

# Piglin

For other uses, see [Piglin \(disambiguation\)](#).

A **piglin** is a neutral mob found in the Nether. It is hostile to players unless they wear at least one piece of golden armor. It can be given gold ingots to barter for various items. It wields either a golden sword, golden spear, or crossbow, and uses either melee, spear charge, or ranged attacks, respectively.

**Baby piglins** do not grow up, are passive, and take gold without giving anything in return.

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## Piglin

**Sword** Targeting (melee) Crossbow  
Aiming (crossbow) Spear Baby



**Java Edition**



**Bedrock Edition**



**Health points** 16 (♥ × 8)

**Armor points** 0 (🛡)

**Behavior** Neutral (adult)  
Passive (baby)

**Mob type** Monster

**Attack strength** Ranged:  
Crossbow:  
**In Java Edition:**  
Easy and Normal: 2 (♥) to 5 (♥♥)  
Hard: 3 (♥♥) to 5 (♥♥♥)  
**In Bedrock Edition:**  
Easy and Normal: 2 (♥) to

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## Spawning

Piglins spawn in groups of 4 in nether wastes and 3-4 in crimson forest biomes at light levels of 11 [Java Edition only] or 7 [Bedrock Edition only] and below. They can spawn on most blocks other than nether wart blocks and magma blocks.

Piglins spawn within [bastion remnants](#) upon generation.

Each piglin has a 20% [Java Edition only] or 5% [Bedrock Edition only] chance to spawn as a baby.

In [Java Edition](#), piglins do not naturally spawn in the Peaceful difficulty except during [world generation](#) as part of [bastions](#). However, they are passive.

Every adult piglin spawns with a weapon: either a golden sword (45% chance), a golden spear (5% chance) or a crossbow (50% chance). Adult piglins can also spawn with golden armor, with each armor slot independently having a 10% chance to be equipped. Therefore, each piglin has a 34.39% chance to spawn with at least 1 piece of armor, and a 0.01% chance to spawn with a full set. Baby piglins never spawn with weapons or armor.

A baby piglin can also be spawned by using a piglin spawn egg on an adult piglin.

Piglin spawns in: [\[hide\]](#)

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Crimson Forest	5/15	33.33%	3–4	5	3–4
Nether Wastes	15/168	8.93%	4	15	4

## Drops

**On death**

[Java Edition](#):

[Decimal](#) [Fraction](#) [Distribution](#) [Expectation](#)

4 (❤️)

Hard: 2 (❤) to 5 (❤️)

**Melee:**

Golden Sword:

**In Java Edition:**

Easy: 5 (❤️)

Normal: 8 (❤️)

Hard: 12 (❤ × 6)

**In Bedrock Edition:**

Easy: 5.5 (❤ × 2.75)

Normal: 9 (❤️)

Hard: 13.5 (❤ × 6.75)

**Unarmed:**

Easy: 3.5 (❤ × 1.75)

Normal: 5 (❤️)

Hard: 7.5 (❤ × 3.75)

**In Java Edition:**

Height: 1.95 blocks

Width: 0.6 blocks

**In Bedrock Edition:**

Height: 1.9 blocks

Width: 0.6 blocks

**Speed**

0.35

**Spawn**

Golden Sword (45% of adults, right hand: 95%; left hand: 5% [JE only]; may be enchanted)

Crossbow (50% of adults, right hand: 95%; left hand: 5% [JE only]; may be enchanted)

Golden Spear (5% of adults, right hand: 95%; left hand: 5% [JE only]; may be enchanted)

Golden Helmet (occasionally on adults, may be enchanted)

Golden Chestplate (occasionally on adults, may be enchanted)

Golden Leggings (occasionally on adults, may be enchanted)

Golden Boots (occasionally on adults, may be enchanted)

**Natural equipment****Usable items**

Gold Ingot

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Piglin Head <sup>[A]</sup>	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

A. Only when killed by a charged creeper.

Bedrock Edition:

### Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Piglin Head <sup>[A]</sup>	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

A. Only when killed by a charged creeper.

If a piglin is killed in one hit while admiring a gold ingot, the ingot drops. However, if the piglin is hit and not killed, the piglin stops admiring the item. This causes the item to vanish from its hands and subsequently not drop when the piglin is killed.

## Equipment

Adults have an 8.5% chance of dropping each naturally held or worn piece of equipment when killed by a player or tamed wolf. The dropped item has a random durability. Each level of Looting used to kill the piglin increases the drop chance for each piece of equipment by 1%.

Babies always spawn without equipment.

### Weapons

A piglin naturally spawns with one of these weapons:

-  Golden Sword (45%, or  $\frac{9}{20}$ )
-  Crossbow (50%, or  $\frac{1}{2}$ )
-  Golden Spear (5%, or  $\frac{1}{20}$ )

### Armor

Adults sometimes [more information needed] spawn with 1-4 normal or enchanted pieces of armor, which may be:

-  Golden Helmet
-  Golden Chestplate
-  Golden Leggings
-  Golden Boots

### Picked up equipment

Piglins always drop picked-up equipment upon death.

Piglins can pick up any type of armor or weapon, as long as the new equipment is better than the current equipment. See § Picking up items.

In Java Edition, a picked-up item always drops with the same durability as when picked up.

In Bedrock Edition, armor [more information needed] picked up by piglins can lose durability and even break (if it takes enough damage).

## Other picked up items

Piglins do not drop any gold ingots, raw porkchops, or cooked porkchops that they have picked up. However, any other items they have picked up are dropped.

## Experience

Adults drop 5, which is not affected by armor, if killed by a player or tamed [wolf](#). Baby piglins drop 5 [[JE only](#)] [1] or 1 [[BE only](#)] [2].

## Behavior

Piglins snort enviously while watching players holding a gold-related item.

Like [villagers](#), piglins can open and close [wooden](#) and [copper](#) doors, but cannot open [fence gates](#), [trapdoors](#), or [iron doors](#). They also cannot climb [ladders](#).

Piglins cannot swim and can drown if submerged.<sup>[3]</sup> They are not naturally immune to [fire](#) or [lava](#).<sup>[4]</sup>

Idle piglins retreat from [zombified piglins](#), [zoglins](#), [soul fire](#), [soul torches](#), [soul lanterns](#), and [lit soul campfires](#). Piglins ignore soul fire items when pursuing the player, but still run from zombified piglins and zoglins. Baby piglins additionally retreat from [wither skeletons](#) and [withers](#).

Crossbow piglins do not reload their crossbows when spawned, unlike [pillagers](#). They reload only when provoked.

Baby piglins are passive and play with baby [hoglins](#), running around and riding upon them. Up to 3 baby piglins may stack on top of each other while riding a baby hoglin.

Baby piglins can be given gold, but they do not give anything in return and run away. Baby piglins can also pick up and wear armor as well as hold gold tools or weapons. However, they are unable to pick up leather.

