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**Warning:** This article is about the illager mob that only spawns during raids. For the jockey ridden by a pillager, vindicator, or evoker, see Ravager Jockey.  
For the mob in Minecraft Dungeons, see *MCD:Ravager*.

A **ravager** is a large hostile mob that only spawns alongside illagers during raids. It attacks players, adult villagers, wandering traders, and iron golems by charging, biting, and roaring at them. A ravager can sometimes become stunned if its attack is blocked with a shield.

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## Java Edition



## Bedrock Edition



|                        |  |
|------------------------|--|
| <b>Health points</b>   | 100 (♥ × 50)   |
| <b>Behavior</b>        | Hostile  |
| <b>Mob type</b>        |  <u>Monster</u>                             |
| <b>Attack strength</b> | <b>Melee:</b><br>Easy: 7 (♥♥♥♥♥)<br>Normal: 12 (♥ × 6)<br>Hard: 18 (♥ × 9) <hr/> <b>Roar:</b><br>Easy: 4 (♥♥)<br>Normal: 6 (♥♥♥) |

## Gallery

- Renders
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|  |   |
|--|---|
|  | Hard: 9 (❤❤❤❤❤❤❤❤❤)   |
| <b><span>Hitbox size</span></b>          | Height: 2.2 Blocks<br>Width: 1.95 Blocks                                  |
| <b><span>Speed</span></b>                | 0.4   |
| <b><span>Knockback resistance</span></b> | 70% <sup>[<i>JE only</i>]</sup> <div>50%<sup>[<i>BE only</i>]</sup></div> |
| <b><span>Spawn</span></b>                | <span><span>Raids</span></span>   |

# Spawning

*Main article: Raid § Raid wave composition*

Ravagers spawn starting at wave 3 as part of a raid. Depending on the wave, difficulty, and Raid Omen level,<sup>[*JE only*]</sup> they spawn independently or with a pillager, vindicator, or evoker that rides them as a ravager jockey.

## Spawning in *Java Edition*

- Easy difficulty:
  - An unriden ravager spawns in wave 3 and the extra wave (wave 4).
- Normal difficulty:
  - An unriden ravager spawns in wave 3.
  - A ravager ridden by a pillager spawns in wave 5.
  - 1-2 unriden ravagers spawn in the extra wave (wave 6).
- Hard difficulty:
  - An unriden ravager spawns in wave 3.
  - A ravager ridden by a pillager spawns in wave 5.
  - Two ravagers - one ridden by a vindicator and one by an evoker - spawn in wave 7. Both also spawn in the extra wave (wave 8).

## Spawning in *Bedrock Edition*

Raids do not have extra waves.

- Easy difficulty:
  - An unriden ravager spawns in wave 3.
- Normal difficulty:
  - An unriden ravager spawns in wave 3.


- An unriden ravager and a ravager ridden by a pillager spawn in wave 5.
- Hard difficulty:
  - An unriden ravager spawns in wave 3.
  - An unriden ravager and a ravager ridden by a pillager spawn in wave 5.
  - A ravager ridden by a pillager and a ravager ridden by an evoker spawn in wave 7.

## Drops

### On death


*Java Edition:*

**Decimal** Fraction Distribution Expectation

| Item  |               | Quantity / Chance / Average |         |      |           |         |      |            |         |      |             |         |      |
|---|---------------|-----------------------------|---------|------|-----------|---------|------|------------|---------|------|-------------|---------|------|
|   |               | Default                     |         |      | Looting I |         |      | Looting II |         |      | Looting III |         |      |
|  | <u>Saddle</u> | 1                           | 100.00% | 1.00 | 1         | 100.00% | 1.00 | 1          | 100.00% | 1.00 | 1           | 100.00% | 1.00 |

*Bedrock Edition:*

**Decimal** Fraction Distribution Expectation

| Item  |                              | Quantity / Chance / Average |         |      |           |         |      |            |         |      |             |         |      |
|---|------------------------------|-----------------------------|---------|------|-----------|---------|------|------------|---------|------|-------------|---------|------|
|   |                              | Default                     |         |      | Looting I |         |      | Looting II |         |      | Looting III |         |      |
|  | <u>Saddle</u> <sup>[A]</sup> | 1                           | 100.00% | 1.00 | 1         | 100.00% | 1.00 | 1          | 100.00% | 1.00 | 1           | 100.00% | 1.00 |

A. Only when killed by a player.

A ravager drops 20 experience points when killed by a player or a tamed wolf.

