outfits depending on their biome. Naturally generated villagers take on the outfit from the biome they were spawned in. When breeding occurs, the outfit of the child is determined by the biome where the breeding occurs, but in [Java Edition](#), there is a 50% chance it's inherited from the biome type of the parents (equal chance for both parents). In case the villager's outfit is determined by biome but the biome has no specific villager type, it always becomes a plains villager. The outfits available are the following:

Desert

- Badlands
- Desert^[n 1]

- Eroded Badlands
- Wooded Badlands

Savanna

-  [Savanna](#)^[n 1]

Taiga

-  [Old Growth Pine Taiga](#)
-  [Old Growth Spruce Taiga](#)
-  [Taiga](#)^[n 1]

-  [Savanna Plateau](#)
-  [Windswept Savanna](#)

Snowy

-  [Deep Frozen Ocean](#)
-  [Frozen Ocean](#)
-  [Frozen Peaks](#)
-  [Frozen River](#)
-  [Grove](#)

-  [Ice Spikes](#)
-  [Jagged Peaks](#)
-  [Snowy Beach](#)
-  [Snowy Plains](#)^[n 1]
-  [Snowy Slopes](#)
-  [Snowy Taiga](#)^[n 2]

Swamp

-  [Mangrove Swamp](#)

-  [Swamp](#)

Jungle

-  [Bamboo Jungle](#)

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

Plains

-  [Meadow](#)^[n 1]
-  [Plains](#)^[n 1]

-  [Sunflower Plains](#)^[n 2]
- every other biome

Notes

1. Villages occur naturally in this biome.
2. Villages occur naturally in this biome in *Bedrock Edition*.

Villagers have **13 professions and 2 non professions for a total of 15 outfits**:

- **Farmer** (straw hat)
 - Trades crops and natural foods, such as bread and cookies.
- **Fisherman** (fisher hat)
 - Trades campfires and fishing items.
- **Shepherd** (brown hat with white apron)
 - Trades shears, wool, dyes, paintings and beds.
- **Fletcher** (hat with feather and quiver on the back)
 - Trades bows, crossbows, all types of arrows (except luck) and archery ingredients.
- **Cleric** (purple apron and creeper cloak)
 - Trades magic items like ender pearls, redstone dust, glowstone dust, and other enchanting or potion ingredients.
- **Weaponsmith** (eyepatch and black apron)
 - Trades minerals, bells and enchanted melee weapons. The axe enchantments are weapon related, such as Sharpness or Smite.

- **Armorer** (welding mask)
 - Trades foundry items and sells chain, iron and enchanted diamond armor tiers.
- **Toolsmith** (black apron)
 - Trades minerals, bells and harvest tools. The axe enchantments are tool related.
- **Librarian** (eyeglasses and a book as a hat)
 - Trades enchanted books, clocks, compasses, name tags, glass, ink sacs, lanterns, and book and quills.
- **Cartographer** (golden monocle)
 - Trades banners, compasses, banner patterns, papers and various maps, including explorer maps.
- **Leatherworker** (brown apron and brown gloves)
 - Trades scutes, rabbit hide, and leather-related items.
- **Butcher** (red headband and white apron)
 - Trades meats, sweet berries, rabbit stew, and dried kelp blocks.
- **Mason** (black apron and black gloves)
 - Trades polished stones, terracotta, clay, glazed terracotta and quartz.
- **Nitwit** (green coated, no badge)
 - *No trades, no badge*
- **Unemployed** (no overlay, base clothing of biome without any extra features)
 - No trades until employed. No badge until employed.
 - Villagers have different trades based on the biome in which they spawn.

Trading

Main article: [Trading](#)

The trading system is a [gameplay](#) mechanic that allows players to buy and sell various [items](#) to and from villagers, using [emeralds](#) as a currency. Their trades can be valuable or somewhat meaningless, depending on the cost, the [items](#) the player might get, and how the player treats the villagers.

Only adult villagers with professions can trade; the player cannot trade with nitwits, unemployed villagers, or baby villagers. Attempting to do so causes the villager to display a head-bobbling animation and play the villager's declined trade sound [[Java Edition](#) only].

Pressing the [use](#) control on an employed villager allows a player to trade, making offers based on the villager's profession and profession level. All offers involve emeralds as a currency, and items related to the villager's profession.

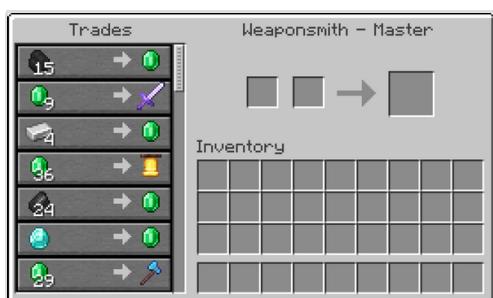
Trading can allow the acquisition of items that would otherwise be difficult or impossible to obtain, such as [enchanted books](#) with "treasure" enchantments (e.g. [Mending](#)), [bottles o' enchanting](#), or [chainmail armor](#).

When a villager gets a new trade, they receive 10 seconds of [Regeneration I](#) (totaling to 4 () of restoration), which emits pink particles. The villager also emits green particles suggesting contentment.

Completing a trade with a villager increases its professional level, and makes the villager drop 3–6; while willing to [breed](#), instead, 8–11 is dropped. Some trades grant higher levels to



The [Java Edition](#) trading interface, displaying basic novice-level trading options.



Trading options of a max-level weaponsmith.

the villager than others. As it advances through its profession, the villager offers additional trades. When a villager unlocks a new trade at a higher level, it almost always grants more experience than lower-level trades.

Villagers have a maximum supply of items and after the player has traded for an item that many times, the villager's supply of the item is exhausted. This results in the trade being temporarily locked. A player can continue to trade for the villager's other available items if any. Exhausted items are restocked when the villager works at a job site, up to twice per day.

Clicking use on an unemployed or nitwit villager in *Java Edition* causes it to grunt and bobble their head; doing so in *Bedrock Edition* does nothing.

Using a name tag on a villager always names the villager instead of opening the trading interface.

In *Java Edition*, using space inside of the trading interface after one trade was made refills the trading slots with items from the inventory.[verify]

Supply and demand

For detailed information on Villager economics, see *Trading § Economics*.

The price of an item can rise and fall with changes in demand. The price of a traded item can rise when next resupplied, or fall from a risen price if not traded. Demand is stored per item, not per villager.

Trade offering

When a player holds an emerald or other item near a villager who wants that item, the villager holds up an item it offers in exchange. In *Bedrock Edition*, villagers raise their arms when showing trade items. For example, a farmer villager who buys 20 wheat for one emerald holds up an emerald, offering it to a player holding wheat.