Unlike many other mobs, piglins cannot be spawned holding any items in their off-hand; instead, the item in question is placed into their inventory or, if applicable, their main hand or an armor slot.<sup>[5]</sup> As a consequence, they cannot fire special ammunition from their crossbows, such as [firework rockets](#) or [tipped arrows](#), and they cannot use a [totem of undying](#) alongside a melee weapon. If spawned with a [gold ingot](#) in their off-hand, the piglin immediately drops a random [bartering](#) good without examining the ingot.

## Aggravation

Adult piglins are neutral if the player is wearing at least one piece of [golden armor](#). Piglins are provoked by any player who:

- Is not wearing any piece of gold armor.
  - Short range, light aggravation
- Attacks a piglin or [piglin brute](#), regardless of whether the player kills it in one hit or not.
  - Long range, heavy aggravation to the damaged piglin, medium aggravation to other piglins
- Opens or breaks a chest, [trapped chest](#), [copper chest](#), [ender chest](#),<sup>[6]</sup> [shulker box](#),<sup>[7]</sup> [barrel](#), [minecart with chest](#), or [boat with chest](#).
  - Opening is short range, medium aggravation
  - Breaking is mid-range, medium aggravation
- Breaks a [block of gold](#), [gold ore](#), [gilded blackstone](#), [nether gold ore](#), [block of raw gold](#), or [deepslate gold ore](#).
  - Mid-range, medium aggravation

## Aggravation range

- Short range: When a piglin has been aggravated by a player not wearing gold [armor](#), or opening a container, piglins from up to around 15 blocks centered around the player become aggravated by the player if there is a straight line of sight to the player.
- Mid range: When a piglin has been aggravated by a player breaking a [golden block](#) or a container, piglins from up to 16

blocks from the player's feet become aggravated. No line of sight is required.

- Long range: When a piglin has been aggravated by a player damaging a piglin or piglin brute, piglins from up to 16 blocks from the damaged piglin (rather than the player) become aggravated. No line of sight is required.

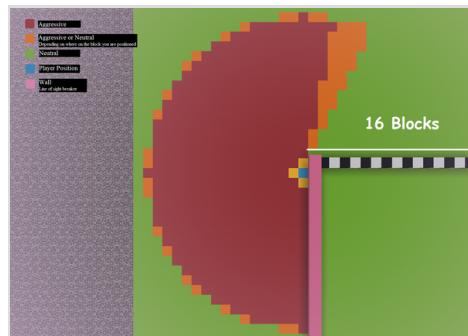


Illustration of short range aggravation of piglins. Note the spherical range and that piglins behind walls are not aggravated because their line of sight is blocked.

## Light aggravation

- Light aggravation occurs when a piglin has been aggravated by a player not wearing gold armor.
- The piglin can de-aggravate when the player puts on gold armor, distracts the piglin with gold, or the piglin loses a line of sight with the player.

## Medium aggravation

- Medium aggravation occurs when a piglin has been aggravated by a player opening/breaking a container or breaking a golden block, or when a piglin witnesses a piglin brute or another piglin getting damaged by a player.
- Piglins under medium aggravation can be distracted with gold.
- A piglin already under light aggravation does not re-aggravate to medium aggravation. This means that if a piglin knows a player broke a golden block near them after already going after them due to them not wearing gold armor, the player can de-aggravate that piglin by putting on gold armor or losing the line of sight even though the player broke the golden block.

## Heavy aggravation

- Heavy aggravation occurs if a piglin is damaged.
- The piglin cannot be distracted by gold and is unable to barter while under heavy aggravation.

## Other

- A player who is under the influence of the Invisibility effect can open containers in front of piglins without aggravating them. The player, while invisible, can also break containers or gold blocks without aggravating them.
- In Java Edition, a player under the Invisibility effect who is not wearing any armor can attack piglins without causing the piglins to retaliate. This is not the case with any other hostile or neutral mob because mobs attacked by an invisible player still attack the player.<sup>[8]</sup>

Opening or breaking a hopper does not provoke piglins.<sup>[9]</sup> Piglins do not react to the opening or breaking of other containers. Breaking a bell does not provoke them either, even though piglins admire them as gold.<sup>[10]</sup>

When provoked, piglins remain hostile for 30 seconds.

Unlike other neutral mobs, piglins don't count towards the AngryAt tag.<sup>[11][12][13]</sup>

## Attacking

When a piglin is attacking, it holds its dominant arm and sword in front of it, similarly to a vindicator.

Adult piglins are hostile toward wither skeletons and withers.

Adult piglins congregate within 16 blocks and attack in hordes.

When attacking with a crossbow, piglins shoot arrows every 2 seconds. In Java Edition, they walk backward (stopping if at the edge of a drop) as soon as the target is close. In Java Edition, their crossbows can break if it runs out of durability,<sup>[14]</sup> making the piglins use their fists, while in Bedrock Edition their crossbows never break.<sup>[15]</sup> Unlike mobs armed with bows, they do not strafe from left to right while shooting. Also, unlike pillagers, piglins cannot fire firework rockets or special kinds of arrows, since they cannot hold them in their off-hand if spawned so.<sup>[5]</sup> Piglins with swords and other items rush at the player.

If a group of piglins successfully defeats their target, they gather at the site of their target's demise and emit "celebration sounds". However, piglins do not have a chance of dancing unless their target was a hoglin.

Iron golems attack both adult and baby piglins; however, piglins do not attack iron golems without provocation.

The detection range of piglins is reduced to half of their normal range (17.5 blocks) when the player is wearing a piglin head.

Piglins also retaliate to being rammed by a goat.<sup>[Java Edition only]</sup><sup>[16]</sup>

## Hunting

Piglins sometimes attack hoglins, causing other piglins and piglin brutes<sup>[Bedrock Edition only]</sup> in that area to attack the targeted hoglin as well.

Adults do not immediately attack adult hoglins on sight, but a piglin has a random chance to decide to hunt a hoglin (this decision rarely happens if the piglin recently hunted, but other piglins can still start a hunt).<sup>[verify]</sup> Once that piglin attacks the hoglin, all other piglins and piglin brutes<sup>[Bedrock Edition only]</sup> in that area become hostile to the hoglin. If outnumbered by hoglins, the piglins flee, making "retreat" sounds. After defeating a hoglin (or any other entity), piglins have a 10% chance to do a "victory dance" by bobbing their heads, bodies and sticking out their arms like a T-pose.

Each piglin that sees a hoglin has a 10% chance of starting a hunt.<sup>[verify]</sup> Therefore, the more piglins there are, the larger the chance of a hunt occurring, as there are more opportunities for a hunt to begin.

After a hunt, any nearby piglins pick up the porkchops or cooked porkchops the hoglin dropped, but not the leather.

