

# Pillager • [Edit article feedback](#)

Not to be confused with [Villager](#), [Vindicator](#), [Illager](#), [Evoker](#), or [MCL:Warrior](#).

For the mob in Minecraft Dungeons, see [MCD:Pillager](#).

See also: [Raid captain](#)

A **pillager** is an [illager](#) armed with a [crossbow](#) found in wandering patrols, in [pillager outposts](#), or as a participant in raids. It attacks by firing arrows at the player.

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## Pillager

Idle Aiming



Java Edition



Bedrock Edition



**Health points** 24 ( × 12)

**Behavior** Hostile

Passive (only if without a crossbow)  
[JE only]

## Gallery

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# Spawning

In *Java Edition*, a pillager spawned by a player using a spawn egg or commands can be a captain, which has an ominous banner in their head slot, which displays as attached to the back of their head.

## Patrols

In *Java Edition*, the number of pillagers spawning in each patrol varies from one to five and depends on the regional difficulty, with one spawning as a patrol captain. Patrols occur after 5½ in-game days, any time and independently of structures, which means they still spawn in worlds without generated structures. A patrol spawns 24 to 48 blocks away from a random player, on the highest solid block. The individual pillagers of a patrol can spawn only at block light level less than 9, regardless of sky light.

In *Bedrock Edition*, each patrol spawns two to five pillagers with one spawning as a patrol captain. After 5½ in-game days, patrols appear 24 to 48 blocks away from the player, at a light level of 0-7.

## Pillager outposts

Pillagers continually spawn in a 72×54×72 block volume centered on the top floor in a [pillager outpost](#). Some pillagers spawn as outpost captains. They may spawn on any valid opaque block if the block light level is less than or equal to 8.

In *Java Edition*, there can be unlimited pillagers that spawn in outposts naturally, limited only by the natural spawning rules.

In *Bedrock Edition*, pillagers continually spawn at or below a particular location in the outpost, choosing the highest opaque block with a non-solid block on top and spawning on the northwest corner. A maximum of eight pillagers spawn naturally in an outpost.

## Raids

<b>Mob type</b>	 Illager  Monster
<b>Ranged:</b>	
	 Crossbow: Easy: 2 (♥) - 3 (♥♥) Normal: 3 (♥♥) - 5 (♥♥♥) Hard: 5 (♥♥♥) - 7 (♥♥♥♥)
<b>Attack strength</b>	
	<b>Melee:</b> [BE only] Easy: 2.5 (♥ × 1.25) Normal: 3 (♥♥) Hard: 4.5 (♥ × 2.25)
<b>Hitbox size</b>	<b>In Java Edition:</b> Height: 1.95 blocks Width: 0.6 blocks <b>In Bedrock Edition:</b> Height: 1.9 blocks Width: 0.6 blocks
<b>Spawn</b>	<a href="#">Patrols</a> <a href="#">Pillager Outpost</a> <a href="#">Raids</a>
<b>Natural equipment</b>	 Crossbow (right hand: 95%; left hand: 5% [JE only]; may be enchanted)

In a raid, pillagers are more common in the earlier waves and decrease in number as the waves progress. Despite this, they still constitute the majority of raiders in total.

One pillager spawns riding a ravager in the fifth wave.

In Bedrock Edition, one of the ravagers is ridden by a pillager instead of a vindicator in the seventh wave.

In Java Edition, pillagers spawn during bonus waves and have the largest chance of being the raid captain in the first wave, but in the second wave and onward, vindicators have a greater chance than pillagers of being the raid captain.

## Drops

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### On death

Java Edition:

Decimal Fraction Distribution Expectation

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Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
 Ominous Bottle <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 the pillager is a raid captain and is not participating in a raid. Its level is randomized from 1 to 5.

