Evoker

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Not to be confused with Illusioner or Pillager, Vindicator, or MCL:Warrior.
This article is about the mob in the base game. For the powerful mob in Minecraft Dungeons, see Dungeons:Evoker. For the mob in A Minecraft Movie, see Movie:Evoker.

An **evoker** is a spell-casting illager that can be found in woodland mansions and as part of raids. They are the only source of totems of undying. Evokers use two spells to attack: one that summons armor-piercing fangs and one that summons vexes. This is the only way for vexes to spawn (without using Creative mode or commands).

Evoker	
Idle Summoning (vexes) Summoning (fangs)	
Health points	24 (♥ × 12)
Armor points	2 (🛡)[BE only]
Behavior	Hostile
Mob type	Illager Monster
Attack strength	**Fangs:** ***Java Edition*:** Easy: 4 (♥♥) Normal: 6 (♥♥♥) Hard: 9 (♥♥♥♥♥) ***Bedrock Edition*:** 6 (♥♥♥)
Hitbox size	***Java Edition*:** Height: 1.95 blocks

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	Width: 0.6 blocks ***Bedrock Edition***: Height: 1.9 blocks Width: 0.6 blocks
Spawn	Woodland Mansion Raids

Spawning

Woodland mansions

Evokers spawn during the generation of particular woodland mansion rooms. They only spawn on floor 2 and 3. They do not respawn after their initial spawn.

Evokers spawned with mansions do not naturally despawn (unless the world difficulty is switched to Peaceful).

Raids

In Normal and Hard difficulty, evokers can spawn during raids by themselves or riding ravagers.

Java Edition

Evokers spawn during raids starting at wave 5 (on a easy starting at wave three). On Hard difficulty, evokers can also spawn riding a ravager at wave 7. Up to five evokers spawn on Hard difficulty. During these events, they may also spawn as a raid captain.

Bedrock Edition

Up to five evokers spawn during raids, with one evoker spawning during waves five and six, and three evokers spawning during wave seven. One of them rides a ravager during wave seven.

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	Totem of Undying	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
	Emerald[A]	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

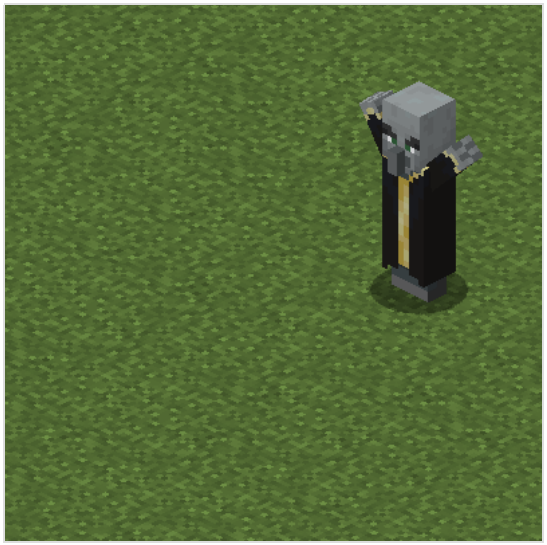
Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	Totem of Undying	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
	Emerald	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25

- 10 experience when killed by a player or tamed wolf.
- When an evoker spawns as a raid captain, it always drops its ominous banner on death, while equipped.

Behavior

An evoker moves at the player's sprinting speed, crosses its arms and does not show its hands.

Evokers attack players, adult villagers, iron golems, snow golems,[*BE only*] and wandering traders within 12 blocks by raising and waving both of their arms while looking at their target and summoning magical fangs or vexes, creating different colored particles for the different attacks.


An evoker attacking with its fangs.

If the player is within a ten block radius and the evoker is not in the middle of summoning an attack, the evoker flees from the player to avoid being attacked.

