

# Toolsmith

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A **Toolsmith** is a [villager](#) that [trades](#) minerals, bells and tools. Toolsmiths wear a dark brown apron with a pouch.

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## Spawning

An unemployed [villager](#) turns into a toolsmith when an unclaimed [smithing table](#) is nearby.

### [Natural generation](#)

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

The workstation of toolsmiths, the [smithing table](#), generates in toolsmith houses in [villages](#).

## Drops

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

In [Java Edition](#), a toolsmith 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:

### Toolsmith

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

[Jungle](#) [Swamp](#)



### Workstation



[Smithing Table](#)

#### Buys



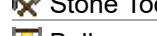
[Coal](#)



[Iron Ingot](#)



[Flint](#)



[Diamond](#)

#### Sells



[Stone Tools](#)



[Bell](#)



[Enchanted Iron Tools](#)



[Diamond Hoe](#)



[Enchanted Diamond Tools](#)

- Stone Axe
- Stone Hoe
- Stone Pickaxe
- Stone Shovel

## Trading

Main article: [Trading](#)

Toolsmith								
Level	<u>Java Edition</u>	<u>Bedrock Edition</u>		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
Novice	40%	100%	1	15 ×  Coal	Emerald	16	2	0.05
	40%	25%		Emerald	Stone Axe	12	1	0.2
	40%	25%		Emerald	Stone Shovel	12	1	0.2
	40%	25%		Emerald	Stone Pickaxe	12	1	0.2
	40%	25%		Emerald	Stone Hoe	12	1	0.2
Apprentice	100%	100%	3	4 ×  Iron Ingot	Emerald	12	10	0.05
	100%	100%		36 ×  Emerald	Bell	12	5	0.2
Journeyman	40%	100%	5	30 ×  Flint	Emerald	12	20	0.05
	40%	25%		6–20 ×  Emerald <sup>[t 1]</sup>	Enchanted Iron Axe <sup>[t 2]</sup>	3	10	0.2
	40%	25%		7–21 ×  Emerald <sup>[t 3]</sup>	Enchanted Iron Shovel <sup>[t 2]</sup>	3	10	0.2
	40%	25%		8–22 ×  Emerald <sup>[t 4]</sup>	Enchanted Iron Pickaxe <sup>[t 2]</sup>	3	10	0.2
	40%	25%		4 ×  Emerald	Diamond Hoe	3	10	0.2
Expert	67%	100%	7	Diamond	Emerald	12	30	0.05
	67%	50%		17–31 ×  Emerald <sup>[t 5]</sup>	Enchanted Diamond Axe <sup>[t 2]</sup>	3	15	0.2
	67%	50%			Enchanted Diamond Shovel <sup>[t 2]</sup>	3	15	0.2
Master	100%	100%	9	18–32 ×  Emerald <sup>[t 7]</sup>	Enchanted Diamond Pickaxe <sup>[t 2]</sup>	3	30	0.2

1. The price of this trade is the base price, 1 emerald, 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, 2 emeralds, plus the random enchantment level chosen (5–19).

19).

4. The price of this trade is the base price, 3 emeralds, plus the random enchantment level chosen (5–19).
5. The price of this trade is the base price, 12 emeralds, plus the random enchantment level chosen (5–19).
6. The price of this trade is the base price, 5 emeralds, plus the random enchantment level chosen (5–19).
7. The price of this trade is the base price, 13 emeralds, plus the random enchantment level chosen (5–19).

## Sounds

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### Java Edition

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

### 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  toolsmith is working	smithing_table.use	?	1.0	1.0		

## Data values

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*Main article: Villager § Data values*

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

## History

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*For toolsmith trades before Village & Pillage, see [Trading/Before Village & Pillage § Smith \(black robe\)](#).*

### Java Edition

<b>Java Edition</b>			[hide]
<a href="#">1.8</a>	<a href="#">14w02a</a>	Added toolsmiths as a career of the "Blacksmith" profession.	
<a href="#">1.14</a>	<a href="#">18w50a</a>	 Added the new toolsmith profession.	

## Bedrock Edition

<b>Pocket Edition</b>			[hide]
<a href="#">1.0.4</a>	<a href="#">alpha 1.0.4.0</a>	Added toolsmiths as a career of the "Blacksmith" profession.	<a href="#">[verify]</a>
<b>Bedrock Edition</b>			[hide]
<a href="#">1.10.0</a> Experiment Experimental Gameplay	<a href="#">beta 1.10.0.3</a>		Added the new toolsmith profession.

## Legacy Console Edition

<b>Legacy Console Edition</b>								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
<a href="#">TU31</a>	<a href="#">CU19</a>	<a href="#">1.22</a>	<a href="#">1.22</a>	<a href="#">1.22</a>	<a href="#">Patch 3</a>	<a href="#">1.0.1</a>	Added toolsmiths as a career of the "Blacksmith" profession.	
			<a href="#">1.91</a>				Added the new toolsmith profession.	

## Issues

Issues relating to "Toolsmith" are maintained on the [bug tracker](#). Issues should be reported and viewed there (

## 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.



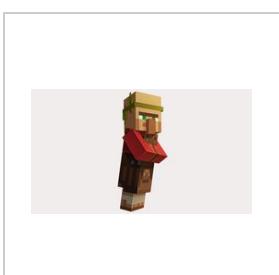
Swamp toolsmith

## Textures

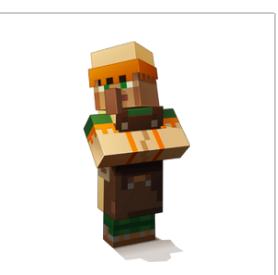


Toolsmith overlay

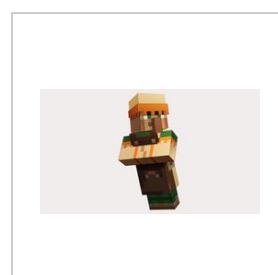
## In other media



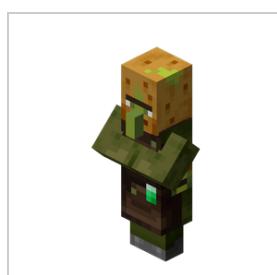
Savanna toolsmith



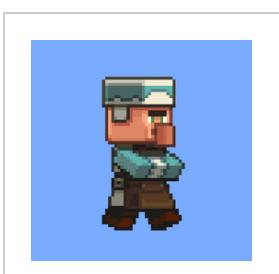
Desert toolsmith



Ditto.



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



Pixel art animation of a snowy toolsmith slipping

# Navigation

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