Bedrock Edition:

Decimal Fraction Distribution Expectation

---

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Ominous Bottle <sup>[A]</sup>	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
 Arrow	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
 Emerald <sup>[B]</sup>	0–6	60.00%	0.94	0–8	60.00%	1.29	0–10	60.00%	1.64	0–12	60.00%	1.99
 Emerald <sup>[C]</sup>	0–6	62.31%	1.04	0–8	62.31%	1.42	0–10	62.31%	1.79	0–12	62.31%	2.16
 Enchanted Book <sup>[D][B]</sup>	0–1	3.33%	0.03	0–1	3.33%	0.03	0–1	3.33%	0.03	0–1	3.33%	0.03
 Enchanted Book <sup>[D][C]</sup>	0–1	4.10%	0.04	0–1	4.10%	0.04	0–1	4.10%	0.04	0–1	4.10%	0.04
 Iron Pickaxe <sup>[E][B]</sup>	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04
 Iron Pickaxe <sup>[E][C]</sup>	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05
 Iron Axe <sup>[E][B]</sup>	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04
 Iron Axe <sup>[E][C]</sup>	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05
 Iron Shovel <sup>[E][B]</sup>	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04
 Iron Shovel <sup>[E][C]</sup>	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05
 Iron Sword <sup>[E][B]</sup>	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04
 Iron Sword <sup>[E][C]</sup>	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05
 Iron Helmet <sup>[E][B]</sup>	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04
 Iron Helmet <sup>[E][C]</sup>	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05
 Iron Chestplate <sup>[E][B]</sup>	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04
 Iron Chestplate <sup>[E][C]</sup>	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05
 Iron Leggings <sup>[E][B]</sup>	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04
 Iron Leggings <sup>[E][C]</sup>	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05
 Iron Boots <sup>[E][B]</sup>	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04	0–1	4.17%	0.04

	Iron Boots [E] [C]	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05	0–1	5.13%	0.05
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- A. Only when the pillager is a raid captain and is not participating in a raid. Its level is randomized from 1 to 5.
- B. Only if spawned in a raid and the difficulty is easy or normal.
- C. Only if spawned in a raid and the difficulty is hard.
- D. The enchanted book has a level 30 enchantment, may be treasure enchantment.
- E. Its durability is randomized from 30% to 90%. It has a 50% chance of being enchanted with a random enchantment at level 5-19.

## Guaranteed drops

When a pillager spawns as a raid captain, it always drops their ominous banner on death, while equipped. Armor equipped by dispensers always drop on death. In Java Edition, the armor's durability won't be affected by damage. In Bedrock Edition, the armor's durability is still vulnerable to attacks, as if a player is wearing it.

## Naturally-spawned equipment

Pillagers have a 8.5% chance to drop a crossbow when killed by the player or a tamed wolf. The crossbow may be loaded or unloaded depending on the crossbow's state when the pillager dies. The drop chance increases by 1% per level of Looting. The crossbow is of a random durability and has a chance of being enchanted. The chance ranges from 0% to 10% depending on the regional difficulty. The enchantment level is from 5 to 19.

## Experience

5 experience points and an additional 1–3 points per naturally-spawned equipment drop when killed by the player or a tamed wolf, if the pillager does not drop their naturally-spawned equipment.

## Behavior

Pillagers move slowly when wandering or loading crossbows in Java Edition. In Bedrock Edition, pillagers move from one place to another as fast as when they're provoked.

In Java Edition, pillagers point their crossbows at any player or mob they are looking at, whether their crossbows are loaded or unloaded. In Bedrock Edition, pillagers only point their crossbows to other mobs when it is loaded.

Pillagers flee from creakings when within a range of 8 blocks.

## Hostility

Pillagers are hostile toward players, iron golems, wandering traders and adult villagers. Pillagers also aid other pillagers attacked by other mobs. Illagers do not retaliate at each other. A pillager that accidentally harms another neutral/hostile mob (except goats) causes the mob to retaliate against the pillager.

A pillager attacks by shooting arrows from its crossbow every three seconds from up to eight blocks away and sees enemies for up to 32 blocks in Java Edition or 16 blocks in Bedrock Edition.

In *Java Edition*, if a pillager gets attacked by a mob (excluding illagers and goats) or player, it alerts other pillagers to target the attacker, regardless of distance, unless the pillager was killed in one hit.



A passive pillager holding an ominous banner in the right hand.

A pillager does not attack the player if summoned with commands in *Bedrock Edition* using the `minecraft:calm` attribute.

When a player is in Creative mode or applied with the Invisibility effect, getting near a pillager still causes it to take notice and stare at the player. If a pillager notices an enemy while staring at the player, the pillager stops staring and attacks the enemy. If a player with the invisibility effect attacks a pillager, the pillager still retaliates.

