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Villager trading hall guide

Minecraft villager trading hall guide. What villagers to have in trading hall. Making a villager trading hall.
How many villagers for trading hall. Villager trading requirements.
How do you make a villager trading hall.

Villagers in Minecraft are one of the best sources of items thanks to their trading. Villagers in a village have a chance to spawn as one of 13 professions, thanks to relevant blocks placed near their beds. Once a villager has the prerequisite block placed near their bed, they will "claim" the block and become the profession related to that block. A villager with a profession, or job, can be traded with using emeralds or sometimes items. Related: How to Move Villagers in Minecraft Villager Profession Level Villagers have five levels of each profession: Novice, Apprentice, Journeyman, Expert, and Master. The higher the villager's level, the more options for trade you have. The easiest way to level up a villager for more trading options is to trade with them.
The more you traded, the more experience the villager will get.
Villager Profession/Job List and Trading Items ProfessionJob BlockAppearancePossible Trading itemsArmorerBlast FurnaceNoviceIron HelmetIron ChestplateIron LeggingsIron BootsApprenticeBellChainmail LeggingsChainmail BootsJourneymanChainmail HelmetChainmail ChestplateShieldExpertDiamond LegginsDiamond BootsMasterDiamond HelmetDiamond ChestplateButcherSmokerNoviceRabbit StewApprenticeCooked RabbitCooked ChickenCooked PorkchopCooked MuttonJourneymanCooked BeefCartographerCartography TableNovice Empty MapApprenticeOcean Explorer MapJourneymanWoodland Explorer MapExpertItem FrameBlank BannerMasterFlower Charge Banner PatternField Masoned Banner PatternBordure Indented Banner PatternClericBrewing StandNoviceRedstone DustApprenticeLapisJourneymanGlowstoneExpertEnder PearlMasterBottle o' EnchantingFarmerComposterNoviceBreadApprenticePumpkin PieAppleJourneymanCookieExpertSuspicious StewCakeMasterGolden CarrotGlistening MelonFishermanBarrelNoviceBucket of CodCooked CodApprenticeCampfireCooked SalmonJourneymanEnchanted Fishing RodFletcherFletching TableNoviceArrowFlintApprenticeBowJourneymanCrossbowExpertEnchanted BowMasterEnchanted CrossbowTipped ArrowsLeatherworkerCauldronNoviceLeather PantsLeather TunicApprenticeLeather CapLeather BootsJourneymanEnchanted Leather Tunic ExpertLeather Horse ArmorMasterEnchanted Leather CapSaddleLibrarianLecternNovice BookshelfEnchanted BookApprenticeLanternEnchanted Book Level 2JourneymanGlassEnchanted Book Level 3ExpertCompassClockEnchanted Book Level 4MasterName TagMasonStonecutterNoviceBrickApprenticeChiseled Stone BricksJourneymanPolished StoneExpertTerracottaMasterQuartzShepherd LoomNoviceShearsApprenticeColored WoolColored CarpetJourneymanBedExpertBannerMasterPaintingToolsmith Smithing TableNoviceStone AxeStone PickaxeStone ShovelStone hoeApprenticeBellJourneymanIron AxeIron PickaxeIron ShovelDiamond HoeExpertDiamond AxeDiamond ShovelMasterDiamond PickaxeWeaponsmith GrindstoneNoviceIron AxeApprenticeEnchanted Iron SwordJourneymanBellExpertEnchanted Diamond AxeMasterEnchanted Diamond Sword In addition the above, all traders will give you Emeralds in return for certain items used in their job. However, these trades are not often the fairest. It's important to remember what trades the villager offers are random.
You may not all of the potential trades listed above. In order to get new trades, you'll either have to place a new block and get a new villager with the same job. Additionally, villagers who haven't been traded with at all will occasionally generate new trades. Villager Price Changes The price of items that villagers sell rises and falls depending on several factors. Items have a price value which increases or decreases the rate of price chances. The more you trade with a villager, the more prices change. So if you're buying a lot from a villager, expect to find that item more expensive after it sells out.



