

# Vindicator 🗨️ re article feedback

**Do not** be confused with *Evoker*, *Illusioner*, *Pillager*, or *MCL:Warrior*.  
For the mob in *Minecraft Dungeons*, see *MCD:Vindicator* and *MCD:Vindicator Chef*.  
For other uses, see *Vindicator (disambiguation)*.

A **vindicator** is an illager equipped with an iron axe. Vindicators spawn in woodland mansions and participate in raids. They sprint toward their targets to attack them with their axe.

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## Vindicator

Idle Attacking



**Health points** 24 (♥ × 12)

**Behavior** Hostile

**Mob type**  Illager  
 Monster

**Attack strength** **Melee:**  
 Iron Axe:  
Easy: 7.5 (♥ × 3.75)  
Normal: 13 (♥ × 6.5)  
Hard: 19.5 (♥ × 9.75)

**Unarmed:**  
**In *Java Edition*:**  
Easy: 3.5 (♥ × 1.75)  
Normal: 5 (♥♥)  
Hard: 7.5 (♥ × 3.75)  
**In *Bedrock Edition*:**  
Easy: 5 (♥♥)  
Normal: 8 (♥♥♥)

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# Spawning

On Normal difficulty and Hard difficulty, vindicators sometimes spawn with a randomly enchanted iron axe: the chance is 0–25%, and is higher when the regional difficulty is higher.

## Woodland mansions

Vindicators spawn during the generation of woodland mansions, in groups of 1–3 inside particular rooms, sometimes accompanied by an evoker. They spawn on all 3 floors. Rarely, vindicators can spawn in the corridors and hallways.

They do not respawn after initially spawning. Vindicators generated in woodland mansions do not despawn.

Vindicators are sometimes neutral if naturally spawned in a woodland mansion, which means that the vindicator does not attack the player on sight, but only after the player attacks it.

## Patrols

*Main article: Patrol*

In *Java Edition*, any vindicators can join a patrol if sufficiently near a patrol captain, but do not go seeking out for patrols to join nor do they naturally spawn in a patrol.

## Raids

*Main article: Raid*

Vindicators can spawn during raids. They appear more frequently during later waves and at higher difficulties.

Vindicators that spawn from raids have a chance to spawn with Sharpness I on their axe, or Sharpness II in waves 6 and up. This replaces the usual chance of a random enchantment.

Vindicators can spawn riding ravagers, creating a vindicator ravager jockey.<sup>[*JE only*]</sup>

## Java Edition

In *Java Edition*, if a player spawns a vindicator with a spawn egg or using a command, the vindicator has a chance of becoming an illager captain, with an ominous banner attached above its back.

# Drops

## On death

*Java Edition:*

**Decimal** Fraction Distribution Expectation

Hard: 12 (♥ × 6)

### Hitbox size

**In *Java Edition*:**

Height: 1.95 blocks

Width: 0.6 blocks

**In *Bedrock Edition*:**


Height: 1.9 blocks

Width: 0.6 blocks


### Speed


5.612 blocks/sec

### Spawn

 Woodland Mansion  
Raids

### Natural equipment

 Iron Axe (right hand: 95%; left hand: 5%<sup>[*JE only*]</sup>; may be enchanted)
























Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	<u><span>Emerald</span></u> <sup>[A]</sup>	0–1	50.00%	0.50	0–2	75.00%	1.00	0–3	87.50%	1.50	0–4	91.67%	2.00