## Patrols

The patrol captain wears an ominous banner on its head. The other illagers follow the captain around. The pillagers that are part of a patrol do not attack immediately. The patrol members' heads turn to follow the player or mob who attracted their attention. Players or villager-like mobs attacking or approaching within ten blocks of the patrol members provokes them into loading their crossbows and attacking.<sup>[1]</sup>



A pillager stares at the player and points its crossbow toward them when they're in creative mode or have the Invisibility effect.

## Raids

If raiding pillagers kill all the villagers in a village or all beds are destroyed, they celebrate their victory by jumping and laughing. Unarmed pillagers also cheer. In *Bedrock Edition*, pillagers wave their arms while holding their crossbows in their main hand when cheering.

During a raid, pillagers equip ominous banners dropped on the ground within 3 blocks, but non-raider pillagers don't.

## Crossbow usage

### *Java Edition*

11% of pillagers use crossbows on their off-hand.

Pillagers load their crossbows when their target is within a 8 block radius and shoot when the target is within its pursuing radius, which is 64 blocks.

The command `/summon pillager ~ ~ ~ {}` summons a passive pillager, without a crossbow, that does not attack.

A pillager's crossbow eventually breaks after 465 uses without the Unbreaking enchant, unlike weapons wielded by other mobs.<sup>[2]</sup> Unarmed pillagers are passive toward all entities, but they still frighten villagers and iron golems are still hostile toward them. This behavior is included to pillagers that have any other item that isn't a crossbow.

A pillager spawned with arrows or [firework rockets](#) in its off-hand slot uses them, depleting the stack over time and switching to regular arrows once running out of ammunition.<sup>[3]</sup> When firing firework rockets, pillagers aim above the target as when using arrows, despite rockets being unaffected by gravity.<sup>[4]</sup>

### **Bedrock Edition**

Pillagers cannot use their crossbows in their off-hand, as mobs cannot use weapons in their off-hand, just like players.



The differences between the pillager texture in *Java Edition* (left) and *Bedrock Edition* (right).

Pillagers use an outdated behavior.<sup>[5][6]</sup> They also have different arm textures.<sup>[7]</sup> Newly-spawned pillagers hold their crossbow in a lowered position similar to [piglins](#) until they start attacking a target, in which they raise their weapon. Pillagers load their crossbows when their target is at its pursuing radius, which is 16 blocks, and only shoot when the target is within a 8 block radius. After loading their crossbows, they begin to chase down the target endlessly, being slower than in *Java Edition*. Pillagers are not hostile to players before their crossbows are loaded, so sometimes they don't look at players or run around while loading their crossbows.

A [dispenser](#) can equip a pillager with [armor](#). However, it isn't rendered on the pillager's model. If a player summons a pillager without a crossbow by [spawn event](#) or [replaceitem](#) command, it still shoots arrows to attack targets, like other arrow-shooting ranged mobs. This is due to the fact that in the `pillager.json` and `ranged_piglin.json` files, the `component_groups` have both `minecraft:behavior.ranged_attack` and `minecraft:behavior.charge_held_item`, so if a pillager does not have a crossbow, the `charge_held_item` behavior cannot trigger and it continuously shoots arrows due to the `ranged_attack` behavior. This results in the arrows being shot more quickly without a crossbow than with one.

Unlike in *Java Edition*, the crossbows of pillagers in *Bedrock Edition* don't break.<sup>[8]</sup>

Pillagers do melee attacks while underwater, unlike pillagers in *Java Edition* that maintain using crossbows underwater, where the shot arrows travel slower underwater and sink after a short distance.

## **Bad Omen**

Whenever a [pillager captain](#) dies, an [ominous bottle](#) of a random level from 1 to 5 is always dropped. Drinking the bottle gives the player [Bad Omen](#). The effect lasts for 100 minutes (five in-game days) and can be removed by drinking [milk](#). When a player afflicted with Bad Omen enters a [village](#), the effect converts to [Raid Omen](#). When [Raid Omen](#) runs out after 30 seconds, a [raid](#) commences in that village, bringing about waves of illagers that seek and try to kill all [villagers](#).

[Bad Omen](#) can also be used to start [ominous trials](#).

Each [patrol](#) spawns one pillager captain, meanwhile [pillager outposts](#) can continually spawn pillager captains.

[Raid captains](#) do not drop [ominous bottles](#) while participating in a [raid](#).