If the villager has more than one trade for an item, it cycles through the trades, offering a different item every few seconds. This kind of trading interaction makes it easier to find villagers who offer a particular trade, but the player must still open the trading interface to complete the trade. Note that villagers do not hold items to offer trades during their gather or sleep phases, even though it is still possible to trade with them.

Villagers do not offer trades that are currently out of stock.

Economic trade

Villagers have various professions that progress through experience-based levels, unlocking new trade tiers.

Experience levels



Villager badge changes color depending on the level of the villager.

From left to right: stone (**novice**), iron (**apprentice**), gold (**journeyman**), emerald (**expert**), and diamond (**master**).



Several villagers offering trade items to a player.

Name	Minimum XP level
Novice	0
Apprentice	10
Journeyman	70
Expert	150
Master	250

- To rank up a villager, the player needs to trade. Trading with a Novice-level villager adds 1 or 2 XP per trade and each level progressively gains more XP per trade until the Master rank which earns up to 30 XP per trade. To see more, go to [Trading](#).

Popularity or reputation

In [Bedrock Edition](#), villagers increase their prices of trades if a player's popularity is low, (e.g. from [damaging](#) villagers), and decrease it if their popularity is high (e.g. from trading with multiple villagers). [Curing a zombie villager](#) also increases the player's popularity by 10.

In [Java Edition](#), a villager's prices are affected by the player's [reputation](#) with that villager rather than by village popularity.

Hero of the Village

Main article: [Hero of the Village](#)

When a player receives  [Hero of the Village](#), players receive discounted prices on all the items traded by villagers in both editions. The  [Hero of the Village](#) also gets gifts.[Java Edition only]

Each villager throws gifts related to its profession, and nitwits and unemployed villagers throw wheat seeds instead. These gifts range in value from common (like [seeds](#)) to rare items (like [chainmail armor](#)).

A player's popularity increases by 10 in [Java Edition](#) and doesn't increase in [Bedrock Edition](#). Villagers also shoot off fireworks, with different colored fireworks with no pattern.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Villager mumbles	Friendly Mobs	Randomly while awake	entity.villager.ambient	subtitles.entity.villager.ambient	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Villager trades	Friendly Mobs	Randomly while the trade UI on a villager is open	entity.villager.trade	subtitles.entity.villager.trading	1.0	0.8-1.2	16	
	Villager dies	Friendly Mobs	When a villager dies or becomes zombified	entity.villager.death	subtitles.entity.villager.death	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Villager hurts	Friendly Mobs	When a villager is damaged	entity.villager.hurt	subtitles.entity.villager.hurt	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Villager cheers	Friendly Mobs	When a villager wins a raid	entity.villager.celebrate	subtitles.entity.villager.celebrate	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Villager agrees	Friendly Mobs	When a player successfully trades with a villager or when a villager's stock has been updated <small>[needs testing]</small>	entity.villager.yes	subtitles.entity.villager.yes	1.0	0.8-1.2	16	
	Villager disagrees	Friendly Mobs	When a player trades with either an unemployed villager, a nitwit, or fails to trade with an employed villager due to lack of resources	entity.villager.no	subtitles.entity.villager.no	1.0	0.8-1.2	16	

Working

Sounds									[hide]
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	
	Butcher works	Friendly Mobs	Randomly while a  butcher is working	entity.villager.work_butcher	subtitles.entity.villager.work_butcher	1.0	0.8-1.2	16	
	Cartographer works	Friendly Mobs	Randomly while a  cartographer is working	entity.villager.work_cartographer	subtitles.entity.villager.work_cartographer	1.0	0.8-1.2	16	
	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	
	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	
	Fisherman works	Friendly Mobs	Randomly while a  fisherman is working	entity.villager.work_fisherman	subtitles.entity.villager.work_fisherman	1.0	0.8-1.2	16	
	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	
	Leatherworker works	Friendly Mobs	Randomly while a  leatherworker is working	entity.villager.work_leatherworker	subtitles.entity.villager.work_leatherworker	0.9	0.8-1.2	16	
	Librarian works	Friendly Mobs	Randomly while a  librarian is working	entity.villager.work_librarian	subtitles.entity.villager.work_librarian	2.0	0.8-1.2	16	
	Mason works	Friendly Mobs	Randomly while a  mason is working	entity.villager.work_mason	subtitles.entity.villager.work_mason	1.0	0.8-1.2 [sound 1]	16	
	Shepherd works	Friendly Mobs	Randomly while a  shepherd is working	entity.villager.work_shepherd	subtitles.entity.villager.work_shepherd	0.5	0.8-1.2	16	
	Toolsmith works	Friendly Mobs	Randomly while a  toolsmith is working	entity.villager.work_toolsmith	subtitles.entity.villager.work_toolsmith	1.0	0.8-1.2	16	
	Weaponsmith works	Friendly Mobs	Randomly while a  weaponsmith is working	entity.villager.work_weaponsmith	subtitles.entity.villager.work_weaponsmith	0.5	0.8-1.2	16	

1. Can be multiplied by 1.0 or 0.92 for each sound

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	?	Friendly Mobs	Randomly while awake	mob.villager.idle	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a villager dies or becomes zombified	mob.villager.death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a villager is damaged	mob.villager.hit	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a player successfully trades with a villager or a player places the required items to make a trade in the trade UI	mob.villager.yes	?	1.0	0.8-1.2	
	?	Friendly Mobs	When a player is unable to complete a trade	mob.villager.no	?	1.0	0.8-1.2	
	?	Friendly Mobs	Randomly while the trade UI on a villager is open	mob.villager.haggle	?	1.0	0.8-1.2	

Working

Sounds							[hide]
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
	?	Blocks	Randomly while a butcher is working	block.smoker.smoke	?	3.0	<i>varies</i> [sound 1]
	?	Blocks	Randomly while a cartographer is working	block.cartography_table.use	?	0.8	<i>varies</i> [sound 2]
	?	Blocks	Randomly while a cleric is working	random.potion.brewed	?	1.0	1.0
	?	Blocks	Randomly while a farmer is working	block.composter.fill	?	1.3	0.8
	?	Blocks	Randomly while a fisherman is working	block.barrel.open	?	1.0	1.0
	?	Blocks	Randomly while a fletcher is working	dig.wood	?	12.0	1.0
	?	Blocks	Randomly while a leatherworker is working	bucket.fill_water	?	1.0	1.0
	?	Blocks	Randomly while a librarian is working	item.book.put	?	4.8	1.0
	?	Blocks	Randomly while a mason is working	block.stonecutter.use	?	0.7	1.0
	?	Blocks	Randomly while a shepherd is working	block.loom.use	?	0.75	1.0
	?	Blocks	Randomly while a toolsmith is working	smithing_table.use	?	1.0	1.0
	?	Blocks	Randomly while a weaponsmith is working	block.grindstone.use	?	0.5	1.0