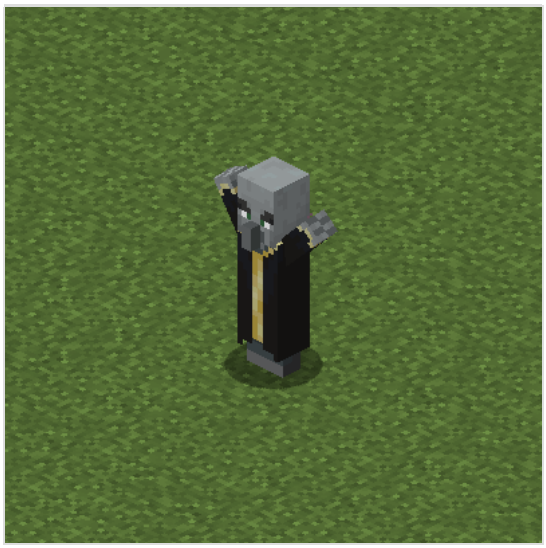
If an evoker is attacked, all evokers in a twelve block radius become alerted and start attacking the player, even if they are behind walls. In *Java Edition*, the alerted evokers can attack the player from an infinite distance away, even if the player switches to Creative or Spectator mode[1]; this can be fixed by relogging the world, or by setting the game rule `universalAnger` to `True`. This is only true for the alerted evokers, not the initially attacked evoker.

An evoker is passive to other illagers even if it is harmed. Any evoker can search for and join a patrol if sufficiently near a patrol captain.

In *Java Edition*, evokers and illusioners are faster without any effects during raids.

In *Java Edition*, evokers are given three seconds of the Glowing effect if a bell is rung within 32 blocks of them. This applies to both evokers spawned in raids and evokers spawned in woodland mansions.

Evokers flee from creakings when within 8 blocks of them.



An evoker summoning fangs in two circles around it.

Fang attack

The evoker signals this attack by producing purple particles ( ) and a low-pitched sound.

A number of fangs rise out of the ground around the player, then snap shut and vanish.

Players or mobs caught in the attack are dealt 6 (♥♥♥) damage, regardless of difficulty[*Bedrock Edition only*]. This harm is not mitigated by armor but is mitigated by enchantments such as Protection. Any evoker-summoned fangs do not deal damage to any illagers, although fangs summoned or spawned by the player do. When a neutral or hostile mob (except illagers and goats) is caught in the attack, the mob retaliates and attacks the evoker.

Fangs appear no lower than the feet of the lowest combatant and no higher than one block above the feet of the highest combatant. Fangs attempt to appear on the highest opaque block between those two extremes, but fail to spawn if they are obstructed by a solid block. In practice, this means that fangs cannot spawn inside deep pits or on top of high walls, but may, for example, go up a staircase if the target is at the top and the evoker at the bottom, or vice versa. Likewise, an evoker floating in a boat on water cannot summon fangs against a player swimming or floating in a boat because there are no opaque blocks from which the fangs can appear.

The evoker typically summons sixteen fangs in a straight line toward the target. However, if the target is within three blocks of the evoker, the evoker summons the fangs in two circles around itself: the smaller circle has five fangs and the larger has eight. The fangs do not seek the player, thus the player is able to dodge them. Summoning fangs resets the evoker's spell cooldown to two seconds and resets the cooldown for summoning fangs to five seconds.

Summoning vexes

The evoker signals this attack by producing white particles ( ) for two seconds and a higher-pitched sound. After that, three vexes appear nearby. The evoker can summon vexes as long as there are fewer than eight vexes within sixteen blocks centered on the evoker.

This spell resets the evoker's spell cooldown to five seconds and resets the cooldown for summoning vexes to seventeen seconds.

An evoker summoning vexes.

Non-air blocks that obstruct a vex's attempted spawning point will prevent it from spawning, meaning a summoning can result in only one or two vexes spawning.[*verify*]

Combo attack

In *Java Edition*, evokers may summon two circle fangs while summoning vexes, without any cooldown. It usually happens when a player melee attacks an evoker while it is summoning vexes.