# Sounds

## Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Pillager murmurs	Hostile Mobs	Randomly	entity.pillager.ambient	subtitles.entity.pillager.ambient	1.0	0.8-1.2	16	
	Pillager cheers	Hostile Mobs	When a pillager has won a raid	entity.pillager.celebrate	subtitles.entity.pillager.celebrate	1.0	0.8-1.2	16	
	Pillager dies	Hostile Mobs	When a pillager dies	entity.pillager.death	subtitles.entity.pillager.death	1.0	0.8-1.2	16	
	Pillager hurts	Hostile Mobs	When a pillager is damaged	entity.pillager.hurt	subtitles.entity.pillager.hurt	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	
?	Hostile Mobs	Randomly	mob.pillager.idle	?	1.0	0.8-1.2		
	Hostile Mobs	Randomly while in a raid	mob.pillager.idle	?	3.0	0.8-1.2		
?	Hostile Mobs	When a pillager has won a raid	mob.pillager.celebrate	?	1.0	0.8-1.2		
?	Hostile Mobs	When a pillager dies	mob.pillager.death	?	1.0	0.8-1.2		
?	Hostile Mobs	When a pillager is damaged	mob.pillager.hurt	?	1.0	0.8-1.2		

# Data values

## ID

### Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Pillager	pillager	illager illager_friends raiders	entity.minecraft.pillager

### Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Pillager	pillager	114	illager mob monster pillager	entity.pillager.name

## Entity data

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

### Java Edition:

*Main article: Entity format*

Entity data

**Tags common to all entities**

**Tags common to all mobs**

**Tags common to all mobs spawnable in raids**

**Inventory:** Each compound tag in this list is an item in the pillager's inventory, up to a maximum of 5 slots. Items in two or more slots that can be stacked together are automatically be condensed into one slot. Pillagers don't change their inventory automatically or drop items from it upon death. The inventory is currently unused. [more information needed]

└ An item in the inventory, excluding the Slot tag.

**A single item stack**

### Bedrock Edition:

See [Bedrock Edition level format/Entity format](#).

## Achievements

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[\[hide\]](#)

Icon						
PS4	Other	Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
		<u>Monster Hunter</u>	Attack and destroy a monster.	Kill one of these 41 monsters: <a href="#">[show]</a> Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		<u>We're being attacked!</u>	Trigger a Pillager Raid.	Walk in a village with the Raid Omen effect applied in 30 seconds.	20	Bronze
		<u>Sound the Alarm!</u>	Ring the bell in a village after a villager has been hurt.	—	20	Bronze
		<u>I've got a bad feeling about this</u>	Kill a Pillager Captain.	Drink an Ominous Bottle.	20	Bronze
		<u>It Spreads</u>	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[\[show\]](#)

## Advancements

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Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	<u>Not Today, Thank You</u>	Deflect a projectile with a Shield	Block any projectile with a <u>shield</u> .	
	<u>Voluntary Exile</u>	Kill a raid captain. Maybe consider staying away from villages for the time being...	Kill an entity in the <u>#raiders</u> entity tag wearing an  ominous banner: Evoker  Illusioner  Pillager  Vindicator <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>	
	<u>Monster Hunter</u>	Kill any hostile monster	Kill <u>one</u> of these 41 monsters: <a href="#">[show]</a> Other mobs may be killed, but are ignored for this advancement.	
	<u>Hero of the Village</u>	Successfully defend a village from a raid	Kill at least one raid mob during a raid 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>	
	<u>It Spreads</u>	Kill a mob near a Sculk Catalyst	Kill <u>any</u> mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this advancement.	
	<u>Monsters Hunted</u>	Kill one of every hostile monster	Kill <u>each</u> of these 41 monsters: <a href="#">[show]</a> Other mobs may be killed, but are ignored for this advancement.	
	<u>Who's the Pillager Now?</u>	Give a Pillager a taste of their own medicine	Kill a <u>pillager</u> with a <u>crossbow</u> shot.	

Advancements that apply to all mobs:

[\[show\]](#)

## History

### This section would benefit from the addition of more images.

Please remove this notice once you have added suitable images to the article.