A. Only when killed by a player or a tamed wolf.

*Bedrock Edition:*

Decimal Fraction   Distribution   Expectation


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Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	<u>Emerald</u> <sup>[A][B]</sup>	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25
	<u>Emerald</u> <sup>[A][C]</sup>	0–7	80.00%	1.44	0–10	80.00%	2.04	0–13	80.00%	2.64	0–16	80.00%	3.24
	<u>Emerald</u> <sup>[D][C]</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
	<u>Emerald</u> <sup>[A][E]</sup>	0–7	81.15%	1.54	0–10	81.15%	2.17	0–13	81.15%	2.79	0–16	81.15%	3.41
	<u>Emerald</u> <sup>[D][E]</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
	<u>Enchanted Book</u> <sup>[F][C]</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
	<u>Enchanted Book</u> <sup>[F][E]</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
	<u>Iron Pickaxe</u> <sup>[G][C]</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
	<u>Iron Pickaxe</u> <sup>[G][E]</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
	<u>Iron Axe</u> <sup>[G][C][H]</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
	<u>Iron Axe</u> <sup>[G][E][H]</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
	<u>Iron Shovel</u> <sup>[G][C]</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
	<u>Iron Shovel</u> <sup>[G][E]</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
	<u>Iron Sword</u> <sup>[G][C]</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
	<u>Iron Sword</u> <sup>[G][E]</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
	<u>Iron Helmet</u> <sup>[G][C]</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
	<u>Iron Helmet</u> <sup>[G][E]</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
	<u>Iron Chestplate</u> <sup>[G][C]</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
	<u>Iron Chestplate</u> <sup>[G][E]</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
	<u>Iron Leggings</u> <sup>[G][C]</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
	<u>Iron Leggings</u> <sup>[G][E]</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
	<u>Iron Boots</u> <sup>[G][C]</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
	<u>Iron Boots</u> <sup>[G][E]</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

A. Only when killed by a player.

- B. Only if not spawned in a raid.
- C. Only if spawned in a raid and the difficulty is easy or normal.
- D. Only when *not* killed by a player or a tamed wolf.
- E. Only if spawned in a raid and the difficulty is hard.
- F. The enchanted book has a level 30 enchantment, may be treasure enchantment.
- G. Its durability is randomized from 30% to 90%. It has a 50% chance of being enchanted with a random enchantment at level 5-19.
- H. Does not include the iron axe in hand.

A vindicator drops loot only when killed by a player or tamed wolf:

- 5 and an additional 1–3 per naturally-spawned equipment.
- 8.5% chance of dropping their normal or enchanted  iron axe, which increases by 1% per level of Looting with random durability.

## Behavior

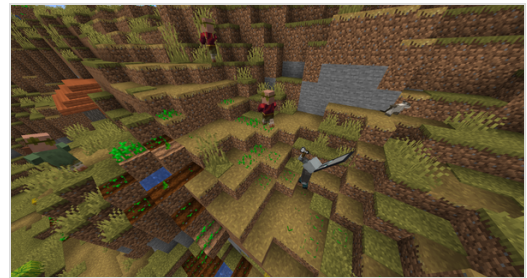
Vindicators are hostile toward players, iron golems, adult villagers, wandering traders, and snow golems.<sup>[*BE only*]</sup>

While idle, a vindicator crosses its arms similar to a villager, with its axe stowed. While giving chase, the vindicator brandishes its axe and sprints. If it has no weapons, a mainhand-unarmed vindicator raises both of its hands when attacking.

On Normal and Hard difficulties, vindicators that are part of a raid can break wooden doors. This is controlled by the raider tag.<sup>[1]</sup> Like any illager during a raid, vindicators celebrate by cheering if all the villagers are killed or all the beds are destroyed.

All illagers remain friendly to each other, even when struck accidentally.

Vindicators flee from creakings when within 8 blocks of them.




A vindicator captain chasing a villager.

### Java Edition

Vindicators are likely to call help from other vindicators when attacked by mobs (except for illagers and goats, or if they were killed in one hit), inciting them all to attack the aggressor. They do not call help from other kinds of illagers.

Vindicator raiders, in addition to breaking doors, can also open wooden and copper doors like villagers.




Ringng a bell gives all vindicators within 32 blocks the  Glowing effect for 3 seconds.

### Bedrock Edition

Vindicators can only sprint, even when idle.

