

Zoglin • re article feedback

v t For other uses, see [Pig \(disambiguation\)](#).

A **zoglin** is an [undead hostile mob](#) created when a [hoglin](#) is out of the [Nether](#) for too long. It never retreats or flees, and attacks players and almost all non-zoglin [mobs](#) indiscriminately, using the same tusk attack as its non-zombified counterpart.

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Spawning

Zoglins spawn when a [hoglin](#) has been out of the [Nether](#) for 300 game ticks (15 seconds). For their first 10 seconds after zombification, they get the  [Nausea](#) effect [*JE only*] [1]. This nausea effect is cosmetic and does not affect its behavior.

Like most [hostile mobs](#), zoglins despawn when the [difficulty](#) is changed to [Peaceful](#).

Drops

[On death](#)

Both adult and baby zoglins share the following item drop table:

[Java Edition:](#)

Zoglin	
Zoglin Baby	
	Java Edition
	Bedrock Edition
	
Health points 40 ( × 20)	
Behavior	Hostile
Mob type	 Undead  Monster
Attack strength	Adult: Easy: 2.5 ( × 1.25) to 5 () Normal: 3 () to 8 () Hard: 4.5 ( × 2.25) to 12 () Baby: Easy and Normal: 0.5 ( × 0.25) Hard: 0.75 ( × 0.375)
Hitbox size	Adult: Height: 1.4 Blocks Width: 1.3965 Blocks Baby: Height: 0.7 Blocks Width: 0.6982 Blocks
Speed	0.3

Decimal Fraction Distribution Expectation												
Knockback resistance												60%
Spawn												When a <u>Hoglin</u> is in the Overworld or the End for 15 seconds
Usable items												 Lead

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Rotten Flesh	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%	3.50

Bedrock Edition:

Decimal Fraction Distribution Expectation												
Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Rotten Flesh	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%	3.50

- 5 if killed by a player or tamed wolf.

Behavior

Zoglins are hostile toward armor stands^[2], cameras^[BE & edu only], players in Adventure or Survival mode, and all mobs except agents, creepers, ghasts, and other zoglins. This includes hoglins and zombified piglins. Normal hoglins do not attack zoglins unless provoked by zoglins.

When an adult zoglin attacks, it flings its target into the air^[JE only]^[3]. Blocking with a shield does not mitigate this. When a baby zoglin attacks, they do not fling their target. Baby zoglins, unlike baby hoglins, never grow up. Any mob that can retaliate attacks a zoglin in return after being attacked, including baby zoglins.

In Java Edition, adult zoglins attack once every two seconds and babies attack every second. In Bedrock Edition, both adults and babies attack once every second.

When a zoglin attacks a piglin, the piglin either retreats or fights back. Piglin brutes attack zoglins if they are attacked first and never retreat. They also attack the zoglin if the zoglin attacks a piglin or another piglin brute.

Like hoglins, zoglins can be leashed. If a player has a zoglin on a lead, then the zoglin still attacks other entities who get within its attack range, but does not actively pursue and attack the player leading it.^[JE only]

Zoglins are incapable of breeding and do not flee from blocks that repel hoglins. Unlike baby hoglins, baby zoglins attack baby piglins. Piglins flee from zoglins if they are not engaged in combat.

Being an undead mob, they are:

- damaged by the status effect Instant Health and healed by the status effect Instant Damage.
- unaffected by the status effects Regeneration and Poison.
- ignored by the wither.
- affected by the Smite enchantment.
- unable to swim in water, but do not drown.
- a threat to armadillos, causing them to hide in their shell.

Like zombified piglins, they are immune to fire and lava.

If a hoglin is fed crimson fungus before it is zombified, the resulting zoglin does not despawn naturally and it does not count toward the mob cap.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
Zoglin growls		Hostile Mobs	Randomly	entity.zoglin.ambient	subtitles.entity.zoglin.ambient	0.9	0.8-1.2 (Baby: 1.3-1.7) [sound 1]	16	
Zoglin growls angrily		Hostile Mobs	Randomly while a zoglin is chasing something	entity.zoglin.angry	subtitles.entity.zoglin.angry	0.8	0.8-1.2 (Baby: 1.3-1.7)	16	
Zoglin attacks		Hostile Mobs	When a zoglin attacks something	entity.zoglin.attack	subtitles.entity.zoglin.attack	0.8	varies [sound 2]	16	
Zoglin dies		Hostile Mobs	When a zoglin dies	entity.zoglin.death	subtitles.entity.zoglin.death	0.93	0.8-1.2 (Baby: 1.3-1.7)	16	
Zoglin hurts		Hostile Mobs	When a zoglin is damaged	entity.zoglin.hurt	subtitles.entity.zoglin.hurt	0.9 [sound 3]	0.8-1.2 (Baby: 1.3-1.7)	16	
Footsteps		Hostile Mobs	While a zoglin is walking	entity.zoglin.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 idle2, which is 0.64-0.96 (Baby: 1.04-1.36)
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
3. Except hurt1, which is 0.83

