

v t This article is about the Nether mob in Minecraft. For other uses, see *Pig (disambiguation)*.

Baby hoglins behave similarly, but have a much weaker attack (the weakest attack in the game) with normal knockback, and flee when hit.

Navigation

Adult Baby

**Java Edition**

Bedrock Edition



Health points 40 (❤️ × 20)

Behavior	Hostile
-----------------	---------

Mob type

Adult:

Easy:

2.5 (❤️ × 1.25) to 5 (❤️❤️❤️)

Normal:

3 (❤️💔) to 8 (❤️❤️❤️❤️)

Attack strength

Hard:

4.5 (♥ × 2.25) to 12 (♥ × 6)

Baby:

Easy and Normal:
 $0.5 (\heartsuit \times 0.25)$

Hard: 0.75 (♥ × 0.375)

Adult:

Height: 1.4 blocks

Width: 1.3965 blocks

Baby:

Height: 0.7 blocks

Width: 0.6982 blocks

Spawning

Hoglins are found in herds of 3–4 in crimson forests, respawning over time. They can spawn at any light level and on most solid blocks other than Nether wart blocks and shroomlights.^[*BE only*]


Hoglins spawn in certain types of bastion remnants upon structure generation. They spawn frequently in the hoglin stable variant (specifically the large and small stables in the "lower" area, but never in the "upper" area with ramparts), and sometimes in the main "bridge entrance" at the upper half of the rampart in the bridge variant. Similar to the piglins and piglin brutes there, these hoglins never despawn.

20% of hoglins spawn as babies.

Hoglins need at least a 1×1×1.5 area to spawn. While adult hoglins will spawn inside a top slab if there is enough room, they will not pathfind unless they have more space above them. Adult hoglins will pathfind if they are in a top trapdoor, however.

In *Java Edition*, hoglins do not naturally spawn in the Peaceful difficulty except during world generation as part of bastions, they are however, passive.

Hoglin spawns in: [hide]

Category: Monster ^{[<i>JE only</i>]} Creature ^{[<i>BE only</i>]}	Java Edition			Bedrock Edition	
	Spawn area	Spawn weight	Spawn chance	Group size	Group size
 Crimson Forest ^{[note 1]}		9/15	60%	3–4	20 3–4




1. In *Bedrock Edition*, hoglins count toward the animal cap instead of the monster cap.^[*Bedrock Edition only*]

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation





Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	<u>Raw Porkchop</u> ^{[A]}	2–4	100.00%	3.00	2–5	100.00%	3.50	2–6	100.00%	4.00	2–7	100.00%	4.50
	<u>Cooked Porkchop</u> ^{[B]}	2–4	100.00%	3.00	2–5	100.00%	3.50	2–6	100.00%	4.00	2–7	100.00%	4.50
	<u>Leather</u>	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 *not* on fire and *not* killed with a weapon enchanted with Fire Aspect.

B. Only when on fire or killed with a weapon enchanted with Fire Aspect.

Bedrock Edition:

Decimal Fraction Distribution Expectation

<u>Speed</u>	0.3
<u>Knockback resistance</u>	60%
<u>Spawn</u>	 Crimson Forest  Bastion remnant
<u>Usable items</u>	 Crimson Fungus  Lead

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	<u>Raw Porkchop</u> ^[A]	2–4	100.00%	3.00	2–5	100.00%	3.50	2–6	100.00%	4.00	2–7	100.00%	4.50
	<u>Cooked Porkchop</u> ^[B]	2–4	100.00%	3.00	2–5	100.00%	3.50	2–6	100.00%	4.00	2–7	100.00%	4.50
	<u>Leather</u>	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25

A. Only when *not* on fire.

B. Only when on fire.

- 5 if killed by a player or tamed wolf.

Baby hoglins drop only experience when killed, at the same rate as adult hoglins. They are also the only baby animals that drop experience.

Behavior

Hoglins avoid being within 7 blocks of warped fungi (including in a flower pot), Nether portals and respawn anchors. They naturally sink in water and eventually drown.^[1] They also sink in lava and are vulnerable to fire damage.^[2] Hoglins can be led with a lead even though they are hostile.