The specific instructions are:

- Pillagers before Bedrock Edition Beta 1.9.0.2.
- Renders of unarmed pillagers before and after [20w29a \(MC-158735\)](#)

## Announcement

<a href="https://www.reddit.com/r/Minecraft/comments/61n196/new_mob_idea_the_pillager/">March 27, 2017 (<a href="https://www.reddit.com/r/Minecraft/comments/61n196/new_mob_idea_the_pillager/">https://www.reddit.com/r/Minecraft/comments/61n196/new_mob_idea_the_pillager/</a>)</a>	Jeb replies to a <u>Reddit</u> post suggesting to add pillagers, saying that they were already planned to be added in the future.
<a href="https://twitter.com/Minecraft/status/1046094916902965249">September 29, 2018 (<a href="https://twitter.com/Minecraft/status/1046094916902965249">https://twitter.com/Minecraft/status/1046094916902965249</a>)</a>	Pillagers are announced at <u>MINECON</u> Earth 2018.

## Java Edition

<i><b>Java Edition</b></i>		
1.14	<a href="#">18w43a</a>	 Added pillagers.
	<a href="#">18w45a</a>	Pillagers can now spawn naturally during <a href="#">illager patrols</a> .
	<a href="#">18w46a</a>	The pillager's AI has been improved.
		Pillagers no longer drop <a href="#">emeralds</a> .
	<a href="#">18w47a</a>	Pillagers now spawn as part of <a href="#">raids</a> .
		Pillagers now spawn around <a href="#">pillager outposts</a> .
	<a href="#">18w47b</a>	Pillagers now spawn less often around pillager outposts. Pillagers no longer cross their arms when not equipped with a <a href="#">crossbow</a> , which has changed the poses from  to  .
	<a href="#">19w09a</a>	Pillagers can now use <a href="#">tipped arrows</a> , <a href="#">spectral arrows</a> and <a href="#">fireworks</a> in their offhand when shooting their crossbow. <sup>[9]</sup>
	<a href="#">19w13a</a>	Pillagers can now open doors during <a href="#">raids</a> .   If raiding pillagers killed all the <a href="#">villagers</a> in the <a href="#">village</a> or the <a href="#">beds</a> were destroyed, pillagers celebrate their victory by cheering and jumping.
	<a href="#">19w14a</a>	Pillagers no longer open doors during raids.
1.14.4	<a href="#">pre4</a>	 The pillager's arm texture has been changed.
1.15	<a href="#">19w39a</a>	 Pillagers no longer have arms when they're not armed with a <a href="#">crossbow</a> .
	<a href="#">19w45a</a>	 Both of the arms of pillagers now display correctly even if the pillager does not have an armed crossbow.
1.18	<a href="#">21w37a</a>	Pillagers no longer attack baby villagers.
	<a href="#">pre1</a>	Pillagers can now spawn on <a href="#">snow blocks</a> .
1.19	<a href="#">22w17a</a>	 Changed its model, slightly shortened its coat to match its actual texture.
1.21.4	<a href="#">24w45a</a>	Pillagers now prefer to pick <a href="#">crossbows</a> from the ground as opposed to other items.

## ***Bedrock Edition***

<b><i>Bedrock Edition</i></b>		
<b>[hide]</b>		
<b>1.9.0</b> <b>Experiment</b> <b>Experimental Gameplay</b>	<b>beta 1.9.0.0</b>	 Added pillagers, currently behind <a href="#">Experimental Gameplay</a> . Pillagers do not have <a href="#">sounds</a> or animations.
		Pillagers now have the <a href="#">crossbow</a> animations and reloading sounds.
		The crossbow held in the pillager's hand is now larger.
<b>1.10.0</b>	<b>beta 1.10.0.3</b>	Pillagers now have their own <a href="#">sounds</a> . Pillagers are no longer available only through <a href="#">Experimental Gameplay</a> . Pillagers now spawn around <a href="#">pillager outposts</a> .
<b>1.11.0</b>	<b>beta 1.11.0.1</b>	Pillagers now spawn as part of <a href="#">illager patrols</a> and during <a href="#">raids</a> . Pillagers can now spawn as a <a href="#">raid captain</a> . Pillagers no longer attack baby <a href="#">villagers</a> . Pillagers can now ride <a href="#">ravagers</a> .
		Pillagers in <a href="#">raids</a> may now drop special <a href="#">items</a> when killed.
	<b>beta 1.13.0.9</b>	 If raiding pillagers killed all the <a href="#">villagers</a> in the <a href="#">village</a> or the <a href="#">beds</a> were destroyed, pillagers celebrate their victory by cheering and raising their arms in the <a href="#">air</a> .
<b>1.13.0</b>	<b>release</b>	Looting now increases the <a href="#">crossbow</a> drop chance for pillagers by 1% per level, rather than 12%, to bring <a href="#">parity</a> with <a href="#">Java Edition</a> .
<b>1.16.0</b>	<b>beta 1.16.0.51</b>	Pillagers no longer load their crossbows after spawning, and now load their crossbows only when they find their target.
		 The unloaded crossbow pose of pillagers has been changed to <a href="#">the same</a> pose as a <a href="#">piglin</a> with a crossbow.
		Pillagers now pick up <a href="#">illager banners</a> within 3 distances from it.
<b>1.17.40</b>	<b>beta 1.17.40.20</b>	Armor is no longer visible on pillagers.
<b>1.21.0</b>		Pillager captains now drop <a href="#">Ominous Bottles</a> instead of giving <a href="#">Bad Omen</a> directly.

