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v t *This article is about the Minecraft mob. For the character having the alias The Librarian, see Ms. Minerva. For the achievement, see Achievement § Librarian.*

A **librarian** is a villager that trades enchanted books, glass, bookshelf and name tag. Librarians wear a red book as a hat, glasses, and a white robe.

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Spawning

An unemployed villager turns into a librarian when an unclaimed lectern is nearby.

Natural generation

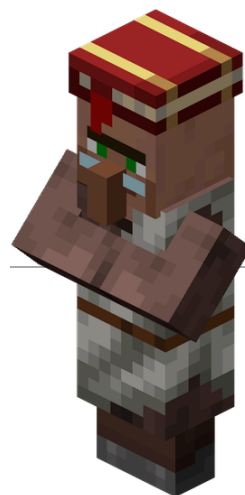
Main article: Villager § Spawning

The workstation of librarians, or the lectern, generates in libraries in villages.

Drops

Librarian

Plains Desert Savanna Taiga Snowy
Jungle Swamp



Workstation  **Lectern**

Buys

 Paper

 Book

 Ink Sac

 Book and Quill

Sells

 Bookshelf

 Enchanted Book

 Lantern

 Glass

 Compass Clock

 Name Tag








































This feature is exclusive to *Java Edition*.

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

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

Trading

Main article: [Trading](#)

 Librarian								
Level	<i>Java Edition</i>	<i>Bedrock Edition</i>		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot					
 Novice	67%	100%	1	24 ×  Paper	 Emerald	16	2	0.05
	67%	50%	2	9 ×  Emerald	 Bookshelf	12	1	0.05
	67%	50%		5–64 ×  Emerald +  Book	 Enchanted Book ^[t 1]	12	1	0.2
 Apprentice	67%	100%	3	4 ×  Book	 Emerald	12	10	0.05
	67%	50%	4	 Emerald	 Lantern	12	5	0.05
	67%	50%		5–64 ×  Emerald +  Book	 Enchanted Book ^[t 1]	12	5	0.2
 Journeyman	67%	100%	5	5 ×  Ink Sac	 Emerald	12	20	0.05
	67%	50%	6	 Emerald	4 ×  Glass	12	10	0.05
	67%	50%		5–64 ×  Emerald +  Book	 Enchanted Book ^[t 1]	12	10	0.2
 Expert	50%	100%	7	 Book and Quill +  Book and Quill ^[t 2]	 Emerald	12	30	0.05
	50%	33%	8	4 ×  Emerald	 Compass	12	15	0.05
	50%	33%		5 ×  Emerald	 Clock	12	15	0.05
	50%	33%		5–64 ×  Emerald +  Book	 Enchanted Book ^[t 1]	12	15	0.2
 Master	100%	100%	9	20 ×  Emerald	 Name Tag	12	30	0.05

- The enchantment is chosen randomly with equal chance of any [enchantment](#) type occurring (except for [Soul Speed](#), [Swift Sneak](#), and [Wind Burst](#)) and equal chance to get any level of the enchantment, meaning high-level enchantments are as likely as low-level enchantments. It is possible for a librarian to sell the same book more than once. The price in emeralds depends on the enchantment level and "treasure" status. The minimum price of a book is given by 2 + 3 * (enchantment level), while the maximum price is 6 + 13 * (enchantment level). The possible values are 5–19 emeralds for Lvl I, 8–32 for Lvl II, 11–45 for Lvl III, 14–58 for Lvl IV, and 17–71 for Lvl V. For [treasure](#) enchantments the price is doubled. The cost is capped at 64 emeralds. All values below this cap are equally probable.
- In *Java Edition* only one is requested per trade because of [MC-248042](#) — Librarian's book and quill

trade is always discounted to 1 since books are unstackable. In *Bedrock Edition*, the second book is placed in another slot instead.

