Wandering Trader   S   re article feedback

v t *This article is about the mob in* Minecraft*. For the entity in* Minecraft Dungeons*, see* Dungeons:Wandering Trader*. For the entity in* A Minecraft Movie*, see* Movie:Wandering Trader*.

A **wandering trader** is a passive mob that sometimes spawns near players, alongside two trader llamas tied to it with leads. It can be traded with, buying commonly available resources and selling items mostly native to specific biomes. Its trades are randomized each time it spawns, and it will despawn after enough time has passed.

Wandering Trader	
Health points	20 (♥ × 10)
Behavior	Passive
Hitbox size	**In *Java Edition*:** Height: 1.95 blocks Width: 0.6 blocks **In *Bedrock Edition*:** Height: 1.9 blocks Width: 0.6 blocks
Speed	0.7
Spawn	See § Spawning
Buys	🟨 Hay Bale 🧴 Water Bottle 🥔 Baked Potato 🪣 Milk Bucket 🪣 Water Bucket 🟥 Fermented Spider Eye
Sells	🧴 Potion of Invisibility 🪓 Enchanted Iron Pickaxe Nature blocks and items, including: • 🟫 Logs

- 🌷 Flowers
- 🌱 Seeds
- 🎨 Dyes
- 🟪 Coral Blocks
- 🌿 Saplings

Contents

Spawning

Wandering traders spawn randomly with two leashed trader llamas in the Overworld near the player, unless the player is in a deep dark biome. They typically spawn within a 48-block radius of a player. In *Bedrock Edition*, they also try to spawn by a claimed bell in a village.

When the world is created (or updated from an older version), a counter is initialized to 24000 ticks (20 real-life minutes, or 1 Minecraft day). Each minute (1200 ticks), if `spawn_wandering_traders` is set to `true`, [*Java Edition only*] the counter is decreased by 1200. When the counter reaches 0 it is reset to 24000 and an attempt may be made to spawn a wandering trader, unless the game rule `spawn_mobs`[*JE only*] or `domobspawning`[*BE only*] is set to `false`.

When the counter is equal to 0 or lower for the first time, there is a 25% chance of making the attempt, which increases to 50% the second time and 75% thereafter until a trader is spawned, or no player is found for the attempt, where it will then be reset to 25%. If a player is found, then there is a 10% chance for a wandering trader to spawn. In summary, when the counter is equal to 0 or lower, the total chance that a trader will spawn will be either 2.5%, 5%, or 7.5% depending on the above conditions.

When attempting a spawn, a random player is selected as the target location. If there is a bell within 48 blocks of the player, then the nearest such bell is used as the target location instead. Ten attempts are then made to find a valid mob spawning location. This is made on the uppermost block of a random X/Z position within -48/+47 of the target location on each axis. In *Java Edition*, the game uses the highest Y-level "surface" block for these attempts, so the wandering trader will not spawn inside enclosed caves. If spawning the trader succeeds, an additional ten attempts are made for each of two trader llamas to find a position within -4/+3 of the trader.[*verify for Bedrock Edition*] Wandering traders and their llamas can still spawn if the passive mob cap is full.

In *Bedrock Edition*, when using spawn eggs or the /summon command to spawn a wandering trader, llamas always spawn with it. Wandering traders never spawn if /mobevent minecraft:wandering_trader_event is set to false.

Despawning

In *Java Edition*, a wandering trader despawns after being loaded for 48000 ticks (40 minutes, or 2 full *Minecraft* days), although ticks spent with the trading UI open are not counted. In *Bedrock Edition*, a wandering trader despawns after being loaded for either 48000 ticks (2 full *Minecraft* days) or 72000 ticks (3 full days) and the nearest player is more than 24 blocks away from it. In *Bedrock Edition*, wandering traders also immediately despawn if all trades are used up and the nearest player is more than 24 blocks away.

Unlike most mobs, naming the wandering trader with a name tag and/or placing it in a boat/minecart does not prevent it from despawning.[1] This also includes wandering traders as passengers of other mobs in *Java Edition*, where it still despawns if summoned on top of another mob.

