

# Mason • [Edit article feedback](#)

This article is about the profession in Minecraft. For the trader in *Minecraft Dungeons*, see [MCD:Mason](#).

A **mason** is a [villager](#) that trades polished stones, terracotta, clay, glazed terracotta and quartz. Masons wear a black apron and black gloves.

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## Spawning

An unemployed [villager](#) turns into a mason when an unclaimed [stonecutter](#) is nearby.

## Natural generation

The workstation of masons, the [stonecutter](#), generates in the mason house in [villages](#).

## Drops

In [Java Edition](#), a mason can drop [clay](#) by throwing it as a gift towards a nearby player with the [Hero of the Village](#) effect.

## Trading

*Main article: [Trading](#)*

<b>Mason</b>	
<b>Plains</b>	Desert Savanna Taiga Snowy
	Jungle Swamp
	
<b>Workstation</b>	 <a href="#">Stonecutter</a>
<b>Buys</b>	 <a href="#">Clay Ball</a>  <a href="#">Stones</a>  <a href="#">Nether Quartz</a>
<b>Sells</b>	 <a href="#">Brick</a>  <a href="#">Chiseled Stone Bricks</a>  <a href="#">Dripstone Block</a>  <a href="#">Polished Stones</a>  <a href="#">Stained Terracotta</a>  <a href="#">Glazed Terracotta</a>  <a href="#">Quartz Blocks</a>

Mason									
Level	Java Edition		Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot	Probability					
Novice	100%	100%	1	10 ×  Clay Ball	Emerald	16	2	0.05	
	100%	100%	2	Emerald	10 ×  Brick	16	1	0.05	
Apprentice	100%	100%	3	20 ×  Stone	Emerald	16	10	0.05	
	100%	100%	4	Emerald	4 ×  Chiseled Stone Bricks	16	5	0.05	
Journeymen	29%	33%	5	16 ×  Granite	Emerald	16	20	0.05	
	29%	33%		16 ×  Andesite	Emerald	16	20	0.05	
	29%	33%		16 ×  Diorite	Emerald	16	20	0.05	
	29%	25%	6	Emerald	4 ×  Dripstone Block	16	10	0.05	
	29%	25%		Emerald	4 ×  Polished Andesite	16	10	0.05	
	29%	25%		Emerald	4 ×  Polished Diorite	16	10	0.05	
	29%	25%		Emerald	4 ×  Polished Granite	16	10	0.05	
Expert	6%	100%	7	12 ×  Nether Quartz	Emerald	12	30	0.05	
	74%	50%	8	Emerald	Any color Stained Terracotta [t 1]	12	15	0.05	
	74%	50%		Emerald	Any color Glazed Terracotta [t 1]	12	15	0.05	
Master	100%	50%	9	Emerald	Quartz Pillar	12	30	0.05	
	100%	50%		Emerald	Block of Quartz	12	30	0.05	

1. The list of possible offers contains individual offers for each color, so multiple colors may be offered by the same villager as separate trades.

## Sounds

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### Java Edition

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

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

### Bedrock Edition

Sounds							[hide]
Sound	Closed captions [upcoming: BE <u>26.0]</u>	Source	Description	Identifier	Translation key [upcoming: BE <u>26.0]</u>	Volume	Pitch
?	Blocks	Randomly while a  mason is working	block.stonecutter.use	?	0.7	1.0	

## Data values

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

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

## History



This section needs expansion.

You can help by [expanding it](#).

### Java Edition

Java Edition								[hide]
1.14	18w50a		Added the new mason profession.					

### Bedrock Edition

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

### Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
			1.91					Added the new mason profession.

## Issues

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

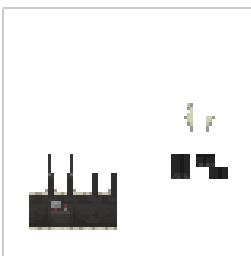
**The specific instructions are:**

*Lying renders for other biome outfits.*



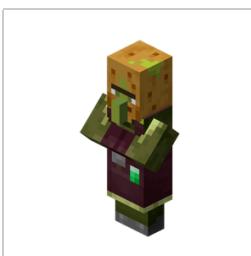
Plains mason

## Textures

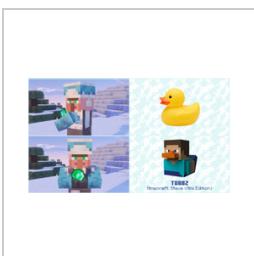


Mason overlay

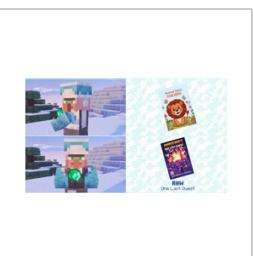
## In other media



A poisonous potato mason featured in Java Edition  
[24w14potato](#).



A meme of a snowy mason offering to buy a Steve rubber duck.



