

Zombified Piglin re article feedback

For other uses, see *Zombie (disambiguation)* and *Piglin (disambiguation)*.



This article needs to be updated.
Please update this page to reflect recent updates or newly available information.
Reason: Damage dealt and behavior of zombified piglins with golden spears

Zombified piglins are neutral, undead variants of piglins that inhabit the Nether. Zombified piglins normally ignore players, but if one is attacked, it and all zombified piglins in the vicinity become enraged and attack the aggressor. If, however, the attacked zombified piglin is killed in one hit, others won't become enraged.

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Zombified Piglin

Idle Idle (Baby) Targeting
Targeting (Baby)



Java Edition



Bedrock Edition



Health points 20 (❤ × 10)

Armor points 2 (🛡)

Behavior Neutral

Mob type Undead
 Monster

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Spawning

Zombified piglins can spawn in several methods:

- In [Nether wastes](#) and [crimson forest](#) biomes, and [Nether fortresses](#) in the [Nether](#).
- When a [strider](#) spawns as a [strider jockey](#).
- From [Nether](#) portals in the [Overworld](#).
 - They spawn directly in the portal, meaning they do not require other mobs to go through the portal.
 - Mobs going through a [Nether](#) portal are not considered "spawning" of any kind.
- When struck by [lightning](#), [pigs](#) transform into zombified piglins.
- From [piglins](#) or [piglin brutes](#) zombifying in the [Overworld](#) or the [End](#).
 - Zombification takes 15 seconds and starts as soon as the mob enters the dimension.
 - The zombified piglin will retain any equipment that piglin or piglin brute had.
- As reinforcements from other zombified piglins.^{[*JE*] *only*}

They have a 5% chance of spawning as baby zombified piglins. Zombified piglins do not spawn naturally on top of [Nether wart](#) blocks. Like other naturally fireproof mobs, they can spawn on [magma blocks](#).

Zombified piglins do not spawn in [Peaceful](#) mode.

Equipment

95% of zombified piglins spawn with a [golden sword](#), which has up to a 25% chance of being enchanted in Normal or Hard [difficulty](#). This chance varies depending on the [regional difficulty](#). The sword's enchantment is from 5 to 23 levels.

5% of zombified piglins spawn with a [golden spear](#), which may be enchanted. They will use the jab attack if provoked. They can also use the charge attack when riding on a [strider](#).

In *[Java Edition](#)*, on [Halloween](#) (October 31), zombified piglins have a 22.5% chance of spawning with a [carved pumpkin](#) or a 2.5% chance of

Armed:

 [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)

 [Golden Axe](#):

In *[Java Edition](#)*:

Easy: 6.5 (♥ × 3.25)

Normal: 11 (♥ × 5.5)

Hard: 16.5 (♥ × 8.25)

In *[Bedrock Edition](#)*:

Easy: 5 (♥♥♥)

Normal: 8 (♥♥♥♥)

Hard: 12 (♥ × 6)

Unarmed:

Easy: 3.5 (♥ × 1.75)

Normal: 5 (♥♥♥)

Hard: 7.5 (♥ × 3.75)

Attack strength

In *[Java Edition](#)*:

Adult:

Height: 1.95 blocks

Width: 0.6 blocks

Baby:

Height: 0.975 blocks

Width: 0.3 blocks

In *[Bedrock Edition](#)*:

Adult:

Height: 1.9 blocks

Width: 0.6 blocks

Baby:

Height: 0.95 blocks

Width: 0.3 blocks

Hitbox size

Speed

0.23

Spawn

 [Nether Wastes](#)

 [Crimson Forest](#)

 [Nether Fortress](#)

Rarely when an adult [strider](#) spawns, as a [strider jockey](#).

When lightning strikes within 4 blocks of a [pig](#) in the [Overworld](#).

Near a [Nether portal](#) in the

spawning with a jack o'lantern equipped as headgear. This is not dropped, even if killed with Looting.

Chicken jockey

Zombified piglin chicken jockeys are exclusive to Java Edition.






Baby zombified piglins can spawn as a chicken jockey, with the following probability:




- A baby zombified piglin has a chance of 9.75% to spawn as a chicken jockey if a chicken is present within a 5×3×5 block area centered on the spawn attempt location (5% to use the chicken nearby + 4.75% of summoning a new chicken).
- A baby zombified piglin has a 4.75% chance of spawning as a chicken jockey if no chicken is present within a 5×3×5 area.
 - The combined chance of a zombified piglin independently spawning as a baby chicken jockey is 0.2375%^[*JE only*].

Zombified Piglin spawns in: [hide]

Overworld.
When a piglin or piglin brute is in the Overworld or in the End for 15 seconds.
When another zombified piglin spawns a reinforcement.^[*JE only*]

Natural equipment

 Golden Sword (often, may be enchanted)
 Golden Spear (occasionally, right hand: 95%; left hand: 5% ^[*JE only*]; may be enchanted)
 Crossbow (when zombified from a piglin wielding one, cannot shoot however)
 Golden Axe (when zombified from a piglin brute)
 Warped Fungus on a Stick (when spawned as a strider jockey)

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
 <u>Nether Wastes</u> ^{[note 1]}	100/168	59.52%	4	100	2–4
 <u>Nether Fortress</u>	5/28	17.86%	4	5	1
 <u>Crimson Forest</u>	1/15	6.67%	2–4	1	2–4

- Has a 0.25% chance to spawn a chicken, forming a chicken jockey.^[*Java Edition only*]

Nether biomes and fortresses

Zombified piglins spawn in the Nether at light level 11 and below on most blocks other than Nether wart blocks. They spawn most commonly in Nether wastes in groups of 4, frequently in Nether fortresses in groups of 4, and uncommonly in crimson forests in groups of 2-4. In *Bedrock Edition*, zombified piglins spawn in groups of 2-4 on both Nether wastes and crimson forests and individually on Nether fortresses.