Villager Trade Rebalance

 **This section describes an experimental feature in *Java Edition* and *Bedrock Edition*.**
This feature is not enabled in-game by default and requires enabling the "**Villager Trade Rebalance**" experimental data pack in *Java Edition* or the "**Villager Trade Rebalancing**" setting in the "Experiments" section in *Bedrock Edition*.


If the Villager Trade Rebalance experiment is turned on, librarians offer specific enchanted books depending on which biome they come from. Enchantments for the Novice, Apprentice, and Journeyman book trades are randomly selected from the "Common" pool, with a randomized level. At Master level, librarians are guaranteed to sell an enchanted book with a specific enchantment.

Biome	"Common" enchantments	Guaranteed book at Master
 Desert	<u>Fire Protection</u> <u>Thorns</u> <u>Infinity</u>	<u>Efficiency III</u>
 Plains	<u>Punch</u> <u>Smite</u> <u>Bane of Arthropods</u>	<u>Protection III</u>
 Savanna	<u>Knockback</u> <u>Curse of Binding</u> <u>Sweeping Edge</u>	<u>Sharpness III</u>
 Snowy	<u>Aqua Affinity</u> <u>Looting</u> <u>Frost Walker</u>	<u>Silk Touch</u>
 Taiga	<u>Blast Protection</u> <u>Fire Aspect</u> <u>Flame</u>	<u>Fortune II</u>
 Jungle	<u>Feather Falling</u> <u>Projectile Protection</u> <u>Power</u>	<u>Unbreaking II</u>
 Swamp	<u>Depth Strider</u> <u>Respiration</u> <u>Curse of Vanishing</u>	<u>Mending</u>

Sounds

Main article: Villager § Sounds

Java Edition

Sounds [hide]								
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u>	Volume	Pitch	<u>Attenuation distance</u>
	Librarian works	Friendly Mobs	Randomly while a  librarian is working	entity.villager.work_librarian	subtitles.entity.villager.work_librarian	2.0	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  librarian is working	item.book.put	?	4.8	1.0




Data values

Main article: Villager § Data values









Librarians have the data value `minecraft:librarian` in *Java Edition*.

History









Java Edition

<i>Java Edition</i> [hide]		
<u>1.0.0</u>	<u>Beta 1.9 Prerelease</u>	 Added villagers, including librarians.
<u>1.3.1</u>	<u>12w21a</u>	With the introduction of villager trading, librarians can now be traded with.
<u>1.11</u>	<u>16w39a</u>	Added the cartographer career for librarians.
<u>1.14</u>	<u>18w50a</u>	 The textures of librarians have been updated, with new skins depending on the biome.
		Cartographers have been split from librarians and are now their own profession.
<u>1.17</u>	<u>21w11a</u>	 Changed the librarian overlay texture.
<u>1.20.2 Experiment</u> Villager Trade Rebalance	<u>23w31a</u>	Librarians from different biomes now sell different <u>enchanted books</u> .
		Librarians now have a "special" enchanted book trade that is only available at the master level.

Bedrock Edition

Pocket Edition Alpha [hide]		
<u>v0.9.0</u>	<u>build 1</u>	<div> Added villagers, including librarians.</div>
Pocket Edition [hide]		
<u>1.0.4</u>	<u>alpha 1.0.4.0</u>	With the introduction of villager trading, librarians can now be traded with.
<u>1.1.0</u>	<u>alpha 1.1.0.0</u>	Added the cartographer career for librarians.
Bedrock Edition [hide]		
<div>1.10.0</div> <div>Experiment</div> <div>Experimental Gameplay</div>	<u>beta 1.10.0.3</u>	<div><div></div><div>The textures of librarians have been updated, with new skins depending on the biome.</div></div>
		Cartographers have been split from librarians and are now their own profession.