## Behavior

Ravagers are hostile toward players, iron golems, adult villagers and wandering traders within a 32-block radius.

A ravager attacks by running toward its target and ramming with its head, dealing a knockback of 5 blocks. A ravager also attacks by opening and closing its mouths, biting its target. In *Bedrock Edition*, ravagers may occasionally miss players when trying to attack, unlike other mobs.

When a ravager sees a villager and an iron golem at the same time, it always prioritizes the villager, unless it is already fighting the iron golem.

Ravagers do not attack pillagers who shoot them by accident, and do not attack evokers when their evoker fangs accidentally hit them. When a vindicator riding a ravager has been named "Johnny" it may attack the ravager while it is riding it, but the ravager does not attack the vindicator for any reason. When a ravager gets hit by a mob's projectile while it is attacking the player, the ravager first attempts to kill who shot it, then goes back to attacking the player once the deed is done. Any mob that doesn't attack with projectiles requires a ravager to damage it with its roar in order to become hostile to it.

In *Java Edition*, a ravager who is attacked by a player or another mob (excluding illagers and goats) alerts other ravagers in the area to target the attacker, unless the ravager was killed in one hit.

## Stunning

When a ravager's bite attack is blocked by a shield, no damage is dealt and knockback is halved, but the shield loses a considerable amount of durability. The ravager also has a 50% chance to become stunned and unable to move or attack for 2 seconds, signified by gray/purple effect particles. After this period, it opens its mouth and roars, dealing 6 (❤❤) damage and a knockback of 5 blocks to nearby entities. The roar knocks back nearby illagers without damaging them and has no effect on other ravagers. Illagers knocked back by a ravager's roar can still take fall damage.



A ravager biting.



A stunned ravager.

## Joining raids and patrols

*Main article: Raid § Joining*

Ravagers spawned separate from a raid (eg: from a spawn egg) may join a raid if they are within 96 blocks of the raid center when a raid wave spawns.

In *Java Edition*, ravagers can also join patrols if they are close enough to the patrol captain.

## Destroying blocks


Ravagers can also destroy some types of blocks by charging through them. In *Java Edition*, ravagers can break all leaves and only some crops. In *Bedrock Edition*, ravagers can break all

leaves, most saplings, most crops, including most plants and mushrooms, snow, and turtle eggs.

Ravagers cannot destroy blocks if the mobGriefing gamerule is disabled.

Blocks the ravager can break [\[Collapse\]](#)

| Block  | <i>Java Edition</i> | <i>Bedrock Edition</i> |
|--|---------------------|------------------------|
|  <a href="#">Beetroots</a>  | Yes                 | Yes                    |
|  <a href="#">Carrots</a>  | Yes                 | Yes                    |
|  <a href="#">Leaves</a>   | Yes                 | Yes                    |
|  <a href="#">Potatoes</a>   | Yes                 | Yes                    |
|  <a href="#">Wheat</a>  | Yes                 | Yes                    |
|  <a href="#">Pitcher Crop</a>   | Yes                 | No                     |
|  <a href="#">Torchflower Crop</a>   | Yes                 | No                     |
|  <a href="#">Acacia Sapling</a>   | No                  | Yes                    |
|  <a href="#">Allium</a>   | No                  | Yes                    |
|  <a href="#">Azalea</a>   | No                  | Yes                    |
|  <a href="#">Azure Bluet</a>  | No                  | Yes                    |
|  <a href="#">Bamboo</a>   | No                  | Yes                    |
|  <a href="#">Bamboo Shoot</a>   | No                  | Yes                    |
|  <a href="#">Big Dripleaf</a><br> <a href="#">Big Dripleaf Stem</a> | No                  | Yes                    |
|  <a href="#">Birch Sapling</a>  | No                  | Yes                    |
|  <a href="#">Blue Orchid</a>  | No                  | Yes                    |
|  <a href="#">Brown Mushroom</a>   | No                  | Yes                    |
|  <a href="#">Bush</a>   | No                  | Yes                    |
|  <a href="#">Carved Pumpkin</a>   | No                  | Yes                    |
|  <a href="#">Cave Vines</a>   | No                  | Yes                    |
|  <a href="#">Chorus Flower</a>  | No                  | Yes                    |
|  <a href="#">Chorus Plant</a>   | No                  | Yes                    |
|  <a href="#">Cornflower</a>   | No                  | Yes                    |
|  <a href="#">Crimson Fungus</a>   | No                  | Yes                    |
|  <a href="#">Dandelion</a>  | No                  | Yes                    |
|  <a href="#">Dark Oak Sapling</a>   | No                  | Yes                    |
|  <a href="#">Dead Bush</a>  | No                  | Yes                    |
|  <a href="#">Fern</a>   | No                  | Yes                    |
|  <a href="#">Firefly Bush</a>   | No                  | Yes                    |
|  <a href="#">Flowering Azalea</a>   | No                  | Yes                    |
|  <a href="#">Hanging Roots</a>  | No                  | Yes                    |

