

# Piglin Brute

re article feedback

**Warning:** *This article is about the hostile mob. For the piglin unit in Minecraft Legends, see MCL:Brute. For other uses, see Piglin (disambiguation).*



**This article 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:**  
*Add bedrock render of piglin brute.*

A **piglin brute** is a hostile, stronger variant of the piglin. It wields a golden axe and appears in all types of bastion remnants. Unlike piglins, piglin brutes do not barter, retreat, or get distracted by gold.

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## Spawning

A small number of piglin brutes spawn in some rooms of bastion remnants *only upon generation*, so they are not renewable. They do not have a baby variant.

Piglin brutes spawn with a golden axe, occasionally with enchantments<sup>*[Java Edition only]*</sup>. They never spawn with armor and do not equip armor from the ground, although they can still be equipped with armor via dispensers or commands.

### Piglin Brute

Idle Targeting



**Health points** 50 (♥ × 25)

**Behavior** Hostile

**Mob type** Monster

**Armed:**  
Golden Axe:  
**In *Java Edition*:**  
Easy: 7.5 (♥ × 3.75)  
Normal: 13 (♥ × 6.5)  
Hard: 19.5 (♥ × 9.75)  
**In *Bedrock Edition*:**  
Easy: 6 (♥♥)  
Normal: 10 (♥♥♥♥)  
Hard: 15 (♥ × 7.5)

**Attack strength**

**Unarmed:**  
Easy: 4.5 (♥ × 2.25)  
Normal: 7 (♥♥♥♥)  
Hard: 10.5 (♥ × 5.25)

**Hitbox size** **In *Java Edition*:**  
Height: 1.95 blocks

## Drops

A piglin brute has 8.5% chance of dropping a 🔨 golden axe with a random durability if killed by a player or a tamed wolf, increased by 1% with each level of Looting, with a total 11.5% chance with Looting III.

A piglin brute drops 20 experience points when killed by a player or a tamed wolf.

## Behavior

Piglin brutes attack players, wither skeletons, and withers within 16 blocks and are not distracted by golden items or blocks. However, they prefer to attack players over wither skeletons and withers. They also attack any mob, including goats,<sup>[1]</sup> that attacks any piglin or piglin brute, either by accident or purposefully. Examples include retaliation for attacks by snow golems and iron golems.

Piglin brutes, much like vindicators, deal a high amount of raw melee damage, inflicting 19.5 (♥ × 9.75) points of damage on Hard difficulty. The only stronger mobs are the iron golem, which deals up to 32.25 (♥ × 16.125) melee damage, the warden, which deals up to 45 (♥ × 22.5) melee damage and the unused giant, which deals up to 75 (♥ × 37.5) melee damage.

Piglin brutes spawn in all difficulty settings. In Peaceful difficulty, piglin brutes despawn.

The detection range of piglin brutes is reduced to half of their normal range (8 blocks) when the player is wearing a piglin head.

Behaviors shared by both piglins and piglin brutes:

- Can open wooden and copper doors.
- Call nearby piglins and other piglin brutes once attacked by a mob or a player, no matter whether the player wears golden armor or not.
- Are not naturally immune to fire or lava.<sup>[2]</sup>
- Join in hunts.<sup>[BE only]</sup>
- Turns into a zombified piglin when in the Overworld or the End for more than 15 seconds.
- Attack nearby withers and wither skeletons.
- They cannot swim, sink in water and eventually drown.

Behaviors specific to piglin brutes:

- Piglin brutes attack players on sight, no matter whether the player wears golden armor or not.
- Piglin brutes do not retreat from soul fire items, zoglins, or zombified piglins.
- Piglin brutes do not perform a "victory dance".
- Piglin brutes do not barter, as the player cannot use a gold ingot on them.
- Piglin brutes pick up regular or enchanted golden axes only if walking over them. Unlike piglins, piglin brutes ignore all other golden items or gold ingots, meaning they cannot equip armor. However, they can still be equipped via dispensers or commands.
- They do not have a baby variant. This also means they cannot ride hoglins.
- They cannot use crossbows.
- They attempt to return to their spawn point (regardless of how they were spawned) when not engaged in combat.
- They do not join hunts and do not attack hoglins.<sup>[JE only]</sup><sup>[3]</sup>
- They do not drop piglin heads when killed by a charged creeper's explosion.