1. 1.0 for all except fire_crackle4 (the last sound), which is 0.8

2. Can be 1.0 or 0.92 for each sound

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
Villager	villager	followable_friendly_mobs	entity.minecraft.villager

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
Villager (old)	villager	15	armorerc butcher cartographer cleric farmer fisherman fletcher leatherworker librarian mob nitwit shepherd stone_mason toolsmith villager weaponsmith	entity.villager.name
Villager (new)	villager_v2	115	armorerc butcher cartographer cleric farmer fisherman fletcher leatherworker librarian mob nitwit shepherd stone_mason toolsmith villager weaponsmith	entity.villager_v2.name

Entity data

Villagers have entity data associated with them that contains various properties.

Java Edition:

Main article: [Entity format](#)

Entity data

Additional fields for mobs that can breed

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

 └ for **trading**: weight 1, max 25, +2 per trade, -2 every 20min, -20 when shared

 └ **Target** The [UUID](#) of the player who caused the gossip, stored as four ints.

 └ **Type**: An ID value indicating the type of gossip. The possible values are **major_negative**, **minor_negative**, **major_positive**, **minor_positive**, and **trading**.

Offers: Is generated when the trading menu is opened for the first time.

└ **Recipes:** List of trade options.

 └ A trade option.

 └ **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.

– **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.

- 1: Novice
- 2: Apprentice
- 3: Journeyman
- 4: Expert
- 5: Master

– **profession**: A [resource location](#) indicating the villager's profession; see § Professions.

– **type**: A [resource location](#) indicating the villager's type; see § Appearance.

– **Xp**: How much experience the villager currently has, increases with trading in various amounts.

- 0 to 9: Novice
- 10 to 69: Apprentice
- 70 to 149: Journeyman
- 150 to 249: Expert
- 250 and more: Master

– **Inventory**: Each compound tag in this list is an item in the villager's inventory, up to a maximum of 8 slots. Items in two or more slots that can be stacked together are automatically condensed into one slot. If there are more than 8 slots, the last slot is removed until the total is 8. If there are 9 slots but two previous slots can be condensed, the last slot returns after the two other slots are combined.

– An item in the inventory, excluding the Slot tag.

A single item stack

– **LastRestock**: The last tick the villager went to their job site block to resupply their trades.

– **LastGossipDecay**: The last tick all gossip of the villager has decreased strength naturally.

– **RestocksToday**: The number of restocks a villager has done in 10 minutes from the last restock, or 0 if the villager has not restocked in the last 10 minutes. When a villager has restocked twice in less than 10 minutes, it waits at least 10 minutes for another restock.

– **Willing**: 1 or 0 (true/false) – true if the villager is willing to mate. Becomes true after certain trades (those that would cause offers to be refreshed), and false after mating.

Type	Data value
	[Expand]

Profession	Data value
	[Expand]

[Bedrock Edition](#):

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

Achievements

[hide]

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		The Haggler	Acquire or spend 30 Emeralds by trading with villagers or with wandering trader. [sic (https://en.wikipedia.org/wiki/Sic)]	—	30	Silver
		Buy Low, Sell High	Trade for the best possible price.	Buy something for 1 emerald, or when the Hero of the Village effect is applied.	50	Gold
		Master Trader	Trade for 1,000 emeralds.	Obtain 1,000 emeralds from trading with villagers.	30	Silver
		Star trader	Trade with a villager at the build height limit.	—	20	Silver
		Treasure Hunter	Acquire a map from a cartographer villager, then enter the revealed structure	Visit the structure indicated while the purchased map is in your main hand (hotbar).	40	Silver

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 zombie villager under the Weakness effect; the advancement is granted when the zombie villager converts into a villager. <i>In multiplayer, only the player that feeds the golden apple gets the advancement.</i>	
	What a Deal!	Successfully trade with a Villager	Take an item from a villager or wandering trader's trading output slot.	
	Surge Protector	Protect a Villager from an undesired shock without starting a fire	Be within 30 blocks of a lightning strike that doesn't set any blocks on fire, while an unharmed villager is within or up to six blocks above a 30×30×30 volume centered on the lightning strike.	
	Star Trader	Trade with a Villager at the build height limit	Stand on any block that is higher than 318 and trade with a villager or wandering trader.	
	Very Very Frightening	Strike a Villager with lightning	Hit a villager with lightning created by a trident with the Channeling enchantment, turning it into a witch.	

Advancements that apply to all mobs:

[show]

Video

History

This article needs to be rewritten. [\[discuss\]](#)

It may contain inappropriate or inaccurate information. Please help us by rewriting it.

Reason: Now that professions have been split, many changes in history can be removed.

When rewriting, only keep changes related to all professions of villagers, or when a new profession is added.

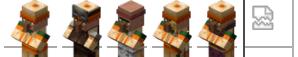
For the history of the villager before Village & Pillage, see [Villager \(old\) § History](#).

Announcement

September 29, 2018 (<https://twitter.com/Minecraft/status/1046094052414967811>)

The Village and Pillage update, which improves villagers and villages, was announced at MINECON Earth 2018.