A dispenser can equip a vindicator with armor, but it is invisible and does not show on its model.

## Damage

Armed vindicators hit for 7.5 ( × 3.75) to 19.5 ( × 9.75) damage, depending on difficulty. They tie with piglin brutes for dealing the fourth most melee damage in the game, following the iron golem at 21.5 ( × 10.75)

damage, the warden at 30 (♥ × 15) damage, and the giant at 50 (♥ × 25) damage, all on Normal difficulty. Unless named "Johnny", vindicators are the only illagers that do not cause mobs to retaliate against it.

The vindicator's axe attack disables the player's shield for 5 seconds, even when riding a ravager.

## "Johnny"

A vindicator named *Johnny* (using a name tag, named spawn egg, etc., or has its Johnny tag set to 1b) is hostile to armor stands<sup>[*BE only*][2]</sup>, cameras<sup>[*BE only*]</sup>, players in Adventure or Survival mode and all mobs except agents, evokers, ghasts<sup>[3]</sup>, illusioners<sup>[*JE only*]</sup>, other vindicators, and pillagers. This includes baby villagers<sup>[*BE only*][4]</sup>, creakings (although it flees from it before it can attack), creepers, ravagers<sup>[5]</sup>, vexes<sup>[6]</sup>, and witches.<sup>[7]</sup> Vexes or witches do not attack "Johnny" vindicators unless provoked by vindicators.

"Johnny" vindicators also attempt to attack the ender dragon, but the ender dragon does not take damage.

Most hostile or neutral mobs try to attack the "Johnny" vindicator in return. Exceptions are:

- mobs that die in one hit (e.g. bees, endermites);
- ender dragons and phantoms, as those only attack players (the ender dragon deals damage to all mobs that touch it, but this is not considered an attack);
- goats (apart from their usual ramming behavior);
- slimes, magma cubes, ravagers, guardians and elder guardians.

The Johnny tag overrides its name; the player can give the vindicator any other name and set the Johnny tag to 1b and it remains hostile in the same way as described. Conversely, the player can name the vindicator "Johnny" and set the Johnny tag to 0b, causing the vindicator to act as a normal vindicator.

In *Java Edition*, using a name tag to rename a "Johnny" vindicator does not reset its Johnny tag, and it continues to exhibit "Johnny" behavior.

In *Bedrock Edition*, naming a vindicator spawn egg "Johnny" and using it on a monster spawner has no effect; normal vindicators spawn rather than vindicators named "Johnny".

During a raid, "Johnny" vindicator raid captains sometimes tell a ravager or witch to attack itself and the mob does so until it dies.<sup>[*Java Edition only*][8]</sup>

## Sounds

*Java Edition:*

Sounds <span>[hide]</span>								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Vindicator mutters	Hostile Mobs	Randomly	entity.vindicator.ambient	subtitles.entity.vindicator.ambient	1.0	0.8-1.2	16
	Vindicator cheers	Hostile Mobs	When a vindicator has won a raid	entity.vindicator.celebrate	subtitles.entity.vindicator.celebrate	1.0	0.8-1.2	16
	Vindicator dies	Hostile Mobs	When a vindicator dies	entity.vindicator.death	subtitles.entity.vindicator.death	1.0	0.8-1.2	16
	Vindicator hurts	Hostile Mobs	When a vindicator is damaged	entity.vindicator.hurt	subtitles.entity.vindicator.hurt	1.0	0.8-1.2	16
	Door shakes	Hostile Mobs	While a vindicator is breaking a wooden door	entity.zombie.attack_wooden_door	subtitles.entity.zombie.attack_wooden_door	2.0	0.8-1.2	16
	Block broken <sup>[sound 1]</sup>	?	<i>Unused sound event</i> <sup>[sound 2]</sup>	entity.zombie.attack_iron_door	subtitles.block.generic.break <sup>[sound 1]</sup>	<i>None</i>	<i>None</i>	<i>None</i>
	Door breaks	Hostile Mobs	When a vindicator breaks a wooden door	entity.zombie.break_wooden_door	subtitles.entity.zombie.break_wooden_door	2.0	0.8-1.2	16

1. MC-226770

2. "[MC-218122] Unused sound event: minecraft:entity.zombie.attack\_iron\_door - Jira" (<https://bugs.mojang.com/browse/MC/issues/MC-218122>) – [Mojira](#), March 8, 2021.