Piglins that spawned as part of a bastion remnant during world generation do not hunt.

Piglin brutes also join in hunts started by piglins, but do not start a hunt themselves.<sup>[Bedrock Edition only]</sup>

## Being distracted

Piglins briefly stop attacking when given gold items. If the player offers a gold ingot, bartering then takes place as it normally would. They resume attacking once the barter is complete. If the player distracts them with a gold item and equips a piece of gold armor while the piglin is examining the item, then the piglin ceases hostility. They may also cease hostility if distracted enough times. If the player breaks any gold-related block or hurt/kill a piglin and then distracts the piglin up to 5 times with a piece of gold armor equipped, the piglin ceases hostility entirely.

## Bartering

*Main article: Bartering*

Adult piglins can trade gold ingots for certain items when a gold ingot is dropped near them or when the player uses it while looking at them. The piglin "examines" the ingot for six<sup>[JE only]</sup> or eight<sup>[BE only]</sup><sup>[17]</sup> seconds, then drops a random item from the chart. However, baby piglins examine the ingot and then run away without dropping an item. Piglins can also pick up items dropped by a dispenser or dropper. In *Java Edition*, the pool for what piglins can barter may be modified in a data pack.

Piglins can still barter while riding another mob.



A piglin bartering in a warped forest.

## Picking up items

*Main article: Geared mobs § Picking up gear*

Piglins can pick up any items they come across, except for leather, and prefer gold-related items, which they actively seek out.

Each piglin has eight hidden inventory slots in which it can stack items. A piglin with a full inventory does not attempt to pick up gold-related items, except gold ingots.

## Equipping

A piglin automatically equips any armor or weapon it can pick up, as long as the new equipment is better than its current equipment. When this happens, the previously held or worn item is dropped, giving players another way to easily recover their equipment. Piglins also prefer gold over other armors.

When a piglin picks up a gold-related piece of equipment, it has to inspect the item first before equipping it. Inspecting the item takes six seconds. However, non-gold equipment, if preferable, is equipped instantly. Piglins do not pick up any items when the `/gamerule mobGriefing` is set to false.

Only a piglin with a crossbow can pick up crossbows.

A piglin picks up raw porkchops and cooked porkchops from 1 block, unless it has already done so within the last 10 seconds. However, a piglin does not seek out porkchops or go out of its way to collect them.

## Piglin loved items

Items with the piglin\_loved tag are the only items that piglins want and pick up. When a piglin picks up one of these items, the player who dropped it (if it was dropped by a player) is given the advancement/achievement "O(oo)h Shiny!", unless the item was a gold nugget. Piglins aren't interested in other items, and can't be distracted by other items, even if the items are related to gold in some way.

Items that piglins love:

- Bell
- Block of Gold
- Block of Raw Gold
- Clock
- Deepslate Gold Ore
- Enchanted Golden Apple
- Gilded Blackstone
- Glistening Melon Slice
- Gold Ingot (piglins barter something else in return)
- Gold Nugget
- Gold Ore
- Golden Apple
- Golden Axe
- Golden Boots (worn after being examined)
- Golden Carrot
- Golden Chestplate (worn after being examined)
- Golden Helmet (worn after being examined)
- Golden Hoe
- Golden Horse Armor
- Golden Nautilus Armor
- Golden Leggings (worn after being examined)
- Golden Pickaxe
- Golden Shovel
- Golden Spear
- Golden Sword (equipped if piglin is using a non-gold weapon or crossbow, or does not already have one)
- Light Weighted Pressure Plate
- Nether Gold Ore
- Raw Gold

Baby piglins attempt to pick up every item (except leather), regardless of whether they love it, and they admire gold ingots and do not barter any items.

Adult piglins can pick up gold nuggets, but won't inspect them for bartering. When killed, a piglin drops all of its items, except for gold ingots, raw porkchops, and cooked porkchops.

## Despawning

Piglins that spawned in a bastion remnant during world generation, and piglins that have picked up or equipped items, do not despawn naturally.

## Zombification

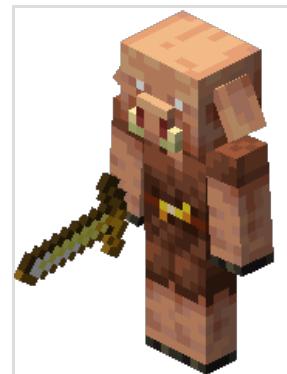
When in the Overworld or the End, piglins transform into zombified piglins after 15 seconds, retaining their armor, their name, and any items that they are holding. However, they cannot shoot a crossbow, using it instead as a melee weapon. Upon transformation, the spawned zombified piglin has the Nausea effect for 10 seconds<sup>[JE only]</sup><sup>[18]</sup>; this is just a cosmetic effect. When a piglin transforms into a zombified piglin, it drops anything except equipped weapons and armor in its inventory; other items in its inventory disappear. In Bedrock Edition, if the game is set to Peaceful difficulty, the piglin despawns instead of transforming because hostile mobs do not exist in Peaceful difficulty. A piglin that returns to the Nether before 15 seconds remains unchanged, although the 15-second portal cooldown usually prevents them from returning during that time.

A piglin does not zombify outside the Nether if its IsImmuneToZombification tag is set to true. Piglins with their NoAI tag set to true also do not zombify.

In *Java Edition*, if a piglin is inspecting/admiring a gold ingot or a gold-related item and then gets zombified while inspecting, it drops the gold ingot or the gold-related item.

## Sounds

Java Edition:



A piglin turning into a zombified piglin.

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Piglin snorts	Hostile Mobs	Randomly	entity.piglin.ambient	subtitles.entity.piglin.ambient	0.66	0.8-1.2 (Baby: 1.3-1.7)	16	
	Piglin snorts angrily	Hostile Mobs	Randomly while angry	entity.piglin.angry	subtitles.entity.piglin.angry	0.7	0.8-1.2 (Baby: 1.3-1.7)	16	
	Piglin retreats <sup>[sound 1]</sup>	Hostile Mobs	When a piglin runs away from something feared or while in the Overworld	entity.piglin.retreat <sup>[sound 1]</sup>	subtitles.entity.piglin.retreat <sup>[sound 1]</sup>	0.65	0.8-1.2 (Baby: 1.3-1.7)	16	
	Piglin hurts	Hostile Mobs	When a piglin is damaged	entity.piglin.hurt	subtitles.entity.piglin.hurt	0.7	0.8-1.2 (Baby: 1.3-1.7)	16	
	Piglin dies	Hostile Mobs	When a piglin dies	entity.piglin.death	subtitles.entity.piglin.death	varies <sup>[sound 2]</sup>	0.8-1.2 (Baby: 1.3-1.7)	16	
	Footsteps	Hostile Mobs	While a piglin is walking	entity.piglin.step	subtitles.block.generic.footsteps	0.1125	1.0	16	
	Piglin celebrates	Hostile Mobs	When a piglin defeats a hoglin	entity.piglin.celebrate	subtitles.entity.piglin.celebrate	0.8 <sup>[sound 3]</sup>	0.8-1.2 (Baby: 1.3-1.7)	16	
	Piglin snorts enviously	Hostile Mobs	Randomly while a player is holding a gold item, or when a piglin is unable to pick up item from the ground because another piglin picked it up (and a player holding gold is nearby)	entity.piglin.jealous	subtitles.entity.piglin.jealous	0.8	0.8-1.2 (Baby: 1.3-1.7)	16	
	Piglin admires item	Hostile Mobs	When a piglin sees a gold item	entity.piglin.admiring_item	subtitles.entity.piglin.admiring_item	0.8 <sup>[sound 4]</sup>	0.8-1.2 (Baby: 1.3-1.7)	16	
	Piglin converts to Zombified Piglin	Hostile Mobs	When a piglin converts to a zombified piglin	entity.piglin.converted_to_zombified	subtitles.entity.piglin.converted_to_zombified	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	

