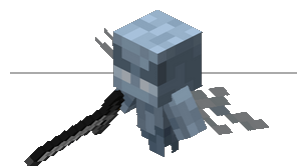# Vex

S re article feedback

v t *This article is about the hostile mob summoned by evokers. For the passive mob that collects items, see Allay. For the smithing template, see Vex Armor Trim. For the mob in Minecraft Dungeons, see MCD:Vex.*

A **vex** is a small flying hostile mob that wields an iron sword and is summoned by evokers. It attacks by lunging at its target with its sword and is capable of phasing through walls.

Vex	
Idle	
Attacking	
Health points	14 (♥ × 7)
Behavior	Hostile
Mob type	🟩 Monster
Attack strength	**Armed:** 🗡 Iron Sword: Easy: 5.5 (♥ × 2.75) Normal: 9 (♥♥♥♥♥) Hard: 13.5 (♥ × 6.75) **Unarmed:** **In *Java Edition*:** Easy: 3 (♥♥) Normal: 4 (♥♥)

Contents

	Hard: 6 (❤❤❤)
	In *Bedrock Edition*:
	Easy: 2.5 (❤ × 1.25)
	Normal: 3 (❤❤)
	Hard: 4.5 (❤ × 2.25)
Hitbox size	Height: 0.8 blocks Width: 0.4 blocks
Spawn	Summoned by evokers
Natural equipment	🗡 Iron Sword (right hand: 95%; left hand: 5%[JE only]; may be enchanted)

Spawning

The vex only spawns as part of an evoker's summoning attack. While summoning, the evoker is surrounded by white particles and makes a magical, horn-like sound. Then, a group of three vexes appears near the evoker. The evoker can summon additional vexes even if some still remain alive from the last summoning. Blocks obstructing a vex's spawning point will prevent vexes from spawning.

Drops

The vex's iron sword does not drop, because its main hand's HandDropChances is 0. This is not

affected by the Looting enchantment.

5 is dropped when a vex is killed by a player or tamed wolf.

Behavior

Vexes attack players, adult villagers, iron golems, wandering traders, and any other target as commanded by their summoning evoker (any mob that attacks the evoker accidentally or purposefully)[JE only] or by itself[BE only]. They still attack these mobs even when they do not have a weapon, dealing the same damage and raising both of its hands when attacking; an unarmed vex can be spawned with this command /summon vex ~ ~ ~ {}.[JE only] Vexes summoned by a monster spawner, spawn egg, or by the /summon command don't attack players unless provoked or already tied with another mob.

If any mob attacks a vex, any vexes in the area become hostile toward it. This includes "Johnny" vindicators that attack them, despite both being allied with the illagers.

Vexes are capable of flying through the air, can freely pass through any block, including water and lava (without taking damage) and bedrock, meaning they can die in the void. Cobwebs cannot slow down vexes, but honey blocks can[BE only]. Vexes can be bounced back when pushed by a slime block with help of any piston.

While attacking, vexes glow red and lunge at their target. They often fly toward the back of their targets and attack from behind, making it difficult to block their attacks with a shield.

Vexes do not count toward the bossbar during a raid as they are not considered as raiders by the game.

Vexes summoned by an evoker start taking damage after 30 to 119 seconds and eventually die, even while riding a minecart or boat. Vexes summoned by a monster spawner, spawn egg, or by the /summon command do not take damage this way.

In *Java Edition*, when idle, vexes stay within a 15×11×15 cuboid range centered on their evoker's position when they spawned, unless summoned by a spawn egg or by the /summon command.

Like allays, vexes are completely emissive with Vibrant Visuals.