*Bedrock Edition:*

Sounds <span>[hide]</span>							
Sound	Closed captions <sup>[upcoming: BE 26.0]</sup>	Source	Description	Identifier	Translation key <sup>[upcoming: BE 26.0]</sup>	Volume	Pitch
	?	Hostile Mobs	Randomly	mob.vindicator.idle	?	1.0	0.8-1.2
	?	Hostile Mobs	Randomly while in a raid	mob.vindicator.idle	?	3.0	0.8-1.2
	?	Hostile Mobs	When a vindicator has won a raid	mob.vindicator.celebrate	?	1.0	0.8-1.2
	?	Hostile Mobs	When a vindicator dies	mob.vindicator.death	?	1.0	0.8-1.2
	?	Hostile Mobs	When a vindicator is damaged	mob.vindicator.hurt	?	1.0	0.8-1.2
	?	Hostile Mobs	While a vindicator is breaking a wooden door	mob.zombie.wood	?	1.0	1.0
	?	Hostile Mobs	When a vindicator breaks a wooden door	mob.zombie.woodbreak	?	1.0	1.0


## Data values

## ID

*Java Edition:*

Name	Identifier	Entity tags	Translation key <span>[hide]</span>
 Vindicator	vindicator	illager illager_friends raiders	entity.minecraft.vindicator

*Bedrock Edition:*

Name	Identifier	Numeric ID	Family	Translation key <span>[hide]</span>
 Vindicator	vindicator	57	illager mob monster vindicator	entity.vindicator.name

## Entity data

Vindicators also have entities' 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**

— **Johnny**: 1 or 0 (true/false) - if true, causes the vindicator to exhibit Johnny behavior. Setting to false prevents the vindicator exhibiting Johnny behavior, even if named *Johnny*. Optional.








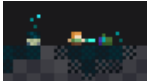
*Bedrock Edition:*

See Bedrock Edition level format/Entity format.

## Achievements

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











<a href="#">[hide]</a>						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		<u>Monster Hunter</u>	Attack and destroy a monster.	Kill <i>one</i> 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 <u>Raid Omen</u> effect applied in 30 seconds.	20	Bronze
		<u>Sound the Alarm!</u>	Ring the <u>bell</u> in a village after a <u>villager</u> has been hurt.	—	20	Bronze
		<u>It Spreads</u>	Kill a mob next to a <u>catalyst</u>	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no experience</u> are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[\[show\]](#)

## Advancements








Icon	Advancement	In-game description	Actual requirements (if different)	<a href="#">[hide]</a>
	<u>Voluntary Exile</u>	Kill a raid captain. Maybe consider staying away from villages for the time being...	Kill an entity in the <code>#raiders</code> 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 <i>one</i> 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 <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 <i>any</i> mob that drops experience near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no experience</u> are ignored for this advancement.	
	<u>Monsters Hunted</u>	Kill one of every hostile monster	Kill <i>each</i> of these 41 monsters: <a href="#">[show]</a> Other mobs may be killed, but are ignored for this advancement.	