| Block  | <i>Java Edition</i> | <i>Bedrock Edition</i> |
|--|---------------------|------------------------|
|  <a href="#">Jack o'Lantern</a>     | No                  | Yes                    |
|  <a href="#">Jungle Sapling</a>     | No                  | Yes                    |
|  <a href="#">Large Fern</a>         | No                  | Yes                    |
|  <a href="#">Lilac</a>              | No                  | Yes                    |
|  <a href="#">Lily of the Valley</a> | No                  | Yes                    |
|  <a href="#">Lily Pad</a>           | No                  | Yes                    |
|  <a href="#">Melon</a>              | No                  | Yes                    |
|  <a href="#">Melon Stem</a>         | No                  | Yes                    |
|  <a href="#">Oak Sapling</a>        | No                  | Yes                    |
|  <a href="#">Oxeye Daisy</a>        | No                  | Yes                    |
|  <a href="#">Pale Hanging Moss</a>  | No                  | Yes                    |
|  <a href="#">Peony</a>              | No                  | Yes                    |
|  <a href="#">Poppy</a>              | No                  | Yes                    |
|  <a href="#">Pumpkin</a>            | No                  | Yes                    |
|  <a href="#">Pumpkin Stem</a>     | No                  | Yes                    |
|  <a href="#">Red Mushroom</a>     | No                  | Yes                    |
|  <a href="#">Rose Bush</a>        | No                  | Yes                    |
|  <a href="#">Short Grass</a>      | No                  | Yes                    |
|  <a href="#">Small Dripleaf</a>   | No                  | Yes                    |
| <a href="#">Snow</a>   | No                  | Yes                    |
|  <a href="#">Spore Blossom</a>    | No                  | Yes                    |
|  <a href="#">Spruce Sapling</a>   | No                  | Yes                    |
|  <a href="#">Sugar Cane</a>       | No                  | Yes                    |
|  <a href="#">Sunflower</a>        | No                  | Yes                    |
|  <a href="#">Sweet Berry Bush</a> | No                  | Yes                    |
|  <a href="#">Tall Grass</a>       | No                  | Yes                    |
|  <a href="#">Tulips</a>           | No                  | Yes                    |
|  <a href="#">Turtle Egg</a>       | No                  | Yes                    |
|  <a href="#">Vines</a>            | No                  | Yes                    |
|  <a href="#">Warped Fungus</a>    | No                  | Yes                    |
|  <a href="#">Cactus Flower</a>    | No                  | No                     |
|  <a href="#">Cherry Sapling</a>   | No                  | No                     |

| Block  | Java Edition | Bedrock Edition   |
|--|--------------|-------------------|
|  <u>Closed Eyeblossom</u><br> <u>Open Eyeblossom</u> | No           | No                |
|  <u>Leaf Litter</u>   | No           | No                |
|  <u>Mangrove Propagule</u>  | No           | No                |
|  <u>Pale Oak Sapling</u>  | No           | No                |
|  <u>Pink Petals</u>   | No           | No                |
|  <u>Pitcher Plant</u>   | No           | No                |
|  <u>Short Dry Grass</u>   | No           | No                |
|  <u>Tall Dry Grass</u>  | No           | No                |
|  <u>Torchflower</u>   | No           | No                |
|  <u>Wildflowers</u>   | No           | No                |
|  <u>Wither Rose</u>   | No           | No <sup>[1]</sup> |

## Other attributes

Ravagers take 75% less knockback from attacks, but they still float in water. A ravager being ridden dismounts its rider if it moves into water that is at least two blocks deep. Riders cannot mount ravagers again after being dismounted.