## ***PlayStation 4 Edition***

<i>PlayStation 4 Edition</i>		[hide]
<b>1.90</b>	 Added pillagers.	
	Pillagers are available only in <a href="#">creative mode</a> .	
<b>1.91</b>	Pillagers now spawn in <a href="#">raids</a> , <a href="#">illager patrols</a> and around <a href="#">pillager outposts</a> .	
	Pillagers can now spawn as a <a href="#">raid captain</a> .	
	Pillagers can now ride <a href="#">ravagers</a> .	

## Issues

Issues relating to "Pillager" 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%20AND%20%28summary%20~%20%22Pillager%22%29%20ORDER%20BY%20resolution%20DESC>).

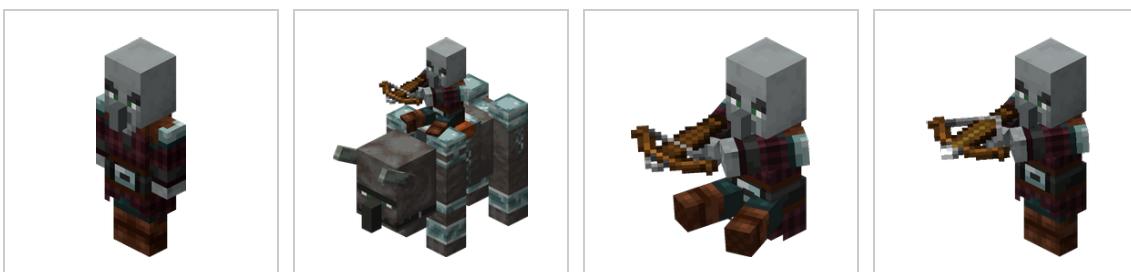
## Trivia

- Alongside [crossbows](#), pillagers were taken from [Minecraft Dungeons](#), even though they were added to the base game first.<sup>[10]</sup>
- Pillagers were added in [Village & Pillage](#) as a means to give villagers a "true" adversary in order to balance the new village mechanics.<sup>[11]</sup>
- An original design of the pillager appeared like a pirate wearing an orange vest. However, Mojang Studios' mob designers changed the mob's design to look more like brigandine armor.
- In [Bedrock Edition](#), a running pillager uses the player's running animation rather than that of other [illagers](#).
- Summoning an unarmed pillager in [Java Edition](#) that is invulnerable (/summon pillager ~ ~ ~ {Invulnerable:1b}) does not cause villagers to run away from the pillager.

## Gallery

### Renders

#### Poses



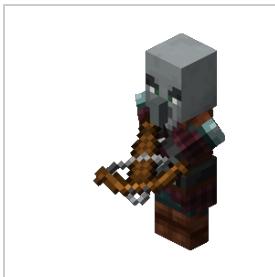
A pillager without a crossbow.

A pillager riding a ravager.

A sitting pillager.

A pillager aiming a crossbow.

## Animations



A pillager loading up a crossbow.



A pillager celebrating. *[Java Edition only]*



A pillager celebrating. *[Bedrock Edition only]*

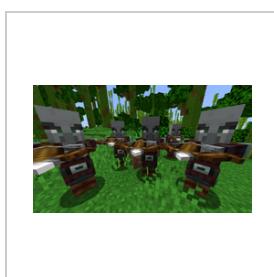
## Screenshots



A pillager armed with a crossbow, shown at MINECON Earth 2018.



A group of pillagers, shown at MINECON Earth 2018.



A group of pillagers.



A pillager patrol leader with a villager (before 18w46a).



A pillager outpost inside of a desert temple with pillagers inside and outside of the temple.