If you defeat a Raid and have the "Hero of the Village" buff, then all prices are reduced. Additionally, you can get prices reduced if villagers witness you curing a zombie villager. These acts of kindness are great ways to get fantastic deals! Looking for that zombie curing discount? Check out How to Cure a Zombie Villager in Minecraft on Pro Game Guides! Follow us on Twitter and Facebook to get updates on your favorite games! Minecraft is one of the most resource-focused sandbox games out there. It needs you to explore an almost limitless world with the hopes of finding useful items. Though, what if you could buy or exchange items to get what you want without leaving your base? That’s exactly what a villager trading hall offers. It is the perfect supermarket alternative in Minecraft to take care of your major needs.
So, let’s figure out how to make a Minecraft villager trading hall and bid farewell to resource-hunting. To help you make the most out of your Minecraft villager trading space, we will first cover the mechanics and basics of villager trading. Use the table below to skip to the main tutorial if you are already familiar with the concept of trading in Minecraft.
While most of the resource collection in Minecraft is based on exploration, the game also allows you to obtain items via villager trading.
If a player approaches select passive Minecraft mobs, they offer certain trades. Then, the players can exchange items with villagers or purchase them using emeralds, the unofficial currency of Minecraft. Moreover, these trades, like the real world, are somewhat negotiable. Some villagers sell expensive stuff while others can give you a better deal on the same item. Not to forget, the players’ actions can also increase or decrease the price of certain trades. More on that later. First, let’s explore the various types of villagers in Minecraft. While segregating villagers into types, we are not considering villagers from various types of Minecraft villages. Even though they appear distinct, their differences are only visual. Instead, we are focusing on villagers holding a diverse types of jobs. Each job enables the villagers to offer unique trade deals to the players. Some are better, while others are not so good. Click to Enlarge | Source: Minecraft Wiki Minecraft’s villagers can have the following jobs: ArmorerButcherCartographerClericFarmer FishermanFletcher LeatherworkerLibrarianMasonStoneMasonShepherdToolsmithWeaponsmith Wandering Trader (not a villager job, but provides similar trades) If you want to dig deeper, you can use our dedicated guide to Minecraft villager jobs and find out everything each one of them has to offer. As you might expect, we need a bunch of villagers to make the Minecraft villager trading hall viable. To gather them, you can either raid a bunch of villages or simply breed two villagers in Minecraft until you have enough. If you want to take the breeding route, you just have to feed bread, carrots, potatoes, or beetroots to the villagers in a closed space with beds. If you have enough resources, you can even set up a dedicated villager breeding area in Minecraft. It could act as the perfect backup for the trading hall if you lose a villager to hostile mobs. As you will discover later, at times, we might have to replace villagers to get better trading deals. So, having additional villagers at your disposal is never a bad thing. The job of every villager in Minecraft is linked to job site blocks. These are functional blocks that are somehow related to a task that is connected with a particular village job. For example, a composter is a functional block that you can use to create bone meal (fertilizer) in Minecraft. But it is also the job site block for farmer villagers in the game. So, if you break a composter the farmer villager is connected to, that villager loses their job. Then, they wander around aimlessly until they come across another job site block. You can use this mechanic to change villager jobs, i.e. by breaking or replacing their job site blocks. You need to collect the following items to make a villager trading hall in Minecraft: Open Area (preferably 15 blocks in width and length)5 Sticky Pistons5 Redstone Dust Pieces5 Villagers5 Jobsite Blocks4 Deepslate Brick Stairs (optional)7 Dark Oak Trapdoors10 Polished Deepslate Slabs27 Deepslate Tile Slabs5 Levers3 Ladders18 White Carpets (optional)5 Item Frames (optional)2 Chests1 Zombie5 Splash Potions of Weakness5 Golden Apples
Please note that all the building blocks, including stairs and slabs, should be made out of any wood type. Unless you want the same minimal aesthetics as our trading hall, feel free to modify the design to your liking. To make it easier to follow, our tutorial has separate sections focusing on one part of the trading hall at once. Just make sure to follow all of them in sequential order. Let’s begin by creating a safe area for the villagers to stay and trade from. Follow these steps to create rooms for the villagers in the trading hall: 1. First, find a large open area (at least 15 x 15 blocks) to set up your trading hall. 2. Then, dig multiple 2 blocks long and 5-block-deep pits. We suggest you dig at least 5 such pits at a 1-block distance from each other. 3. Next, replace one of the base blocks of the pit with a sticky piston facing upwards and put a piece of Redstone dust on top of the other block. 4. After placing the Redstone dust, put the various job site blocks on top of the dust in each cavity. You can replace the block as per your trading requirements later.