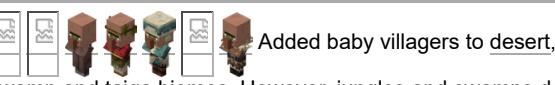
Java Edition

Java Edition		[hide]
1.14	<p>Added the mason profession.</p> <p>All careers have been split into their own professions.</p> <p>Villagers now have different skins based on biome (including swamps and jungles, which do not contain villages), as well as profession.</p>  <p>Added desert villagers, which all have unique textures for that biome. These villagers also spawn in badlands biomes.</p>  <p>Added jungle villagers, which all have unique textures for that biome. However, jungles do not contain villages, so these villagers spawn only after the player has created a village for them.</p>  <p>Added plains villagers, which all have unique textures for that biome.</p>  <p>Added savanna villagers, which all have unique textures for that biome.</p>	
18w50a	 <p>Added snowy villagers, which all have unique textures in snowy biomes. These villagers spawn in any snowy biome, including frozen rivers, frozen oceans (and their variants) and snowy beaches.</p>  <p>Added swamp villagers, which all have unique textures for that biome. However, swamps do not contain villages, so these villagers spawn only after the player has created a village for them.</p>  <p>Added taiga villagers, which all have unique textures for the biome. These villagers also spawn in giant tree taiga and windswept hills biomes.</p>	
19w03a	 <p>Added baby villagers to desert, jungle, plains, savanna, snowy, swamp and taiga biomes. However, jungles and swamps do not contain villages, so these villagers spawn only after the player has created a village for them.</p> <p>Villagers now have five tiers and show which trade tier they've unlocked, by a badge of a varying material on their suit. The first trade tier appears as a stone badge, the next iron, then gold, emerald and finally diamond.</p> <p>Villagers now run away from and get infected by giants.</p>	
19w11a	<p>Villagers no longer run away from nor get infected by giants.</p> <p>Added many new villager trades, for each villager profession.</p> <p>Villager trading prices now also depend on the player's popularity in the village.</p> <p>Villagers now resupply their trades up to two times a day, if they get to work at a job site block.</p> <p>The villager trading UI has been updated.</p>	
19w13a	<p>Villagers now level up in a new way.</p> <p>Villagers now have a daily schedule. They go to work and meet up at the village bell. Each villager tries to find its own bed and job site block. Each profession has a specific block that works as a job site block for them (e.g. lectern for the librarian and cauldron for the leatherworker).</p> <p>Villagers now sleep in beds at night.</p> <p>Iron golems now spawn when enough villagers meet.</p> <p>Villagers can now trade during raids.</p>	

		Villagers now sweat during raids.
		Villagers now hide in houses when a <u>bell</u> is rung by the <u>player</u> .
		Villagers now throw gifts to players with the different <u>Hero of the Village</u> status effects, with the gift item depending on their profession. Baby villagers throw poppies.
	<u>19w13b</u>	The <u>trading UI</u> of villagers has been revamped. Available trades are now listed in a left sidebar, similar to <u>Bedrock Edition</u> . When players have the required materials, clicking on one of the trades now put the <u>items</u> into the slots automatically.
	<u>19w14a</u>	 Nitwits and unemployed villagers now bobble their head and grunt if the player tries to trade with them.
	<u>pre1</u>	Fletcher villagers no longer sell luck arrows. 100% of villager trades are now discounted when the <u>player</u> has the <u>Hero of the Village</u> effect.
<u>1.14.3</u>	<u>pre1</u>	Panicking villagers now have a higher chance of spawning <u>iron golems</u> . Farmer villagers now spend more time farming when they are working. Farmer villagers now always give away <u>food</u> even if other villagers do not need it.
	<u>pre2</u>	Panicked villagers now have to work and sleep, so they cannot be in a state of panic all the time. The "last slept" and "last worked" properties for villagers are now saved properly.
<u>1.14.4</u>	<u>pre1</u>	Villagers now voluntarily pick up <u>items</u> .
	<u>pre2</u>	Villagers now stock more items, so they now can trade more items before they lock their trades. Villagers now remember their gossip after becoming a <u>zombie villager</u> . Gossip about <u>players</u> who converted a zombie villager now last longer. Villagers can now work without also restocking at the same time. The performance of villager pathfinding has been improved.
<u>1.15</u>	<u>19w35a</u>	Nitwit villagers no longer have a leveling gemstone in their belt. If a <u>player</u> tries to sleep in a <u>bed</u> that is occupied by a villager, that villager is now kicked out of the bed.
<u>1.16</u>	<u>20w19a</u>	Villagers can now spawn <u>iron golems</u> regardless of their profession status or latest working time.
	<u>20w22a</u>	Villagers no longer try to work at the same workstation. When a workstation is placed, the most experienced nearby villager for that corresponding profession claims the workstation. Villagers now have to walk to and reach the workstation before they can acquire the profession/work there. Villagers can no longer claim workstations/professions during <u>raids</u> or <u>nighttime</u> . Villagers now check that their workstation is valid at all times of <u>day</u> as long as they are within 16 blocks of their workstation.
<u>1.16.2</u>	<u>20w28a</u>	Villagers now emit green particles when joining a <u>village</u> , setting a home <u>bed</u> , or acquiring a job site/profession to match <u>Bedrock Edition</u> .
	<u>pre1</u>	Villagers now lose their job sites when changing dimension.
<u>1.17</u>	<u>21w11a</u>	 The overlay texture of the librarian has been changed.
	<u>21w13a</u>	Can now accept a filled <u>cauldron</u> as a valid workstation. Mason villagers can now sell 4 <u>dripstone blocks</u> for an <u>emerald</u> .
<u>1.18</u>	<u>21w37a</u>	Baby villagers are no longer attacked by <u>illagers</u> .
	<u>21w41a</u>	Tweaked the armorer zombie villager's and weaponsmith zombie villager's textures to remove stray villager pixels.

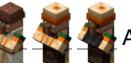
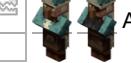
<u>1.19</u>	<u>22w17a</u>	The model of villagers has been changed. The problem of cut-off hems on costumes for some professions has been resolved by extending the overlay model downward by two pixels. [more information needed]	
<u>1.20</u>	<u>23w14a</u>	Torchflower seeds can now be picked up by farmer villagers.	
	<u>23w16a</u>	Farmer villagers can now plant <u>torchflower seeds</u> and <u>pitcher pods</u> .	
<u>1.20.2</u> <small>Experiment Villager Trade Rebalance</small>	<u>23w31a</u>	Villagers now give a big discount only the first time they're cured from a zombie villager. There are no longer multiple stacked discounts if a villager is zombified and cured multiple times. ^[14]	
		Existing villagers with multiple curing discounts keep their lowered prices when updating to the new version.	
<u>1.20.2</u> <small>Experiment Villager Trade Rebalance</small>		Librarians from different biomes now sell different <u>enchanted books</u> .	
		Each village biome has one special enchantment that is available only from master librarians.	
		The player must build two secret villages in biomes where villages do not generate to access their trades.	
		Some enchantments have been removed from village trading and must be found in other ways.	
<u>1.20.5</u> <small>Experiment Villager Trade Rebalance</small>	<u>24w03a</u>	Villagers who buy armor now ignore durability and can buy damaged armor.	
<u>1.21.5</u>	<u>25w07a</u>	The changes to cartographer trades have been moved from <u>villager trade rebalance</u> and are now available during normal gameplay.	