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
<u>TU14</u>	<u>CU1</u>	<u>1.04</u>	<u>1.00</u>	<u>1.00</u>	<u>Patch 1</u>	<u>1.0.1</u>	<div> Added librarians, which can be traded with.</div>
<u>TU54</u>	<u>CU44</u>	<u>1.52</u>	<u>1.52</u>	<u>1.52</u>	<u>Patch 24</u>	<u>1.0.4</u>	Added the cartographer career for librarians.
			<u>1.91</u>				<div><div></div><div>The textures of librarians have been updated, with new skins depending on the biome.</div></div> <div>Cartographers have been split from librarians and are now their own profession.</div>

Issues

Issues relating to "Librarian" 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%22Librarian%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.

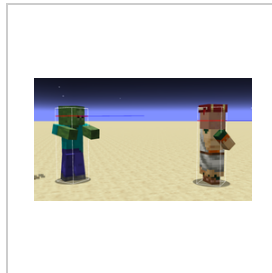
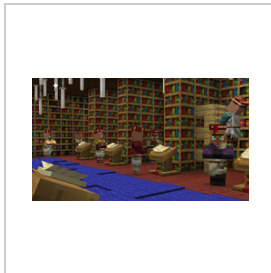
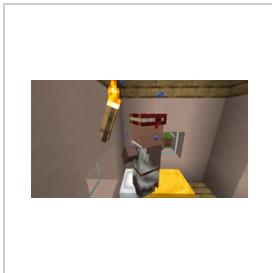
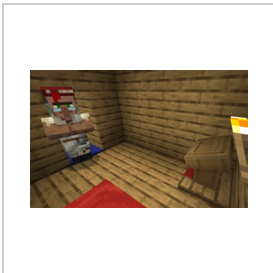
The specific instructions are:

Lying renders for other biome outfits.



Jungle librarian

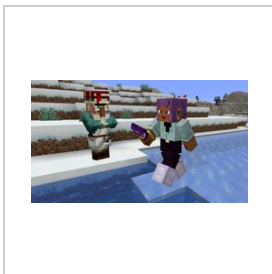
Screenshots



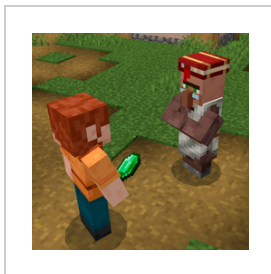
In other media



Savanna librarian



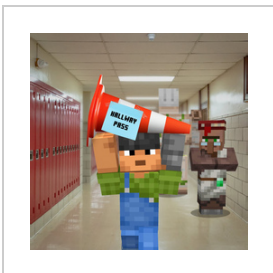
A snowy librarian watching Efe.



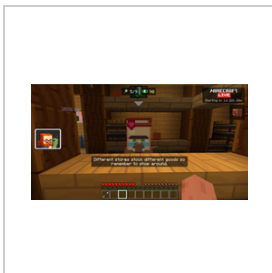
Ari trading with a librarian.



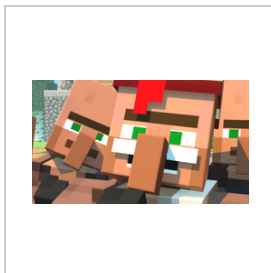
A librarian holding up a tablet.



A librarian watching Sunny carry a hallway pass.



The tiny librarian in the 2023 Mob Vote Event.



A librarian in VILLAGER (and Pillager?) NEWS.