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.zoglin.idle	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	Randomly while a zoglin is chasing something	mob.zoglin.angry	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	When a zoglin attacks something	mob.zoglin.attack	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	When a zoglin dies	mob.zoglin.death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	When a zoglin is damaged	mob.zoglin.hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	While a zoglin is walking	mob.zoglin.step	?	0.15	1.0 (Baby: 1.5)	
	?	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	

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Zoglin	zoglin	can_breathe_under_water ignores_poison_and_regen inverted_healing_and_harm undead wither_friends zombies sensitive_to_smite	entity.minecraft.zoglin

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Zoglin	zoglin	126	mob monster undead zoglin zoglin_adult zoglin_baby	entity.zoglin.name

Entity data

Zoglins 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

IsBaby: 1 or 0 (true/false) - true if the zoglin is a baby. 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

Java Edition

		Java Edition	[hide]
1.16	20w14a	Added zoglins.	
	20w15a	Zoglins are now undead mobs . ^[4]	
	20w18a	An "IsBaby" tag has been added to allow summoning and correct saving of baby zoglins.	
	20w19a	Hoglins now become zoglins when in the End.	
	pre6	Zoglins now have a knockback resistance of 0.6 instead of 0.5. Zoglins now have separate textures for each tusk.	
	1.16.2 20w27a	Zoglins can now be leashed. However, hoglins still break their leash when zombifying. ^[5]	
1.20.3	23w40a	Zoglins are now part of the #can_breathe_under_water, #undead and #zombies tags.	
1.21.2	24w36a	Hoglins no longer break their leash when zombifying.	

Bedrock Edition

<i>Bedrock Edition</i>		
[hide]		
1.16.0	beta 1.16.0.57	 Added zoglins. Zoglins currently use the same sounds as normal pigs.
	beta 1.16.0.63	Zoglins now have knockback resistance.
1.16.20	beta 1.16.20.50	Zoglins now use their unique sounds.
1.16.100	beta 1.16.100.54	Zoglins now get healed from harming potions and get damaged from the healing ones. Baby zoglins now have drops after being killed by the player.
	beta 1.16.100.55	 Baby zoglins now have bigger heads to match Java Edition.
1.18.20	Preview 1.18.20.28	Baby zoglins now deal slightly less damage on normal mode, from 1 (❤) to 0.5 (❤ × 0.25) (1/4 of a heart).
1.19.30	Preview 1.19.30.21	Zoglins now have the same hitbox size as Java Edition.
1.19.80	Preview 1.19.80.20	Adult zoglins can no longer ride boats and boats with chests naturally. However, they can still ride boats using the /ride command.
1.20.60	Preview 1.20.60.25	Zoglins no longer spawn in Peaceful difficulty.
1.21.20	Preview 1.21.20.21	Zoglins now make angry sounds when chasing a mob. ^[6]
1.21.90	Preview 1.21.90.21	The zoglins' speed when chasing a mob has been decreased, to match Java Edition.

Trivia

- While zombified piglins can spawn naturally with their unzombified variant, zoglins cannot. As a result, these mobs are the only Nether-classified mobs that must be created in the Overworld or The End in order to exist, with the exception of the happy ghast, and if the zoglins spawns in the nether, they would attack everything around them, which would disrupt the atmosphere.
- The zoglin's behavior resembles a vindicator named "Johnny".

Issues

Issues relating to "Zoglin" 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%20AND%20%28summary%20~%20%22Zoglin%22%29%20ORDER%20BY%20resolution%20DESC>).

Gallery

Renders



A zoglin attacking.

A baby zoglin attacking.

Screenshots



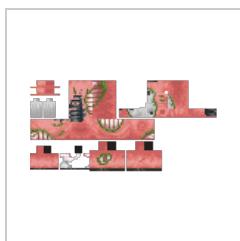
All of the pig-like mobs in the 1.16 Nether Update.

A zoglin in the Overworld.

Zoglin attacking an armor stand.

A zoglin fighting Noor

Textures



Zoglin texture file.

References

1. This does not happen in Bedrock Edition due to [MCPE-70866](#).
2. [MC-177122](#) — Zoglins try to attack armor stands — resolved as "Works As Intended".
3. This does not happen in Bedrock Edition due to [MCPE-74465](#).
4. [MC-177102](#)
5. [MC-196736](#)
6. [MCPE-95523](#)

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	[show]
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	[show]
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	[show]
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Mob types	■ Animal ■ Aquatic ■ Arthropod ■ Illager ■ Monster ■ Undead ■ Jockey ■ Camel Husk ■ Chicken ■ Hoglin ■ Ravager ■ Skeleton Horseman ■ Spider ■ Strider ■ Zombie Horseman ■ Zombie Nautilus ■ Mob variants ■ Mob conversion	[show]
Other	■ Other entities	

Unimplemented Joke

[show]
[show]

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