Upcoming Java Edition[\[hide\]](#)26.1**snap1**Trades offered by villagers and wandering traders are now data-driven and can be customized by datapack developers.**Bedrock Edition**

<u>Bedrock Edition</u>		[hide]	
1.10.0 Experiment Experimental Gameplay	beta 1.10.0.3	<p>Added nitwit and unemployed villagers.</p> <p>Added mason profession, which can be traded with.</p> <p>Villagers now run away from the new ravager.</p> <p>Added a new type of villager, only available with Experimental Gameplay enabled. Both the old (pre-Village & Pillage) and new types of villagers are able to be spawned in-game and have different spawn eggs, although they have the same name and same spawn egg texture.</p> <p>Villagers now have different skins based on biome (including swamps and jungles, which do not contain villages) as well as professions. However, villagers spawned in igloo basements still use their old skin.</p>  <p>Added desert villagers, which all have unique textures for that biome. These villagers also spawn in badlands biomes.</p>  <p>Added jungle villagers, which all have unique textures for that biome. However, jungles do not contain villages, so these villagers spawn only after the player has created a village for them.</p>  <p>Added plains villagers, which all have unique textures for that biome.</p>  <p>Added savanna villagers, which all have unique textures for that biome.</p>  <p>Added snowy villagers, which all have unique textures in snowy biomes. These villagers spawn in any snowy biome, including frozen rivers, frozen oceans (and their variants) and snowy beaches.</p>  <p>Added swamp villagers, which all have unique textures for that biome. However, swamps do not contain villages, so these villagers spawn only after the player has created a village for them.</p>  <p>Added taiga villagers, which all have unique textures for the biome. These villagers also spawn in giant tree taiga and mountains biomes.</p>  <p>Added baby villagers to desert, jungle, plains, savanna, snowy, swamp and taiga biomes. However, jungles and swamps do not contain villages, so these villagers spawn only after the player has created a village for them.</p> <p>Villagers now have three tiers and show which trade tier they have unlocked, by a badge of a varying material on their suit. The first trade tier appears as an iron badge, then next gold and finally diamond.</p> <p>Librarian villagers now inspect bookshelves.</p> <p>Villagers can now occupy beds to sleep.</p> <p>Villagers now have a schedule. Adult and child villagers have a different schedule and fishermen, farmers and librarians have special work schedules.</p> <p>Villagers now hold the item they want to trade.</p> <p>Villagers now have behavior to wander village outskirts.</p> <p>Villagers can now mingle in gathering sites.</p>	[hide]

		Villagers can now work in job sites with the corresponding job site <u>block</u> and can change professions depending on the available job site blocks in villages.
1.11.0 Experiment Experimental Gameplay	beta 1.11.0.1	The farmer job site block has been changed from farmland to <u>composters</u> .
		Added economic <u>trades</u> , which makes villagers level up and require experience to unlock next tiers, which makes it possible to instantly change their tiers from iron to diamond.
		Villager trades are no longer instantly refreshed as it now requires to resupply, which can be activated only by using <u>/resupply</u> .
		Old villagers now convert to <u>villager_v2</u> .
		Baby villagers are now ignored by <u>illagers</u> , including <u>ravagers</u> and <u>vexes</u> .
1.11.0	beta 1.11.0.3	Villager now heal themselves upon waking up at dawn.
		The new villagers are no longer available only behind Experimental Gameplay.
	beta 1.11.0.4	Villagers now hide in houses during <u>raids</u> .
		The villager economy <u>trades</u> have been changed.
		The supply and demand feature for villagers now works properly.
1.13.0	beta 1.13.0.9	Villagers now make <u>sounds</u> when they work.
	beta 1.16.230.54	Villagers can now heal if they have <u>bread</u> in their <u>inventory</u> .
	beta 1.18.10.20	Mason villagers can now sell 4 <u>dripstone</u> blocks for an <u>emerald</u> .
	beta 1.18.10.26	Villagers spawning in the grove biome are now the snowy variant. ^[15]
	Preview 1.19.40.20	Removed the emerald icon above a Villager's head when trading.
1.19.40	Preview 1.19.50.21	Baby villagers again accept flowers from iron golems.
	Preview 1.19.60.20	While playing tag, baby villagers now run at a quicker speed that matches <i>Java Edition</i> .
1.19.60	Preview 1.19.60.20	Villagers now take damage from lightning bolts on Peaceful difficulty, like other mobs.
	Preview 1.19.60.22	Villagers now ensure that rain can pass through the block above them before launching fireworks when celebrating after a raid victory. ^[16]
	Preview 1.19.80.20	Fixed an issue that prevented some tripwire hooks from being valid when trading with a fletcher villager.
1.19.80	Preview 1.20.10.20	Villagers now generate green particles when a successful trade is completed.
1.20.10	Preview 1.20.20.20	A zombie villager now drops its armor and held items once cured.
	Preview 1.20.30.21	Farmer villagers can now pick up and plant <u>torchflower seeds</u> and <u>pitcher pods</u> .
1.20.30	Preview 1.21.30.24	Villagers no longer drop items held in their hands when killed by players.
1.20.30	Preview 1.21.30.24	Villagers now give a big discount only the first time they're cured from a zombie villager. There are no longer multiple stacked discounts if a villager is zombified and cured multiple times.
1.21.30	Preview 1.21.30.24	Villagers no longer make any idle sounds when sleeping.

Legacy Console Edition

	PlayStation 4 Edition												[hide]												
Added nitwit, unemployed villagers.																									
Added mason villagers, which can be <u>traded</u> with.																									
Villagers have new clothing to indicate their level, profession, and biome.																									
  Added <u>desert</u> villagers, which all have unique textures for that biome. These villagers also spawn <u>badlands</u> biomes.																									
  Added <u>jungle</u> villagers, which all have unique textures for that biome. However, jungles do not contain villages, so these villagers spawn only after the player has created a village for them.																									
  Added <u>plains</u> villagers, which all have unique textures for that biome.																									
  Added <u>savanna</u> villagers, which all have unique textures for that biome.																									
1.91   Added <u>swamp</u> villagers, which all have unique textures for that biome. However, swamps do not contain villages, so these villagers spawn only after the player has created a village for them.																									
  Added <u>taiga</u> villagers, which all have unique textures for the biome. These villagers also spawn in giant tree taiga and windswept hills biomes.																									
  Added baby 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 villagers spawn only after the player has created a village for them.																									
Villagers now have a schedule. Adult and child villagers have a different schedule.																									
Villagers may now wander to the <u>village</u> outskirts.																									
Villagers now attempt to find a <u>door</u> when it rains during the <u>day</u> and navigate to their bed at <u>night</u> .																									
The pathfinding of villagers has been updated and improved.																									
Villagers now have a visual-based <u>trading</u> system, and now hold up the item they wish to <u>trade</u> .																									
Villagers now mingle together around gathering sites in the village.																									
Librarian villagers now inspect <u>bookshelves</u> .																									
Villagers can now switch professions depending on the job site <u>blocks</u> available in the village.																									
Villagers now interact with <u>beds</u> and corresponding job site blocks.																									

