

Ravager

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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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Ravager



Java Edition



Bedrock Edition



Health points 100 (× 50)

Behavior Hostile

Mob type Monster

Attack strength **Melee:**
Easy: 7 (× 6)
Normal: 12 (× 6)
Hard: 18 (× 9)

Roar:
Easy: 4 (× 2)
Normal: 6 (× 3)

Gallery

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Navigation

Hard: 9 (♥♥♥♥)	
Hitbox size	Height: 2.2 Blocks Width: 1.95 Blocks
Speed	0.4
Knockback resistance	70% [<i>JE only</i>] 50% [<i>BE only</i>]
Spawn	Raids

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, [*JE only*] they spawn independently or with a pillager, vindicator, or evoker that rides them as a ravager jockey.

Spawning in Java Edition

- Easy difficulty:
 - An unridden ravager spawns in wave 3 and the extra wave (wave 4).
- Normal difficulty:
 - An unridden ravager spawns in wave 3.
 - A ravager ridden by a pillager spawns in wave 5.
 - 1-2 unridden ravagers spawn in the extra wave (wave 6).
- Hard difficulty:
 - An unridden 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 unridden ravager spawns in wave 3.
- Normal difficulty:
 - An unridden ravager spawns in wave 3.

- An unridden ravager and a ravager ridden by a pillager spawn in wave 5.
- Hard difficulty:
 - An unridden ravager spawns in wave 3.
 - An unridden 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		
 Saddle	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		
 Saddle[A]	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.



A ravager biting.

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 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	Java Edition	Bedrock Edition
Beetroots	Yes	Yes
Carrots	Yes	Yes
Leaves	Yes	Yes
Potatoes	Yes	Yes
Wheat	Yes	Yes
Pitcher Crop	Yes	No
Torchflower Crop	Yes	No
Acacia Sapling	No	Yes
Allium	No	Yes
Azalea	No	Yes
Azure Bluet	No	Yes
Bamboo	No	Yes
Bamboo Shoot	No	Yes
Big Dripleaf Big Dripleaf Stem	No	Yes
Birch Sapling	No	Yes
Blue Orchid	No	Yes
Brown Mushroom	No	Yes
Bush	No	Yes
Carved Pumpkin	No	Yes
Cave Vines	No	Yes
Chorus Flower	No	Yes
Chorus Plant	No	Yes
Cornflower	No	Yes
Crimson Fungus	No	Yes
Dandelion	No	Yes
Dark Oak Sapling	No	Yes
Dead Bush	No	Yes
Fern	No	Yes
Firefly Bush	No	Yes
Flowering Azalea	No	Yes
Hanging Roots	No	Yes

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

Block	Java Edition	Bedrock Edition
 Closed Eyeblossom  Open Eyeblossom	No	No
 Leaf Litter	No	No
 Mangrove Propagule	No	No
 Pale Oak Sapling	No	No
 Pink Petals	No	No
 Pitcher Plant	No	No
 Short Dry Grass	No	No
 Tall Dry Grass	No	No
 Torchflower	No	No
 Wildflowers	No	No
 Wither Rose	No	No ^[1]

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^[Java Edition only] riding them; however, another mob and even the player can be allowed to ride a ravager using the /ride command.
^[Java Edition only]

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^{[2][3]}. 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									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Ravager grunts	Hostile Mobs	Randomly	entity.ravager.ambient	subtitles.entity.ravager.ambient	1.0	0.8-1.2	16	
	Ravager cheers	Hostile Mobs	When a ravager wins a raid	entity.ravager.celebrate	subtitles.entity.ravager.celebrate	1.0	0.8-1.2	16	
	Ravager bites	Hostile Mobs	When a ravager uses a melee attack	entity.ravager.attack	subtitles.entity.ravager.attack	1.0	1.0	16	
	Ravager roars	Hostile Mobs	When a ravager uses a roar attack after being stunned	entity.ravager.roar	subtitles.entity.ravager.roar	1.0	1.0	35	
	Ravager stunned	Hostile Mobs	When a ravager is stunned by a shield	entity.ravager.stunned	subtitles.entity.ravager.stunned	1.0	1.0	16	
	Ravager dies	Hostile Mobs	When a ravager dies	entity.ravager.death	subtitles.entity.ravager.death	1.0	0.8-1.2	16	
	Ravager hurts	Hostile Mobs	When a ravager is damaged	entity.ravager.hurt	subtitles.entity.ravager.hurt	1.0	0.8-1.2	16	
	Footsteps	Hostile Mobs	When a ravager walks	entity.ravager.step	subtitles.block.generic.footsteps	0.15	1.0	16	

[Bedrock Edition:](#)

Sounds								[hide]
Sound	Closed captions [upcoming: <u>BE 26.0</u>]	Source	Description	Identifier	Translation key [upcoming: <u>BE 26.0</u>]	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 [hide]
 Ravager	ravager	dismounts_underwater raiders	entity.minecraft.ravager

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Ravager	ravager	59	mob monster ravager	entity.ravager.name

Entity data

Ravagers 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

AttackTick: Attack cooldown for this ravager.

