

# Fletcher

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A **Fletcher** is a [villager](#) that [trades](#) bows, crossbows, arrows, and archery ingredients. Fletchers wear a hat with a feather and have a quiver on the back.

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## Spawning

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

### [Natural generation](#)

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

The workstation of fletchers, the [fletching table](#), generates in fletcher houses in [villages](#).

## Drops

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

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

- [Arrow](#)

### Fletcher

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

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



### Workstation [Fletching Table](#)

[Stick](#)

[Flint](#)

[String](#)

[Feather](#)

[Tripwire Hook](#)

### Sells [Arrow](#)

[Bow](#)

[Crossbow](#)

[Enchanted Bow](#)

[Enchanted Crossbow](#)

[Tipped Arrow](#)

- [Arrow of Fire Resistance](#)
- [Arrow of Harming](#)
- [Arrow of Healing](#)
- [Arrow of Invisibility](#)
- [Arrow of Leaping](#)
- [Arrow of Night Vision](#)
- [Arrow of Poison](#)
- [Arrow of Regeneration](#)
- [Arrow of Slowness](#)
- [Arrow of Strength](#)
- [Arrow of Swiftness](#)
- [Arrow of Water Breathing](#)
- [Arrow of Weakness](#)

## Trading

Main article: [Trading](#)

Fletcher								
Level	Java Edition	Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
Novice	67%	100%	1	32 ×  Stick	Emerald	16	2	0.05
	67%	50%	2	Emerald	16 ×  Arrow	12	1	0.05
	67%	50%		10 ×  Gravel +  Emerald	10 ×  Flint	12	1	0.05
Apprentice	100%	100%	3	26 ×  Flint	Emerald	12	10	0.05
	100%	100%	4	2 ×  Emerald	Bow	12	5	0.05
Journeymen	100%	100%	5	14 ×  String	Emerald	16	20	0.05
	100%	100%	6	3 ×  Emerald	Crossbow	12	10	0.05
Expert	100%	100%	7	24 ×  Feather	Emerald	16	30	0.05
	100%	100%	8	7–21 ×  Emerald <sup>[t 1]</sup>	Enchanted Bow <sup>[t 2]</sup>	3	15	0.05
Master	67%	100%	9	Tripwire Hook	Emerald	12	30	0.05
	67%	50%	10	8–22 ×  Emerald <sup>[t 3]</sup>	Enchanted Crossbow <sup>[t 2]</sup>	3	15	0.05
	67%	50%		2 ×  Emerald + 5 ×  Arrow	5 ×  Tipped Arrow <sup>[t 4]</sup>	12	30	0.05

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, 3 emeralds, plus the random enchantment level chosen (5–19).
  4. In *Java Edition*, the type of arrow is chosen randomly from all possible brewable potions with effects, including extended and strengthened versions.
- In *Bedrock Edition*, the type of arrow is randomly chosen from 15 options: Night Vision, Invisibility,

Leaping, Fire Resistance, Swiftness, Slowness, Water Breathing, Healing, Harming, Poison, Regeneration, Strength, Weakness, Turtle Master, or Decay (Level 2).

## Sounds

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### Java Edition

Sounds									<a href="#">[hide]</a>
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
Fletcher works	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	

### Bedrock Edition

Sounds									<a href="#">[hide]</a>
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch		
?	?	Blocks	Randomly while a  fletcher is working	dig .wood	?	12.0	1.0		

## Data values

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

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

## History

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For fletcher trades before [Village & Pillage](#), see [Trading/Before Village & Pillage § Farmer \(Brown Robe\)](#).

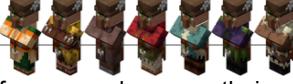
### Java Edition

Java Edition			<a href="#">[hide]</a>
1.8	14w02a	Added fletchers as a career of the "Farmer" profession.	
1.14	18w50a	 Fletchers have been split from farmers and are now their own profession.	

### Bedrock Edition

<b>Pocket Edition</b>								<a href="#">[hide]</a>
<a href="#">1.0.4</a>	<a href="#">alpha 1.0.4.0</a>	Added fletchers as a career of the "Farmer" profession. <a href="#">[verify]</a>						
<b>Bedrock Edition</b>								<a href="#">[hide]</a>
<a href="#">1.10.0 Experiment</a> <b>Experimental Gameplay</b>	<a href="#">beta 1.10.0.3</a>	 Fletchers have been split from farmers and are now their own profession.						

## Legacy Console Edition

<b>Legacy Console Edition</b>								<a href="#">[hide]</a>
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 fletchers as a career of the "Farmer" profession.	
			<a href="#">1.91</a>					Fletchers have been split from farmers and are now their own profession.

## Issues

Issues relating to "Fletcher" 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%22Fletcher%22%29%20ORDER%20BY%20resolution%20DESC>).

## Gallery

### Renders



#### This section would benefit from the addition of isometric renders.

Please remove this notice once you have added suitable isometric renders to the article.

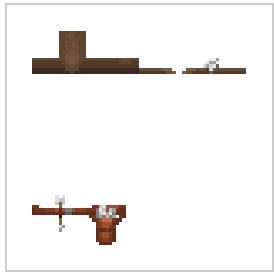
The specific instructions are:

*Lying renders for other biome outfits.*



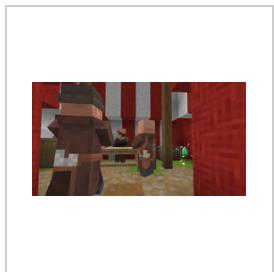
Lying taiga fletcher

### Textures



Fletcher overlay

## In other media



A fletcher featured in  
A Minecraft Movie  
Live Event

## 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	Brewing Stand								
	Composter	Barrel	Fletching Table	Cauldron	Lectern							
	Stonecutter	Loom	Smithing Table	Grindstone								
<b>Mechanics</b>	Raid	Trading										
	JE only	Zombie siege										
<b>Structures</b>	Igloo	Village										
<b>Related mobs</b>	Evoker	Iron Golem	Pillager	Ravager	Vindicator							
	Wandering Trader	Witch	Zombie Villager									
	JE only	Illusioner										
[hide]												
<b>Entities</b>												
	[hide]											
<b>Mobs</b>												
<b>Passive</b>	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									
<b>Neutral</b>	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							

	Blaze	Bogged	Breeze	Creaking	Creeper	Elder Guardian
<b>Hostile</b>	Endermite	Evoker	Ghast	Guardian	Hoglin	Husk
	Parched	Phantom	Piglin Brute	Pillager	Ravager	Shulker
	Skeleton	Slime	Stray	Vex	Vindicator	Warden
	Wither Skeleton	Zoglin	Zombie	Zombie Villager		
<b>Bosses</b>		Ender Dragon	Wither			
<b>Mob types</b>	Animal	Aquatic	Arthropod	Illager	Monster	Undead
	Jockey	Camel Husk	Chicken	Hoglin	Ravager	Skeleton Horseman
	Spider	Strider	Zombie Horseman	Zombie Nautilus		Mob variants
<b>Other</b>						Mob conversion

**Other entities**

[\[show\]](#)

**Unimplemented**

[\[show\]](#)

**Joke**

[\[show\]](#)

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