Issues

Issues relating to "Villager" are maintained on the bug tracker. Issues should be reported and viewed there (<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%22Villager%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- The villagers were inspired by the shopkeepers in *Dungeon Master II*.^[17]
- Originally, the mobs populating villages were to be pigmen.^[18]
- When a villager is in love mode, it walks slowly. However, when a villager runs indoors as the night falls, it runs faster than the player's sprinting speed.
- The villager skins added in the *Village and Pillage* update were inspired by 2018 fashion shows, such as Gucci's.^[19]
- Villagers are genderless, meaning they are neither male nor female.^[20]
- Villagers occasionally sleep in odd ways during the night inside their beds, sometimes hanging halfway off the side of the bed or even glitching into walls.
- Although the villages in *snowy taiga* biomes spawn the snowy villager variant in *Bedrock Edition*, they use the *taiga* village variant.
- In *Java Edition*, when the Programmer Art resource pack is enabled, all villagers wear a green hood on their heads.^[21] This is because the Programmer Art nitwit texture (which is directly copied from the pre-1.14 vanilla resource pack and had the hood in the texture since its addition) is called the same as the *Village & Pillage* base villager texture (... \entity\villager\villager.png).
 - In *Bedrock Edition*, when the Classic Textures pack from the *Marketplace* is enabled, the villagers still use their default texture instead of the old texture.^[22] This is because the old textures of villager are located in ... \entity\villager, while the textures for new villagers are in ... \entity\villager2.
- Giving a villager any item (with commands) causes it to hold the item as if offering it, but it cannot be traded.
- Fisherman villagers have been intentionally textured by Jasper Boerstra to display the long-since-removed raw fish texture.^[23]
- Villagers display their held items differently than most creatures do, using the "ground" parameter instead of the usual hand parameter in model display settings.
- Villagers (and baby villagers) on boats that have claimed a bed can still sleep when the bed is near to them resulting in them sleeping in the boat instead.^[Bedrock Edition only]
- Ancient villagers have been shown in *Minecraft Legends*, although they were hinted at in *Minecraft Dungeons*.
- In *Java Edition*, the death messages of villagers are recorded in the game's logs.^[24]
- Baby villagers taking poppies from iron golems is a reference to the 1986 Japanese animated movie *Castle in the Sky* (https://en.wikipedia.org/wiki/Castle_in_the_Sky), in which a giant robot covered in vines (inspiration for the iron golem) gives the main characters flowers to put on a memorial.^[25]
- Their vocal sounds are performed by Daniel Rosenfeld.^[26]
- If a villager accidentally harms a neutral or hostile mob by setting off a firework, the mob retaliates and attacks the villager. For example, a villager that accidentally damages a player by setting off a firework causes tamed wolves and trusting foxes to attack the villager.

April Fools

Main article: [Easter eggs § 2014](#)

 This feature is exclusive to [Java Edition](#).

On April 1, 2014, Mojang announced that villagers have taken over the skin servers and content delivery networks (CDN) as an April Fools joke. This caused the player's current skin to turn into villager skins, and caused users to be unable to change their skins unless modifying the `launcher.json` file. Different career villager skins were used, including the then-unused nitwit villager (green robe).

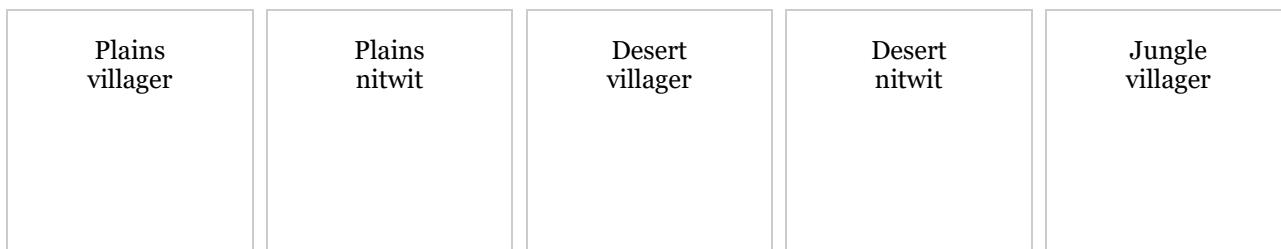
Many of the sounds were also changed, supposedly by the villagers. They seem to be similar to a villager talking (with words, rather than their normal sounds). The in-game music has also been altered to include villager like noises, and also features a villager version of the "Game of Thrones" theme on the title screen. The sounds originate from the sound resource pack created by Element Animation, titled The Element Animation Villager Sound Resource Pack (T.E.A.V.S.R.P.), which is based on the villagers appearing in their fan videos. The villagers were voiced by Dan Lloyd, Director of Element Animation.

The skins and the sounds were reverted to the way they were before on April 2, 2014. However, since this was a server side update, this update cannot be activated by setting the computer's date to April 1, 2014.

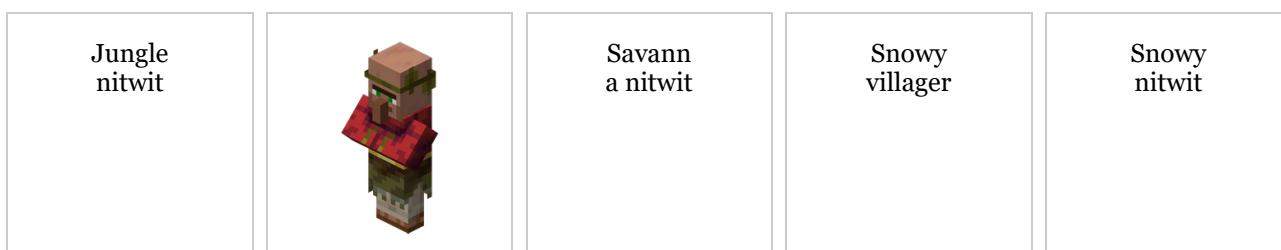
Gallery

Renders

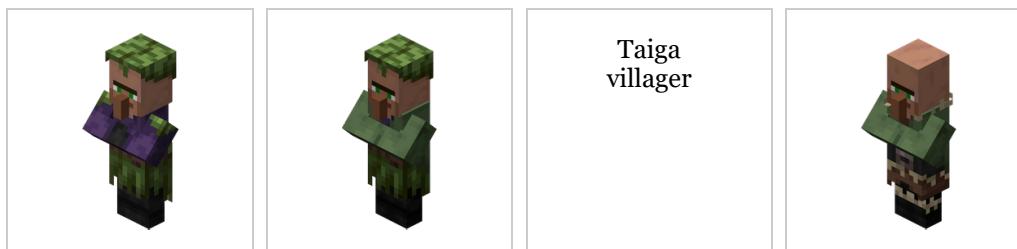
Idle



Plains villager Plains nitwit Desert villager Desert nitwit Jungle villager



Jungle nitwit Savanna villager Savanna nitwit Snowy villager Snowy nitwit



Swamp villager Swamp nitwit Taiga villager Taiga nitwit

Baby [\[show\]](#)

