

# Bogged

re article feedback

For the "Bog" redirects here. For the swamp biome, see [Swamp](#). For the mangrove swamp biome, see [Mangrove Swamp](#).  
This article is about the swamp skeleton variant. For other skeletons, see [Skeleton](#) (disambiguation).

A **bogged** is a [mushroom](#)-covered [skeleton](#) variant that spawns in [swamps](#) and [mangrove swamps](#). Bogged behave similarly to skeletons, but have less [health](#), fire their [bows](#) more slowly, take damage from [powder snow](#), cannot convert to [strays](#), and shoot [tipped arrows](#) of [Poison](#).

## Contents

- Spawning
  - Natural spawning
  - Trial spawners
  - Spider jockeys
- Drops
  - On death
  - Shearing
- Behavior
- Sounds
- Data values
  - ID
  - Entity data
- Achievements
- Advancements
- History
  - Java Edition
  - Bedrock Edition
- Issues
- Trivia
- Gallery
  - Renders
  - Screenshots
    - Before 24w09a

Bogged

IdleAimingSheared



Health points

16 (♥ × 8)

Armor points

0 (🛡)

Behavior

Hostile

Mob type

 [Undead](#) [Monster](#)

Attack strength

Ranged:

 [Bow](#)

In *Java Edition*:  
Easy: 2 (♥) - 4 (♥♥)  
Normal: 3 (♥♥) - 5 (♥♥♥)  
Hard: 4 (♥♥♥) - 8 (♥♥♥♥)  
In *Bedrock Edition*:  
Easy: 1 (♥) - 4 (♥♥)  
Normal: 1 (♥) - 4 (♥♥)

- Mojang screenshots

Development renders

Textures

In other media

- References

Navigation

## Spawning

Bogged can spawn in swamps and mangrove swamps, replacing about 30% of skeletons, as well as in trial chambers via trial spawners.

### Natural spawning

- In *Java Edition*, they spawn in groups of four at a light level of 0 and can spawn both underground and above ground.
- In *Bedrock Edition*, they spawn in groups of 1--2 at light levels 0 through 7, meaning they can spawn during the day in mangrove swamps where the overhead canopy is dense enough, but they cannot spawn underground.

Bogged spawns in: [hide]

depending on proximity  
Hard: 1 (♥) - 5 (♥♥♥)

depending on proximity  
🏹 Arrow of Poison :  
🍄 Poison for 4 seconds,  
dealing 3 (♥♥)

Melee:

Easy and Normal: 2 (♥)

Hard: 3 (♥♥♥)

Hitbox size

Java:

Height: 1.99 blocks  
Width: 0.6 blocks

Bedrock:

Height: 1.9 blocks  
Width: 0.6 blocks

Spawn

 Swamp

 Mangrove Swamp

 Trial Chambers: from trial spawners.

Natural equipment

🏹 Bow (right hand: 95%; left hand: 5%)[*JE only*]; may be enchanted)



🛡 Armor (occasionally, may be enchanted)

 Carved Pumpkin (22.5% chance, only during Halloween)[*JE only*]

 Jack o'Lantern (2.5% chance, only during Halloween)[*JE only*]

Usable items

 Shears

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
 <u>Swamp</u>	30/516	5.81%	4	50	4
 <u>Mangrove Swamp</u>	30/516	5.81%	4	40	1–2

## Trial spawners

Bogged have a  $\frac{1}{3}$  chance to be selected as the "ranged" mob for trial spawners in trial chambers.

## Spider jockeys

 This feature is exclusive to *Bedrock Edition*.




Spiders and cave spiders spawned in swamps and mangrove swamps have a 1% chance to spawn as a spider jockey, with an 80% chance of the rider being a bogged.

## Drops

### On death

*Java Edition*:




Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	<u>Bone</u>	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
	<u>Arrow</u>	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
	<u>Arrow of Poison</u> <sup>[A]</sup>	0–1	50.00%	0.50	0–1	75.00%	0.75	0–1	87.50%	0.88	0–1	91.67%	0.92

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		
	<u>Bone</u>	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	<u>Arrow</u>	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	<u>Arrow of Poison</u> <sup>[A]</sup>	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 killed by a player or a tamed wolf.