A pillager attacking a villager.



A villager attracts the attention of a pillager patrol.



A large group of pillagers together, with some riding on ravagers.



A pillager firing its crossbow at a panicking villager in Java Edition.

## Mojang screenshots



Pillagers looking at a villager through a window.



A pillager aiming a crossbow.



Pillagers raiding a village.



An example of a bug which involves a pillager.

## Concept artwork



The old texture file of pillagers.



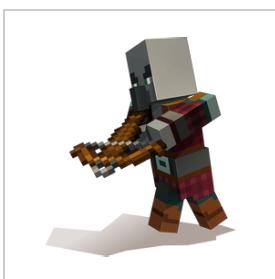
An early rendition of pillagers.

## Textures

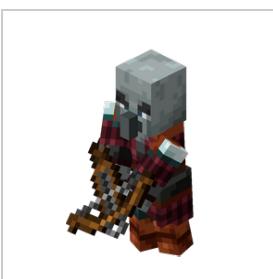


Pillager texture file

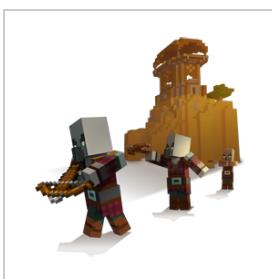
## In other media



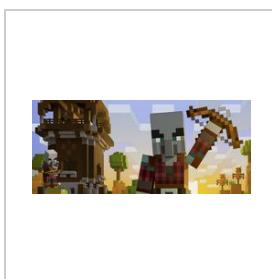
Artwork of a single pillager.



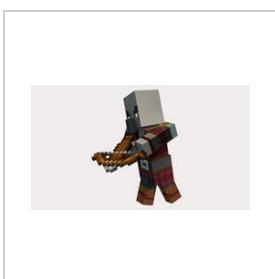
A pillager as it appears in *Minecraft Dungeons*.



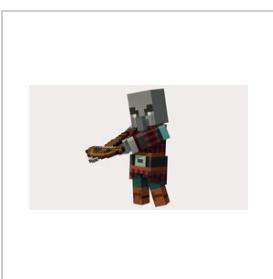
Artwork of several pillagers near a Pillager Outpost.



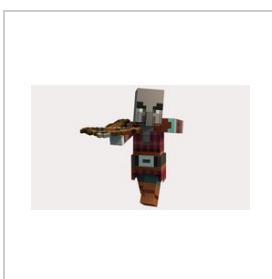
Official artwork of pillagers.



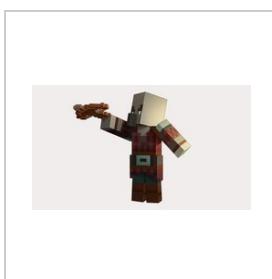
Official artwork of a pillager.



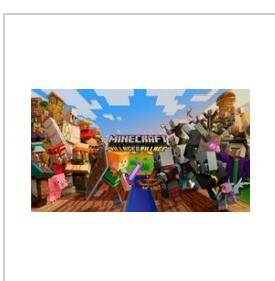
Official artwork of a pillager.



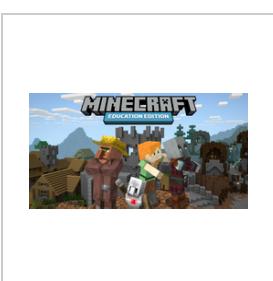
Official artwork of a pillager.



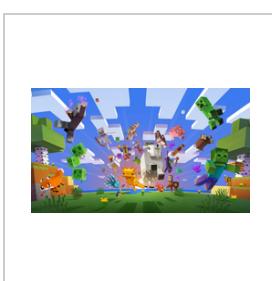
Official artwork of a pillager.



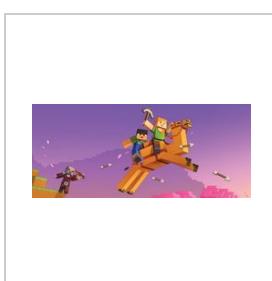
A group of pillagers and illagers shown within the Village & Pillage artwork.



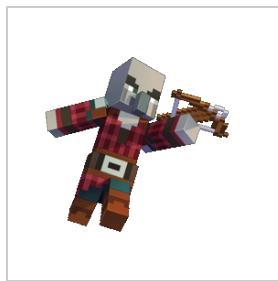
A pillager in promotional artwork for Education Edition 1.14.50.