Asleep [\[show\]](#)

Mojang images



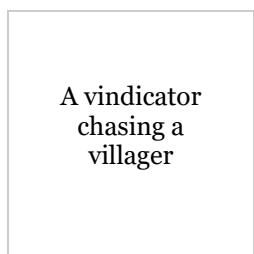
Announced New Villagers in MINECON Earth 2018 in desert Bugged sleeping villager appearing to walk on a wall Bugged sleeping villagers appearing to walk on walls A villager A villager in a minecart in a boat near a portal



A villager farming

Screenshots

	<p>A Java Edition master Weaponsmith's trading model</p>	<p>Two villagers from a rare multi-biome village (in this case plains and desert) meeting</p>	<p>A plains farmer villager holding bread</p>	<p>A librarian inspecting a bookshelf</p>
<p>A group of villager children playing tag</p>	<p>A villager sweating during a raid</p>	<p>All plains biome variant professions (except unemployed)</p>	<p>Every villager skin type per profession and biome</p>	
<p>A creeper face on the robe of a plains biome cleric</p>		<p>The new Jungle villager textures shown at MINECON Earth 2018</p>	<p>New villager textures, shown at MINECON Earth 2018, announced as the Taiga biome variants.</p>	<p>The new villager textures as seen during MINECON Earth 2018</p>
<p>A creeper face on the robe of a plains biome cleric</p>	<p>The base skin for all villagers. This is never seen in-game.</p>	<p>The new Jungle villager textures shown at MINECON Earth 2018</p>	<p>New villager textures, shown at MINECON Earth 2018, announced as the Taiga biome variants. They are instead used for the Snowy Plains biome variants.</p>	<p>The new villager textures as seen during MINECON Earth 2018</p>



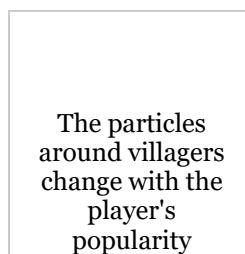
A vindicator chasing a villager



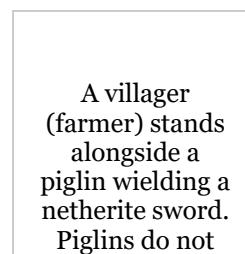
Two villagers talking near a well



Five baby villagers stare at an adult villager



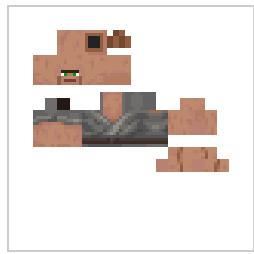
The particles around villagers change with the player's popularity



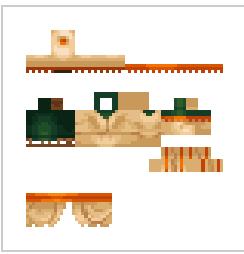
A villager (farmer) stands alongside a piglin wielding a netherite sword. Piglins do not attack villagers.

A villager becoming a fletcher upon finding a fletching table in *Java Edition*A pillager firing its crossbow at a panicking villager in *Java Edition*