- Naturally spawned equipment is damaged when dropped. An enchanted bow has an 8.5% chance of dropping if killed by the player or a tamed wolf (9.5% with Looting I, 10.5% with Looting II, and 11.5% with Looting III). The equipment list is identical to that of the base Skeleton.
  - Bogged spawned from ominous trial spawners do not drop their armor on death.
- Picked-up items always drop and drop with the same damage level it had when picked up.
- 5 experience orbs when killed by a player or a tamed wolf, and an extra 1–3 orbs for each piece of natural equipment that *does not* drop upon death.
  - Because all bogged spawn with at least a bow, this means that an unarmored bogged drops 6–8 if it does not drop its bow upon death.

## Shearing

A bogged drops 2 mushrooms when sheared. Each individual mushroom has an equal chance of dropping as either a brown or red mushroom. Afterward, it cannot be sheared again, and the mushrooms growing from its head are permanently removed from the bogged.

## Behavior

Bogged behave the same as normal skeletons and shoot tipped arrows that inflict Poison for 4 seconds (dealing 3 (♥♥) damage) on any target that they hit. When shooting their bow, bogged are just as fast as skeletons or strays, but bogged have a longer cooldown between attacks. The cooldown is 3.5 seconds on Easy and Normal difficulties, or 2.5 seconds on Hard. This is 1.5 seconds slower than the skeleton's attack cooldown. A bogged holding a tipped arrow or spectral arrow in its off-hand always shoots that type of arrow instead, and the arrow held is not consumed.



A bogged attacking the player.

Unlike regular skeletons, bogged in powder snow take freezing damage and do not convert into strays.<sup>[1]</sup>

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.

As they are also under the "skeletons" entity type tag, if a bogged kills a creeper, the creeper drops a music disc, randomly selected from 13, cat, blocks, chirp, far, mall, mellohi, stal, strad, ward, 11, and wait.

The eyes of bogged are emissive with Vibrant Visuals, similar to strays and parched.

## Sounds

Java Edition:

Sounds <span>[hide]</span>								
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u>	Volume	Pitch	<u>Attenuation distance</u>
	Bogged rattles	Hostile Mobs	Randomly	entity.bogged.ambient	subtitles.entity.bogged.ambient	1.0	0.8-1.2	16
	Bogged hurts	Hostile Mobs	When a bogged is damaged	entity.bogged.hurt	subtitles.entity.bogged.hurt	1.0	0.8-1.2	16
	Bogged dies	Hostile Mobs	When a bogged dies	entity.bogged.death	subtitles.entity.bogged.death	1.0	0.8-1.2	16
	Footsteps	Hostile Mobs	While a bogged is walking	entity.bogged.step	subtitles.block.generic.footsteps	0.15	1.0	16
	Skeleton shoots	Hostile Mobs	When a bogged shoots an arrow	entity.skeleton.shoot	subtitles.entity.skeleton.shoot	1.0	<sup>5</sup> ⁄ <sub>6</sub> -1.25	16
	Shears click	Players (player) Blocks (dispenser)	When a bogged's mushrooms are sheared	entity.bogged.shear	subtitles.item.shear	1.0	1.0	16


Bedrock Edition:

Sounds <span>[hide]</span>							
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.bogged.say	?	1.0	0.8-1.2
	?	Hostile Mobs	When a bogged is damaged	mob.bogged.hurt	?	1.0	0.8-1.2
	?	Hostile Mobs	When a bogged dies	mob.bogged.death	?	1.0	0.8-1.2
	?	Hostile Mobs	While a bogged is walking	mob.bogged.step	?	1.0	1.0
	?	Players	When a bogged shoots an arrow	random.bow	?	1.0	0.83-1.25
	?	Players (player) Blocks (dispenser)	When a bogged's mushrooms are sheared	mob.bogged.shear	?	1.0	1.0