RoarTick: Roar attack cooldown for this ravager.

StunTick: Stun attack cooldown for this ravager.

Bedrock Edition:

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

Achievements

[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	
PS4	Other				Trophy type (PS)	
		Monster Hunter	Attack and destroy a monster.	Kill one of these 41 monsters: [show] Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		Kill the Beast!	Defeat a Ravager.	—	30	Silver
		We're being attacked!	Trigger a Pillager Raid.	Walk in a village with the Raid Omen effect applied in 30 seconds.	20	Bronze
		It Spreads	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

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	<u>Monster Hunter</u>	Kill any hostile monster	Kill <u>one</u> of these 41 monsters: [show] 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 <u>raid</u> 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 <u>experience</u> near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . Mobs that drop no <u>experience</u> are ignored for this advancement.	
	<u>Monsters Hunted</u>	Kill one of every hostile monster	Kill <u>each</u> of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	

Advancements that apply to all mobs:

[\[show\]](#)

History

Announcement

<u>September 29, 2018 (https://minecraft.net/article/everything-we-announced-minecon-earth-2018)</u>	Illager Beasts are announced at MINECON Earth 2018.
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Java Edition

<i>Java Edition</i>		
1.14	18w43a	 Added illager beasts.
		Illager beasts had no sounds on the client side.
	18w44a	Illager beasts no longer flee in the presence of rabbits. ^[4]
	18w45a	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 light level of 0–8 and a sky light level of 10–15.
	18w46a	Illager beasts no longer spawn as part of <u>illager patrols</u> , which has made them unused.
	18w47a	Illager beasts now spawn in the new <u>raids</u> , which has made them used again.
	19w05a	"Illager Beast" has been renamed to "Ravager".
		The ID has been changed from <u>illager_beast</u> to <u>ravager</u> .
		Ravagers now have their own sounds on the client side.
	19w13a	Ravagers can now be ridden by <u>evokers</u> .
1.17	?	Ravagers can now break azalea and flowering azalea <u>leaves</u> .
1.18	pre8	Ravagers no longer attack baby <u>villagers</u> .
1.19	?	Ravagers can now break <u>mangrove leaves</u> .
1.19.4	?	Ravagers can now break <u>torchflower crops</u> and <u>cherry leaves</u> .
1.20	23w14a	Ravagers can now break <u>pitcher crops</u> .
1.20.2	23w33a	Ravagers now have a lower attack range. They can no longer attack through multiple-block-thick walls. ^[5]
1.21.2 Experiment Winter Drop	24w40a	Ravagers are now afraid of the <u>creaking</u> .
1.21.4	24w44a	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>		
[hide]		
1.10.0 Experiment Experimental Gameplay	beta 1.10.0.3	 Added illager beasts. Illager beasts are currently available only through Experimental Gameplay . Illager beasts have a basic AI, use the player's hurt sound and don't have any animations.
1.11.0 Experiment Experimental Gameplay	beta 1.11.0.1	"Illager Beast" has been renamed to "Ravager". Ravagers now have animations and their own sounds . The AI behavior of ravagers have been fully implemented. Ravagers can now spawn during raids . Ravagers can now be ridden by vindicators and pillagers . Ravagers are no longer hostile to baby villagers .
1.11.0	beta 1.11.0.3	Ravagers have been fully implemented and are now separate from Experimental Gameplay .
	beta 1.11.0.5	Ravagers can now be ridden by evokers .
1.19.20	Preview 1.19.20.20	Ravagers can now destroy mangrove leaves , azaleas , azalea leaves , cave vines , big dipleaves , small dipleaves , spore blossoms , and hanging roots .
1.19.40	Preview 1.19.40.21	Ravagers are no longer illagers.
		Ravager's collision box has been changed to match Java Edition .
		Ravager's movement speed has been increased to match Java Edition .

PlayStation 4 Edition

<i>PlayStation 4 Edition</i>	
[hide]	
1.91	 Added ravagers.

Issues

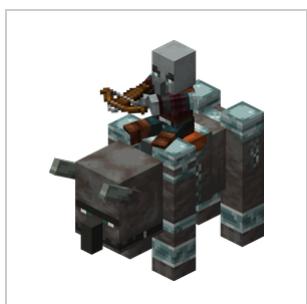
Issues relating to "Ravager" or "Illager beast" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20MinecraftPE%20AND%20resolution%20is%20EMPTY%20OR%20resolution%20is%20281%2C%20202%2C%206%29%29%20AND%20%28summary%20~%20~22ravager%22%20OR%20summary%20~%20~22illager%20beast%22%29%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.^[6]
- 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.^[7]
- Ravagers were mainly inspired by the [manticore](#), particularly the version (<https://forgottenrealms.fandom.com/wiki/Manticore>) from [Dungeons & Dragons](#).^{[7][8]}
 - 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.^[7] 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](#).^[9]

Gallery

Renders



A [pillager](#) ravager jockey.