Sounds

Java Edition:

Sounds								[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**
	Vex vexes	Hostile Mobs	Randomly	`entity .vex .ambient`	`subtitles .entity .vex .ambient`	1.0	0.8-1.2	16
	Vex shrieks	Hostile Mobs	When a vex is charging at something	`entity .vex .charge`	`subtitles .entity .vex .charge`	1.0	1.0	16
	Vex dies	Hostile Mobs	When a vex dies	`entity .vex .death`	`subtitles .entity .vex.death`	1.0	0.8-1.2	16
	Vex hurts	Hostile Mobs	When a vex is damaged	`entity .vex .hurt`	`subtitles .entity .vex.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.vex .ambient`	?	1.0	0.8-1.2
	?	Hostile Mobs	When a vex is charging at something	`mob.vex .charge`	?	1.0	0.8-1.2
	?	Hostile Mobs	When a vex dies	`mob.vex .death`	?	1.0	0.8-1.2
	?	Hostile Mobs	When a vex is damaged	`mob.vex .hurt`	?	1.0	0.8-1.2

Data values

ID

Java Edition:

Name	Identifier	Translation key [hide]
Vex	`vex`	`entity.minecraft.vex`

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
🔲 Vex	vex	105	mob monster vex	entity.vex.name	

Entity data

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

Java Edition:

> Main article: *Entity format*
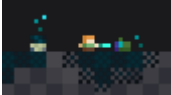
Entity data

Tags common to all entities
Tags common to all mobs

- **bound_pos**: When a vex is idle, it wanders, selecting air blocks from within a 15×11×15 cuboid range centered at X,Y,Z. This central spot is the location of the evoker when it summoned the vex, or if an evoker was not involved, bound_pos do not exist.
- **life_ticks**: Ticks of life remaining, decreasing by 1 per tick. When it reaches zero, the vex starts taking damage and `life_ticks` is set to 20.
- **owner**: The UUID of the evoker this vex was spawned by, stored as four ints. May not exist.

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
		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]
	Monster Hunter	Kill any hostile monster	Kill *one* of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	
	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

🖼 **This section 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:
Attacking vexes before 18w43a, also before and after MC-181925

Java Edition

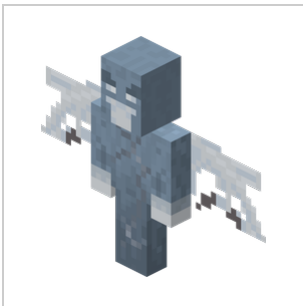| Java Edition			[hide]
1.11	**16w39a**	Added vexes.	
	16w42a	Vexes have been buffed - their attack damage has been increased from 3 (♥♥) to 5 (♥♥♥) on Easy, from 4 (♥♥) to 9 (♥♥♥♥♥) on Normal, and from 6 (♥♥♥) to 13 (♥ × 6.5) on Hard.	
	16w43a	Vexes can now cross nether portals and end portals and move in water.	
		Vexes are now able to draw from their own loot tables.	
1.14	**18w43a**	The textures of vexes have been changed.	
1.16.2	**20w30a**	The attack animation of unarmed vexes has been changed.	
1.19.3	**22w45a**	The model and textures of the vex have been updated.	
		Heads equipped by vexes are no longer visible.	
	pre1	The textures of vexes have been slightly changed.	
1.19.4	**23w03a**	Vexes now use a separate charging animation when empty-handed.	
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 vexes.	

Bedrock Edition			[hide]
1.10.0	**beta 1.10.0.3**	The textures of vexes have been changed.	
		Vexes are now hostile toward wandering traders.	
		Vexes can now be renamed with a name tag.[1]	
1.11.0	**beta 1.11.0.1**	Vexes are no longer hostile toward baby villagers.	
1.19.50	**Preview 1.19.50.24**	The model and textures of the vex have been updated.	
1.19.60	**Preview 1.19.60.22**	The textures of vexes have been slightly changed.	
1.21.50	**Preview 1.21.50.20**	Vexes now take damage over time after being summoned by an evoker.[2]	

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 vexes.

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
1.9.19		Added vexes.

A vex with hidden pixels revealed by disabling the alpha channel.

Data history

	Java Edition		[hide]
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version.[more information needed]	
1.21.5	25w07a	The `LifeTicks` field has been renamed to `life_ticks`.	
		The `BoundX`, `BoundY`, and `BoundZ` fields have been collected into a single `bound_pos` field.	