1. MC-98316 — Wrong subtitles caused by missing distinction<sup>[verify]</sup>

2. idle1 and idle2 are 0.7; idle3 and idle4 are 0.8

3. Except celebrate3, which is 0.75

4. Except celebrate4, which is 0.85

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.piglin.ambient	?	0.8 [sound 1]	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	Randomly while angry	mob.piglin.angry	?	0.7	0.8-1.2 (Baby: 1.3-1.7)	
None	None [sound 5]	None	Undefined sound event	mob.piglin.attack	None [sound 5]	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	When a piglin runs away from something feared	mob.piglin.retreat	?	0.8	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	When a piglin is damaged	mob.piglin.hurt	?	0.7	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	When a piglin dies	mob.piglin.death	?	varies [sound 2]	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	While a piglin is walking	mob.piglin.step	?	0.2625	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	When a piglin defeats a hoglin	mob.piglin.celebrate	?	0.8 [sound 3]	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	Randomly when a piglin is unable to pick up item from the ground because another piglin picked it up, or while a player is holding a gold item	mob.piglin.jealous	?	0.8	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	When a piglin sees a gold item	mob.piglin.admiring_item	?	0.8 [sound 4]	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	When a piglin converts to a zombified piglin	mob.piglin .converted_to_zombified	?	1.0	0.9-1.1	

1. Except idle2, which is 0.75
2. 0.7 for death1 and death2, and 0.8 for death3 and death4
3. Except celebrate3, which is 0.75
4. Except celebrate4 (the fourth sound), which is 0.85
5. Empty events do not have this parameter set.

## Data values

### ID

*Java Edition:*

Name	Identifier	Translation key [hide]
 Piglin	piglin	entity.minecraft.piglin

*Bedrock Edition:*

Name	Identifier	Numeric ID	Translation key [hide]
 Piglin	piglin	123	entity.piglin.name

## Entity data

Piglins 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

- **CannotHunt**: 1 or 0 (true/false) – if true, the piglin does not attack hoglins. Set to true for piglins spawned as a part of bastion remnants during world generation.
- **Inventory**: Each compound tag in this list is an item in the piglin's inventory. It can hold a maximum of 8 items.
  - └ An item in the inventory, excluding the Slot tag.
- **A single item stack**
- **IsBaby**: 1 or 0 (true/false) – true if the piglin is a baby. May not exist.
- **IsImmuneToZombification**: 1 or 0 (true/false) – if true, the piglin does not transform to a zombified piglin when in the Overworld.
- **TimeInOverworld**: The number of ticks that the piglin has existed in the Overworld; the piglin converts to a zombified piglin when this is greater than 300.

### 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					
		<a href="#">Monster Hunter</a>	Attack and destroy a monster.	Kill one of these 41 monsters: <a href="#">[show]</a> Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		<a href="#">Camouflage</a>	Kill a mob while wearing the same type of mob head.	—	30	Bronze
		<a href="#">It Spreads</a>	Kill a mob next to a <a href="#">catalyst</a>	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
		<a href="#">Oooh, shiny!</a>	Distract a <a href="#">Piglin</a> using gold	Give a piglin a gold item <a href="#">[more information needed]</a> while it is aggressive toward the player.	30	Silver

Achievements that apply to all mobs:

[\[show\]](#)

## Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	<u>Not Today, Thank You</u>	Deflect a projectile with a Shield	Block any projectile with a <u>shield</u> .	
	<u>Oh Shiny</u>	Distract Piglins with gold	While aggravated, give a <u>piglin</u> one of these 27 gold-related items in the <u>#piglin_loved</u> item tag: <a href="#">[show]</a> The player must not be wearing any gold armor. Other gold-related items do not distract the piglin and do not trigger this advancement.	
	<u>Monster Hunter</u>	Kill any hostile monster	Kill <u>one</u> 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 <u>any</u> 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.	
	<u>Monsters Hunted</u>	Kill one of every hostile monster	Kill <u>each</u> 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:

[\[show\]](#)

## Videos

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## History

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See also: [Bartering/Outdated loot tables](#)

 **This section would benefit from the addition of more images.**

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

The specific instructions are:

- Bedrock 1.16.0.63 - "Gold ingots now render properly in piglin's hands at all times." (Before and After)

## Concept

<a href="https://twitter.com/notch/status/28832121068">October 26, 2010 (https://twitter.com/notch/status/28832121068)</a>	 Miclee suggests the concept of pigmen, the predecessor to piglins, resulting in him temporarily receiving the bacon cloak as a reward. <sup>[19]</sup>
<a href="https://twitter.com/notch/status/62531431175421952">April 25, 2011 (https://twitter.com/notch/status/62531431175421952)</a>	It is suggested that pigmen may be the inhabitants of the then-to-be-implemented <a href="#">villages</a> .
<a href="https://twitter.com/Dinnerbone/status/235000878841606144">August 13, 2012 (https://twitter.com/Dinnerbone/status/235000878841606144)</a>	Coding of a mob with no clothes is hinted at. This is later revealed to be a pigman which could be hired as a bodyguard. <sup>[20]</sup> The <a href="#">player</a> would have been able to give it armor and weapons. <sup>[21]</sup>
<a href="https://twitter.com/Dinnerbone/status/235322386730328064">August 14, 2012 (https://twitter.com/Dinnerbone/status/235322386730328064)</a>	Further development of the pigman bodyguard.
<a href="https://twitter.com/Dinnerbone/status/246757052750364673">September 14, 2012 (https://twitter.com/Dinnerbone/status/246757052750364673)</a>	The pigman bodyguard is shelved.