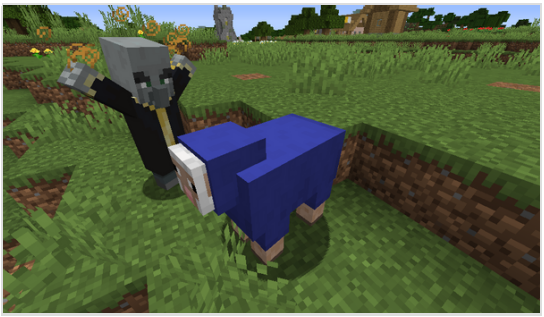
Sheep color conversion spell

While the evoker is not engaged in combat and `mob_griefing`[*JE only*] or `mobgriefing`[*BE only*] is set to `true`, it changes the wool color of any blue sheep within sixteen blocks from blue to red.

The evoker signals this spell by producing orange particles ( ) and making a "*wololo*" sound.

This spell resets the evoker's spell cooldown to three seconds and resets the cooldown for the sheep color conversion spell to seven seconds. Evokers look at the sheep they are using the spell on while they are doing the spell until they finish the spell.

In *Bedrock Edition*, evokers can still change a sheep's color, even when `mob_griefing`[*JE only*] or `mobgriefing`[*BE only*] is set to `false`.



An evoker using its sheep color conversion spell.

After the spell, the sheep is red.

Attack pattern data

Java Edition

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You can help by expanding it.

Bedrock Edition

Data

Type	Weight	Min activation range (distance)	Max activation range (distance)	Entities spawned (amount)	Size	Summon cap	Summon cap radius
Fangs attack (line)	3	3.0	*N/A*	16 Fangs	20	*N/A*	
Fangs attack (inside circle)	3	0.0	3.0	5 Fangs	1.5	*N/A*	
Fangs attack (outside circle)	3	0.0	3.0	8 Fangs	2.5	*N/A*	
Summoning vexes	1	*N/A*		3 Vexes	1.0	8	16.0
Color conversion spell	3	0.0	16.0	*N/A*			

Type	Base delay	Delay per summon	Cooldown time	Cast duration	Entity lifespan
	Timer (seconds)				
Fangs attack (line)	1.0	0.05	5.0	2.0	1.1
Fangs attack (inside circle)	1.0	0.0	5.0	2.0	1.1
Fangs attack (outside circle)	0.15	0.0	5.0	2.0	1.1
Summoning vexes	2.0	*N/A*	17.0	5.0	*N/A*
Sheep color conversion spell	*N/A*		5.0	3.0	*N/A*

Evoker fangs

This article is about the evoker fangs in Minecraft*. For evoker fangs in* Minecraft Dungeons*, see MCD:Evoker § Evoker fang.*

Evoker fangs are entities that evokers use to attack the player (or adult villagers, iron golems, snow golems, and wandering traders) with their fang attack.

Evoker Fangs	
Hitbox size	Height: 0.8 blocks Width: 0.5 blocks

The individual fangs in an evoker's fang attacks each have a delay. Before the delay is over, the fangs cannot be seen, although unlike truly invisible entities, fangs in warmup still have a visible debug hitbox. After the delay, the fangs expand into existence, snap shut, make critical hit particles and shrink out of sight again, dealing 6 (♥♥♥) magic damage to all mobs standing on the spot.

Sounds

Java Edition:

Sounds [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Evoker murmurs	Hostile Mobs	Randomly	`entity.evoker.ambient`	`subtitles.entity.evoker.ambient`	1.0	0.8-1.2	16
	Evoker casts spell	Hostile Mobs	When an evoker attacks	`entity.evoker.cast_spell`	`subtitles.entity.evoker.cast_spell`	1.0	1.0	16
	Evoker cheers	Hostile Mobs	When an evoker has won a raid	`entity.evoker.celebrate`	`subtitles.entity.evoker.celebrate`	1.0	0.8-1.2	16
	Evoker dies	Hostile Mobs	When an evoker dies	`entity.evoker.death`	`subtitles.entity.evoker.death`	1.0	0.8-1.2	16
	Evoker hurts	Hostile Mobs	When an evoker is damaged	`entity.evoker.hurt`	`subtitles.entity.evoker.hurt`	1.0	0.8-1.2	16
	Evoker prepares summoning	Hostile Mobs	When an evoker signals to summon vexes	`entity.evoker.prepare_summon`	`subtitles.entity.evoker.prepare_summon`	1.0	1.0	16
	Evoker prepares attack	Hostile Mobs	When an evoker signals to use a fang attack	`entity.evoker.prepare_attack`	`subtitles.entity.evoker.prepare_attack`	1.0	1.0	16
	Evoker prepares charming	Hostile Mobs	When an evoker converts a sheep's color	`entity.evoker.prepare_wololo`	`subtitles.entity.evoker.prepare_wololo`	1.0	1.0	16
	Fangs snap	Friendly Mobs	When an evoker fang is summoned	`entity.evoker_fangs.attack`	`subtitles.entity.evoker_fangs.attack`	1.0	0.85-1.05	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.evocation_illager.ambient`	?	1.0	0.8-1.2
	?	Hostile Mobs	Randomly while in a raid	`mob.evocation_illager.ambient`	?	3.0	0.8-1.2
	?	Hostile Mobs	When an evoker attacks	`mob.evocation_illager.cast_spell`	?	1.0	0.8-1.2
	?	Hostile Mobs	When an evoker has won a raid	`mob.evocation_illager.celebrate`	?	1.0	0.8-1.2
	?	Hostile Mobs	When an evoker dies	`mob.evocation_illager.death`	?	1.0	0.8-1.2
	?	Hostile Mobs	When an evoker is damaged	`mob.evocation_illager.hurt`	?	1.0	0.8-1.2
	?	Hostile Mobs	When an evoker signals to summon vexes	`mob.evocation_illager.prepare_summon`	?	1.0	0.8-1.2
	?	Hostile Mobs	When an evoker signals to use a fang attack	`mob.evocation_illager.prepare_attack`	?	1.0	0.8-1.2
	Evoker prepares charming	Hostile Mobs	When an evoker converts a sheep's color	`mob.evocation_illager.prepare_wololo`	?	1.0	0.8-1.2
	?	Hostile Mobs	When an evoker fang is summoned	`mob.evocation_fangs.attack`	?	0.8	0.8-1.2

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]

Evoker	`evoker`	`illager`
		`illager_friends`
		`raiders`
			`entity.minecraft.evoker`

Evoker Fangs	`evoker_fangs`	*None*	`entity.minecraft.evoker_fangs`

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]

Evoker	`evocation_illager`	`104`	`evocation_illager`
			`illager`
			`mob`
			`monster`
				`entity.evocation_illager.name`

Evoker Fang	`evocation_fang`	`103`	*None*	`entity.evocation_fang.name`

Entity data

Java Edition:

Main article: Entity format

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

Entity data

Tags common to all entities

Tags common to all mobs

Tags common to all mobs spawnable in raids

- **SpellTicks**: Number of ticks until a spell can be cast. Set to a positive value when a spell is cast, and decreases by 1 per tick.

Evoker fangs have entity data associated with them that contains various properties.

Entity data

Tags common to all entities

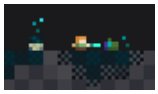
- **Owner**: The UUID of the entity that that fired the fangs, stored as four ints. If the entity is an Illager, the fangs do not damage other Illagers. Is not preserved when removed.
- **Warmup**: Time in ticks until the fangs appear. The fangs appear and begin to close as soon as this value becomes zero or less; negative values simply result in no delay. The value continues ticking down while the closing animation is playing, reaching -20 on naturally spawned fangs.

Bedrock Edition:

See Bedrock Edition level format/Entity format.