## Data values

### ID

*Java Edition:*

Name	Identifier	Entity tags	Translation key <span>[hide]</span>
 Bogged	bogged	burn_in_daylight can_breathe_under_water ignores_poison_and_regen inverted_healing_and_harm no_anger_from_wind_charge skeletons undead wither_friends sensitive_to_smite	entity.minecraft.bogged

*Bedrock Edition:*

Name	Identifier	Numeric ID	Family	Translation key <span>[hide]</span>
 Bogged	bogged	144	bogged mob monster skeleton undead	entity.bogged.name

## Entity data

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

*Java Edition:*

*Main article: Entity format*

Entity data

<b>Tags common to all entities</b>
<b>Tags common to all mobs</b>


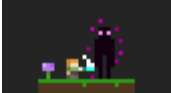

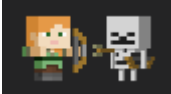

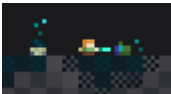
*Bedrock Edition:*

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					
		<u>Monster Hunter</u>	Attack and destroy a monster.	Kill <i>one</i> of these 41 monsters: [show] Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		<u>Sniper Duel</u>	Kill a Skeleton with an arrow from more than 50 meters.	Use a launched arrow to kill a <u>skeleton</u> , <u>with</u> <u>skeleton</u> , <u>stray</u> , <u>bogged</u> , or <u>parched</u> from 50 or more blocks away, horizontally.	30	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) <span>[hide]</span>
	<u>Not Today, Thank You</u>	Deflect a projectile with a Shield	Block any projectile with a <u>shield</u> .
	<u>Monster Hunter</u>	Kill any hostile monster	Kill <i>one</i> of these 41 monsters: <span>[show]</span> 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 ender dragon. <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 monsters: <span>[show]</span> Other mobs may be killed, but are ignored for this advancement.

Advancements that apply to all mobs:



[show]

## History

### Java Edition

<i>Java Edition</i> <span>[hide]</span>		
<b>1.20.3</b> — Experiment — Update 1.21	<b><u>23w45a</u></b>	Added skeletons with Poison tipped arrows as placeholders for bogged in trial chambers.
<b>1.20.5</b> — Experiment — Update 1.21	<b><u>24w07a</u></b>	 Added bogged, replacing skeletons with Poison tipped arrows in trial chambers.
		Creepers now drop music discs when killed by bogged.
	<b><u>24w09a</u></b>	 The texture and model of bogged has been changed.
		Bogged now drop 2 <u>mushrooms</u> (either both red/brown or one of each) when sheared.
<b><u>1.21</u></b>	<b><u>24w18a</u></b>	Bogged are now available without using the "Update 1.21" experimental data pack.
<b><u>1.21.2</u></b>	<b><u>24w33a</u></b>	Now naturally spawn with armor in the order of (most likely to least likely): helmet, chestplate, leggings, boots. <sup>[2]</sup>
<b><u>1.21.4</u></b>	<b><u>24w45a</u></b>	Bogged now prefer to pick <u>bows</u> from the ground as opposed to other items.
<b><u>1.21.11</u></b>	<b><u>pre1</u></b>	Bogged can no longer pick up spears.

## Bedrock Edition

<i>Bedrock Edition</i> <span>[hide]</span>		
<div>1.20.60</div> <div>— Experiment —</div> <div>Update 1.21</div>	<div>Preview</div> <div>1.20.60.20</div>	Added skeletons with Poison tipped arrows as placeholders for bogged in trial chambers.
<div>1.20.70</div> <div>— Experiment —</div> <div>Update 1.21</div>	<div>Preview</div> <div>1.20.70.24</div>	<div></div> <div>Added bogged, replacing skeletons with Poison tipped arrows in trial chambers.</div>
<div>1.20.80</div> <div>— Experiment —</div> <div>Update 1.21</div>	<div>Preview</div> <div>1.20.80.21</div>	<div></div> <div>Updated bogged texture and model.</div>
		Bogged now drop 2 <u>mushrooms</u> (either both red/brown or one of each) when <u>sheared</u> .
<div>1.21.0</div>	<div>Preview 1.21.0.22</div>	Bogged are now available without using the "Update 1.21" experimental toggle.
<div>1.21.20</div>	<div>Preview</div> <div>1.21.10.20</div>	Bogged no longer inflict slowness when melee attacking.
<div>1.21.100</div>	<div>Preview</div> <div>1.21.100.21</div>	Bogged can now spawn as <u>spider jockeys</u> . <sup>[3]</sup>
<i>Upcoming Bedrock Edition</i> <span>[hide]</span>		
<div>26.0</div>	<div>Preview 26.0.23</div>	Bogged can no longer pick up <u>spears</u> .

