

Fisherman

A **fisherman** is a villager who sells fishing items and campfires. Fishermen wear fisher hats and have a blue fish as well as a net on their trousers secured with a strap.

Contents

Spawning

Natural generation

Drops

Trading

Sounds

Java Edition

Bedrock Edition

Data values

History

Java Edition

Bedrock Edition

Legacy Console Edition

Issues

Gallery

Renders

Textures

In other media

Navigation

Spawning

An unemployed villager turns into an fisherman when an unclaimed barrel is nearby.

Natural generation

Main article: Villager § Spawning

The workstation of fishermans, the barrel, generates in fisherman houses in villages.

Drops

Main article: Hero of the Village § Gifts

In Java Edition, a fisherman 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:

Fisherman

Plains Desert Savanna Taiga Snowy
Jungle Swamp



Workstation Barrel

Buys
String
Coal
Raw Fish
Boat

Sells
Bucket of Cod
Cooked Fish
Campfire
Enchanted Fishing Rod

- Raw Cod
- Raw Salmon

Trading

Main article: [Trading](#)

Fisherman								
Level	<i>Java Edition</i>	<i>Bedrock Edition</i>		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
Novice	50%	50%	1	20 × String	Emerald	16	2	0.05
	50%	50%		10 × Coal	Emerald	16	2	0.05
	50%	50%	2	3 × Emerald	Bucket of Cod	16	1	0.05
	50%	50%		6 × Raw Cod + Emerald	Cooked Cod	16	1	0.05
Apprentice	67%	100%	3	15 × Raw Cod	Emerald	16	10	0.05
	67%	50%	4	2 × Emerald	Campfire	12	5	0.05
	67%	50%		6 × Raw Salmon + Emerald	Cooked Salmon	16	5	0.05
Journeyman	100%	100%	5	13 × Raw Salmon	Emerald	16	20	0.05
	100%	100%	6	8–22 × Emerald ^[t 1]	Enchanted Fishing Rod ^[t 2]	3	10	0.2
Expert	100%	100%	7	6 × Tropical Fish	Emerald	12	30	0.05
Master	100%	100%	8	4 × Pufferfish	Emerald	12	30	0.05
	100%	100%	9	Boat ^[t 3]	Emerald	12	30	0.05

1. The price of this trade is the base price, 3 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 type of boat trade depends on the biome outfit of the villager. Plains villagers buy oak boats, taiga and snowy villagers buy spruce boats, desert and jungle villagers buy jungle boats, savanna villagers buy acacia boats, and swamp villagers buy dark oak boats.

Sounds

Java Edition

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Fisherman works	Friendly Mobs	Randomly while a fisherman is working	entity.villager.work_fisherman	subtitles.entity.villager.work_fisherman	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 fisherman is working	block.barrel.open	?	1.0	1.0	

Data values

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

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

History

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

Java Edition

Java Edition			[hide]
1.8	14w02a	Added fishermen as a career of the "Farmer" profession.	
1.14	18w50a		Fishermen have been split from farmers and are now their own profession.

Bedrock Edition

Pocket Edition			[hide]
1.0.4	alpha 1.0.4.0	Added fishermen as a career of the "Farmer" profession. [verify]	
Bedrock Edition			[hide]
1.10.0 Experiment Experimental Gameplay	beta 1.10.0.3		Fishermen have been split from farmers and are now their own 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 fishermen as a career of the "Farmer" profession.	
			1.91					Fishermen have been split from farmers and are now their own profession.

Issues

Issues relating to "Fisherman" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jqI=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%22Fisherman%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.



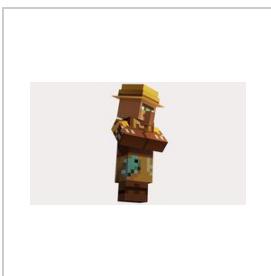
Swamp fisherman

Textures

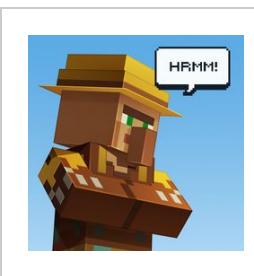


Fisherman overlay

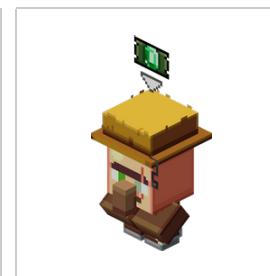
In other media



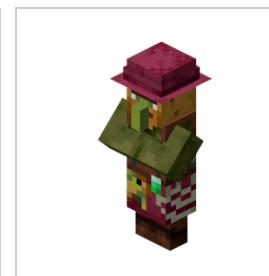
Jungle fisherman



A jungle fisherman mumbling



A tiny fisherman as
they appear in 2023
Mob Vote Event.



A poisonous potato
fisherman featured in
Java Edition
24w14potato.

Navigation

Joke

[\[show\]](#)

Retrieved from "<https://minecraft.wiki/w/Fisherman?oldid=3349087>"

This page was last edited on 4 January 2026, at 21:25.

Content on this site is licensed under CC BY-NC-SA 3.0 unless otherwise noted; additional terms may apply.

Not an official Minecraft website. We are not associated with Mojang or Microsoft.