When a wandering trader is unloaded, either by moving into unloaded chunks or entering another dimension, its despawn timer freezes.

Behavior

After spawning, the wandering trader prefers to wander within 16 blocks of the initial spawning target location, even if that player leaves, if not otherwise reacting to nearby players or mobs.[*verify for Bedrock Edition*]

Wandering traders drink a potion of Invisibility during dusk and as needed to renew the effect during the night. They also drink milk if invisible during the day to remove the Invisibility effect.

Wandering traders avoid zombies and their variants (zombie villagers, husks, drowned, zombified piglins, zoglins), all illager variants (pillagers, vindicators, evokers, illusioners[*Java Edition only*]), ravagers, and vexes, staying at least 8 blocks away. Unlike villagers, a wandering trader killed by zombies does not become a zombie villager.[2] Witches do not attack wandering traders.

Wandering traders drink potions of Invisibility if hurt by magic attacks or projectiles from hostile mobs (but not players), or when avoiding illagers, vexes, and zombies.[*BE only*]

When attacked by a player, a wandering trader flees from the player as a villager would do. The trader llamas, however, attack the player by spitting if their master gets hit, except in Peaceful. The llamas stop attacking if the player is killed and respawns, if the llamas are leashed after the wandering trader is killed, or if the player

gets far enough away from them for a short period of time.

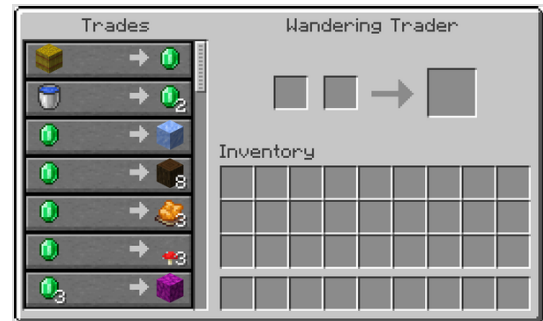The wandering trader can sometimes form a caravan, due to wild llamas that follow the leashed trader llama(s).

Despite their similarities to villagers, attacking or killing wandering traders does not anger iron golems.[3]

Unlike most other villager-like mobs, wandering traders do not visually sit down when riding objects such as boats and minecarts.[4]

Trading

The trading system is a gameplay mechanic that allows players to buy and sell items, in this case from a wandering trader.

Pressing the use control on the wandering trader allows a player to view the different trade offers, similar to a villager. Different offers are visible in a list, and clicking on one of the offers moves the corresponding items to the slots above the player's inventory. All offers involve emeralds as a currency.

Wandering traders typically sell items generated in the world or otherwise related to nature, such as plants, dyes, and buckets of fish. They can also trade less common items, such as coral blocks, blue ice, or nautilus shells. Overall, trades offered by

The trading UI of a wandering trader in *Java Edition*

wandering traders offer a way to obtain biome-specific materials, without having to travel to the specific biomes. They will also buy a select few items from the player, giving emeralds in return.

After the player uses the same trade several times, the wandering trader locks the trade, but unlike villagers, never unlocks the trade. The wandering trader can appear again around the player with new trades after a while.

Wandering traders do not have the novice-master trading system like villagers. Instead, the player can buy anything from the wandering trader without the need of unlocking the previous trades.

Wandering traders do not increase the prices of its items being sold if attacked by the player, but does decrease the price if the player has the Hero of the Village effect in *Bedrock Edition*.

Unlike villagers, wandering traders do not have an experience bar or career levels, and do not modify their offers or prices based on changing demand. This (the trade items or prices) can be changed by the player by editing the corresponding NBT data flag through the use of the /data[*JE only*] command.

Wandering traders are the only renewable source of sand, red sand, coral blocks, and small dripleaves without glitches.

The wandering trader cannot work at a job site block and restock, even when summoned with a villager profession or other villager data.

Trade offers

The wandering trader offers nine trades in total: it always purchases two random items, sells two special items, and sells five more ordinary items.