## Announcement

	Piglins are announced at MINECON Live 2019.
<a href="https://www.minecraft.net/en-us/article/everything-we-announced-minecon-live-2019">September 28, 2019 (https://www.minecraft.net/en-us/article/everything-we-announced-minecon-live-2019)</a>	 Footage shown at MINECON Live shows that angered piglins raise their arms in a manner similar to <a href="#">zombies</a> , or <a href="#">zombified piglins</a> . This is a behavior that is not reflected in the final version.
<a href="https://twitter.com/henrikkniberg/status/1202598609407135745">December 5, 2019 (https://twitter.com/henrikkniberg/status/1202598609407135745)</a>	 A video shows a piglin with crossbow with a baby <a href="#">hoglin</a> .
<a href="https://twitter.com/henrikkniberg/status/1205479790985265153">December 14, 2019 (https://twitter.com/henrikkniberg/status/1205479790985265153)</a>	An image of a hoglin and piglins is released.
<a href="https://twitter.com/henrikkniberg/status/1217048924831260672">January 14, 2020 (https://twitter.com/henrikkniberg/status/1217048924831260672)</a>	A video shows piglins picking up <a href="#">gold</a> thrown by the <a href="#">player</a> and throwing back a placeholder <a href="#">diamond</a> .
<a href="https://crowdin.com/translate/minecraft/9435/enus-fr#5225540">March 4, 2020 (https://crowdin.com/translate/minecraft/9435/enus-fr#5225540)</a>	An official post on <a href="#">Crowdin</a> <sup>[22]</sup> explains that the piglin was named such because it is a gender-neutral form of the word <i>pigman</i> .

## Java Edition

<b>Java Edition Alpha</b>			[hide]
<a href="#">v1.2.0</a>	<a href="#">preview</a>	 The texture of pigmen has been added: mobs/pigman.png. <a href="#">[23]</a>	
<b>Java Edition</b>			[hide]
<a href="#">1.6.1</a>	<a href="#">13w24a</a>	The pigman texture has been removed.	
<a href="#">1.16</a>		 Added piglins and baby piglins.  Piglins can hold <a href="#">crossbows</a> . Piglins can be converted into <a href="#">zombified piglins</a> in the Overworld.  The player can barter with Piglins.  Baby Piglins don't barter. Piglins attack <a href="#">wither skeletons</a> , but only when in groups of two or more. <a href="#">[24]</a> Piglins and hoglins don't look at their target. <a href="#">[25]</a>  Baby piglins can pick up items.  Piglins can hold up crossbows to fire with no arrows loaded if interrupted while loading them. <a href="#">[26]</a>  Piglins use one hand to hold a loaded crossbow. <a href="#">[27]</a>	
	<a href="#">20w07a</a>		Piglins now have an <code>IsImmuneToZombification</code> data value that, when set, prevents them from zombifying in the Overworld. The loot table of <a href="#">items</a> that can be bartered from piglins has been modified.  Baby piglins can now ride on the back of baby hoglins.
	<a href="#">20w10a</a>		The loot table of <a href="#">items</a> that can be bartered from piglins has been modified again. Piglins do not need to be in a group to attack a wither skeleton anymore and wither skeletons now attack piglins unprovoked. Players are unable to set "LeftHanded" to "1b" for piglins. <a href="#">[28]</a> Firework damage now provokes piglins. <a href="#">[29]</a>
	<a href="#">20w11a</a>		Enchanted books and iron boots with <a href="#">Soul Speed</a> have been added to the items that can be <a href="#">bartered</a> from piglins. Players are able to set "LeftHanded" to "1b" for piglins. Piglins and hoglins look at their target.
	<a href="#">20w12a</a>		 Baby piglins can now ride on top of each other on a baby <a href="#">hoglin</a> , up to three baby piglins can climb on at once.
	<a href="#">20w14a</a>		Piglins now avoid <a href="#">zoglins</a> , the same way they avoid <a href="#">zombified piglins</a> . A baby piglin no longer holds a <a href="#">weapon</a> when it turns into a <a href="#">zombie</a> . The texture size has changed from 128x64 to 64x64, and the layout of the parts of the ears of piglins has been changed.
	<a href="#">20w16a</a>		Piglins now spawn in <a href="#">bastion remnants</a> .
	<a href="#">20w19a</a>		Piglins now become <a href="#">zombified piglins</a> when in the End.
	<a href="#">20w21a</a>		Piglins no longer walk around when admiring gold. If a piglin is <a href="#">hurt</a> while admiring an gold ingot, the ingot now disappears.
	<a href="#">20w22a</a>		 Piglins now occasionally dance after defeating a <a href="#">hoglin</a> .

		 Piglins now have the <a href="#">vindicator</a> attacking animation when melee attacking.
<b>pre3</b>		The position of the head of piglins when they are dancing has been changed from  to  .
		The helmet model now uses the player helmet model on the piglins instead of a unique one that appears wider than the player's. 
		Piglins get angry if they detect a player breaking a storage block or a golden block, even when out of their line of sight.
	<b>pre6</b>	Adult piglins now may spawn with <a href="#">enchanted gear</a> .
<b>1.16.2</b>	<b>pre1</b>	Piglins now become angry with players who open or destroy a <a href="#">minecart with chest</a> or a <a href="#">minecart with hopper</a> .
<b>1.16.3</b>	<b>Release Candidate 1</b>	Piglins no longer have pathfinding problems. <sup>[30]</sup>
<b>1.17</b>	<b>20w45a</b>	Baby piglins can no longer pick up leather. <sup>[31]</sup>
	<b>21w08a</b>	Piglins now become angry with players who destroy <a href="#">deepslate gold ore</a> .
	<b>21w14a</b>	Added <a href="#">raw gold</a> , which piglins attempt to pick up.
	<b>21w18a</b>	Piglins now become angry with players who destroy <a href="#">blocks of raw gold</a> .
		Piglins can also now pick up blocks of raw gold.
<b>1.19</b>	<b>22w12a</b>	Piglins now become angry with players who open or destroy a <a href="#">boat with chest</a> .
<b>1.19.3 Experiment Update 1.20</b>	<b>22w46a</b>	Piglins now drop <a href="#">piglin heads</a> when killed by a <a href="#">charged creeper</a> .
		Piglins' detection range is now reduced when the player wears a piglin head.
<b>1.19.4</b>	<b>23w06a</b>	Minecart with hopper no longer aggravates piglins when opened. <sup>[32]</sup>
<b>1.21.4</b>	<b>24w45a</b>	Piglins now prefer to pick <a href="#">crossbows</a> from the ground as opposed to other items.
<b>1.21.6</b>	<b>25w18a</b>	<a href="#">Dried ghasts</a> have been added to the items that can be <a href="#">bartered</a> from piglins.
<b>1.21.11</b>	<b>25w41a</b>	Piglins can now spawn with the new <a href="#">golden spears</a> .
		Piglins now consider <a href="#">golden spears</a> as one of the items they like.
	<b>25w42a</b>	Piglins now consider <a href="#">golden nautilus armor</a> as one of the items they like.
	<b>pre1</b>	Piglins now consider <a href="#">golden spears</a> as one of their preferred weapons.