Although ravagers have a large version of the saddle as part of their texture, they do not actually wear one, and they *cannot* be ridden by the player. Ravagers can only spawn in raids, sometimes with a pillager, evoker, or vindicator<sup>[*Java Edition only*]</sup> riding them; however, another mob and even the player can be allowed to ride a ravager using the /ride command.<sup>[*Java Edition only*]</sup>

In Bedrock Edition ravagers have delayed hits (hit\_delay\_pct: 0.5). When set to 0.0, ravager hits wouldn't be delayed to match Java Edition.

In Java Edition, ravagers can sometimes target and damage themselves<sup>[2][3]</sup>. If a vindicator that spawns as part of a patrol, or as a raid captain during a raid, or has its Patrolling tag set to 1b through commands, is named "Johnny" with a name tag, the vindicator targets ravagers in addition to other mobs. The targeted ravager targets and damages itself if the ravager does not have another target and is within the vindicator's follow range. Other illagers, witches, and ravagers also target the ravager. The ravager can kill itself without any other mob damaging it.

## Sounds

Java Edition:



| Sounds <span>[hide]</span> |                        |               |   |                                  |  |        |         |                      |
|----------------------------|------------------------|---------------|---|----------------------------------|--|--------|---------|----------------------|
| Sound                      | <u>Closed captions</u> | <u>Source</u> | <u>Description</u>                                    | <u>Identifier</u>                | <u>Translation key</u>                         | Volume | Pitch   | Attenuation distance |
|                            | Ravager grunts         | Hostile Mobs  | Randomly  | entity<br>.ravager<br>.ambient   | subtitles<br>.entity<br>.ravager<br>.ambient   | 1.0    | 0.8-1.2 | 16                   |
|                            | Ravager cheers         | Hostile Mobs  | When a ravager wins a raid                            | entity<br>.ravager<br>.celebrate | subtitles<br>.entity<br>.ravager<br>.celebrate | 1.0    | 0.8-1.2 | 16                   |
|                            | Ravager bites          | Hostile Mobs  | When a ravager uses a melee attack                    | entity<br>.ravager<br>.attack    | subtitles<br>.entity<br>.ravager<br>.attack    | 1.0    | 1.0     | 16                   |
|                            | Ravager roars          | Hostile Mobs  | When a ravager uses a roar attack after being stunned | entity<br>.ravager<br>.roar      | subtitles<br>.entity<br>.ravager<br>.roar      | 1.0    | 1.0     | 35                   |
|                            | Ravager stunned        | Hostile Mobs  | When a ravager is stunned by a shield                 | entity<br>.ravager<br>.stunned   | subtitles<br>.entity<br>.ravager<br>.stunned   | 1.0    | 1.0     | 16                   |
|                            | Ravager dies           | Hostile Mobs  | When a ravager dies                                   | entity<br>.ravager<br>.death     | subtitles<br>.entity<br>.ravager<br>.death     | 1.0    | 0.8-1.2 | 16                   |
|                            | Ravager hurts          | Hostile Mobs  | When a ravager is damaged                             | entity<br>.ravager<br>.hurt      | subtitles<br>.entity<br>.ravager<br>.hurt      | 1.0    | 0.8-1.2 | 16                   |
|                            | Footsteps              | Hostile Mobs  | When a ravager walks                                  | entity<br>.ravager<br>.step      | subtitles<br>.block<br>.generic<br>.footsteps  | 0.15   | 1.0     | 16                   |

Bedrock Edition:

| Sounds <span>[hide]</span> |   |              |   |                       |   |        |         |
|----------------------------|---|--------------|---|-----------------------|---|--------|---------|
| Sound                      | Closed captions <sup>[<i>upcoming: BE 26.0</i>]</sup> | Source       | Description   | Identifier            | Translation key <sup>[<i>upcoming: BE 26.0</i>]</sup> | Volume | Pitch   |
|                            | ?   | Hostile Mobs | Randomly  | mob.ravager.ambient   | ?   | 1.0    | 0.8-1.2 |
|                            | ?   | Hostile Mobs | Randomly while in a raid                              | mob.ravager.ambient   | ?   | 3.0    | 0.8-1.2 |
|                            | ?   | Hostile Mobs | When a ravager wins a raid                            | mob.ravager.celebrate | ?   | 1.0    | 0.8-1.2 |
|                            | ?   | Hostile Mobs | When a ravager uses a melee attack                    | mob.ravager.bite      | ?   | 1.0    | 0.8-1.2 |
|                            | ?   | Hostile Mobs | When a ravager uses a roar attack after being stunned | mob.ravager.roar      | ?   | 1.0    | 0.8-1.2 |
|                            | ?   | Hostile Mobs | When a ravager is stunned by a shield                 | mob.ravager.stun      | ?   | 1.0    | 0.8-1.2 |
|                            | ?   | Hostile Mobs | When a ravager dies                                   | mob.ravager.death     | ?   | 1.0    | 0.8-1.2 |
|                            | ?   | Hostile Mobs | When a ravager is damaged                             | mob.ravager.hurt      | ?   | 1.0    | 0.8-1.2 |
|                            | ?   | Hostile Mobs | While a ravager is walking                            | mob.ravager.step      | ?   | 1.0    | 0.8-1.2 |


## Data values

### ID

#### *Java Edition:*

| Name  | Identifier | Entity tags                     | Translation key <span>[hide]</span> |
|---|------------|---------------------------------|-------------------------------------|
|  Ravager | ravager    | dismounts_underwater<br>raiders | entity.minecraft.ravager            |

#### *Bedrock Edition:*

| Name  | Identifier | Numeric ID | Family                    | Translation key <span>[hide]</span> |
|---|------------|------------|---------------------------|-------------------------------------|
|  Ravager | ravager    | 59         | mob<br>monster<br>ravager | entity.ravager.name                 |

Ravagers have entity data associated with them that contains various properties.

*Main article: Entity format*

|  |
|--|
| Tags common to all entities                                |
| Tags common to all mobs                                    |
| Tags common to all mobs spawnable in raids                 |
| — <b>AttackTick</b> : Attack cooldown for this ravager.    |
| — <b>RoarTick</b> : Roar attack cooldown for this ravager. |
| — <b>StunTick</b> : Stun attack cooldown for this ravager. |

See Bedrock Edition level format/Entity format.





## Achievements

[hide]

Achievements that apply to all mobs:

[\[show\]](#)

## Advancements

| Icon  | Advancement                         | In-game description                       | Actual requirements (if different) <a href="#">[hide]</a>  |
|---|-------------------------------------|---|--|
|  | <a href="#">Monster Hunter</a>      | Kill any hostile monster                  | Kill <i>one</i> of these 41 <a href="#">monsters</a> : <a href="#">[show]</a><br>Other mobs may be killed, but are ignored for this advancement.   |
|  | <a href="#">Hero of the Village</a> | Successfully defend a village from a raid | Kill at least one raid mob during a <a href="#">raid</a> and wait until it ends in victory. <i>This is a hidden advancement, meaning that it can be viewed by the player only after completing it, regardless of if its child advancement(s), if any, have been completed.</i> |
|  | <a href="#">It Spreads</a>          | Kill a mob near a Sculk Catalyst          | Kill <i>any</i> mob that drops <a href="#">experience</a> near a <a href="#">sculk catalyst</a> , with the sole exception of the <a href="#">ender dragon</a> . <a href="#">Mobs that drop no experience</a> are ignored for this advancement.                                 |
|  | <a href="#">Monsters Hunted</a>     | Kill one of every hostile monster         | Kill <i>each</i> of these 41 <a href="#">monsters</a> : <a href="#">[show]</a><br>Other mobs may be killed, but are ignored for this advancement.  |

Advancements that apply to all mobs:


[\[show\]](#)

## History

### Announcement

|   |  |
|---|--|
| <b>September 29, 2018</b> ( <a href="https://minecraft.net/article/everything-we-announced-minecon-earth-2018">https://minecraft.net/article/everything-we-announced-minecon-earth-2018</a> ) | Illager Beasts are announced at <a href="#">MINECON Earth 2018</a> . |
|---|--|