Issues

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

Trivia

- Despite their ghostly appearances and their ability to phase through walls, vexes are not

undead mobs.
- According to JAPPA, the retexturing and remodeling of vexes was a long time in the making due to being requested so much.[3]

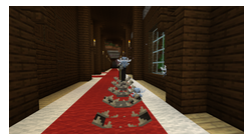# Gallery

Screenshots

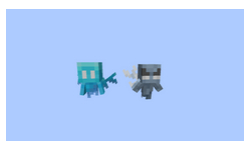An evoker summoning vexes.

A vex charging at the player.

Two angry vexes flying toward their target, as their master watches.

Two vexes attack while their master summons fangs.

A dying vex.

Comparison between the allay and vex.

Mojang screenshots

A vex at night.

A vex at day.
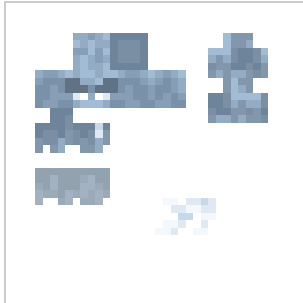

"Who is carrying whom?"
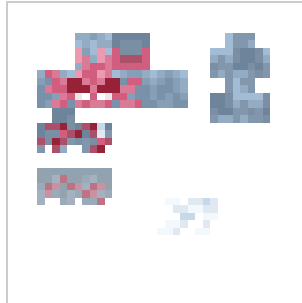

The updated vex model.

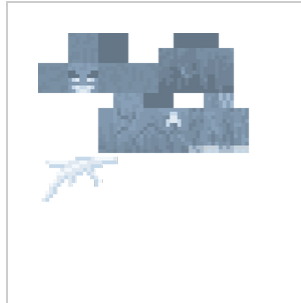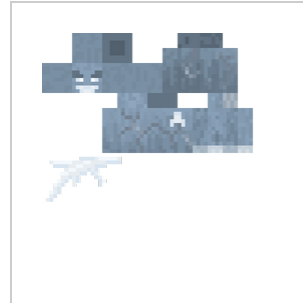New vex and allay.

Textures

Vex texture file.

Vex charging texture file.

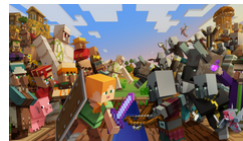Texture Update

Programmer Art

In other media

Merged vex and allay.

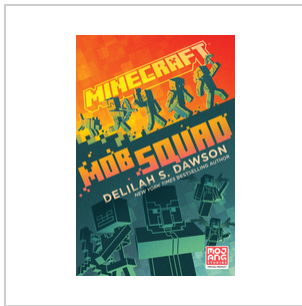Vexes in promotional artwork for the Exploration Update.

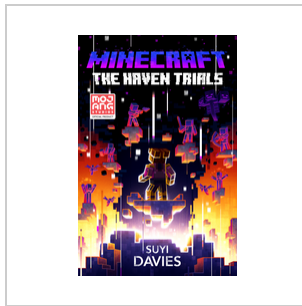Vexes in promotional artwork for the Village and Pillage Update.

A vex as it appears in *Minecraft Dungeons*.

The guardian vex, a unique variation that appears in *Minecraft Dungeons*.

Several vexes as they appear on the cover of *Minecraft: Mob Squad*.

Ditto, on the cover of *Minecraft: The Haven Trials*.

Vexes as they appear in *Ghost in the Machine!*

Vex Wings, unlocked by completing Feeling Ill.

Vex action figure.

References

1. MCPE-20701
2. MCPE-44454 - Resolved as "Fixed".
3. "The Vex model change was requested so much, we planned it a long time ago but could never say anything about it! So happy its out in the open now, I hope you like it. This is the first model revision we've done, so that's very exciting." (https://twitter.com/JasperBoerstra/status/1590379143879069697) – @JasperBoerstra (https://twitter.com/JasperBoerstra) (Jasper Boerstra) on X (formerly Twitter), November 9, 2022

External links

- "Meet the Vex" (https://www.minecraft.net/en-us/article/meet-vex) by Tom Stone – Minecraft.net, July 17, 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]