Hostility

Hoglins attack any player within 16 blocks with a reach of 1.9 blocks. An adult knocks its target upward^{[JE only][3]}. Players can still be flung even if they block with a shield. Hoglins do not attack a player standing near a block that repels them, but instead run away from the block unless they have already chosen to attack. If a player has a hoglin on a lead, then the hoglin still attacks players who get within its attack range, but does not actively pursue and attack the player leading it.^[Java Edition only] Hoglins are 60% resistant to knockback. Unlike other hostile mobs, they do not prevent a player from sleeping.

Similar to piglins and zombified piglins, a player or mob attacking a hoglin provokes all nearby hoglins. Attacking a baby hoglin does not trigger this behavior.

If a piglin attacks a hoglin, all the hoglins in the area retaliate. Hoglins also flee if outnumbered and make retreating sounds. If the piglins are outnumbered by hoglins, they flee and make retreating sounds.

Piglins do not hunt hoglins that spawn upon generation of bastion remnants.

Like piglins, hoglins retaliate when attacked by a goat^{[Java Edition only][4]}.

Baby hoglins

Baby hoglins also attack the player, dealing much less damage and normal knockback. If the player attacks a baby hoglin, it temporarily flees.

Baby piglins run near and ride baby hoglins. If there are more baby piglins than baby hoglins, the baby piglins occasionally jump on other baby piglins already riding a baby hoglin, with a maximum of 3 stacked on a single baby hoglin.

Zombification

If a hoglin spawns in or moves to the Overworld or the End, it shakes and then transforms into a zoglin after 15 seconds. If the world is in Peaceful difficulty, the zoglin disappears instantly. If not, the newly-created zoglin gets Nausea I for 10 seconds^{[JE only][5]}. This Nausea effect is only decorative and has no effect on the zoglin's behavior.

Breeding

Main article: [Breeding](#)

Hoglins can be bred with [crimson fungi](#). It takes 5 minutes before the parents can be bred again, and it takes 20 minutes for baby hoglins to mature. Baby hoglins stay near their parents unless they see a player or get attacked, in which case they attack or run away. Feeding a crimson fungus to a baby hoglin reduces the remaining time for it to mature by 10%.

Hoglins cannot be bred when they are running away from warped fungi, respawn anchors, or Nether portals.

Feeding crimson fungi to a hoglin prevents it from [despawning](#), whether the breeding is successful or not. The baby hoglin produced by breeding does not despawn either.

Like the [killer bunny](#),^[*Java Edition only*] the hoglin is one of the only [hostile mobs](#) that can be [bred](#).



A hoglin turning into a [zoglin](#). Notice the texture change and the vibration.

Sounds

Java Edition:

Sounds [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Hoglin growls	Hostile Mobs	Randomly	entity.hoglin.ambient	subtitles.entity.hoglin.ambient	0.9 ^[sound 1]	0.8-1.2 (Baby: 1.3-1.7)	16
	Hoglin growls angrily	Hostile Mobs	Randomly while a hoglin is chasing something	entity.hoglin.angry	subtitles.entity.hoglin.angry	1.0	0.8-1.2 (Baby: 1.3-1.7)	16
	Hoglin retreats	Hostile Mobs	When a hoglin runs away from something feared or while in the Overworld	entity.hoglin.retreat	subtitles.entity.hoglin.retreat	0.8 ^[sound 2]	0.8-1.2 (Baby: 1.3-1.7)	16
	Hoglin attacks	Hostile Mobs	When a hoglin attacks something	entity.hoglin.attack	subtitles.entity.hoglin.attack	0.8	<i>varies</i> ^[sound 3]	16
	Hoglin hurts	Hostile Mobs	When a hoglin is damaged	entity.hoglin.hurt	subtitles.entity.hoglin.hurt	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Hoglin dies	Hostile Mobs	When a hoglin dies	entity.hoglin.death	subtitles.entity.hoglin.death	0.9	0.8-1.2 (Baby: 1.3-1.7)	16
	Footsteps	Hostile Mobs	While a hoglin is walking	entity.hoglin.step	subtitles.block.generic.footsteps	0.15	1.0	16
	Hoglin converts to Zoglin	Hostile Mobs	When a hoglin converts into a zoglin via the Overworld or the End	entity.hoglin.converted_to_zombified	subtitles.entity.hoglin.converted_to_zombified	0.8	0.8-1.2 (Baby: 1.3-1.7)	16