As explained in a later section, you can use zombies to get better trade deals from villagers. But for that, we’ll first need to set up a safe and controllable zombification area. Here’s how to do that. 1. First, leave a one-block gap and dig a tunnel behind the sticky pistons. This tunnel should be four blocks deep. After digging it, you can leave a staircase-like opening next to it. We are using deepslate brick stairs for the same. 2. Then, create a 2-block tall opening by breaking blocks in the tunnel towards all the villager rooms (sticky pistons). 3.
Then, place a dark oak trapdoor at the top part of each newly created opening. This trapdoor, when closed, should leave the sticky piston inaccessible to players and other mobs of similar height. 4.



Finally, cover the roof of the tunnel with deepslate slabs (or any other solid blocks) and place two openable dark oak trapdoors on the staircase. 5.



Finally, open all the trapdoors (on room openings) and get zombies in this tunnel. The easiest way to do it is to make the zombie follow you through one entrance of the tunnel while you get out from a temporary second entrance. Once the zombie area is ready, follow the steps below to create the main villager trading hall in Minecraft: 1. To begin, create a new tunnel towards the job site blocks at a 1-block gap. This tunnel should be four blocks deep and two blocks wide. 2. Then, create a 2-block tall opening towards the job-site blocks in the new tunnel. 3. Now, it’s time to get the villagers in their chambers. We suggest you push them into the pit or destroy all existing job site blocks within a 64 blocks area.
If there are no other job site blocks nearby, the villagers will willingly jump into the pits with job site blocks. When the villager is inside the pit, make sure to create a roof with deepslate tile slabs (or any solid blocks). 4. Finally, place a lever next to each of the job site blocks. Activating this will push the villager up and allow them to trade with you.
With the basic functionality in place, it’s time to upgrade the main trading area. So, follow these steps to decorate the trading hall and make it more useful: 1. First, cover the empty space on top of villagers’ heads and place a torch on top of the job site block. This will prevent hostile mobs from spawning in their chambers. 2.



Then, place an item frame on top of each chamber’s entrance and put an item relating to the villager’s job. This will make it easy to identify them. You can also use this time to carpet the floor for aesthetics. 3. Next, cover the top of the trading area with deepslate tile slabs (or solid blocks). But make sure to create an entrance using ladders and a trapdoor. 4. Lastly, place a couple of chests in the trading area to store your emeralds and other trading goods. Follow the steps in the section below to get the best trade deals via the zombification of a villager. Here’s how it goes: 1. First, make sure there’s a zombie in the tunnel behind the villagers. You can give an item (like armor) to the zombie or use a nametag to avoid it from disappearing. 2. Then, set your game difficulty to hard from the pause menu. All villagers, when attacked by zombies, turn into zombie villagers in the hard difficulty. 3.



Finally, turn off the levers to push the villagers down. Then, the zombies will attack them and turn the villagers into zombie villagers. 4.
Once your villagers have been turned into zombie villagers, it’s time to cure them to secure better trade deals. For that, you first need to throw a splash potion of weakness on each of the zombie villagers.