## Bedrock Edition

<b><u>Bedrock Edition</u></b>				
		[hide]		
<a href="#">1.16.0</a>	<a href="#">beta 1.16.0.51</a>	 Added piglins and baby piglins.		
		 Piglins can hold <a href="#">crossbows</a> .		
		 Baby piglins can ride on the back of baby <a href="#">hoglins</a> .		
		 Piglins raise their arms in a manner similar to <a href="#">zombies</a> when attacking.		
		Currently, piglins can <a href="#">drop</a> only <a href="#">flint and steel</a> and <a href="#">obsidian</a> while <a href="#">bartering</a> as a placeholder.		
		Piglins currently drop 0-2 arrows, even if the piglin is not armed with a crossbow.		
		Piglins currently use the <a href="#">player's</a> hurt sound.		
		Piglins follow a player who holds a gold ingot.		
		 Piglins dance after they finish <a href="#">hoglin</a> hunting.		
<a href="#">1.16.20</a>	<a href="#">beta 1.16.0.57</a>	Piglins now have their own sounds.		
		Piglin bartering has been properly added.		
		Piglins can no longer drop arrows when killed.		
		The health of piglins has been reduced from 24 to 16.		
		Piglins now spawn in <a href="#">bastion remnants</a> .		
		Baby piglins can now ride on top of each other on a baby <a href="#">hoglin</a> , up to three baby piglins can climb on at once.		
		Piglins now avoid <a href="#">zoglins</a> , the same way they avoid <a href="#">zombified piglins</a> .		
		Piglins now spawn in the <a href="#">nether wastes</a> .		
		Piglins now properly sit in <a href="#">boats</a> and <a href="#">minecarts</a> .		
		Piglins no longer despawn in <a href="#">Peaceful mode</a> .		
<a href="#">1.16.20</a>	<a href="#">beta 1.16.0.59</a>	Piglins now avoid <a href="#">soul campfires</a> .		
		Gold ingots now render properly in the hands of piglins at all times.		
		Adult piglins drop gold ingots if killed with one hit while contemplating them and no longer spawn with <a href="#">enchanted weapons</a> or <a href="#">armor</a> .		
		The texture size has changed from 128x128 to 64x64, and the layout of the parts of the ears of piglins has been changed to match <a href="#">Java Edition 20w14a</a> 's.		
		Piglins now have the <a href="#">vindicator</a> attacking animation when melee attacking, similar to <a href="#">Java Edition</a> 's from  to 		
		Piglins get angry when players attack Piglin brutes.		
		Piglins can now spawn with enchanted weapons again.		
		The attack animation of unarmed piglins has been changed.		
		<a href="#">1.16.100</a>	<a href="#">beta 1.16.100.54</a>	Piglins now keep their Crossbows when zombified.
		<a href="#">1.17.0</a>	<a href="#">beta 1.17.0.54</a>	Piglins now pick up <a href="#">raw gold</a> , <a href="#">block of raw gold</a> , and <a href="#">deepslate gold ore</a> .
<a href="#">1.19.60</a> Experiment Next Major Update	<a href="#">Preview</a> <a href="#">1.19.60.20</a>	Piglins now drop <a href="#">piglin heads</a> when killed by a <a href="#">charged creeper</a> . Piglins' detection range is now reduced when the player wears a piglin head.		
<a href="#">1.21.60</a>	<a href="#">Preview</a> <a href="#">1.21.60.21</a>	Golden swords dropped by piglins now have randomized durability to match <a href="#">Java Edition</a> . <sup>[33]</sup>		
<a href="#">1.21.90</a>	<a href="#">Preview</a> <a href="#">1.21.90.21</a>	Dried ghasts have been added to the items that can be <a href="#">bartered</a> from piglins.		
<a href="#">1.21.130</a>	<a href="#">Preview</a> <a href="#">1.21.130.20</a>	Piglins can now spawn holding spears and use their Jab attack. Piglins now consider golden spears as one of the items they like.		

## Issues

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

## Trivia

- In *Bedrock Edition*, baby piglins make angry noises when any piglin gets angry.<sup>[34]</sup>
- Piglin sounds were made by blending sounds of a Swedish domestic pig known as a "Linderödssvin".<sup>[35]</sup>
- Originally, it was planned for piglins to have different ear flopping animations to represent their mindset and different emotions (excitement, fear and anger), but it was cut due to it being "not really that important and it's not worth going last mile to finish it".<sup>[36]</sup>
- The page for the Nether Update mentions that piglins have mined all of the [netherite](#) out leaving only the [ancient debris](#) behind.<sup>[37]</sup>
- During development of piglins, Henrik Kniberg thought piglins flopping their ears was a fun way of conveying emotion and played around with piglins having different ear animations for different emotions which included when in idle, piglin ears would move slowly from side to side, when the piglin is excited, the ears would flop quickly from side to side but this was scrapped due to it not being important and not worth going the last mile for it.<sup>[38]</sup>

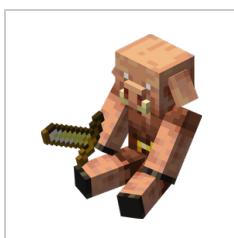
## Gallery

### Renders

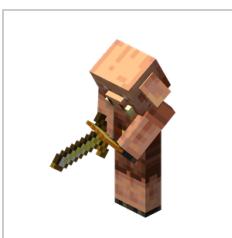
 **This section would benefit from the addition of more images.**

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

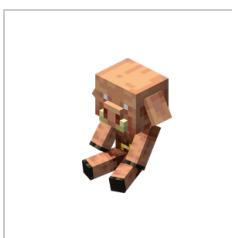
The specific instructions are: A gif render of a piglin breaking its crossbow; a render of a piglin holding a golden spear



The position of a sitting piglin.



A piglin looking at a gold ingot.



The position of a sitting baby piglin.



A baby piglin riding a baby hoglin.



Multiple baby piglins climbing a baby hoglin.



A piglin celebrating a victorious hunt.

### Armed



A full golden armor piglin.

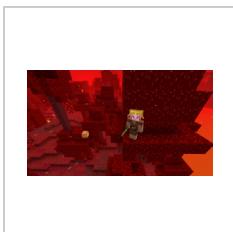


A piglin loading up a crossbow.