These trades in each of these groups are not divided into categories; for example, a single wandering trader

can sell 2 different saplings. Each individual trade is equally likely.[*verify*]

In the trading GUI, the trade offers are always listed in this order:

- 2 purchasing trades
- 2 special selling trades
- 5 ordinary selling trades

Level	Java Edition	Bedrock Edition		Villager wants	Player receives	Trades in stock
	Probability	Probability	Slot			
				🟫 Wandering Trader		
Purchase	33%	33%	1–2	🟫 Hay Bale	🟢 Emerald	2
	33%	33%		🧪 Water Bottle	🟢 Emerald	2
	33%	33%		4 × 🥔 Baked Potato	🟢 Emerald	2
	33%	33%		🪣 Milk Bucket	2 × 🟢 Emerald	2
	33%	33%		🪣 Water Bucket	2 × 🟢 Emerald	2
	33%	33%		🕷 Fermented Spider Eye	3 × 🟢 Emerald	2
Special	13%	13%	3–4	🟢 Emerald	🟦 Packed Ice	6
	13%	13%		🟢 Emerald	4 × 🌫 Gunpowder	2
	13%	13%		🟢 Emerald	8 × 🪵 Acacia Log	4
	13%	13%		🟢 Emerald	8 × 🪵 Birch Log	4
	13%	13%		🟢 Emerald	8 × 🪵 Cherry Log	4
	13%	13%		🟢 Emerald	8 × 🪵 Dark Oak Log	4
	13%	13%		🟢 Emerald	8 × 🪵 Jungle Log	4
	13%	13%		🟢 Emerald	8 × 🪵 Mangrove Log	4
	13%	13%		🟢 Emerald	8 × 🪵 Oak Log	4
	13%	13%		🟢 Emerald	8 × 🪵 Pale Oak Log	4
	13%	13%		🟢 Emerald	8 × 🪵 Spruce Log	4
	13%	13%		3 × 🟢 Emerald	3 × 🟫 Podzol	6
	13%	13%		5 × 🟢 Emerald	🧪 Potion of Invisibility[t 1]	1
	13%	13%		6 × 🟢 Emerald	🟦 Blue Ice	6
	13%	13%		6–20 × 🟢 Emerald[t 2]	⛏ Enchanted Iron Pickaxe[t 3]	1
Ordinary	7%	7%	5–9	🟢 Emerald	🌿 Fern	12
	7%	7%		🟢 Emerald	🎋 Sugar Cane	8
	7%	7%		🟢 Emerald	🎃 Pumpkin	4
	7%	7%		🟢 Emerald	🌼 Dandelion	12
	7%	7%		🟢 Emerald	🌺 Poppy	12
	7%	7%		🟢 Emerald	🌸 Allium	12
	7%	7%		🟢 Emerald	🌼 Azure Bluet	12
	7%	7%		🟢 Emerald	🌷 Red Tulip	12
	7%	7%		🟢 Emerald	🌷 Orange Tulip	12
	7%	7%		🟢 Emerald	🌷 White Tulip	12
	7%	7%		🟢 Emerald	🌷 Pink Tulip	12
	7%	7%		🟢 Emerald	🌼 Oxeye Daisy	12
	7%	7%		🟢 Emerald	🌿 Cornflower	12
	7%	7%		🟢 Emerald	🌸 Blue Orchid	8