## Zombification

When in the Overworld or the End, piglin brutes transform into zombified piglins after 15 seconds. Upon transformation, the

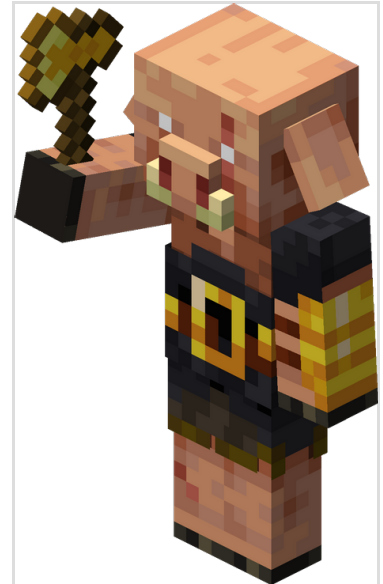
Width: 0.6 blocks  
**In Bedrock Edition:**  
 Height: 1.9 blocks  
 Width: 0.6 blocks

### Spawn

🏠 Bastion remnant

### Natural equipment

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



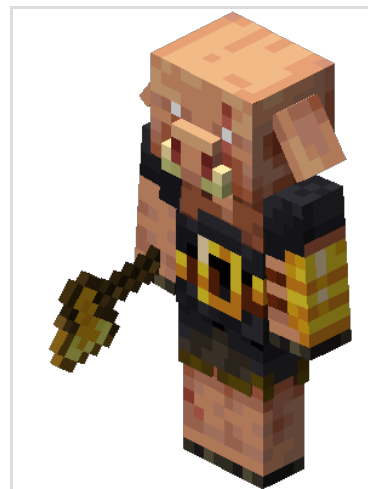
A piglin brute attacking.

spawned zombified piglin has the Nausea effect for 10 seconds<sup>[*JE only*]</sup><sup>[4]</sup>. This Nausea effect is purely cosmetic. When turned into a zombified piglin, a piglin brute keeps its axe.

Piglin brutes summoned in the Overworld with no AI do not zombify and do not pick up items.

## Sounds

*Java Edition:*



A piglin brute turning into a zombified piglin.

Sounds <span>[hide]</span>								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Piglin Brute snorts	Hostile Mobs	Randomly while idle	entity.piglin_brute.ambient	subtitles.entity.piglin_brute.ambient	0.9	0.8-1.2	16
	Piglin Brute snorts angrily	Hostile Mobs	Randomly while angry	entity.piglin_brute.angry	subtitles.entity.piglin_brute.angry	0.9	0.8-1.2	16
	Piglin Brute hurts	Hostile Mobs	When a piglin brute is damaged	entity.piglin_brute.hurt	subtitles.entity.piglin_brute.hurt	0.64 <sup><span>[</span>sound 1<span>]</span></sup>	0.8-1.2	16
	Piglin Brute dies	Hostile Mobs	When a piglin brute dies	entity.piglin_brute.death	subtitles.entity.piglin_brute.death	0.8	0.8-1.2	16
	Footsteps	Hostile Mobs	While a piglin brute is walking	entity.piglin_brute.step	subtitles.block.generic.footsteps	0.1125	1.0	16
	Piglin Brute converts to Zombified Piglin	Hostile Mobs	When a piglin brute converts to zombified piglin	entity.piglin_brute.converted_to_zombified	subtitles.entity.piglin_brute.converted_to_zombified	1.0	0.72-1.08	16

1. Except hurt4, which is 0.65

*Bedrock Edition:*


Sounds <span>[hide]</span>							
Sound	<span>Closed captions</span> <span>[upcoming: BE 26.0]</span>	Source	Description	Identifier	Translation key <span>[upcoming: BE 26.0]</span>	Volume	Pitch
<span></span>	?	Hostile Mobs	Randomly while idle	mob.piglin_brute.ambient	?	0.8 <span>[sound 1]</span>	0.8-1.2
<span></span>	?	Hostile Mobs	Randomly while angry	mob.piglin_brute.angry	?	0.7	0.8-1.2
<span></span>	?	Hostile Mobs	When a piglin brute is damaged	mob.piglin_brute.hurt	?	0.7	0.8-1.2
<span></span>	?	Hostile Mobs	When a piglin brute dies	mob.piglin_brute.death	?	0.7 <span>[sound 2]</span>	0.8-1.2
<span></span>	?	Hostile Mobs	While a piglin brute is walking	mob.piglin_brute.step	?	0.2625	0.8-1.2
<span></span>	?	Hostile Mobs	When a piglin brute converts to zombified piglin	mob.piglin .converted_to_zombified	?	1.0	0.9-1.1
<span></span>	?	Hostile Mobs	<i>Unused sound event</i>	mob.piglin_brute .converted_to_zombified	?	1.0	1.0