Advancements that apply to all mobs:







[\[show\]](#)

## History

## Java Edition

		Java Edition	[hide]
1.11	<b>16w39a</b>	 Added vindicators.	
		The vindicators' axes are now one of their HandItems, whereas before it was a visual effect. This means their attack now disables shields.	
		 Vindicator can be unarmed, raise one arm when attacking. <sup>[9]</sup>	
	<b>16w40a</b>	Vindicators have been heavily buffed - their attack damage on Easy has been increased from 3 (♥♥) to 7 (♥♥♥♥), on Normal 5 (♥♥♥) to 13 (♥ × 6.5), and on Hard, 7 (♥♥♥♥) to 19 (♥ × 9.5). On normal and hard difficulties, a vindicator can kill an unarmored player in just 2 hits. This makes vindicators the strongest illager, and one of the hardest-hitting mobs in the game.  "Johnny" vindicators are now activated by a custom tag <sup>[verify]</sup> in addition to a custom name.	
1.14	<b>18w43a</b>	 The texture of vindicators has been changed. The eye colors are now same green as the <u>evoker</u> .	
	<b>18w45a</b>	Vindicators can now spawn in <u>illager patrols</u> .  Vindicators can now sometimes spawn as a <u>patrol leader</u> in illager patrols.	
	<b>18w47a</b>	Vindicators can now spawn as part of <u>raids</u> .  Vindicators can now break <u>doors</u> .	
	<b>18w47b</b>	 The texture of vindicators has been changed. The eye colors have been changed to blue as before again.	
	<b>19w05a</b>	Vindicators are now hostile toward the new <u>wandering traders</u> .	
	<b>19w13a</b>	 If <u>raiding</u> vindicators killed all the <u>villagers</u> in the <u>village</u> or the <u>beds</u> were destroyed, vindicators celebrate their victory by laughing and raising their arms in the <u>air</u> .	
	<b>1.14.3 pre2</b>	Vindicators no longer spawn as part of <u>illager patrols</u> .	
<b>1.15</b>	<b>19w41a</b>	Vindicators now have a fifth idle sound (known as "idle5"). The sound had been in the game files since 1.11, but was never heard in-game until this update.	
<b>1.16.2</b>	<b>20w29a</b>	 The attack animation of unarmed vindicators has been changed.	
<b>1.18</b>	<b>21w37a</b>	Vindicators no longer attack baby villagers.	
	<b>pre5</b>	Changed the texture, to remove its hood.	
<b>1.19</b>	<b>22w17a</b>	 Changed its model and texture.	

## Bedrock Edition

<i><b>Pocket Edition</b></i> <span>[hide]</span>		
<u>1.1.0</u>	<u>alpha 1.1.0.0</u>	 Added vindicators.
		 Vindicator can be unarmed, raise one arm when attacking. <sup>[10]</sup>
<i><b>Bedrock Edition</b></i> <span>[hide]</span>		
<u>1.10.0</u>	<u>beta 1.10.0.3</u>	 The texture of vindicators has been changed.
		Vindicators are now hostile toward the new <u>wandering traders</u> .
<u>1.11.0</u>	<u>beta 1.11.0.1</u>	Vindicators can now spawn as part of <u>illager patrols</u> and <u>raids</u> .
		Vindicators can now spawn as <u>raid captains</u> .
		Vindicators no longer attack baby <u>villagers</u> .
	<u>beta 1.11.0.4</u>	Vindicators that spawn from <u>raids</u> now have special drops upon death.
	<u>beta 1.11.0.7</u>	Vindicators can now break wooden <u>doors</u> during raids.
<u>1.13.0</u>	<u>beta 1.13.0.9</u>	 If <u>raiding</u> vindicators killed all the <u>villagers</u> in the <u>village</u> or the <u>beds</u> were destroyed, vindicators celebrate their victory by laughing and raising their arms in the <u>air</u> .
<u>1.16.0</u>	<u>beta 1.15.0.55</u>	Vindicators in <u>woodland mansions</u> are no longer neutral toward the <u>player</u> . They are now hostile toward the player again.
<u>1.16.20</u>	<u>beta 1.16.20.54</u>	 The attack animation of unarmed vindicators has been changed.
<u>1.17.40</u>	<u>beta 1.17.40.20</u>	Armor is no longer visible on vindicators.
<u>1.18.0</u>	<u>beta 1.18.0.20</u>	Vindicators no longer spawn as part of <u>illager patrols</u> .
<u>1.18.10</u>	<u>beta 1.18.10.22</u>	 Vindicators now have blue eyes again. <sup>[11]</sup>
		Changed the texture, to remove its hood.
<u>1.20.50</u>	<b>Preview</b> <u>1.20.50.20</u>	Vindicators no longer spawn in Peaceful difficulty.
<i><b>Upcoming Bedrock Edition</b></i> <span>[hide]</span>		
<u>26.0</u>	<b>Preview</b> <u>26.0.23</u>	Vindicators now correctly attack all non-illager mobs when the name tag "Johnny" is applied on it.

## Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
<u>TU54</u>	<u>CU44</u>	<u>1.52</u>	<u>1.52</u>	<u>1.52</u>	<u>Patch 24</u>	<u>1.0.4</u>	<div>Added vindicators.</div>
							Vindicators deal 6 (♥♥♥) on Easy, 10 (♥♥♥♥♥) on Normal, 15 (♥ × 7.5) on Hard.
?	?	?	?	?	?	?	Vindicators renamed to "Johnny" now stop being hostile toward other mobs when renamed to something else.
			<u>1.91</u>				Vindicators can now spawn as part of <u>raids</u> .

### New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
<u>1.9.19</u>	<div></div>	Added vindicators.

### Data history

Java Edition			[hide]
<u>1.13</u>	<u>17w47a</u>	Numeric IDs for entities were presumably deprecated in this version. <sup><i>[more information needed]</i></sup>	
	<u>pre5</u>	The entity ID for vindicators has been changed from vindication_illager to vindicator.	

## Issues

Issues relating to "Vindicator" 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%22Vindicator%22%29%20ORDER%20BY%20resolution%20DESC>).

## Trivia

- The "Johnny" Easter egg is a reference to the 1980 movie *The Shining*, where a troubled man possessed by evil spirits in an isolated, haunted, labyrinthine, mansion-like hotel attacks his family with an axe, and says the iconic line "Here's Johnny!" while breaking a door down.
  - Similarly, the movements of the vindicators in *A Minecraft Movie* were also inspired by the film.
- According to the *Mobestiary*, while a vindicator is stronger than a zombie, it still has low intelligence, 'a little smarter than a skeleton' (note that vindicators cannot use bows in-game).

## Gallery

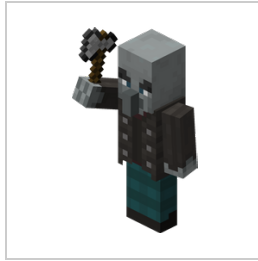


**This section would benefit from the addition of more images.**  
Please remove this notice once you have added suitable images to the article.  
The specific instructions are: *Render without "second layer" if possible*

### Renders



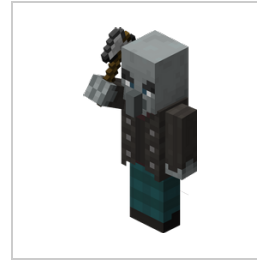
A vindicator.



An attacking vindicator.



An unarmed attacking vindicator in Java Edition.



An attacking vindicator in Bedrock Edition.



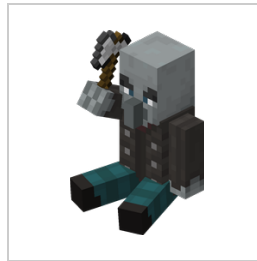
Attacking (unarmed; BE)



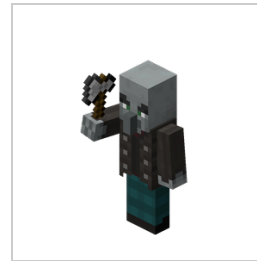
A vindicator riding a ravager.