## Issues

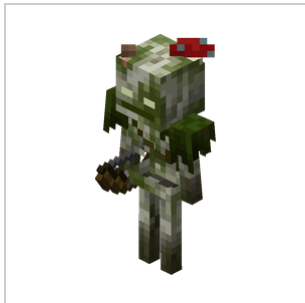
Issues relating to "Bogged" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Bogged%22%29%20ORDER%20BY%20resolution%20DESC>).

## Trivia

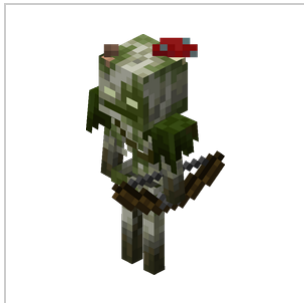
- In real life, human corpses can become mummified within peat bogs, with levels of preservation varying from perfect to just the skeletons. These are referred to as bog bodies ([https://en.wikipedia.org/wiki/Bog\\_body](https://en.wikipedia.org/wiki/Bog_body)).

## Gallery

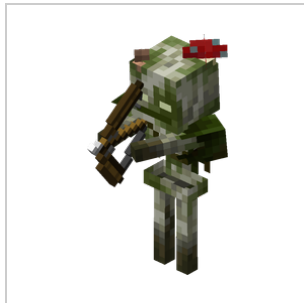
## Renders



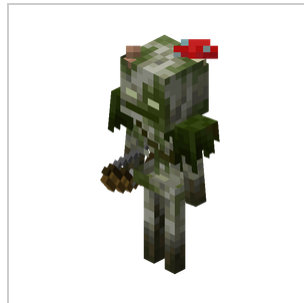
A bogged.



A left-handed bogged.



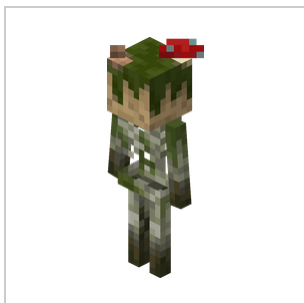
A bogged aiming its bow.



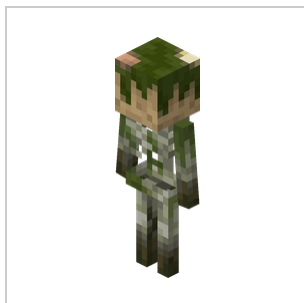
Idle animation.



A sheared bogged.



A bogged without its second layer (this state cannot be seen in vanilla gameplay).



A sheared bogged without its second layer (this state cannot be seen in vanilla gameplay).



A bogged spider jockey.  
*[Bedrock Edition only]*



A bogged cave spider jockey.  
*[Bedrock Edition only]*

## Screenshots



A bogged being compared to the other skeletons in Java Edition.



A bogged wearing full diamond armor.

## Before 24w09a



A bogged in a swamp before 24w09a.



A bogged in a mangrove swamp next to a lantern.



Several bogged in the trial chambers.



Two bogged in a mangrove swamp.

## Mojang screenshots



Bogged in a swamp with a heart.



Bogged near a trial spawner.



Bogged on top of a trial spawner.



A group of bogged in the trial chambers.



A bogged fighting a player at a ruined portal inside a mangrove swamp.



A bogged near a trial spawner.