- Except idle2, which is 0.75
- Except death3, which is 0.8


## Data values

### ID

*Java Edition:*

Name	Identifier	Translation key <span>[hide]</span>
 Piglin Brute	piglin_brute	entity.minecraft.piglin_brute

*Bedrock Edition:*

Name	Identifier	Numeric ID	Family	Translation key <span>[hide]</span>
 Piglin Brute	piglin_brute	127	adult_piglin monster piglin piglin_brute	entity.piglin_brute.name

### Entity data

Piglin brutes have entity data associated with them that contains various properties.

*Java Edition:*

*Main article: Entity format*

Entity data

**Tags common to all entities**


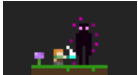

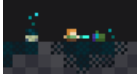
**Tags common to all mobs**

- IsImmuneToZombification**: 1 or 0 (true/false) – if true, the piglin brute does not transform to a zombified piglin when in the Overworld.
- TimeInOverworld**: The number of ticks that the piglin brute has existed in the Overworld; the piglin brute converts to a zombified piglin when this is greater than 300.

*Bedrock Edition:*

See Bedrock Edition level format/Entity format.




## Achievements

<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>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 ender dragon. Mobs that drop <u>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>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>It Spreads</u>	Kill a mob near a Sculk Catalyst	Kill <i>any</i> mob that drops <u>experience</u> near a <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . Mobs that drop <u>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

### Mention

<b>June 25, 2020</b> ( <a href="https://twitter.com/adrian_ivl/status/1276204775894368259">https://twitter.com/adrian_ivl/status/1276204775894368259</a> )	Piglin brutes are mentioned to come to <i>Java Edition</i> in a 1.16.x release.
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### Java Edition

<i>Java Edition</i>			<a href="#">[hide]</a>
<b>1.16.2</b>	<b>20w27a</b>	 Added piglin brutes.	
<b>1.19.3</b> — Experiment — Update 1.20	<b>22w46a</b>	Piglin brute's detection range is now reduced when the player wears a <u>piglin head</u> .	

### Bedrock Edition

		<i>Bedrock Edition</i> <span>[hide]</span>
<b>1.16.20</b>	<b><span>beta 1.16.20.50</span></b>	<span></span> Added piglin brutes.
	<b><span>beta 1.16.20.53</span></b>	The <u>axe</u> that is wielded by piglin brutes may be <u>enchanted</u> now.
	<b><span>beta 1.16.20.54</span></b>	The attack animation of unarmed piglin brutes has been changed.
<b>1.16.100</b>	<b><span>beta 1.16.100.54</span></b>	Piglin brutes no longer spawn with enchanted axes.
		Piglin brutes now drop 20 experience points, instead of 10.
	<b><span>beta 1.16.100.55</span></b>	Zombified piglins that are converted from piglin brutes now keep their golden <u>axes</u> .
<b>1.21.90</b>	<b><span>Preview 1.21.90.20</span></b>	Piglin brutes no longer spawn naturally in peaceful <u>difficulty</u> , but can still be spawned with spawn eggs or the <span><span>/<span> </span>summon</span></span> command.
<b>1.21.100</b>	<b><span>Preview 1.21.100.20</span></b>	Piglin brutes now properly despawn in peaceful difficulty.

## Issues

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

## Trivia

- Piglin brutes were hinted to not have good eyesight.<sup>[5]</sup>
- Piglin brutes were created late in 1.16's development, so they were pushed to a minor release as the developers did not want to add a new feature so close to release.<sup>[6]</sup>
- The golden arm guard is meant to work as a "protection" and is the reason behind their high health.<sup>[7]</sup>
- Sounds that are used by the piglins are lower-pitched when used by the piglin brute (like the converted\_to\_zombified sound).
- Piglin brutes were made to trigger normal piglins when attacked, as to encourage players to avoid or maneuver around them.<sup>[8]</sup>

## Gallery



**This section would benefit from the addition of an image.**

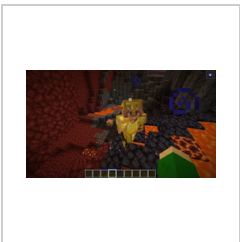
Please remove this notice once you have added a suitable image to the article.