### Java Edition

| <i>Java Edition</i> <span>[hide]</span>        |               |   |
|--|---------------|---|
| <u>1.14</u>                                    | <u>18w43a</u> |  Added illager beasts.   |
|  |               | Illager beasts had no sounds on the client side.  |
|  | <u>18w44a</u> | Illager beasts no longer flee in the presence of <u>rabbits</u> . <sup>[4]</sup>  |
|  | <u>18w45a</u> | Illager beasts now spawn in <u>illager patrols</u> , 200 blocks away from <u>villages</u> on <u>grass</u> or <u>sand</u> with a block <u>light</u> level of 0–8 and a sky light level of 10–15. |
|  | <u>18w46a</u> | Illager beasts no longer spawn as part of <u>illager patrols</u> , which has made them unused.  |
|  | <u>18w47a</u> | Illager beasts now spawn in the new <u>raids</u> , which has made them used again.  |
|  | <u>19w05a</u> | "Illager Beast" has been renamed to "Ravager".  |
|  |               | The ID has been changed from <code>illager_beast</code> to <code>ravager</code> .   |
|  |               | Ravagers now have their own sounds on the client side.  |
|  | <u>19w13a</u> | Ravagers can now be ridden by <u>evokers</u> .  |
| <u>1.17</u>                                    | <u>?</u>      | Ravagers can now break azalea and flowering azalea <u>leaves</u> .  |
| <u>1.18</u>                                    | <u>pre8</u>   | Ravagers no longer attack baby <u>villagers</u> .   |
| <u>1.19</u>                                    | <u>?</u>      | Ravagers can now break <u>mangrove leaves</u> .   |
| <u>1.19.4</u>                                  | <u>?</u>      | Ravagers can now break <u>torchflower crops</u> and <u>cherry leaves</u> .  |
| <u>1.20</u>                                    | <u>23w14a</u> | Ravagers can now break <u>pitcher crops</u> .   |
| <u>1.20.2</u>                                  | <u>23w33a</u> | Ravagers now have a lower attack range. They can no longer attack through multiple-block-thick walls. <sup>[5]</sup>  |
| <u>1.21.2</u><br>— Experiment —<br>Winter Drop | <u>24w40a</u> | Ravagers are now afraid of the <u>creaking</u> .  |
| <u>1.21.4</u>                                  | <u>24w44a</u> | Ravagers are no longer afraid of the <u>creaking</u> .  |

## Bedrock Edition




**This article 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:**

*The old ravager model from beta 1.10.0.3, the nose used to be offset and never match Java Edition*

| <i>Bedrock Edition</i> <span>[hide]</span>                               |  |  |
|--|--|--|
| <div>1.10.0</div> <div>Experiment</div> <div>Experimental Gameplay</div> | <div>beta 1.10.0.3</div>                 | <div> Added illager beasts.</div>   |
|  |  | Illager beasts are currently available only through <a href="#">Experimental Gameplay</a> .  |
|  |  | Illager beasts have a basic AI, use the <a href="#">player's</a> hurt <a href="#">sound</a> and don't have any animations.   |
| <div>1.11.0</div> <div>Experiment</div> <div>Experimental Gameplay</div> | <div>beta 1.11.0.1</div>                 | "Illager Beast" has been renamed to "Ravager".   |
|  |  | Ravagers now have animations and their own <a href="#">sounds</a> .  |
|  |  | The AI behavior of ravagers have been fully implemented.   |
|  |  | Ravagers can now spawn during <a href="#">raids</a> .  |
|  |  | Ravagers can now be ridden by <a href="#">vindicators</a> and <a href="#">pillagers</a> .  |
| <div>1.11.0</div>  | <div>beta 1.11.0.3</div>                 | Ravagers have been fully implemented and are now separate from <a href="#">Experimental Gameplay</a> .   |
|  | <div>beta 1.11.0.5</div>                 | Ravagers can now be ridden by <a href="#">evokers</a> .  |
| <div>1.19.20</div>   | <div>Preview</div> <div>1.19.20.20</div> | Ravagers can now destroy <a href="#">mangrove leaves</a> , <a href="#">azaleas</a> , <a href="#">azalea leaves</a> , <a href="#">cave vines</a> , <a href="#">big dripleaves</a> , <a href="#">small dripleaves</a> , <a href="#">spore blossoms</a> , and <a href="#">hanging roots</a> . |
| <div>1.19.40</div>   | <div>Preview</div> <div>1.19.40.21</div> | Ravagers are no longer illagers.   |
|  |  | Ravager's collision box has been changed to match <i>Java Edition</i> .  |
|  |  | Ravager's movement speed has been increased to match <i>Java Edition</i> .   |