7%	7%	🟢 Emerald	🌱 Lily of the Valley	7
7%	7%	🟢 Emerald	🌼 Open Eyeblossom	7
7%	7%	🟢 Emerald	🌱 Wheat Seeds	12
7%	7%	🟢 Emerald	🌰 Beetroot Seeds	12
7%	7%	🟢 Emerald	🌱 Pumpkin Seeds	12
7%	7%	🟢 Emerald	🌱 Melon Seeds	12
7%	7%	🟢 Emerald	3 × ☁ White Dye	12
7%	7%	🟢 Emerald	3 × ☁ Light Gray Dye	12
7%	7%	🟢 Emerald	3 × ☁ Gray Dye	12
7%	7%	🟢 Emerald	3 × ☁ Black Dye	12
7%	7%	🟢 Emerald	3 × ☁ Brown Dye	12
7%	7%	🟢 Emerald	3 × 🌺 Red Dye	12
7%	7%	🟢 Emerald	3 × 🔶 Orange Dye	12
7%	7%	🟢 Emerald	3 × 🔶 Yellow Dye	12
7%	7%	🟢 Emerald	3 × 🟢 Lime Dye	12
7%	7%	🟢 Emerald	3 × 🟢 Green Dye	12
7%	7%	🟢 Emerald	3 × 🔵 Cyan Dye	12
7%	7%	🟢 Emerald	3 × 🔵 Light Blue Dye	12
7%	7%	🟢 Emerald	3 × 🔵 Blue Dye	12
7%	7%	🟢 Emerald	3 × 🟣 Purple Dye	12
7%	7%	🟢 Emerald	3 × 🌸 Magenta Dye	12
7%	7%	🟢 Emerald	3 × 🌸 Pink Dye	12
7%	7%	🟢 Emerald	3 × 🌿 Vines	4
7%	7%	🟢 Emerald	3 × 🌿 Pale Hanging Moss	4
7%	7%	🟢 Emerald	3 × 🍄 Brown Mushroom	4
7%	7%	🟢 Emerald	3 × 🍄 Red Mushroom	4
7%	7%	🟢 Emerald	5 × 🍃 Lily Pad	2
7%	7%	🟢 Emerald	2 × 🌱 Small Dripleaf	5
7%	7%	🟢 Emerald	8 × 🟨 Sand	8
7%	7%	🟢 Emerald	4 × 🟧 Red Sand	6
7%	7%	🟢 Emerald	2 × 🔻 Pointed Dripstone	5
7%	7%	🟢 Emerald	2 × 🟫 Rooted Dirt	5
7%	7%	🟢 Emerald	2 × 🟩 Moss Block	5
7%	7%	🟢 Emerald	2 × ⬛ Pale Moss Block	5
7%	7%	🟢 Emerald	🌼 Wildflowers	12
7%	7%	🟢 Emerald	🌾 Tall Dry Grass	12
7%	7%	2 × 🟢 Emerald	🟢 Sea Pickle	5
7%	7%	2 × 🟢 Emerald	🟫 Glowstone	5

7%	7%	3 × Emerald	Bucket of Tropical Fish	4
7%	7%	3 × Emerald	Bucket of Pufferfish	4
7%	7%	3 × Emerald	Kelp	12
7%	7%	3 × Emerald	Cactus	8
7%	7%	3 × Emerald	Brain Coral Block	8
7%	7%	3 × Emerald	Bubble Coral Block	8
7%	7%	3 × Emerald	Fire Coral Block	8
7%	7%	3 × Emerald	Horn Coral Block	8
7%	7%	3 × Emerald	Tube Coral Block	8
7%	7%	3 × Emerald	Firefly Bush	12
7%	7%	4 × Emerald	Slimeball	5
7%	7%	5 × Emerald	Acacia Sapling	8
7%	7%	5 × Emerald	Birch Sapling	8
7%	7%	5 × Emerald	Cherry Sapling	8
7%	7%	5 × Emerald	Dark Oak Sapling	8
7%	7%	5 × Emerald	Jungle Sapling	8
7%	7%	5 × Emerald	Mangrove Propagule	8
7%	7%	5 × Emerald	Oak Sapling	8
7%	7%	5 × Emerald	Pale Oak Sapling	8
7%	7%	5 × Emerald	Spruce Sapling	8
7%	7%	5 × Emerald	Nautilus Shell	5

1. Duration: 8:00
2. The price of this trade is the base price, 1 emerald, plus the random enchantment level chosen (5–19).
3. When creating an enchantment offer, the game uses a random enchantment level form 5 to 19. The enchantments are never treasure enchantments.