The specific instructions are: *Render of a piglin brute without its outer texture layer*

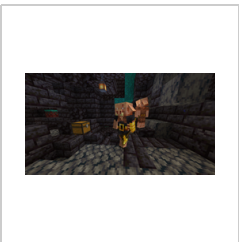
### Screenshots



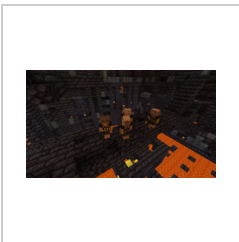
All of the pig-like mobs in the Nether Update.



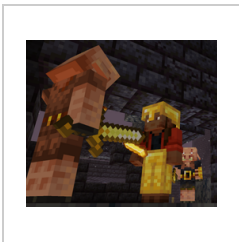
A piglin brute with armor through commands.



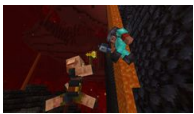
Piglin brute in its natural habitat, a bastion remnant.



A group of piglin brutes in the treasure room of a bastion remnant.



Noor attempting to barter with a piglin before a piglin brute.



Noor fighting a piglin brute with a mace.

## Textures

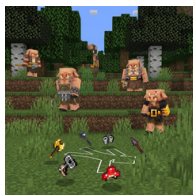


Piglin brute texture file.

## In other media



A preview of the piglin brute.<sup>[9]</sup>



A brute in artwork for A Minecraft Movie: Add-on.



A piglin brute in *Minecraft Dungeons*.






A piglin brute in *Minecraft Legends*.



Lego Minecraft piglin brute.

## See also

-  Piglin
-  Zombified Piglin
-  Bastion Remnant

## References

- MC-227625
- MC-172102 — resolved as "Works As Intended".
- MC-193065 — resolved as "Works As Intended".
- This does not happen in Bedrock Edition due to MCPE-70866.
- "Icing on the nether cake: We added Piglin Brutes! Wanted to increase the challenge of bastions a bit. They are a lot tougher than normal piglins, stay near one spot, and can't be distracted! Hint: they don't see very well :)" (<https://twitter.com/henrikkniberg/status/1276244259109298177>) – @henrikkniberg (<https://twitter.com/henrikkniberg>) on X (formerly Twitter), June 26, 2020
- "Pretty much, yes." (<https://twitter.com/henrikkniberg/status/1276298539828682753>) – @henrikkniberg (<https://twitter.com/henrikkniberg>) on X (formerly Twitter), June 25, 2020

7. "Their golden arm guard functions as a mini shield, now it won't block in animation, but that's the idea behind it 🙌 Hence why they have more health than normal piglins, they don't wear armor at all, they feel like it wears them down. These piggies are strong on their own" (<https://twitter.com/JasperBoerstra/status/1276235448197812224>) – [@JasperBoerstra](https://twitter.com/JasperBoerstra) (<https://twitter.com/JasperBoerstra>) (Jasper Boerstra) on X (formerly Twitter), June 25, 2020
8. "It's 100% not useless! You don't want to come to a Bastion without gold armor, even if the Brutes will attack you without it they are less common in the Bastions than normal Piglins. The idea is to try to avoid or maneuver around the Brutes." (<https://twitter.com/kingbdogz/status/1276427018939314176>) – [@kingbdogz](https://twitter.com/kingbdogz) (<https://twitter.com/kingbdogz>) on X (formerly Twitter), June 26, 2020
9. "Introducing the Piglin Brute. A stronger Piglin not distracted by gold, as they are devoted to protecting the treasures in the Bastions. They do not respect your golden armor, they see right through your disguise." (<https://twitter.com/JasperBoerstra/status/1276191192414326785>) – [@JasperBoerstra](https://twitter.com/JasperBoerstra) (<https://twitter.com/JasperBoerstra>) (Jasper Boerstra) on X (formerly Twitter), June 25, 2020

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	<b>Joke</b>	<a href="#">[show]</a>

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