1. Except `idle1`, which is 0.65, and `idle4`, which is 0.7
2. Except for `retreat1` (the second sound), which is 0.7

3. Can be 0.8-1.2 (Baby: 1.3-1.7) or 0.64-0.96 (Baby: 1.04-1.36) for each sound

Bedrock Edition:


Sounds [hide]							
Sound	Closed captions <div><i>[upcoming: BE 26.0]</i></div>	Source	Description	Identifier	Translation key <div><i>[upcoming: BE 26.0]</i></div>	Volume	Pitch
	?	Hostile Mobs	Randomly	mob.hoglin.ambient	?	0.9 <div><i>[sound 1]</i></div>	0.8-1.2 (Baby: 1.3-1.7)
	?	Hostile Mobs	Randomly while a hoglin is chasing something	mob.hoglin.angry	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Hostile Mobs	When a hoglin attacks something	mob.hoglin.attack	?	0.8	<i>varies</i> <div><i>[sound 2]</i></div>
	?	Hostile Mobs	When a hoglin runs away from something feared	mob.hoglin.retreat	?	0.9	0.8-1.2 (Baby: 1.3-1.7)
	?	Hostile Mobs	When a hoglin is damaged	mob.hoglin.hurt	?	0.9	0.8-1.2 (Baby: 1.3-1.7)
	?	Hostile Mobs	When a hoglin dies	mob.hoglin.death	?	0.9	0.8-1.2 (Baby: 1.3-1.7)
	?	Hostile Mobs	While a hoglin is walking	mob.hoglin.step	?	1.0	1.0
	?	Hostile Mobs	<i>Unused sound event</i>	mob.hoglin.howl	?	0.9	1.0
	?	Hostile Mobs	When a hoglin converts into a zoglin via the Overworld or the End	mob.hoglin .converted_to_zombified	?	1.0	0.8-1.2

1. Except idle1, which is 0.65 and idle4, which is 0.7
2. Can be 0.8-1.2 (Baby: 1.3-1.7) or 0.64-0.96 (Baby: 1.04-1.36) for each sound


Data values

ID

Java Edition:

Name	Identifier	Translation key [hide]
 Hoglin	hoglin	entity.minecraft.hoglin

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Hoglin	hoglin	124	hoglin hoglin_adult hoglin_baby hoglin_huntable mob	entity.hoglin.name

Entity data

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

Java Edition:

Main article: *Entity format*

Entity data




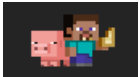

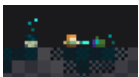
Additional fields for mobs that can breed
Tags common to all entities
Tags common to all mobs

- CannotBeHunted**: 1 or 0 (true/false) - if true, piglins do not attack the hoglin. Set to true for hoglins spawned as a part of bastion remnants.
- IsImmuneToZombification**: 1 or 0 (true/false) – if true, the hoglin does not transform to a zoglin when in the Overworld and TimeInOverworld does not increment.
- TimeInOverworld**: The number of ticks that the hoglin has existed in the Overworld; the hoglin converts to a zoglin when this is greater than 300.

Bedrock Edition:

See Bedrock Edition level format/Entity format.






Achievements

<div>[hide]</div>						
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 <u>monsters</u> : <div>[show]</div> Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		<u>Pork Chop</u>	Cook and eat a <u>pork chop</u> .	—	10	Bronze
		<u>It Spreads</u>	Kill a mob next to a <u>catalyst</u>	Kill any mob that drops <u>experience</u> 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) [hide]
	<u>Monster Hunter</u>	Kill any hostile monster	Kill <i>one</i> of these 41 <u>monsters</u> : [show] Other mobs may be killed, but are ignored for this advancement.
	<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 <u>monsters</u> : [show] Other mobs may be killed, but are ignored for this advancement.
	<u>The Parrots and the Bats</u>	Breed two animals together	Breed a pair of <i>any</i> of these 27 <u>animals</u> : [show] A <u>mule</u> must be the result of <u>breeding</u> a <u>horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.
	<u>Two by Two</u>	Breed all the animals!	Breed a pair of <i>each</i> of these 26 <u>animals</u> : [show] A <u>trader llama</u> does not count as a <u>llama</u> , and a <u>mule</u> must be the result of <u>breeding</u> a <u>horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.