Drops

- A milk bucket (8.5% chance, increased 1% per level of Looting) if killed while holding or before finishing drinking.
- A potion of Invisibility (8.5% chance, increased 1% per level of Looting) if killed while holding or before finishing drinking.

A wandering trader is also a source of leads, as it typically spawns with two leashed trader llamas. These leads break and drop (at the location of the llama) if either trader or llama dies, if they are separated, or if the player uses shears to snip the lead(s). Shearing the wandering trader has no effect. The leads can only be sheared off the llamas.

Separating mobs upon leads have the connection broken, dropping the leads if they enter boats for example. Unless they enter the same boat at the same time, every lead is always broken if at least one moves into a boat (or minecart).

Wandering traders do not drop any loot or experience when killed (except for the consumables mentioned above).

In *Bedrock Edition*, wandering traders reward experience after a successful trade.

Sounds

Java Edition:

Sounds									[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**	
	Wandering Trader mumbles	Friendly Mobs	Randomly	`entity .wandering_trader .ambient`	`subtitles.entity .wandering_trader .ambient`	1.0	0.8-1.2	16	
	Wandering Trader trades	Friendly Mobs	While the trade UI on a wandering trader is open	`entity .wandering_trader .trade`	`subtitles.entity .wandering_trader .trade`	1.0	0.8-1.2	16	
	Wandering Trader dies	Friendly Mobs	When a wandering trader dies	`entity .wandering_trader .death`	`subtitles.entity .wandering_trader .death`	1.0	0.8-1.2	16	
	Wandering Trader hurts	Friendly Mobs	When a wandering trader is damaged	`entity .wandering_trader .hurt`	`subtitles.entity .wandering_trader .hurt`	1.0	0.8-1.2	16	
	Wandering Trader agrees	Friendly Mobs	When a player successfully trades with a wandering trader	`entity .wandering_trader .yes`	`subtitles.entity .wandering_trader .yes`	1.0	0.8-1.2	16	
	Wandering Trader disagrees	Friendly Mobs	When a player fails to trade with a wandering trader due to lack of resources	`entity .wandering_trader .no`	`subtitles.entity .wandering_trader .no`	1.0	0.8-1.2	16	
	Wandering Trader drinks milk	Friendly Mobs	While a wandering trader is drinking milk to become visible during daytime	`entity .wandering_trader .drink_milk`	`subtitles.entity .wandering_trader .drink_milk`	0.5	0.9-1.0	16	
	Wandering Trader drinks potion	Friendly Mobs	While a wandering trader is drinking a potion to become invisible during nighttime	`entity .wandering_trader .drink_potion`	`subtitles.entity .wandering_trader .drink_potion`	*varies* [sound 1]	0.9-1.0	16	
	Wandering Trader disappears	Friendly Mobs	When a wandering trader becomes invisible	`entity .wandering_trader .disappeared`	`subtitles.entity .wandering_trader .disappeared`	0.8	0.9-1.1	16	
	Wandering Trader appears	Friendly Mobs	When a wandering trader becomes visible	`entity .wandering_trader .reappeared`	`subtitles.entity .wandering_trader .reappeared`	0.8	0.9-1.1	16	

1. The first listed sound is 0.35; the second listed sound is 0.325

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	`mob.wanderingtrader .idle`	?	1.0	0.8-1.2
	?	Friendly Mobs	When a wandering trader dies	`mob.wanderingtrader .death`	?	1.0	0.8-1.2
	?	Friendly Mobs	When a wandering trader is damaged	`mob.wanderingtrader .hurt`	?	1.0	0.8-1.2
	?	Friendly Mobs	When a wandering trader becomes invisible	`mob.wanderingtrader .disappeared`	?	1.0	0.8-1.2
	?	Friendly Mobs	When a wandering trader becomes visible	`mob.wanderingtrader .reappeared`	?	1.0	0.8-1.2
	?	Friendly Mobs	While a wandering trader is drinking milk to become visible during daytime	`mob.wanderingtrader .drink_milk`	?	1.0	0.8-1.2
	?	Friendly Mobs	When a wandering trader drinks a potion to become invisible during nighttime	`mob.wanderingtrader .drink_potion`	?	0.7	0.8-1.2
	?	Friendly Mobs	While the trade UI on a wandering trader is open	`mob.wanderingtrader .haggle`	?	1.0	0.8-1.2
	?	Friendly Mobs	When a player successfully trades with a wandering trader	`mob.wanderingtrader .yes`	?	1.0	0.8-1.2
	?	Friendly Mobs	When a player fails to trade with a wandering trader due to lack of resources	`mob.wanderingtrader .no`	?	1.0	0.8-1.2