## Navigation

[hide]											
<b>Villagers</b>											
<b>Villager professions</b>	Armorer	Butcher	Cartographer	Cleric	Farmer	Fisherman					
	Fletcher	Leatherworker	Librarian	Mason	Shepherd	Toolsmith					
	Weaponsmith	Nitwit									
<b>Workstations</b>	Blast Furnace	Smoker	Cartography Table	Cauldron	Lectern	Brewing Stand	Composter				
	Barrel	Fletching Table	Grindstone	Loom		Stonecutter					
	Smithing Table										
<b>Mechanics</b>	Raid	Trading									
	<i>JE only</i>	Zombie siege									
<b>Structures</b>	Igloo	Village									

**Related mobs**
[Evoker](#) [Iron Golem](#) [Pillager](#) [Ravager](#) [Vindicator](#) [Wandering Trader](#)
[Witch](#) [Zombie Villager](#)
**JE only**
[Illusioner](#)
**Entities**[\[hide\]](#)**Mobs**[\[hide\]](#)**Passive**

<a href="#">Allay</a>	<a href="#">Armadillo</a>	<a href="#">Axolotl</a>	<a href="#">Bat</a>	<a href="#">Camel</a>	<a href="#">Camel Husk</a>	<a href="#">Cat</a>	<a href="#">Chicken</a>	<a href="#">Cod</a>
<a href="#">Copper Golem</a>	<a href="#">Cow</a>	<a href="#">Donkey</a>	<a href="#">Frog</a>	<a href="#">Glow Squid</a>	<a href="#">Happy Ghast</a>	<a href="#">Horse</a>		
<a href="#">Mooshroom</a>	<a href="#">Mule</a>	<a href="#">Ocelot</a>	<a href="#">Parrot</a>	<a href="#">Pig</a>	<a href="#">Rabbit</a>	<a href="#">Salmon</a>	<a href="#">Sheep</a>	
<a href="#">Skeleton Horse</a>	<a href="#">Sniffer</a>	<a href="#">Snow Golem</a>	<a href="#">Squid</a>	<a href="#">Strider</a>	<a href="#">Tadpole</a>	<a href="#">Tropical Fish</a>		
<a href="#">Turtle</a>	<a href="#">Villager</a>	<a href="#">Wandering Trader</a>	<a href="#">Zombie Horse</a>					

**BE & edu only**
[Agent](#) [NPC](#)
**Neutral**

<a href="#">Bee</a>	<a href="#">Cave Spider</a>	<a href="#">Dolphin</a>	<a href="#">Drowned</a>	<a href="#">Enderman</a>	<a href="#">Fox</a>	<a href="#">Goat</a>	<a href="#">Iron Golem</a>
<a href="#">Llama</a>	<a href="#">Nautilus</a>	<a href="#">Panda</a>	<a href="#">Piglin</a>	<a href="#">Polar Bear</a>	<a href="#">Pufferfish</a>	<a href="#">Spider</a>	
<a href="#">Trader Llama</a>	<a href="#">Wolf</a>	<a href="#">Zombie Nautilus</a>	<a href="#">Zombified Piglin</a>				

**Hostile**

<a href="#">Blaze</a>	<a href="#">Bogged</a>	<a href="#">Breeze</a>	<a href="#">Creaking</a>	<a href="#">Creeper</a>	<a href="#">Elder Guardian</a>	<a href="#">Endermite</a>
<a href="#">Evoker</a>	<a href="#">Ghast</a>	<a href="#">Guardian</a>	<a href="#">Hoglin</a>	<a href="#">Husk</a>	<a href="#">Magma Cube</a>	<a href="#">Parched</a>
<a href="#">Phantom</a>	<a href="#">Piglin Brute</a>	<a href="#">Pillager</a>	<a href="#">Ravager</a>	<a href="#">Shulker</a>	<a href="#">Silverfish</a>	<a href="#">Skeleton</a>
<a href="#">Slime</a>	<a href="#">Stray</a>	<a href="#">Vex</a>	<a href="#">Vindicator</a>	<a href="#">Warden</a>	<a href="#">Witch</a>	<a href="#">Wither Skeleton</a>
<a href="#">Zombie</a>	<a href="#">Zombie Villager</a>					<a href="#">Zoglin</a>

**Bosses**
[Ender Dragon](#) [Wither](#)
**Mob types**
[Animal](#) [Aquatic](#) [Arthropod](#) [Illager](#) [Monster](#) [Undead](#)
**Other**

<a href="#">Jockey</a>	( <a href="#">Camel Husk</a> <a href="#">Chicken</a> <a href="#">Hoglin</a> <a href="#">Ravager</a> <a href="#">Skeleton Horseman</a> <a href="#">Spider</a> )
<a href="#">Strider</a>	<a href="#">Zombie Horseman</a> ( <a href="#">Zombie Nautilus</a> )
	<a href="#">Mob variants</a> <a href="#">Mob conversion</a>

**Other entities**[\[show\]](#)**Unimplemented**[\[show\]](#)**Joke**[\[show\]](#)

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