Navigation

	 Villagers [hide]
Villager professions	<div> <div> Armorer</div> <div> Butcher</div> <div> Cartographer</div> <div> Cleric</div> <div> Farmer</div> <div> Fisherman</div> <div> Fletcher</div> <div> Leatherworker</div> <div> Librarian</div> <div> Mason</div> <div> Shepherd</div> <div> Toolsmith</div> <div> Weaponsmith</div> <div> Nitwit</div> </div>
Workstations	<div> <div> Blast Furnace</div> <div> Smoker</div> <div> Cartography Table</div> <div> Brewing Stand</div> <div> Composter</div> <div> Barrel</div> <div> Fletching Table</div> <div> Cauldron</div> <div> Lectern</div> <div> Stonecutter</div> <div> Loom</div> <div> Smithing Table</div> <div> Grindstone</div> </div>
Mechanics	<div> <div> Raid</div> <div> Trading</div> <div>JE only</div> <div> Zombie siege</div> </div>
Structures	<div> <div> Igloo</div> <div> Village</div> </div>
Related mobs	<div> <div> Evoker</div> <div> Iron Golem</div> <div> Pillager</div> <div> Ravager</div> <div> Vindicator</div> <div> Wandering Trader</div> <div> Witch</div> <div> Zombie Villager</div> <div>JE only</div> <div> Illusioner</div> </div>
	Entities [hide]
	 Mobs [hide]
Passive	<div> <div> Allay</div> <div> Armadillo</div> <div> Axolotl</div> <div> Bat</div> <div> Camel</div> <div> Camel Husk</div> <div> Cat</div> <div> Chicken</div> <div> Cod</div> <div> Copper Golem</div> <div> Cow</div> <div> Donkey</div> <div> Frog</div> <div> Glow Squid</div> <div> Happy Ghost</div> <div> Horse</div> <div> Mooshroom</div> <div> Mule</div> <div> Ocelot</div> <div> Parrot</div> <div> Pig</div> <div> Rabbit</div> <div> Salmon</div> <div> Sheep</div> <div> Skeleton Horse</div> <div> Sniffer</div> <div> Snow Golem</div> <div> Squid</div> <div> Strider</div> <div> Tadpole</div> <div> Tropical Fish</div> <div> Turtle</div> <div> Villager</div> <div> Wandering Trader</div> <div> Zombie Horse</div> </div>
Neutral	<div> <div>BE & edu only</div> <div> Agent</div> <div> NPC</div> <div> Bee</div> <div> Cave Spider</div> <div> Dolphin</div> <div> Drowned</div> <div> Enderman</div> <div> Fox</div> <div> Goat</div> <div> Iron Golem</div> <div> Llama</div> <div> Nautilus</div> <div> Panda</div> <div> Piglin</div> <div> Polar Bear</div> <div> Pufferfish</div> <div> Spider</div> <div> Trader Llama</div> <div> Wolf</div> <div> Zombie Nautilus</div> <div> Zombified Piglin</div> </div>
Hostile	<div> <div> Blaze</div> <div> Bugged</div> <div> Breeze</div> <div> Creaking</div> <div> Creeper</div> <div> Elder Guardian</div> <div> Endermite</div> <div> Evoker</div> <div> Ghast</div> <div> Guardian</div> <div> Hoglin</div> <div> Husk</div> <div> Magma Cube</div> <div> Parched</div> <div> Phantom</div> <div> Piglin Brute</div> <div> Pillager</div> <div> Ravager</div> <div> Shulker</div> <div> Silverfish</div> <div> Skeleton</div> <div> Slime</div> <div> Stray</div> <div> Vex</div> <div> Vindicator</div> <div> Warden</div> <div> Witch</div> <div> Wither Skeleton</div> <div> Zoglin</div> <div> Zombie</div> <div> Zombie Villager</div> </div>
Bosses	<div> <div> Ender Dragon</div> <div> Wither</div> </div>
Mob types	<div> <div> Animal</div> <div> Aquatic</div> <div> Arthropod</div> <div> Illager</div> <div> Monster</div> <div> Undead</div> </div>
Other	<div> <div> Jockey (</div> <div> Camel Husk</div> <div> Chicken</div> <div> Hoglin</div> <div> Ravager</div> <div> Skeleton Horseman</div> <div> Spider</div> <div> Strider</div> <div> Zombie Horseman</div> <div> Zombie Nautilus)</div> <div> Mob variants</div> <div> Mob conversion</div> </div>
	<div> <div> Other entities</div> <div>Unimplemented</div> <div>Joke</div> </div>
	[show] [show] [show]

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