5. Then, feed each of them a golden apple to turn them back into regular villagers. The zombie villager will start shaking before the transition happens. If you face any problem, use our dedicated guide to learn how to cure zombie villagers in depth. After some trades, it’s natural that a villager can become useless. So, you might want to replace its trades. Here’s how to do it without harming your bargains. 1. The easiest way to get new trades is to replace the job site block. You can do it by breaking and placing it multiple times. 2. Another way to get new trades is by replacing the villager. But, killing a villager can hamper your overall trades. So, you first need to turn the villager into a zombie and then kill it. Later, you can open the top of its chamber to get a new villager in its place. Congratulations on creating your own Minecraft villager trading hall. Now, it’s time to make sure you get the most out of it. So, here are some additional tips for better villager trading: Hero of the Village: If you end a pillager raid and protect the villagers, the game gives you a “Hero of the Village” effect. This effect gives you significantly better trades. Though, we suggest you completely close off your trading hall before inviting a raid.Nitwits: Even though they are rare, Minecraft has nitwit villagers who can’t get any jobs. So if you encounter such a villager, it’s best to get rid of them rather than wasting your time.Villages: To make it easier to get resources and villagers, it’s best to make trading halls near villages. Though, make sure to break all job sites in the village to keep your villagers in control. Moreover, you can use our list of the best Minecraft village seeds to save some time.Wandering Trader: If you want to diversify your trading options even further, you can wait for a wandering trader to spawn and then trap it in one of the chambers. This mob spawns around the player after random intervals of time. Whether you want to replace your useless items or have an easy way to collect important ingredients, the Minecraft villager trading hall is here to help. But, even with fantastic trades, it’s still not automatic. So if you are looking to secure good resources without much effort, we suggest you make some of the best Minecraft farms. They allow you to gather resources without even pressing a button. Having said that, according to you, which villager offers the best deals? Tell us in the comments below! This guide shows the player how to create a villager trading hall. Purpose[] Villager trading halls maximize the number of villagers that can be easily reached. They also provide a way to quickly discard unwanted villagers and replace the ones that are discarded. They can take the form of a literal "hall", with villagers lined up and waiting for the player to trade with them. Mechanics[] There are three parts to a villager trading hall: the input, storage, and output. Input[] The villagers for a trading hall generally come from a villager breeder. A source anywhere else is impractical given the amount of effort exerted to transport villagers out of a village. More advanced designs can include areas for players to reroll trades or permanently reduce their costs by zombifying and curing them. For a fully automatic system, the mechanism that puts the villager into the hall must be able to close off the cell once the villager enters to prevent more villagers from entering that cell, and to open the next cell to allow for a villager to enter. Storage[] Sometimes, the player will want to keep a villager because it has valuable or worthwhile trades. These villagers must be accessed, so they stay in separate "cells" until a better villager comes along; at which point the player may wish to discard them. They must be protected from zombies, lightning, and other things that could bring harm to them. The villagers must also have workstation blocks nearby, so that they can restock their trades. Output[] A villager may come along with undesirable trades, or no trades at all. Also, a better villager might come along that would replace one that already exists in the hall. At this point, the player may wish to discard the villager, and the trading hall must provide a way to do so. This discarding mechanism must be able to remove the villager from the cell and then open it up to allow for more villagers to drop in. Once a villager is discarded, it is up to the player to do what they want with them. The most common thing to do is move the discarded villagers into one area, where they are killed by whatever means suits the player. It is not recommended to kill them manually, because that will lower the player's popularity, and if the popularity gets too low, any iron golems of that village become hostile toward that player. An alternative to killing the discarded villagers is to store them for an iron golem farm, put them into a village, or put them to work in farms and breeders. Locking in trades[] Once a fresh villager has been placed into their new spot in the hall, it is possible to lock in a trade that is desirable. To lock them in, simply trade with them. If a trade is undesirable, reset trades by breaking and replacing the villager's job block. This can be done as often as needed until a satisfactory trade is offered at a good price. Once a villager has traded once, they will keep that trade forever. If you do not lock them in, their trades will reset every few minutes.
