

Fisherman § [re article feedback](#)

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.

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Spawning

An unemployed villager turns into an fisherman when an unclaimed [barrel](#) is nearby.

Natural generation

Main article: [Villager § Spawning](#)

The workstation of fishermen, 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	6 ×  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	6 ×  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


- The price of this trade is the base price, 3 emeralds, plus the random enchantment level chosen (5–19).
- When creating an enchantment offer, the game uses a random enchantment level from 5 to 19. The enchantments are never [treasure enchantments](#).
- 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 [<i>upcoming</i>: BE 26.0]	Source	Description	Identifier	Translation key [<i>upcoming</i>: 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. [<i>verify</i>]
 Bedrock Edition [hide]		
1.10.0 <div>Experiment</div> <div>Experimental Gameplay</div>	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	
<u>TU31</u>	<u>CU19</u>	<u>1.22</u>	<u>1.22</u>	<u>1.22</u>	<u>Patch 3</u>	<u>1.0.1</u>	Added fishermen as a career of the "Farmer" profession.
			<u>1.91</u>				<div> Fishermen have been split from farmers and are now their own profession.</div>

Issues

Issues relating to "Fisherman" 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%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.



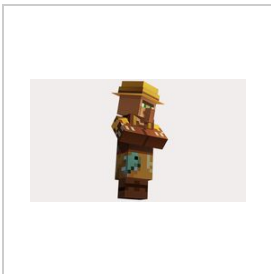
Swamp fisherman

Textures

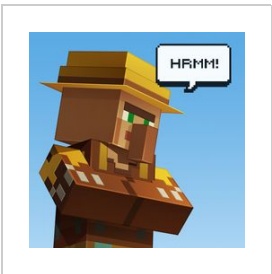


Fisherman overlay

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

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

Joke

[\[show\]](#)

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