Textures



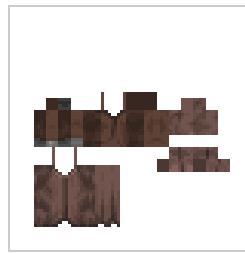
The base villager texture file



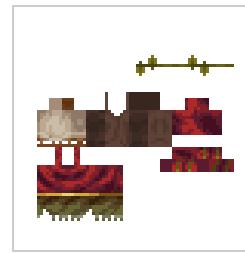
Desert overlay



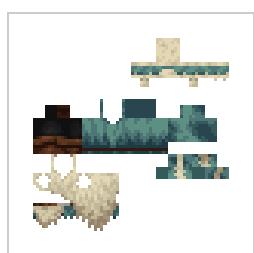
Jungle overlay



Plains overlay



Savanna overlay



Snow overlay



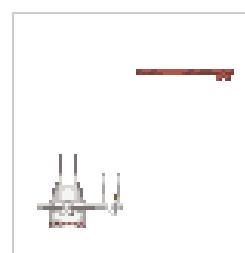
Swamp overlay



Taiga overlay



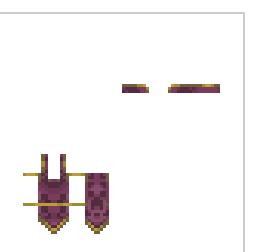
Armorer overlay



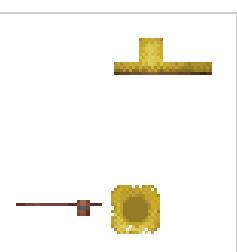
Butcher overlay



Cartographer overlay



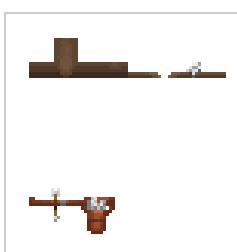
Cleric overlay



Farmer overlay



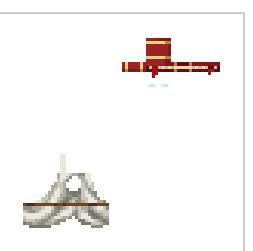
Fisherman overlay



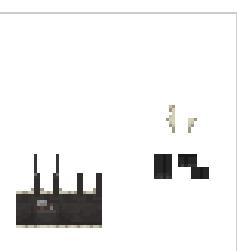
Fletcher overlay



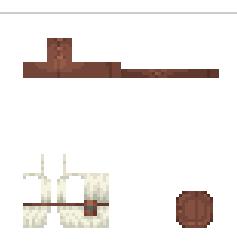
Leatherworker overlay



Librarian overlay



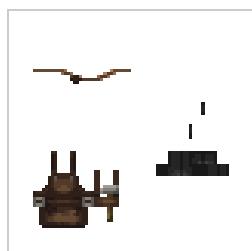
Mason overlay



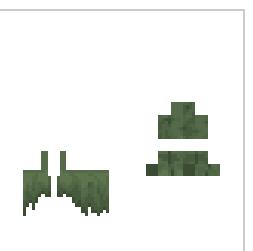
Sheperd overlay



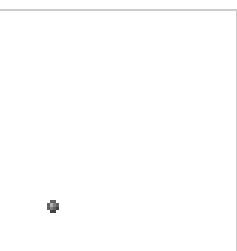
Toolsmith overlay



Weaponsmith overlay



Nitwit overlay



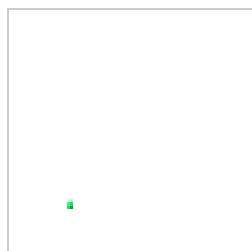
Novice badge overlay



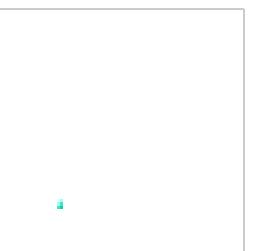
Apprentice badge overlay



Journeyman badge overlay



Expert badge overlay

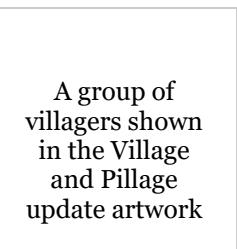
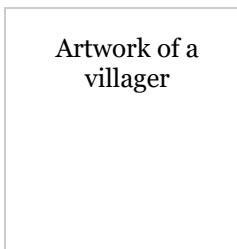


Master badge overlay

In other media



Jungle villager

Villagers in promotional artwork for the [World of Color Update](#)A group of villagers shown in the [Village and Pillage update](#) artworkA villager in promotional artwork for [Education Edition 1.14.50](#)

Artwork of a villager

				ILL-BUILT VILLAGERS?
			A LEGO minifigure of a villager for A Minecraft Movie	A group of villagers, staring at a player
LEGO journeyman plains villager	LEGO desert villager	LEGO savanna villager	A <i>LEGO minifigure of a villager for A Minecraft Movie</i>	A group of villagers, staring at a player
A villager in real life		The traitor villager from 25w14craftmine	Party Villager	
A villager in real life	The potato villager from 24w14potato	The traitor villager from 25w14craftmine	Party Villager	Villagers as seen in <u>A Minecraft Movie</u>
A villager as it appears in <u>Last Block Standing!</u>				
A villager as it appears in <u>Last Block Standing!</u>	A LEGO villager (exclusive version from the "Advent Calendar 2025" set)			

See also

- [Zombie Villager](#)
- [Pillager](#)
- [Evoker](#)
- [Vindicator](#)
- [Villager \(old\)](#) – the old version of the villager, used before the [Village & Pillage](#) update.

Notes

1. Can unintentionally hurt the player with a [firework rocket](#) after a [raid](#) is defeated.

2. Natural Jungle and swamp villages do not exist, but a village from another biome can intersect with any biome, including jungles and swamps, so jungle and swamp villagers can spawn naturally. These villagers can also be obtained by breeding villagers in the desired biome or by using a spawn egg in the desired biome, as well as by curing a zombie villager spawned in a jungle or swamp.

References

1. [MC-150296](#) — resolved as "Works As Intended".
2. [Baby villager not dropping armor](#)
3. [MC-257069](#) — Trapped villager can prevent any other villagers from claiming a jobsite
4. [MCPE-63311](#) — Villagers claim workstations and beds that are too far away and/or get stuck unemployed
5. "[Villagers cannot be equipped with anything by a dispenser, but that would be a separate issue and a feature request rather than a bug.](#)" — Cannot dispense armor or mob heads onto villagers or zombies — resolved as "Cannot Reproduce".
6. [MC-181525](#)
7. [MC-178019](#)
8. [Villager food sharing \(java 1.16\)](#) (https://www.reddit.com/r/technicalminecraft/comments/lozawc/villager_food_sharing_java_116/) - Only the last part and the bugs are relevant
9. [MC-180893](#) — resolved as "Invalid".
10. [MC-145707](#) — resolved as "Works As Intended".
11. [MC-146515](#) — Villagers can sleep in all dimensions — resolved as "Works As Intended".
12. [MCPE-46034](#)
13. [MC-156556](#)
14. [MC-181190](#) — The discount for curing a villager is multiplied if the villager is reinfected and cured again — resolved as "Fixed".
15. [MCPE-147834](#) — resolved as "Fixed".
16. [MCPE-152386](#) — resolved as "Fixed".
17. http://www.reddit.com/r/Minecraft/comments/xfzdg/i_am_markus_persson_aka_notch_creator_of/c5m0p26
18. "It's very likely the townspeople will be pigmen =)" (<https://twitter.com/notch/status/62531431175421952>) — [@notch](#) (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), April 25, 2011
19. "Fun Fact: Most of the villager designs were inspired by 2018 fashion shows like Gucci's." (<https://twitter.com/JasperBoerstra/status/1101053487268417536>) — [@JasperBoerstra](#) (<https://twitter.com/JasperBoerstra>) (Jasper Boerstra) on X (formerly Twitter), February 28, 2019
20. "Villagers are genderless- they are neither male nor female." (<https://twitter.com/HelenAngel/status/1104097613081526272>) — [@HelenAngel](#) (<https://twitter.com/HelenAngel>) on X (formerly Twitter), March 8, 2019
21. [MC-141075](#)
22. [MCPE-119646](#) — resolved as "Invalid".
23. [MC-173917](#) — resolved as "Works As Intended".
24. [MC-165985](#) — Villager deaths are logged — resolved as "Works As Intended".
25. "@scambot Yes, thanks to @pgeuder who sent me inspirational pictures!" (<https://twitter.com/jonkagstrom/status/172728720799436801>) — [@jonkagstrom](#) (<https://twitter.com/jonkagstrom>) (Jon Kågström) on X (formerly Twitter), February 23, 2012
26. Daniel also used his voice for the villagers who inhabit the strange, isolated towns. Dallas's Daughter: All they go is "Hmm hmm hmm." Daniel: I think some sound effects got lost with the villagers, because I originally did the "eh" sounds [sfx: Minecraft villager], but then I also made very contrasting sound effects for the children villagers. They were like, "Hahahaha." Like screechy little kids. And I'm kind of bummed that that never got into the game, because like what they put in the game ultimately was just the "eh" but pitched up, [sfx: Minecraft villager child] which was really bizarre for little children. Like "eeeh." (<https://www.20k.org/episodes/minecraft>)

Navigation

 Villagers										[hide]
Villager professions	 Armororer	 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 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	
Mob types	Ender Dragon Wither	
Other	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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