Data values

ID

Java Edition:

Name	**Identifier**	**Translation key**	[hide]
🟫 Wandering Trader	`wandering_trader`	`entity.minecraft.wandering_trader`	

Bedrock Edition:

Name	**Identifier**	**Numeric ID**	**Family**	**Translation key**	[hide]
🟫 Wandering Trader	`wandering_trader`	118	mob wandering_trader wandering_trader_despawning	`entity.wandering_trader .name`	

Entity data

Wandering traders 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

— **DespawnDelay**: The number of ticks counted down until this wandering trader is forced to despawn. The wandering trader despawns when this value reaches 1.
— **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**: May not exist. The second 'cost' item, without the Slot tag.
A single item stack
      — **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.
      — **rewardExp**: 1 or 0 (true/false) - true if 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
      — **uses**: The number of times this trade has been used. The trade becomes disabled when this is greater or equal to maxUses.
— **wander_target**: The block location that the trader wanders toward.
— **Inventory**: Each compound tag in this list is an item in the wandering trader's inventory, up to a maximum of 8 slots. Items in two or more slots that can be stacked together are automatically be 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. Wandering traders don't change their inventory automatically or drop items from it upon death. The inventory is currently unused.
  └ An item in the inventory, excluding the Slot tag.
A single item stack
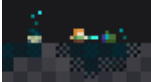
Bedrock Edition:

See Bedrock Edition level format/Entity format.

Achievements

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
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[show]

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	What a Deal!	Successfully trade with a Villager	Take an item from a villager or wandering trader's trading output slot.	
	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.	

Advancements that apply to all mobs:

[show]

History

Java Edition

Java Edition			[hide]
1.14	**19w05a**	Added wandering traders.	
	19w06a	Wandering traders now drink potions of Invisibility at dusk and milk buckets at dawn.	
	19w09a	Added two new sounds for wandering traders when they drink Invisibility potions and milk.	
1.15.2	**pre1**	The spawning of wandering traders can now be controlled using /gamerule doTraderSpawning.	
1.17	**21w05a**	Wandering traders can sell small dripleaf.	
	21w13a	Wandering traders can sell pointed dripstone, rooted dirt and moss block.	
1.19	**22w15a**	Wandering traders can sell mangrove propagules.	
1.19.4 ——— Experiment ——— **Update 1.20**	**23w07a**	Wandering traders can sell cherry saplings.	
1.20.2 ——— Experiment ——— **Villager Trade Rebalance**	**23w31a**	Wandering traders now sell more items, and buy certain items from the player.	
		Most existing trades have lower prices and higher amounts in stock.	
1.21.2 ——— Experiment ——— **Winter Drop**	**24w40a**	Wandering traders can sell pale oak sapling.	
1.21.4	**24w44a**	Wandering traders can sell open eyeblossom, pale moss, and pale hanging moss.	
1.21.5	**25w07a**	The changes to wandering trader trades have been moved from experimental features and are now available during normal gameplay.	
	25w08a	Some of the new trades have changed from a stock of one single trade to a stock of two trades.	
Upcoming Java Edition			[hide]
26.1	**snap1**	Trades offered by wandering traders and villagers are now data-driven and can be customized by datapack developers.	