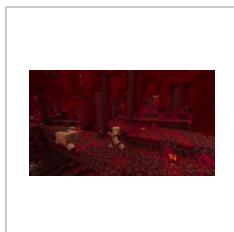
## Screenshots



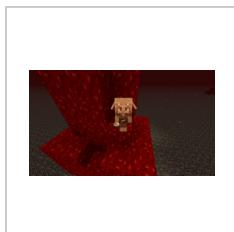
Piglins attacking wither skeletons.



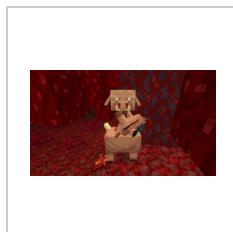
A render error causing the enchantment glint to cover the snout, fixed in 20w18a.



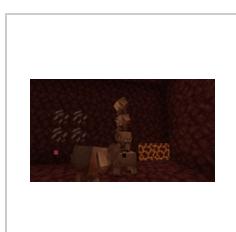
A piglin chasing a hoglin.



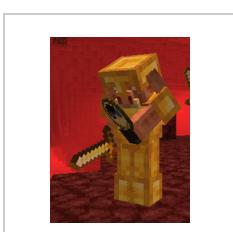
An example of a baby piglin holding a lava bucket.



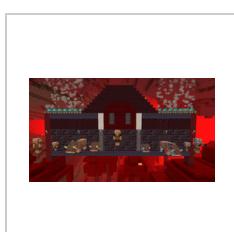
An example of a baby piglin riding a baby hoglin.



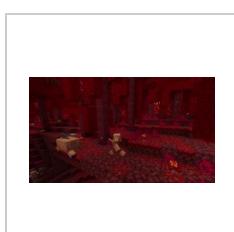
Another example, this time showing that up to 3 baby piglins can ride a single baby hoglin.



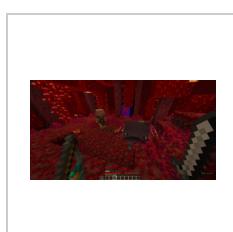
A fully armored piglin examining a clock.



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



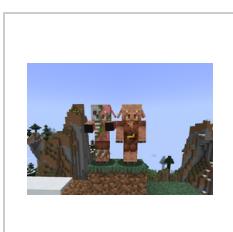
A piglin chasing a hoglin



A piglin alongside a shivering strider.

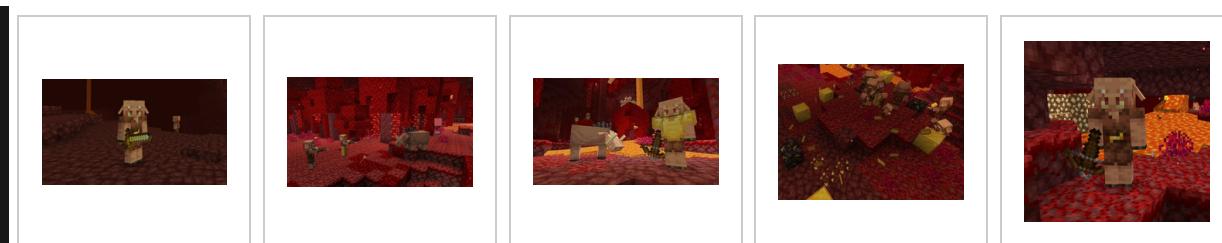


A piglin sneaking up on a villager.



A piglin in the Overworld, next to a zombified piglin.

## Mojang images



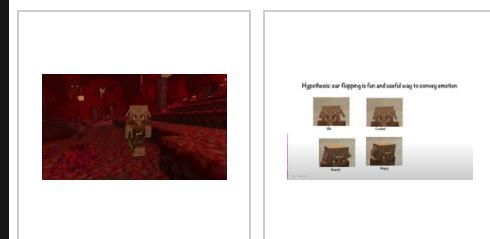
Piglins.

A preview showing two piglins fighting a hoglin in a crimson forest.

A preview of a piglin next to a hoglin in the crimson forest.

Piglins handling gold.

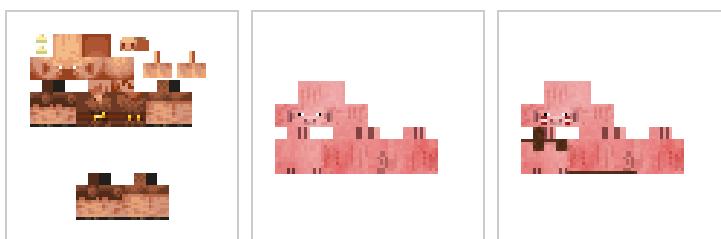
Piglin in a crimson forest.



A piglin in the Nether.

Piglins using their ears to convey emotion.<sup>[39]</sup>

## Textures

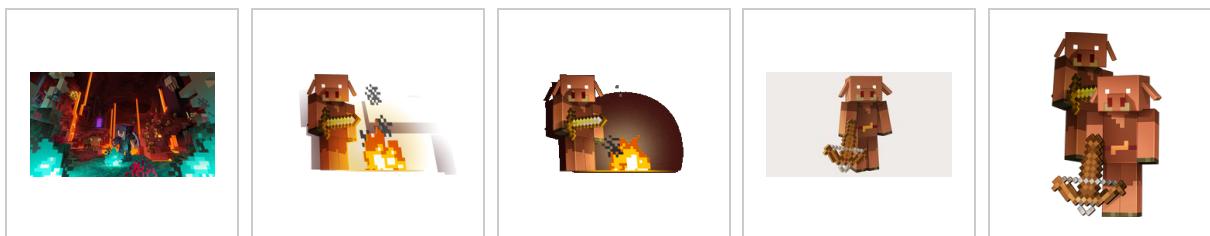


Piglin texture file.

Pigman texture file.

A variant of the original pigman texture, created by Xaphobia, which was also planned to be added.

## In other media



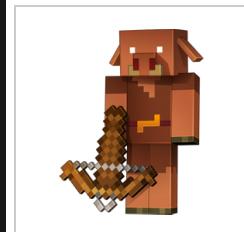
Piglins in promotional artwork for the Nether Update.

Official artwork of the piglin standing next to a fire.

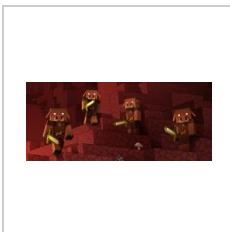
Animated artwork GIF of a piglin standing next to a fire.

Official artwork of a piglin.

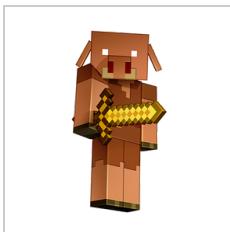
Official artwork of two piglins.



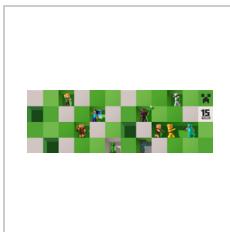
Official artwork of one piglin.



Official artwork of four piglins.