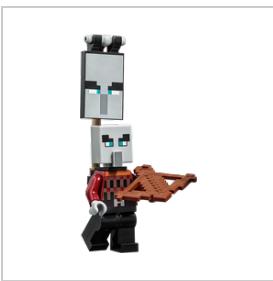
A pillager in promotional artwork for the first Caves & Cliffs update.



Promotional render showing a pillager shooting at Sunny and Alex on a camel.



Gif of the pillager depicted in the *Trails & Tales* promotional art.



A *LEGO* pillager.



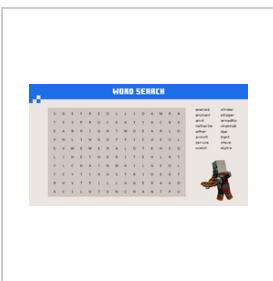
A pillager plush.



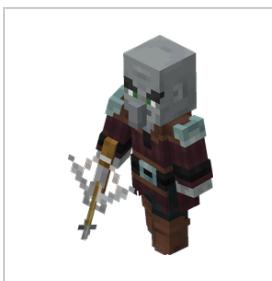
"Bad Omen," an official T-Shirt design featuring a pillager.



MARILLA and Narrator witnessing pillagers.



A word search filled with *Minecraft*-related words.



A pillager as seen in *A Minecraft Movie Live Event*.

## References

1. [MC-148387](#)
2. [MC-163960](#) — resolved as "Works As Intended".
3. [MC-145121](#)
4. [MC-145114](#)
5. [MCPE-143949](#) — Pillager Outdate AI
6. [MC-137755](#) — Pillagers are near enemies when attacking — resolved as "Fixed".
7. [MCPE-48628](#) — Pillager has broken arm texture in BE
8. [MCPE-67489](#) — Pillager doesn't break their crossbow
9. [MC-106133](#)
10. "March 2021 developer Q&A" (<https://discord.com/channels/579770991056519194/818903542139453480/819631528593588244>) – on Discord, March 11, 2021.
11. "Meet the Pillagers" (<https://www.minecraft.net/en-us/article/meet-pillagers>) by Per Landin – Minecraft.net, April 13, 2019.

## Navigation

<b>Entities</b>															[hide]
<b>Mobs</b>															[hide]
Passive	Ally	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
	<b>BE &amp; edu only</b>	Agent
	NPC	
<b>Neutral</b>	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	
<b>Hostile</b>	Blaze	Bogged
	Breeze	Creaking
	Creeper	Elder Guardian
	Endermite	Evoker
	Ghast	Guardian
	Hoglin	Husk
	Magma Cube	
	Parched	Phantom
	Piglin Brute	Pillager
	Ravager	Shulker
	Silverfish	Skeleton
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	Vex	Vindicator
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	Witch	Wither Skeleton
	Zoglin	Zombie
	Zombie Villager	
<b>Bosses</b>	Ender Dragon	Wither
<b>Mob types</b>	Animal	Aquatic
	Arthropod	Illager
	Monster	Undead
	Jockey	Camel Husk
	Chicken	Hoglin
	Ravager	Skeleton Horseman
<b>Other</b>	Spider	Strider
	Zombie Horseman	Zombie Nautilus)
	Mob variants	
	Mob conversion	
		<b>Other entities</b>
		<a href="#">[show]</a>
		<b>Unimplemented</b>
		<a href="#">[show]</a>
		<b>Joke</b>
		<a href="#">[show]</a>

	Villagers								<a href="#">[hide]</a>
<b>Villager professions</b>	Armorer	Butcher	Cartographer	Cleric	Farmer	Fisherman			
	Fletcher	Leatherworker	Librarian	Mason	Shepherd				
	Toolsmith	Weaponsmith	Nitwit						
<b>Workstations</b>	Blast Furnace	Smoker	Cartography Table	Brewing Stand					
	Composter	Barrel	Fletching Table	Cauldron	Lectern				
	Stonecutter	Loom	Smithing Table	Grindstone					
<b>Mechanics</b>	Raid	Trading							
	<b>JE only</b>	Zombie siege							
<b>Structures</b>	Igloo	Village							
<b>Related mobs</b>	Evoker	Iron Golem	Pillager	Ravager	Vindicator				
	Wandering Trader	Witch	Zombie Villager						
	<b>JE only</b>	Illusioner							

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