Weaponsmith

re article feedback

A weaponsmith is a villager that trades minerals, bells and enchanted melee weapons. Weaponsmiths wear an eyepatch, black gloves, and a dark brown apron.

Contents

Weaponsmith
Plains Desert Savanna Taiga Snowy Jungle Swamp
Workstation   Grindstone
Buys   Coal   Iron Ingot   Flint   Diamond
Sells   Iron Axe   Enchanted Iron Sword   Bell   Enchanted Diamond Axe   Enchanted Diamond Sword

Spawning

An unemployed villager turns into an weaponsmith when an unclaimed grindstone is nearby.

Natural generation

The workstation of weaponsmiths, the grindstone, generates in the weaponsmith house in villages.

Drops

In *Java Edition*, a weaponsmith can drop various items by throwing them as a gift towards a nearby player with the Hero of the Village effect. The gift is randomly selected from the following list:

- Stone Axe
- Golden Axe
- Iron Axe

Trading

Main article: Trading

Level	Java Edition	Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
Novice	67%	100%	1	15 × Coal	Emerald	16	2	0.05
	67%	100%	2	3 × Emerald	Iron Axe	12	1	0.2
	67%	100%	3	7–21 × Emerald[t 1]	Enchanted Iron Sword[t 2]	3	1	0.05
Apprentice	100%	100%	4	4 × Iron Ingot	Emerald	12	10	0.05
	100%	100%	5	36 × Emerald	Bell	12	5	0.2
Journeyman	100%	100%	6	24 × Flint	Emerald	12	20	0.05
Expert	100%	100%	7	Diamond	Emerald	12	30	0.05
	100%	100%	8	17–31 × Emerald[t 3]	Enchanted Diamond Axe[t 2]	3	15	0.2
Master	100%	100%	9	13–27 × Emerald[t 4]	Enchanted Diamond Sword[t 2]	3	30	0.2

1. The price of this trade is the base price, 2 emeralds, plus the random enchantment level chosen (5–19).
2. When creating an enchantment offer, the game uses a random enchantment level from 5 to 19. The enchantments are never treasure enchantments.
3. The price of this trade is the base price, 12 emeralds, plus the random enchantment level chosen (5–19).
4. The price of this trade is the base price, 8 emeralds, plus the random enchantment level chosen (5–19).

Sounds

Java Edition

Sounds								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	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

Bedrock Edition

Sounds							[hide]
Sound	**Closed captions** [*upcoming: BE 26.0*]	**Source**	**Description**	**Identifier**	**Translation key** [*upcoming: BE 26.0*]	**Volume**	**Pitch**
	?	Blocks	Randomly while a weaponsmith is working	`block.grindstone .use`	?	0.5	1.0

Data values

Weaponsmiths have the data value `minecraft:weaponsmith` in *Java Edition*.

History

Java Edition

Java Edition			[hide]
1.8	**14w02a**	Added weaponsmiths as a career of the "Blacksmith" profession.	
1.14	**18w50a**		Added the new weaponsmith profession.

Bedrock Edition

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

Bedrock Edition			[hide]
1.10.0 Experiment Experimental Gameplay	**beta 1.10.0.3**		Added the new weaponsmith profession.

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	**Xbox One**	**PS3**	**PS4**	**PS Vita**	**Wii U**	**Switch**	
TU31	**CU19**	**1.22**	**1.22**	**1.22**	**Patch 3**	**1.0.1**	Added weaponsmiths as a career of the "Blacksmith" profession.
			1.91				Added the new weaponsmith profession.

Issues

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

Gallery

Renders

🖼 **This section would benefit from the addition of isometric renders.**
Please remove this notice once you have added suitable isometric renders to the article.
The specific instructions are:
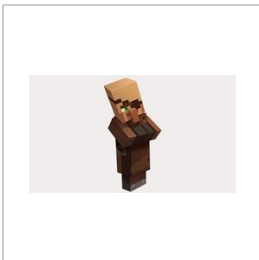*Lying renders for other biome outfits.*

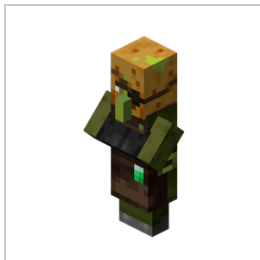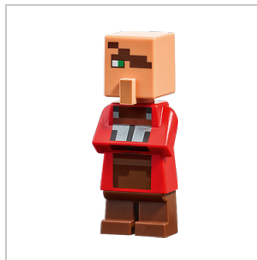Taiga weaponsmith

Textures

Weaponsmith overlay

In other media

Plains weaponsmith

A poisonous potato weaponsmith featured in Java Edition 24w14potato.

LEGO savanna weaponsmith

Navigation

	🟫 **Villagers**	[hide]
Villager professions	🟫 Armorer 🟫 Butcher 🟫 Cartographer 🟫 Cleric 🟫 Farmer 🟫 Fisherman 🟫 Fletcher 🟫 Leatherworker 🟫 Librarian 🟫 Mason 🟫 Shepherd 🟫 Toolsmith 🟫 Weaponsmith 🟫 Nitwit	
Workstations	🟫 Blast Furnace 🟫 Smoker 🟫 Cartography Table 🏛 Brewing Stand 🟫 Composter 🛢 Barrel 🟫 Fletching Table 🟫 Cauldron 🟫 Lectern 🪨 Stonecutter 🟫 Loom 🟫 Smithing Table 🟫 Grindstone	

Mechanics	Raid　Trading
	JE only　Zombie siege
Structures	Igloo　Village
Related mobs	Evoker　Iron Golem　Pillager　Ravager　Vindicator
	Wandering Trader　Witch　Zombie Villager
	JE only　Illusioner

Entities [hide]

Mobs [hide]

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

Other entities [show]

Unimplemented [show]

Joke [show]