## PlayStation 4 Edition

| <i>PlayStation 4 Edition</i> <span>[hide]</span> |  |
|--|--|
| <div>1.91</div>                                  | <div> Added ravagers.</div> |

## Issues

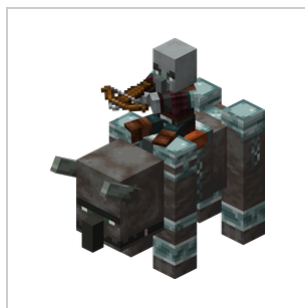
Issues relating to "Ravager" or "Illager beast" are maintained on the bug tracker. Issues should be reported and viewed [there](https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22ravager%22%20OR%20summary%20~%20%22illager%20beast%22%29%20ORDER%20BY%20resolution%20DESC) (<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%22ravager%22%20OR%20summary%20~%20%22illager%20beast%22%29%20ORDER%20BY%20resolution%20DESC>).

## Trivia

- When the ravager was first revealed at [MINECON Earth 2018](#), it had the placeholder name of "illager beast", and kept this name for multiple snapshots and betas as Mojang listened for name suggestions from the community. In [Java Edition 19w05a](#) and [Bedrock Edition beta 1.11.0.1](#), illager beasts were named ravagers, although "behemoth" was also considered.<sup>[6]</sup>
- Ravagers originally had been designed to carry crossbows strapped to their backs but decided it was a bit much but the same effect was gotten when a pillager was placed in its back.<sup>[7]</sup>
- Ravagers were mainly inspired by the manticore, particularly the version (<https://forgottenrealms.fandom.com/wiki/Manticore>) from *Dungeons & Dragons*.<sup>[7][8]</sup>
  - Jeb and the design team then refined it into the mob seen in-game, which is different from what inspired it.
- Ravagers have a vaguely bovine appearance, and are jokingly described as "a spicy cow" on the [Minecraft.net](#) page.<sup>[7]</sup> However, they cannot be [milked](#).
- Several ravager sounds are altered versions of the sounds of other mobs:
  - The first and third ravager death sounds (  and  ) are versions of the first [pillager](#) death sound (  ) but lower pitched.
  - The fourth ambient ravager sound (  ) is the third [evoker](#) ambient sound (  ) but lower pitched.
  - The fifth ambient ravager sound (  ) is the third [villager](#) "trade denial" sound (  ) but lower pitched.
  - The third stunned ravager sound (  ) is the first [zombie villager](#) ambient sound (  ) but slightly edited.
- In a video uploaded by the official Minecraft account, ravagers were referred to as [boss](#) mobs, despite not having a [bossbar](#).<sup>[9]</sup>

## Gallery

### Renders



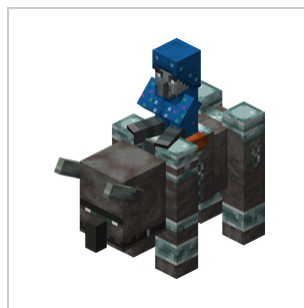
A [pillager](#) ravager jockey.



A [vindicator](#) ravager jockey.



An [evoker](#) ravager jockey.



An [illusioner](#) ravager jockey.



A pillager raid captain jockeying a ravager.



A vindicator raid captain jockeying a ravager.



An evoker raid captain jockeying a ravager.



An illusioner raid captain jockeying a ravager.

## Animations



Ravager idle mouth<sup>[BE only]</sup>



Ravager roaring<sup>[BE only]</sup>



Ravager walking<sup>[BE only]</sup>



Ravager biting<sup>[BE only]</sup>



Ravager stunned<sup>[BE only]</sup>

## Screenshots





A ravager shown at MINECON Earth 2018.



A group of pillagers raiding a village, shown at MINECON Earth 2018.



A ravager seen in the Village & Pillage artwork.



A ravager patrolling along with some illagers (before 18w46a).



An illager patrol leader riding a ravager (before 18w46a).



A ravager destroying tree leaves.



A ravager biting an iron golem.



Efe cornered by a ravager.



The Ravager Run game from Minecon Live: Rush Race!



An evoker riding a ravager

## Development images



Some of the early designs of the ravager.

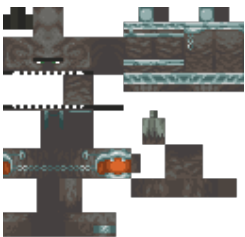


Another early design of the ravager.