Makena fighting several bogged in an ominous trial.



A teaser featuring the bogged peeking above mud.



The bogged in a swamp.



The bogged shooting an arrow.



A bogged aiming at something at night.

## Development renders

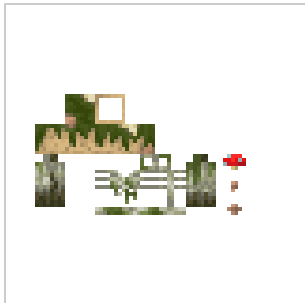


A bogged before 24w09a.

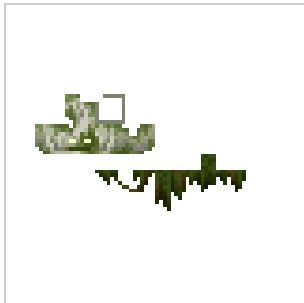


A bogged in 24w07a without its overlay texture (this state is never seen in vanilla gameplay).

## Textures

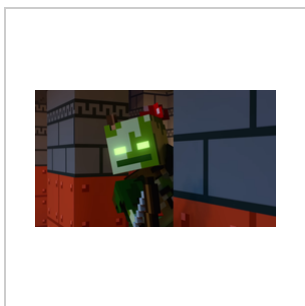


Bogged texture file.

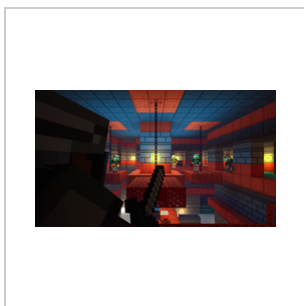


Bogged overlay texture file.

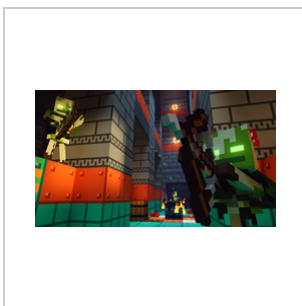
## In other media



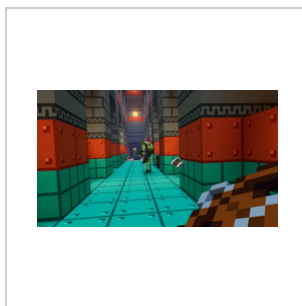
A bogged peeking out from behind a corner, in the Tricky Trials Update Official Trailer.



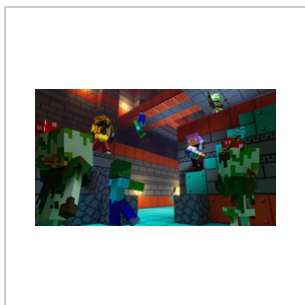
Steve before a group of bogged.



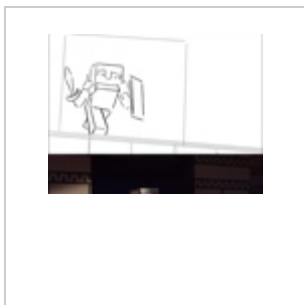
Several bogged aiming.



A first person shot of Sunny firing at a bogged.



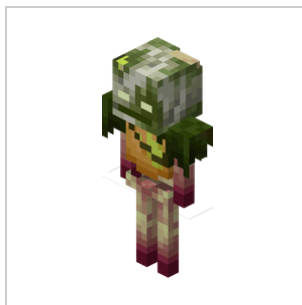
Makena and Efe fighting various bogged.



Storyboards of several bogged poisoning Kai.



Pixel art of a bogged used in Trial Chamber Legends.



The potato bogged from 24w14potato.

## References

- MC-268579 — Bogged in powder snow freeze on death instead of converting to Stray — resolved as "Works As Intended".
- "[MC-182478] Mob armor generates starting with boots rather than helmet - Jira" (<https://bug.s.mojang.com/browse/MC/issues/MC-182478>) – Mojira, May 5, 2020.

## Navigation

Retrieved from "<https://minecraft.wiki/w/Bogged?oldid=3343602>"