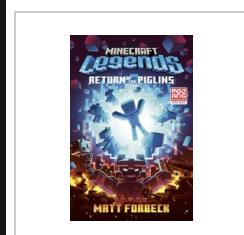
Piglin Spirit from *Super Smash Bros. Ultimate*.



Two piglins fighting Efe in artwork for the 15th anniversary of *Minecraft*.



[Lego Minecraft Piglin](#).



Several piglins as they appear on the cover of *Return of the Poglins*.



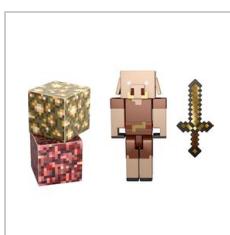
Artwork of two piglins and a piglin brute, made to promote the *Minecraft Legends Live Event*.



An animation of a piglin retreating, utilized in the *Minecraft Legends Live Event*.



Animation of several piglin hunters easily killing a [hoglin](#).



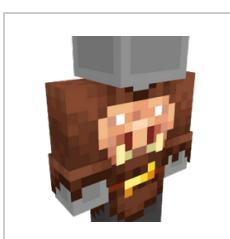
Official Piglin action figure.



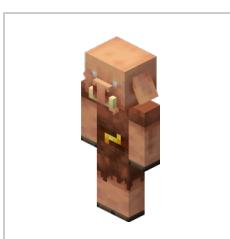
A group of several figures, including one of [Steve](#).



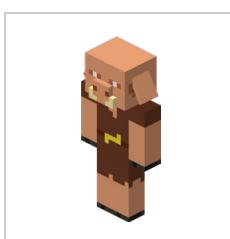
Keychain of a [LEGO Piglin](#).



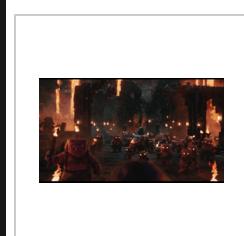
[Piglin Tunic](#)



[Natural texture pack](#)



[Plastic texture pack](#)



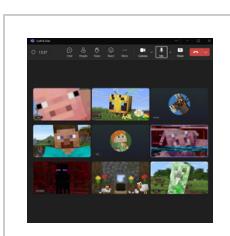
Poglins in the Nether looking at [Steve](#) in *A Minecraft Movie*.



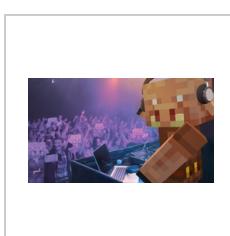
A Piglin [LEGO](#) minifigure from *A Minecraft Movie*.



A Great Hog [LEGO](#) minifigure from *A Minecraft Movie*.



A piglin in a group chat.



A piglin DJ performing [pigstep](#)

## See also

- [Piglin Brute](#)
- [Zombified Piglin](#)
- [Bartering](#)
- [Pigman](#)

## References

1. [MC-175867](#)

2. [MCPE-178466](#) — resolved as "Works As Intended".
3. [MC-172102](#) — resolved as "Works As Intended".
4. [MC-172087](#) — resolved as "Works As Intended".
5. [MC-172600](#) — resolved as "Works As Intended".
6. [MC-172239](#) — resolved as "Works As Intended".
7. [MC-189485](#) — resolved as "Works As Intended".
8. [MC-235027](#) — Invisible players cannot provoke piglins, piglin brutes and hoglins when hitting/shooting them
9. [MC-178973](#) — resolved as "Works As Intended".
10. [MC-179104](#) — resolved as "Works As Intended".
11. [MC-256289](#) — AngryAt tag is not used by certain neutral mobs, causing them to forget their target upon reloading game
12. [MC-195278](#) — If the "universalAnger" is set to true, certain neutral mobs don't fight back when you attack them
13. [MC-187857](#) — New neutral mob behaviour improvements were not implemented for llamas, dolphins, and spiders in the daylight
14. [MC-163960](#) — resolved as "Works As Intended".
15. [MCPE-67489](#)
16. [MC-227625](#)
17. [MCPE-99448](#)
18. This does not happen in Bedrock Edition due to [MCPE-70866](#).
19. <https://www.minecraftforum.net/forums/minecraft-java-edition/discussion/116353-minecraft-facts-big-list-of-what-notch-has>
20. "It was going to be a type of pigman that you could convince to fight for you, like a bodyguard." (<https://twitter.com/Dinnerbone/status/1250295957075292160>) – @Dinnerbone (<https://twitter.com/Dinnerbone>) (Nathan Adams) on X (formerly Twitter), April 15, 2020
21. "The reason it had no clothes was that I wanted the player to be responsible for what it wore and what weapons it used, but that logically meant naked mob by default :D" (<https://twitter.com/Dinnerbone/status/1250296156942266369>) – @Dinnerbone (<https://twitter.com/Dinnerbone>) (Nathan Adams) on X (formerly Twitter), April 15, 2020
22. for users without accounts: <https://web.archive.org/web/20200406051054/media.discordapp.net/attachments/449243256849563648/690754756938825748/image0.png>
23. The texture was added in the preview, as the texture dates from October 27, 2010 and the preview released at October 29, 2010.
24. [MC-172161](#) — resolved as "Works As Intended".
25. [MC-172428](#) — resolved as "Fixed".
26. [MC-177973](#)
27. [MC-182877](#)
28. [MC-173858](#) — resolved as "Fixed".
29. [MC-111498](#) — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".
30. [MC-196449](#) — resolved as "Fixed".
31. [MC-197179](#) — resolved as "Fixed".
32. [MC-198874](#) — resolved as "Fixed".
33. [MCPE-75292](#) — Gold swords dropped by piglins and zombified piglins all have the same durability — resolved as "Fixed".
34. [MCPE-94090](#)
35. "They're all a blend of recordings of a swedish domestic pig "Linderödssvin" and a real snorty session in the recording booth. Brutes had a unique session but a different personality." (<https://twitter.com/slamp0000/status/137932576987744665>) – @slamp0000 (<https://twitter.com/slamp0000>) on X (formerly Twitter), April 6, 2021
36. "06 Space Vadå prototyp @ 6:36" (<https://youtube.com/watch?v=2paqmBrRuD0&t=396>) – Agila Sverige on YouTube, June 21, 2022
37. <https://www.minecraft.net/en-us/updates/nether>
38. <https://youtu.be/2paqmBrRuD0?t=398>
39. <https://youtu.be/2paqmBrRuD0?t=398>

## External links

- [Meet the Piglins](#) (<https://www.minecraft.net/en-us/article/meet-piglins>) – minecraft.net on June 17, 2020
- [Craft Your Own Legend: Piglin](#) (<https://www.minecraft.net/en-us/article/craft-your-own-legend/piglin>) – minecraft.net on March 24, 2023

## Navigation

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