A sitting vindicator.



A sitting attacking Vindicator

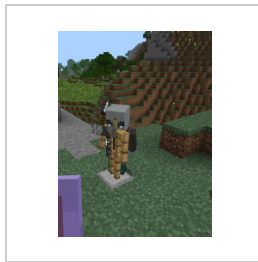


Green eyes vindicator attacking pose.

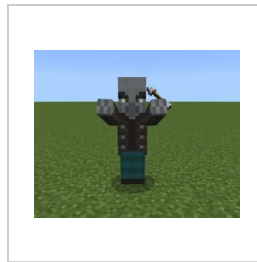
## Screenshots



A vindicator raid captain.



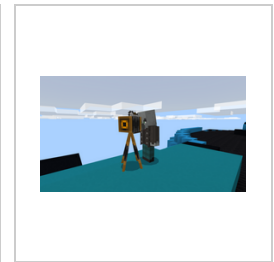
A vindicator named Johnny trying to destroy an armor stand, although they do not break as armor stands can only be destroyed when quickly attacked twice.



A vindicator equips an item in off-hand only by command.



A few vindicators chasing some villagers during a village raid.



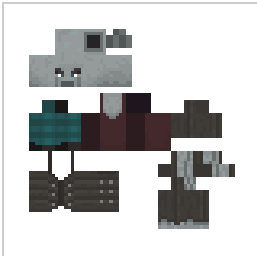
A vindicator attacking a camera mob.

## Mojang screenshots

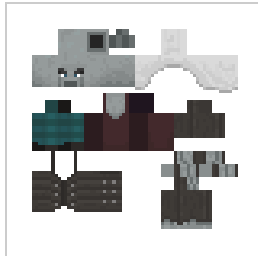


Unarmed vindicator attacking the player.

## Textures



Vindicator texture file.



Vindicator with wig texture file

## In other media



A vindicator within *Minecraft Dungeons*.



Artwork of a vindicator.



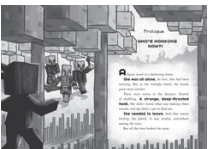
A vindicator in the promotional artwork for the Exploration Update.



Vindicators in the promotional artwork for the Village and Pillage Update.



The Mobestiary page on vindicators.



Vindicators as they appear in Ghast in the Machine!



A LEGO vindicator.



A vindicator as seen in *A Minecraft Movie*.

## References

- ## External links













- ## Navigation

[hide]




[hide]

	Allay		Armadillo		Axolotl		Bat		Camel		Camel Husk		Cat		Chicken
	Cod		Copper Golem		Cow		Donkey		Frog		Glow Squid		Happy Ghost		
	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						

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				

 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												

 Ender Dragon  Wither

Animal Aquatic Arthropod Illager Monster Undead

 Jockey (
  Camel Husk
  Chicken
  Hoglin
  Ravager
  Skeleton Horseman  
 Spider
  Strider
  Zombie Horseman
  Zombie Nautilus)
  Mob variants















## Mob conversion

[show]

[show]

[show]

[hide]

 Armorer
  Butcher
  Cartographer
  Cleric
  Farmer
  Fisherman  
 Fletcher
  Leatherworker
  Librarian
  Mason
  Shepherd
  Toolsmith  
 Weaponsmith
  Nitwit

 Blast Furnace  Smoker  Cartography Table  Brewing Stand  Composter  
 Barrel  Fletching Table  Cauldron  Lectern  Stonecutter  Loom  
 Smithing Table  Grindstone

Raid  Trading

 Zombie siege

 Igloo  Village

**Related mobs**  [Evoker](#)  [Iron Golem](#)  [Pillager](#)  [Ravager](#)  [Vindicator](#)  
 [Wandering Trader](#)  [Witch](#)  [Zombie Villager](#)  
***JE only***  [Illusioner](#)

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