Bedrock Edition

Bedrock Edition		[hide]
1.10.0 —— Experiment —— Experimental Gameplay	beta 1.10.0.3	Added wandering traders, available only through Experimental Gameplay.
1.11.0 —— Experiment —— Experimental Gameplay	beta 1.11.0.3	Wandering traders now drink a potion of Invisibility during dusk, when hurt by projectiles or magic attacks, and when avoiding illagers and zombies.
		If a player is holding an emerald, wandering traders now hold items they want to trade.
		The spawning of wandering traders can now be enabled or disabled using the /mobevent command.
1.11.0	beta 1.11.0.4	Wandering traders have been fully implemented and are now separate from Experimental Gameplay.
		Wandering traders now disappear faster after all trades are disabled.
		Wandering traders now have 6 random trades, instead of 4.
1.12.0	beta 1.12.0.2	Wandering traders now have sounds.
1.17.0	beta 1.16.230.54	Wandering traders can sell small dripleaf, pointed dripstone, rooted dirt and moss block.
1.19.0	Preview 1.19.0.21	Can no longer open or close doors.
		Now randomly moves around.
		Changed drinking sound to match *Java Edition*.
		Added new sound effects for gaining and losing Invisibility.
		Can now be named with a name tag, but this does not stop them from despawning.
	Preview 1.19.0.25	Wandering traders can sell mangrove propagules.
1.19.10	Preview 1.19.10.21	Wandering traders now drink milk at dawn.
1.19.20	Preview 1.19.20.20	Wandering traders no longer spawn underground.
1.20.30	Preview 1.20.20.20	Wandering traders can now sell 1 cherry sapling for 5 emeralds.
		Wandering traders can no longer sell wheat seeds, beetroot seeds, pumpkin seeds and melon seeds.
	Preview 1.20.20.21	Wandering traders now sell blue, black, brown or white dyes instead of lapis lazuli, ink sacs, cocoa beans and bone meal.
1.20.30 —— Experiment —— Villager Trade Rebalancing	Preview 1.20.30.20	Wandering traders now sell more items, and buy certain items from the player.
		Most existing trades have lower prices and higher amounts in stock.
1.21.50	Preview 1.21.50.20	Wandering traders can now sell pale oak saplings, open eyeblossoms, pale hanging moss, and pale moss.
1.21.70	Preview 1.21.70.23	The changes to wandering trader trades have been moved from experimental features and are now available during normal gameplay.
	Preview 1.21.70.25	Wandering traders' buy trades can now be used twice before being locked, instead of just once.

PlayStation 4 Edition

PlayStation 4 Edition		[hide]
1.91	Added wandering traders.	
	If a player is holding an emerald, wandering traders hold items they want to trade.	

Data history

Java Edition		[hide]
1.20.5	**24w06a**	`WanderTarget` in wandering traders has been renamed to `wander_target`.

A wandering trader in 19w05a

Issues

Issues relating to "Wandering Trader" 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%22Wandering%20Trader%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- The wandering trader was inspired by traveling merchants from various RPGs, specifically ones that appeared to provide players with healing items in dangerous places.[5] It especially resembles the Travelling Merchant from Terraria.
- Wandering traders display their held items differently than most creatures do, using the "ground" parameter instead of the usual hand parameter in model display settings.

Gallery

 This section would benefit from the addition of more images.
Please remove this notice once you have added suitable images to the article.
The specific instructions are: *Render without "second layer" if possible*

Concept artwork

An early concept featuring texture close to pre-Texture Update design
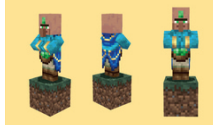
Another concept
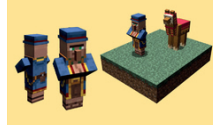
Concept with a hat and early trader llama

Screenshots

A group of spawned-in wandering traders with a trader llama in the background

A wandering trader and its llama

A wandering trader drinking a potion of Invisibility

Two wandering traders

A wandering trader that spawned in a player-made village in *Minecraft Education*

Wandering trader in the windswept hills
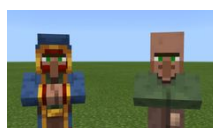
A wandering trader next to a nitwit villager