Advancements that apply to all mobs:














[show]

History






Announcement

September 28, 2019 (https://www.minecraft.net/en-us/article/everything-we-announced-minecon-live-2019)	 Piglin beasts are announced at MINECON Live 2019. They have a noticeably slanted body section and two versions were shown with differing eye spacings.
	They also drop <u>raw beef</u> in preview.
October 19, 2019 (https://www.minecraft.net/en-us/article/meet-hoglin)	 The piglin beast has been retextured, remodeled and renamed to hoglin.
December 5, 2019 (https://twitter.com/henrikkniberg/status/1202598609407135745)	 A video shows a baby hoglin.

Java Edition

<i>Java Edition</i>		[hide]
1.16	20w06a	 Added hoglins.
		 Currently, the mane texture of hoglins has a texture glitch. ^[6]
		Hoglins currently have no function of attacking the <u>player</u> when provoked or <u>breeding</u> them.
		Hoglins use player sounds.
		Upon death, hoglins drop <u>rotten flesh</u> .
		The hitbox size of hoglins is currently the same as an adult <u>pig's</u> hitbox.
		 Due to a bug, the legs and ears of a hoglin spasm wildly when moved or attacked.
	20w07a	 Added baby hoglins.
		Hoglins now drop <u>raw porkchops</u> and <u>leather</u> .
		Hoglins can now be <u>bred</u> with <u>crimson fungi</u> .
		 Hoglins are now hostile toward the <u>player</u> .
		Hoglins now have their own <u>sounds</u> and <u>subtitles</u> .
		Hoglins now run away from <u>warped fungi</u> .
		The hoglin's hurt animation has been fixed.
	20w09a	 The textures of hoglins have been changed.
		 The texture of the mane of hoglins has been fixed, which has changed the textures from  to  . Also, the color channels of the transparent pixels have now all been filled with black.
		 Baby hoglins can now be ridden by baby <u>piglins</u> .
	20w11a	Baby hoglins now drop <u>experience</u> . ^[7]
	20w14a	 Hoglins are now converted into <u>zoglins</u> when in the <u>Overworld</u> .
		Hoglins now avoid <u>Nether portals</u> and <u>respawn anchors</u> .
		The texture file of hoglins has been downscaled and their parts rearranged, meaning the file now looks like this  instead of this  .
	20w15a	Baby hoglins no longer <u>drop</u> loot.
	20w16a	Hoglins now spawn in <u>bastion remnants</u> .
	20w17a	One of the new converts to zoglin <u>sounds</u> has been added.
	20w19a	Hoglins now become <u>zoglins</u> when in <u>the End</u> .
	pre6	Hoglins now have a knockback resistance of 0.6 instead of 0.5.
		Hoglins now have separate textures for each tusk.
1.20.2	23w33a	Hoglins now have a smaller vertical reach, spanning the exact height of its hitbox. ^[8]
		As a result, they can now be avoided with a 1.5-block pillar, instead of a 3-block pillar.