Achievements

[hide]

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		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
		We're being attacked!	Trigger a Pillager Raid.	Walk in a village with the Raid Omen effect applied in 30 seconds.	20	Bronze
		Sound the Alarm!	Ring the bell in a village after a villager has been hurt.	—	20	Bronze
		Feeling Ill	Defeat an Evoker	—	30	Silver
		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]
	Voluntary Exile	Kill a raid captain. Maybe consider staying away from villages for the time being...	Kill an entity in the `#raiders` entity tag wearing an ominous banner: Evoker Illusioner Pillager Vindicator *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.*
	Monster Hunter	Kill any hostile monster	Kill *one* of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.
	Hero of the Village	Successfully defend a village from a raid	Kill at least one raid mob during a raid and wait until it ends in victory. *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.*
	It Spreads	Kill a mob near a Sculk 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 advancement.
	Monsters Hunted	Kill one of every hostile monster	Kill *each* of these 41 monsters: [show] 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	**16w39a**	Added evokers and evocation fangs.
	16w43a	Added the **Owner** tag to evocation fangs.
1.13	**pre5**	The name of "Evocation Fangs" have been changed to "Evoker Fangs".
1.14	**18w43a**	The textures of evokers and evocation fangs have been changed.
	18w47a	Evokers can now spawn in raids.
	19w05a	Evokers are now hostile toward the new wandering traders.
	19w13a	Evokers can now open doors during raids.
		If raiding evokers killed all the villagers in the village or the beds were destroyed, evokers celebrate their victory by laughing and raising their arms in the air.
	19w14a	Evokers can no longer open doors during raids.
1.18	**21w37a**	Evokers no longer attack baby villagers.
	pre5	Changed the texture to remove its hood.
1.19	**22w17a**	Changed its models, now the last two rows of pixels on its robes can render.
1.20.2	**23w32a**	Evokers evoking vexes or fangs now emit an `entity_place` vibration of frequency `14`.

Bedrock Edition

Pocket Edition		[hide]
1.1.0	alpha 1.1.0.0	Added evokers and evocation fangs.
Bedrock Edition		[hide]
1.10.0	beta 1.10.0.3	The textures of evokers and evocation fangs have been changed.
		Evokers are now hostile to the new wandering traders.
1.11.0	beta 1.11.0.1	Evokers can now spawn during raids.
		Evokers are no longer hostile to baby villagers.
1.13.0	?	Evokers now have smoother casting animations.
	beta 1.13.0.9	If raiding evokers killed all the villagers in the village or the beds were destroyed, evokers celebrate their victory by laughing and raising their arms in the air.
1.20.50	Preview 1.20.50.20	Evokers no longer spawn in Peaceful difficulty.

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Added evokers and evocation fangs.
?	?	?	?	?	?	?	The size of evocation fangs has been increased to be about 2 blocks high.[more information needed]
			1.91				Evokers can now spawn in raids.

New Nintendo 3DS Edition

New Nintendo 3DS Edition	[hide]
1.9.19	Added evokers and evocation fangs.

Data history

Java Edition [hide]		
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version.[more information needed]
	pre5	The entity ID has been changed from `evocation_illager` to `evoker`.
		The ID of "Evocation Fangs" have been changed to "Evoker Fangs".

Issues

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

Trivia

- The sheep color conversion spell is a reference to the priest units from *Age of Empires*, where they can turn enemy units into friendly units (changing the unit's color in the process) after making a "wololo" sound.
  - Because Microsoft controls the copyrights for both *Age of Empires* and *Minecraft*, Mojang Studios was able to get the actual "wololo" sound effect to use in the conversion sound effect.
- Evokers are still referred to as 'evocation illagers' in the code for *Bedrock Edition*.
- Hitting an evoker in survival mode and converting the gamemode into creative mode still causes the evoker to summon fangs and vexes at the player, although they deal no damage.
- Vex Armor Trim is based on the cloak and eyebrows of the evoker

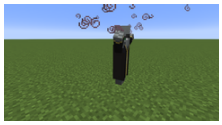
Gallery

Renders

The old version of the evoker.

An evoker sitting.

Screenshots



An evoker preparing to summon its fangs.

An evoker attacking with its fangs.

An evoker summoning fangs in 2 circles around it.

An evoker summons fangs while its vexes attack.

An evoker looks on as its vexes lunge toward its target.

An evoker using its sheep color conversion spell.