Designs[] This section needs to be updated. Please update this section to reflect recent updates or newly available information.Reason: Videos Designs come in all shapes and sizes, but they all have the same basic parts, as described above. Eggfur's simple trading hall[] Simple 1.16.100+ design for Bedrock with automatic zombification of individual villagers. This tutorial is exclusive to Bedrock Edition. Eggfur's advanced trading hall[] Automated 1.16.100+ design for Bedrock with automatic villager loading from a villager breeder, fast trade re-rolls and automatic zombification of individual villagers. This tutorial is exclusive to Bedrock Edition. IanXO4's design[] Java 1.16 design that is extremely easy to build and expand. This tutorial is exclusive to Java Edition. Mysticat's design[] Here is a 1.16 design that is super compact, low resource, and infinitely tileable. Tango Tek's design[] This tutorial is exclusive to Java Edition. sZPeddy's design[] LogicalGeekBoy's design[] This tutorial is exclusive to Java Edition. Standard design[] This tutorial is exclusive to Java Edition. Replace the crafting table with the villager's job site block. The wood can be any block you want. Useful villagers[] Butcher – Butchers buy raw meat for emeralds, which is useful if you have animal farms. They also buy dried kelp blocks and sweet berries, easy-to-farm items. They sell cooked meat, which is useful if you don't want to use your coal, wood, or lava for cooking food. Farmer – Farmers buy crops for emeralds. The best starting trades are carrots and potatoes, because using fortune on the crop gives more carrots and potatoes respectively. This doesn't work on wheat or beetroot, as it only drops more seeds. They can also buy pumpkins and melons, which can be farmed automatically without using villagers. The apples some sell at apprentice level can be converted into golden apples, for use in curing villagers or as a defensive panic button for players. Master level farmers will sell golden carrots and glistering melons, providing valuable potion ingredients without the need for players to dip into their own gold reserves. Fisherman – To a beginning player, a fisherman's trades can be expensive, such as the villager buying coal and string for emeralds. However, they can cook fish for you and sell campfires. A master level fisherman will buy a boat for an emerald, meaning that 2 logs can get you an emerald.
Also, 3 emeralds can be used to buy a bucket of cod. A bucket is worth much more than 3 emeralds.
They can even sell an enchanted fishing rod. Librarian – Until you have a good sugarcane farm, the librarian's paper trade won't be worthwhile. However, one librarian can sell up to 3 enchanted books, which can be useful early game. You can enchant tools with an anvil, or disenchant them to get bonus experience. Their utility can last or even increase well into the late game, as their enchanted books can be a renewable source of treasure enchantments or other enchantments that are difficult to obtain consistently, such as Thorns III. At journeyman level they provide an easy source of glass, which a player can take for decoration, or, if they have large enough discounts, craft into panes and bottles and sell to cartographers and clerics respectively at a profit. Cleric – Clerics sell exotic items, such as redstone, lapis lazuli, glowstone, and bottles of enchanting.
They buy rotten flesh, which is a good way of getting rid of your accumulated rotten flesh or if you have a pigman/mob farm. Clerics aren't a very good source of emeralds, especially in the early game, due to the difficulties associated with farming gold and nether wart.
Furthermore, selling gold to clerics diverts it from potential use in bartering farms. Stone Mason – Stone masons buy clay, stone, and other rocks. This is an easy way to get emeralds especially if you have a Silk Touch pickaxe.
Quartz is another good item to trade with if you have a Fortune III pickaxe. However, don't trade too much of the decorative stones if you have any use for them, as they are hard to farm until you have a bartering farm since you need quartz to craft they. Clay is farmable relatively easily using mud and dripstone (since 1.19). If you don't have a clay farm or dyes, stone masons can also sell colored or glazed terracotta for decorative use. Shepherd – Shepherds have one of the cheapest job site blocks. They sell one colored wool for 1 emerald, and you have a chance of getting brown, black, or white wool, which you need to give the villager 18 to get one emerald.
Their best use would be buying shears, which cost 2 emeralds.
You can also sell dye, which is easy to obtain if you have a large supply of bonemeal or a flower or even squid farm. Leatherworker – Leatherworkers generally offer bad trades, selling leather armor for an expensive price. However, they will sell a saddle at master level, and they are a good way to offload excess leather, which can be particularly useful if you have cow or hoglin farms which produce it as a byproduct. Cartographer – Cartographers buy paper and glass panes.