A [vindicator](#) ravager jockey.



An [evoker](#) ravager jockey.



An [illusioner](#) ravager jockey.



A pillager [raid captain](#) ravager jockey.



A vindicator [raid captain](#) ravager jockey.



An evoker [raid captain](#) ravager jockey.



An illusioner [raid captain](#) ravager jockey.

Animations



Ravager idle
mouth [*BE only*]



Ravager
roaring [*BE only*]



Ravager
walking [*BE only*]



Ravager
biting [*BE only*]



Ravager
stunned [*BE only*]

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](#).

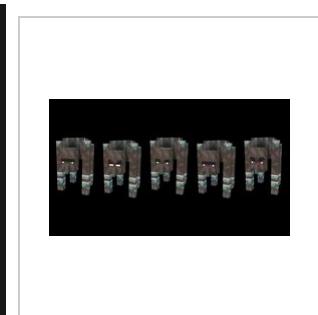


The Ravager Run game from [Minecon Live: Rush Race!](#)



An evoker riding a [ravager](#)

Development images



Some of the early designs of the ravager.

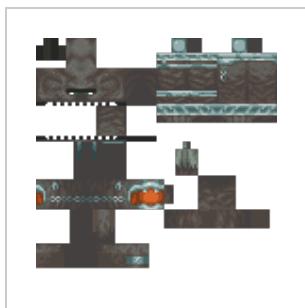


Another early design of the ravager.



Another early design of the ravager.

Textures



Ravager texture file.

In other media



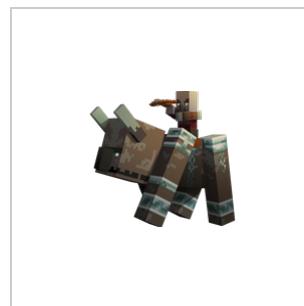
Official ravager artwork.



More official ravager artwork.



Ditto.



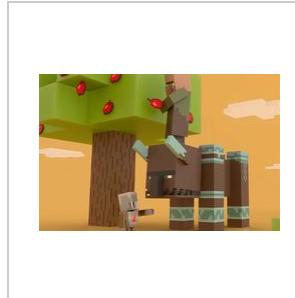
Artwork of a ravager jockey.



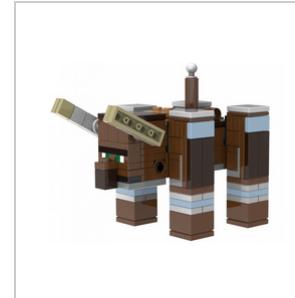
A [ravager](#) as it appears in [Minecraft Dungeons](#).



Official animated ravager artwork.



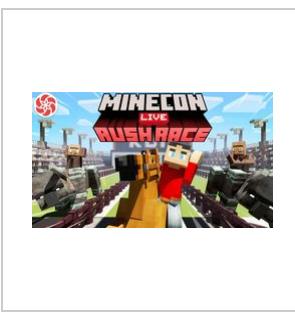
A Ravager working with a [nitwit](#) and [agent](#).



[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

1. [MCPE-51329](#) — Wither roses cannot be destroyed by ravagers
2. [MC-110386](#)
3. [MC-268709](#) — Ravagers and witches attack themselves when a "Johnny" patrol leader is nearby
4. "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) – [@jeb_](#) (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), October 30, 2018
5. [MC-2310](#) — Wrong attack radius calculation damages/kills entities through blocks and corners — resolved as "Fixed".
6. "Minecraft Snapshot 18w43a" (<https://www.minecraft.net/en-us/article/minecraft-snapshot-18w43a>) – [Minecraft.net](#).
7. "Meet The Ravager" (<https://www.minecraft.net/en-us/article/meet-ravager>) by Ash Parrish – [Minecraft.net](#), May 11, 2019.
8. "Easter Eggs Behind The...Sick Villagers? | The Story of the Illagers" (<https://youtube.com/watch?v=BkbE7jf--2s>) – [Minecraft](#) on YouTube, October 27, 2024
9. "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, May 11, 2019.

Navigation

Entities														
[hide]														
[hide]														
Mobs														
Passive														
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														
BE & edu only														
Agent NPC 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														
Neutral														
Hostile														
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														
Bosses														
Mob types														
Animal Aquatic Arthropod Illager Monster Undead Jockey Camel Husk Chicken Hoglin Ravager Skeleton Horseman Spider Strider Zombie Horseman Zombie Nautilus Mob variants Mob conversion														
Other														
Other entities														
Unimplemented														
Joke														

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