An excessive amount of illagers, including several hundred evokers, vindicators, and illusioners spawned by command blocks. Note the abundance of vexes that originate from the evokers.

Evoker with an illager banner.

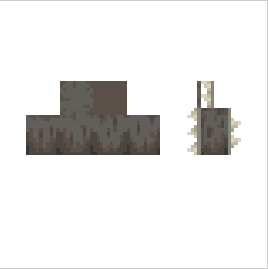
An evoker casting in a mansion.

An evoker riding a ravager

Textures

Evoker texture file.

Evoker with wig texture file.



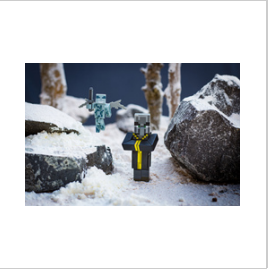
Evoker fangs texture file.

In other media

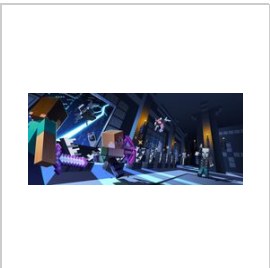
An evoker wearing a wig from "Meet the evoker" Minecraft's blog post, as a reference to the game *Age of Empires*.

An evoker within *Minecraft Dungeons*.

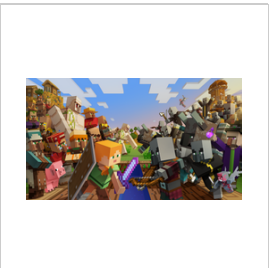
Artwork of an evoker.



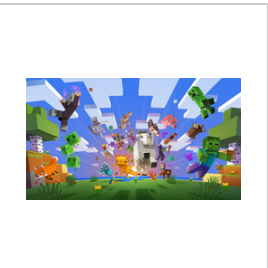
Evoker action figure.



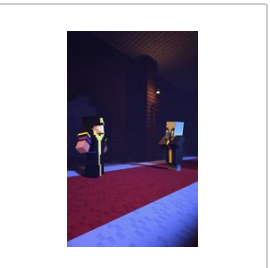
An evoker in promotional artwork for the Exploration Update.



Multiple evokers in promotional artwork for the Village & Pillage Update.



An evoker in promotional artwork for the first Caves & Cliffs update.

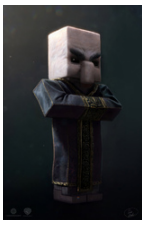


An evoker intimidating Kai, clad in the vex armor trim.[2]

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

The evoker fang icon.

An evoker as seen in *A Minecraft Movie*.



Concept art of an evoker from the movie.

References

1. MC-147574 — Attacking a group of evokers gives nearby evokers infinite detection range and broken attack behavior
2. https://www.instagram.com/p/CteqmbHJy6Q/

External links

- Meet the Evoker (https://www.minecraft.net/en-us/article/meet-evoker) – Minecraft.net on May 1, 2017

Navigation

Entities [hide]

Mobs [hide]

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
Neutral	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
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	Ender Dragon, Wither
Mob types	Animal, Aquatic, Arthropod, Illager, Monster, Undead
Other	Jockey (Camel Husk, Chicken, Hoglin, Ravager, Skeleton Horseman, Spider, Strider, Zombie Horseman, Zombie Nautilus), Mob variants, Mob conversion

Other entities [show]

Unimplemented [show]

Joke [show]

Villagers [hide]

Villager professions	Armorer Butcher Cartographer Cleric Farmer Fisherman Fletcher Leatherworker Librarian Mason Shepherd Toolsmith Weaponsmith Nitwit
Workstations	Blast Furnace Smoker Cartography Table Brewing Stand Composter Barrel Fletching Table Cauldron Lectern Stonecutter Loom Smithing Table Grindstone
Mechanics	Raid Trading ***JE* only** Zombie siege
Structures	Igloo Village
Related mobs	Evoker Iron Golem Pillager Ravager Vindicator Wandering Trader Witch Zombie Villager ***JE* only** Illusioner

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