Textures

Wandering trader
texture file

In other media

Artwork
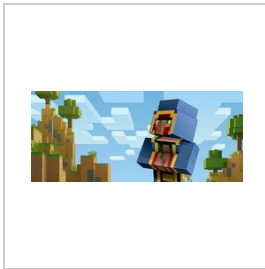
Artwork with
background
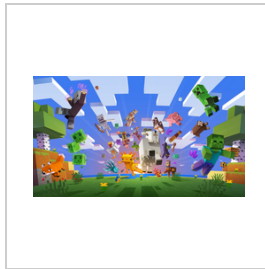
A Wandering Trader
in promotional
artwork for the first
Caves & Cliffs update
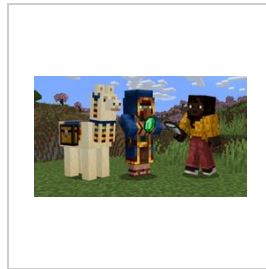
Makena offering a
milk bucket to a
wandering trader
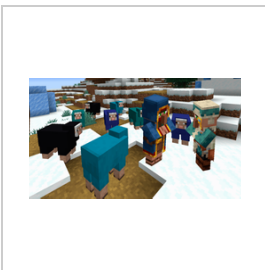
An isometric
wandering trader
near sheep
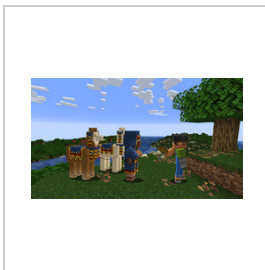
A wandering trader
speaking to Sunny
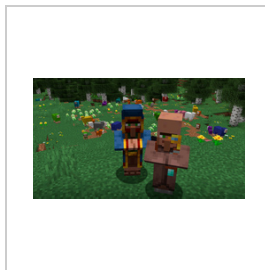
Wandering trader and
cartographer in front
of sheep
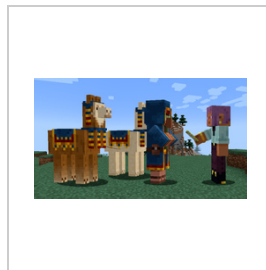
A wandering trader
with Efe
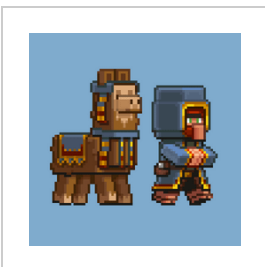
Animated wandering
trader artwork

Lego Minecraft figure
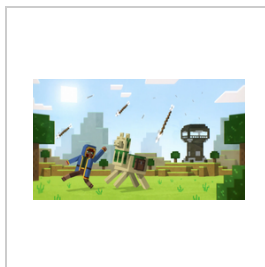
Concept art for A
Wanderous Journey
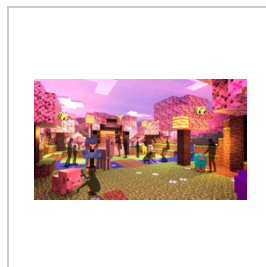
A strange looking
wandering trader in
concept art for
Minecraft Adventure

A Wandering Trader as seen in *A Minecraft Movie*.

A wandering trader in Element Animation's "latest masterpiece"

A wandering trader thinking of a regular llama

Notes

See also

- The Traveling Trader, a DLC map themed around wandering traders

References

1. MC-143982 — Named wandering traders despawn — resolved as "Works As Intended".
2. MC-143747 — Wandering trader never becomes zombie villager — resolved as "Won't Fix".
3. MC-153693 — Wandering traders that are being attacked by players do not anger village-spawned iron golems — resolved as "Works As Intended".
4. MC-161106 — Villagers, wandering traders and witches do not have a sitting animation, but other villager-related mobs do — resolved as "Works As Intended".
5. "Meet the Wandering Trader" (https://www.minecraft.net/en-us/article/meet-wandering-trader) by Per Landin – Minecraft.net, March 22, 2019.

External links

- Meet the Wandering Trader (https://www.minecraft.net/en-us/article/meet-wandering-trader) – Minecraft.net on March 22, 2019

Navigation

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]

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

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