Another early design of the ravager.

## Textures



Ravager texture file.

## In other media



Official ravager artwork.



More official ravager artwork.



Ditto.



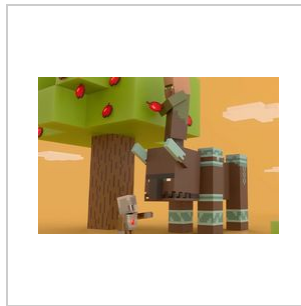
Artwork of a ravager jockey.



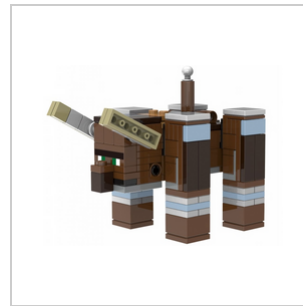
A ravager as it appears in *Minecraft Dungeons*.



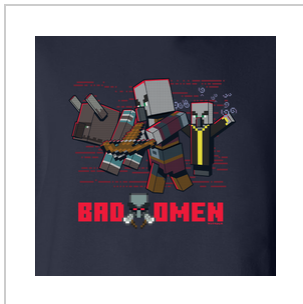
Official animated ravager artwork.



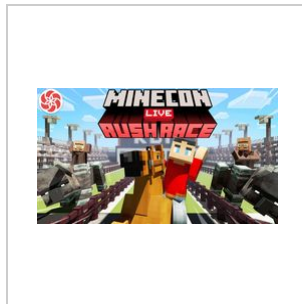
A Ravager working with a nitwit and agent.



Lego Minecraft ravager.



"Bad Omen," an official T-Shirt design featuring a ravager.



Two ravagers on the key art for Minecon Live: Rush Race!

## References

- MCPE-51329 — Wither roses cannot be destroyed by ravagers
- MC-110386
- MC-268709 — Ravagers and witches attack themselves when a "Johnny" patrol leader is nearby
- "FYI, I asked Josh to remove this feature again. Although funny, being scared of rabbits doesn't fit with the Beast's lore." ([https://twitter.com/jeb\\_/status/1057291072286658560](https://twitter.com/jeb_/status/1057291072286658560)) – [@jeb\\_](https://twitter.com/jeb_) ([https://twitter.com/jeb\\_](https://twitter.com/jeb_)) (Jens Bergensten) on X (formerly Twitter), October 30, 2018
- MC-2310 — Wrong attack radius calculation damages/kills entities through blocks and corners — resolved as "Fixed".
- "Minecraft Snapshot 18w43a" (<https://www.minecraft.net/en-us/article/minecraft-snapshot-18w43a>) – Minecraft.net.
- "Meet The Ravager" (<https://www.minecraft.net/en-us/article/meet-ravager>) by Ash Parrish – Minecraft.net, May 11, 2019.
- "Easter Eggs Behind The...Sick Villagers? | The Story of the Illagers" (<https://youtube.com/watch?v=BkbE7jf--2s>) – Minecraft on YouTube, October 27, 2024
- "MONSTERS OF MINECRAFT: Episode 4" (<https://youtube.com/watch?v=4ZsbkMrSeq0&&t=237s>) – Minecraft on YouTube, February 3, 2023

## External links

- "Meet The Ravager" (<https://www.minecraft.net/en-us/article/meet-ravager>) by Ash Parrish – [Minecraft.net](https://www.minecraft.net/en-us/article/meet-ravager), May 11, 2019.

## Navigation

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|                  | <b>Entities</b>   | <a href="#">[hide]</a> |
|                  | <b>Mobs</b>   | <a href="#">[hide]</a> |
| <b>Passive</b>   | <div> <div> 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 </div> <div> <i>BE &amp; edu only</i> Agent NPC </div> </div> |                        |
| <b>Neutral</b>   | <div> 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 </div>   |                        |
| <b>Hostile</b>   | <div> 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 </div>   |                        |
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| <b>Mob types</b> | <div> Animal Aquatic Arthropod Illager Monster Undead </div>  |                        |
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|                  | <b>Other entities</b>   | <a href="#">[show]</a> |
|                  | <b>Unimplemented</b>  | <a href="#">[show]</a> |
|                  | <b>Joke</b>   | <a href="#">[show]</a> |

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