Bedrock Edition

<i>Bedrock Edition</i>		[hide]
1.16.0	beta 1.16.0.51	 Added hoglins and baby hoglins.
		The hitbox size of hoglins is currently the same as an adult <u>pig</u> 's hitbox.
		Hoglins take <u>damage</u> from <u>fire</u> and <u>lava</u> .
		Hoglins currently use the <u>player's hurt sound</u> .
	beta 1.16.0.57	 The <u>model</u> of hoglins has now been changed to more closely resemble <u>Java Edition's</u> .
		 However, baby hoglins still do not have big-sized heads, unlike Java Edition.
		Hoglins now have <u>sounds</u> .
		Hoglins now spawn in <u>bastion remnants</u> .
		Hoglins can now drop <u>leather</u> when killed.
		 Hoglins are now converted into <u>zoglins</u> when in the <u>Overworld</u> .
		The attack <u>damage</u> of adult hoglins is now on a random scale.
	beta 1.16.0.59	 The <u>model</u> of baby hoglins has now been changed: they now have big heads like in <u>Java Edition</u> .
		Sounds for hoglins converting to <u>zoglins</u> have been added. However, they're using the same converting sounds as <u>piglins</u> do.
		Hoglins now flee from <u>zoglins</u> .
		Hoglins no longer despawn in <u>Peaceful</u> mode.
	beta 1.16.0.63	Hoglins now have knockback resistance.
		Hoglins no longer flee from <u>zoglins</u> .
1.16.100	beta 1.16.100.54	Hoglins now avoid <u>respawn anchors</u> .
		Baby Hoglins now deal appropriate damage.
		Baby Hoglin now have drops after being killed by the player.
1.18.20	Preview 1.18.20.28	Baby hoglins no longer attack players.
1.19.30	Preview 1.19.30.21	Hoglins now have the same hitbox size as Java Edition.
1.19.80	Preview 1.19.80.20	Adult hoglins can no longer ride boats and boats with chests naturally. However, they can still ride boats using the <code>/ride</code> command.

Issues

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

Trivia

- Hoglins run away from warped fungi because they dislike their smell.^[9] When asked if Nether portals also smell bad to hoglins, Henrik responded that hoglins are annoyed by the sounds Nether portals make.^[10]
- Similar to the ravager originally being called "illager beast" before its official name was chosen by the community, the hoglin's name was also chosen by the community. Its initial placeholder name was "piglin beast".
- In *Bedrock Edition*, there are unused texture files named `hoglin_meat_raw` and `hoglin_meat_cooked` that are textured identically to raw and cooked beef, respectively.
- Henrik Kniberg released a video^[11] of a group of hoglins killing a piglin, then "celebrating" by bobbing their heads, then getting on their hind legs and dancing. This feature was never added into any snapshot and is not actually in *Minecraft*, although the reverse situation has a small chance to occur, in which piglins dance after killing a hoglin.

Gallery

Renders



A hoglin attacking.



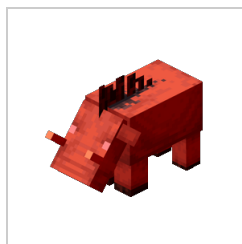
A baby hoglin attacking.



A baby piglin riding a baby hoglin.



Three baby piglins climbing a baby hoglin after 20w12a.



The hoglin's glitched hurt animation during 20w06a.^[12]

Zombification

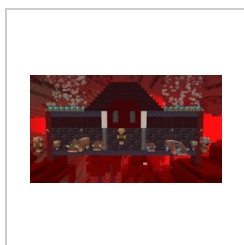


A hoglin being zombified after 20w14a.

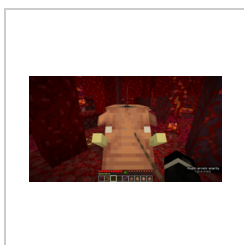


A baby hoglin being zombified.

Screenshots



All of the pig-like mobs from the 1.16 Nether Update.



An example of a hoglin on a lead no longer actively pursuing the player leading it.



A hoglin on a leash

Mojang screenshots



A preview of hoglins in the crimson forest.



A preview of a hoglin along with a piglin in the crimson forest.



Close up of a hoglin's face. One nostril is larger than the other one.

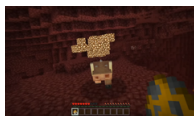
Development images



Hoglin, showing a crooked model.



An early model of the hoglin attacked by piglins.



An early model of the hoglin attacking the player.



A baby hoglin shown on Twitter.^[13]



A glitched hoglin during development, which was shown on Twitter.^[14]



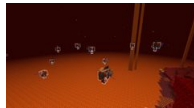
The hoglins with enderman eyes.