Glass panes are easy to get if you have a auto smelter and a highly enchanted shovel. They also sell banner patterns, and explorer maps. Fletcher – Fletchers are a good source of low-cost emeralds, because fletchers buy 32 sticks for one emerald. That is, four logs crafted into sticks can get you one emerald. They also sell arrows, enchanted bows, and crossbows. Blacksmith – The three professions below belong in this category. They buy the same things coal, iron, diamond, and lava, and they all sell bells. In the early game they can't be depended on for getting emeralds, since coal and iron are hard to farm, lava is only renewable since 1.17, and diamonds aren't renewable. If you do have an iron farm, however, these villagers can become a strong supplier of emeralds. Toolsmith – Sells stone, iron, and enchanted diamond tools. They always sell an enchanted diamond pickaxe at master level. Weaponsmith – Sells iron and enchanted diamond swords and axes. Armorer – Sells iron, chainmail, and diamond armor. The diamond armor is enchanted, and you will get up to two different pieces. Chainmail boots and helmets cost one emerald. When combined with the fletcher's stick trade, or the fisherman's boat trade, you can convert 2-4 wood logs into iron by selling a boat or 32 sticks for an emerald, then buying chainmail boots/helmet and smelting it into a nugget. Decoration[] Even though you can simply create long, utilitarian halls with villagers locked up inside, you can design your trading halls to make them look nicer. Here are a few suggestions: Farmers – Make a barn and build the long hall inside. Give the villagers some crops and farmland. Sort them so you know which villager sells/buys what. You can also give your farmers more freedom, or have your farmer trading location double as an automated crop farm. Have one area with beds, and another area with farmland, crops, and composters. Make sure the villagers buy the crops you want. Break and replace the composter until you get the trade you want. If you traded with that villager, he cannot change his trades. Have private farms outside the farmers' pen, and use those to get crops and sell them for emeralds. Butchers – Build a butcher's shop. Have a row of smokers and a row of holes for you to trade with them. Build a roof, add counters, and add a chimney. Have item frames with axes/swords (knives) above the holes inside the trading hall.
Have animal pens behind of the buildings. Fishermen – Build multiple docks each with a bed and barrel and bridges connecting them, or you can build one giant dock with many beds/barrels.
Make sure the villagers can't fall into water. Librarians – Build a library.
Don't forget your building style. Include rows of bookshelves, chests with book and quills, and most importantly, the librarians. Build the long trading hallway in the library. Use bookshelves and oak fences. Cleric – Make an exotic items shop with a counter for the clerics. Mushrooms, fungus, chorus trees, or many of the items sold by wandering traders can be used to adorn it. If you really want to go the extra mile you can add pens or cages for brewing-related mobs such as zombies, pufferfish, or turtles, or merely exotic ones such as mooshrooms or striders. Consider including stained glass similar to naturally generated temples. Alternatively, you can build a bar in a restaurant, perhaps with butchers working there too. (Clerics sell Bottles of Enchanting, which look like potions). Don't forget the brewing stands and beds. Make sure the villagers cannot escape. Stone Mason – Try building mine shacks and have the stone masons work there, or employing them in the blacksmith.
(For stone used to make stone tools). Leatherworkers and Shepherds – Put them in a clothes shop, or have the leatherworker work in a stable (saddles). You can also have shepherds operate a sheep farm.
Cartographer – Build a building with a giant compass on the roof. Make it a map factory, or cover the walls with clones of your maps set in item frames. Thematically this makes a great location for a lodestone. Lock up cartographers and make them trade with you. Fletcher – Build a building with a giant bow and arrow symbol. It can be a fletching factory. Have bow/arrow production machines (won't do anything except decoration). You could even try building a connected archery range, with a fenced perimeter and target blocks. Blacksmith – Build a blacksmith like the one in the village, but much bigger. Have an auto-smelter for decoration, and have smooth stone slab counters. If you have a lot of iron, consider placing one or more anvils. Place the blast furnaces, grindstones, and smithing tables for the villagers to use.