A hoglin with enderman eyes.



The original hoglin spawn egg as seen in MINECON Live 2019.



Hoglin over lava.



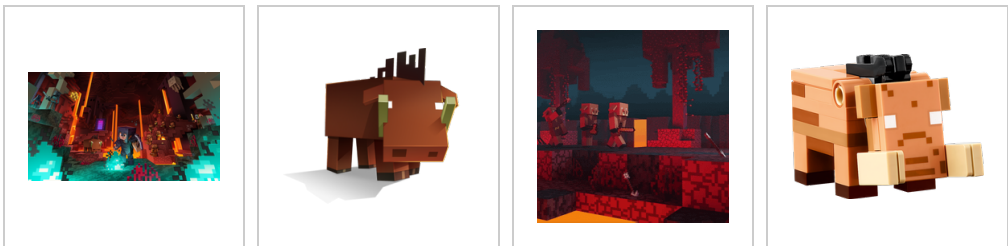
A showcase of the hoglin walking during Minecraft Live.

Textures



Hoglin texture file.

In other media



A Hoglin in promotional artwork for the [Nether Update](#).

Official hoglin artwork.

Animation of several piglin hunters easily killing a hoglin.

[Lego Minecraft hoglin](#).

See also

- [Hoglin in *Minecraft Dungeons*](#)
- [Warboar](#)

References

- [MC-172102](#) — resolved as "Works As Intended".
- [MC-172087](#) — resolved as "Works As Intended".
- This does not happen in Bedrock Edition due to [MCPE-74465](#).
- [MC-227625](#)
- This does not happen in Bedrock Edition due to [MCPE-70866](#).
- [MC-170915](#)
- [MC-173433](#)
- [MC-2310](#) — Wrong attack radius calculation damages/kills entities through blocks and corners — resolved as "Fixed".
- "Contrary to popular belief, Hoglins in Minecraft aren't actually afraid of warped fungus. They just think it smells really bad, so getting away from it takes priority over both breeding and fighting." (<https://twitter.com/henrikkniberg/status/1474319623478820879>) – [@henrikkniberg](https://twitter.com/henrikkniberg) (<https://twitter.com/henrikkniberg>) on X (formerly Twitter), December 24, 2021
- "No, but the sound is annoying to them." (<https://twitter.com/henrikkniberg/status/1474347357177323524>) – [@henrikkniberg](https://twitter.com/henrikkniberg) (<https://twitter.com/henrikkniberg>) on X (formerly Twitter), December 24, 2021
- Hoglin dance (bloopers - not actually in the game) (<https://www.youtube.com/watch?v=8UeeF4IMPnk>); Henrik Kniberg - May 25, 2020
- [MC-170818](#) [Invalid]: "We're closing Hoglin related bugs as the feature implemented right now is basically a placeholder."
- "No, piglin, don't hunt the baby hoglins." (<https://twitter.com/henrikkniberg/status/1202598609407135745>) – [@henrikkniberg](https://twitter.com/henrikkniberg) (<https://twitter.com/henrikkniberg>) on X (formerly Twitter), December 5, 2019
- "Rendering is hard O_o" (https://twitter.com/_Ulraf_/status/1217751534387257344) – [@_Ulraf_](https://twitter.com/_Ulraf_) (https://twitter.com/_Ulraf_) on X (formerly Twitter), January 16, 2020

External links

- "Meet the Hoglin" (<https://www.minecraft.net/en-us/article/meet-hoglin>) by Tom Stone – [Minecraft.net](#), October 19, 2019.
- "Mob Menagerie: Hoglin" (<https://www.minecraft.net/en-us/article/hoglin>) by Duncan Geere – [Minecraft.net](#), July 24, 2025.

Navigation

	Entities	[hide]
	Mobs	[hide]
Passive	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	

Retrieved from "<https://minecraft.wiki/w/Hoglin?oldid=3348716>"

Content on this site is licensed under CC BY-NC-SA 3.0 unless otherwise noted; additional terms may apply.
Not an official Minecraft website. We are not associated with Mojang or Microsoft.