Strider jockey

Main article: Strider Jockey

When an adult strider spawns, it has a 3.3% chance of spawning being ridden by a zombified piglin holding a warped fungus on a stick. The zombified piglin does not count towards the mob cap and does not despawn.

Nether portals

When a Nether portal block in the Overworld receives a random tick, there is a chance of ¹/₂₀₀₀ (0.05%) on Easy, ¹/₁₀₀₀ (0.1%) on Normal and ³/₂₀₀₀ (0.15%) on Hard for it to spawn a zombified piglin.

In *Java Edition*, they appear inside one of the portal blocks on the bottom. Zombified piglins who spawn in this way cannot travel to the Nether for a preset amount of time, whether they walk through the portal they spawned in or through nearby portals.

In *Bedrock Edition*, they spawn one block to the east or south of the portal (depending on which direction the portal

is facing). Neither slabs nor lighting prevents this. Every portal block is immediately ticked when the portal is first activated; therefore, if a large portal is repeatedly activated and deactivated, zombified piglins can spawn rapidly^[1]. However, portals at negative heights do not spawn zombified piglins at all.

Zombified piglins spawning via this process is completely independent of the mob cap, similar to the spawning of phantoms in *Java Edition*, which means they can still spawn if there are a sufficient number of hostile mobs in the world.

Pigs

A zombified piglin spawns when lightning strikes within 4 blocks of a pig, up to 8 blocks down, and up to 4 blocks up, regardless of any obstruction between the pig and where the lightning strikes. If the pig is a piglet, it then transforms into a baby zombified piglin.

Piglins

A piglin or piglin brute that enters the Overworld or the End transforms into a zombified piglin after 15 seconds. When piglins wielding crossbows zombify, they keep their crossbows, but are unable to use them, and perform melee attacks like other zombified piglins. When baby piglins zombify, they do not have weapons, unlike baby zombified piglins that naturally spawn. When piglin brutes zombify, they keep their axes.

The newly zombified piglin gets the Nausea effect for 10 seconds. This is a purely visual effect, and does not affect the mob's behavior.

A zombified piglin keeps any armor or weapons collected before being zombified^[*JE only*].

Baby zombified piglins also have a 5% chance of becoming a chicken jockey^[*Java Edition only*].

If a piglin is in the middle of bartering and gets zombified while inspecting a gold ingot, it drops the ingot when it turns into a zombified piglin.

Reinforcements

Main article: Zombie § Reinforcements

This feature is exclusive to *Java Edition*.

Unlike other zombie variants, only leader zombified piglins can spawn reinforcements.^[2]

On Hard difficulty, up to 5% zombified piglins of zombified piglins may spawn as a leader, which have a 50–75% plus 0–10% chance to spawn other zombified piglins as reinforcements when receiving damage while targeting an entity.




Drops

See also: *Tutorial:Zombified Piglin farming*

On death

Java Edition:




<u>Decimal</u>	Fraction	Distribution	Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	<u>Rotten Flesh</u>	0–1	50.00%	0.50	0–2	75.00%	1.00	0–3	87.50%	1.50	0–4	91.67%	2.00
	<u>Gold Nugget</u>	0–1	50.00%	0.50	0–2	75.00%	1.00	0–3	87.50%	1.50	0–4	91.67%	2.00
	<u>Gold Ingot</u> ^[A]	0–1	2.50%	0.03	0–1	3.50%	0.04	0–1	4.50%	0.04	0–1	5.50%	0.06






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>Rotten Flesh</u>	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25
	<u>Gold Nugget</u>	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25
	<u>Gold Ingot</u> ^[A]	0–1	2.50%	0.03	0–1	3.50%	0.04	0–1	4.50%	0.04	0–1	5.50%	0.06

A. Only when killed by a player or a tamed wolf.

- There is an 8.5%^[JE only] or 25%^[BE only] chance to drop their original weapon if killed by a player or tamed wolf. The chance is increased by 1%^[JE only] or 5%^[BE only] per level of Looting, for a maximum of 11.5%^[JE only] or 40%^[BE only] with Looting III. The death animation does not include the weapon if it was dropped.
 -  Golden sword (spawns with often)
 -  Golden spear (spawns with rarely)
 -  Golden axe if zombified from a piglin brute
 -  Crossbow if zombified from a piglin
 -  Warped fungus on a stick if spawned riding a strider
- After a piglin transforms into a zombified piglin, it drops any acquired armor and held weapons upon death.
- 5 for adults or 12 for babies if killed by a player or a tamed wolf.
 - An additional 1–3 for each equipment it does *not* drop upon death.

Behavior

Zombified piglins wander aimlessly about when idle. They move at 2.28 m/s and are immune to fire and lava. When provoked, their speed increases to 3.38 m/s or faster for babies.

In *Java Edition*, like zombies, some zombified piglins can attack wooden and copper doors and may break them on Hard difficulty.^[3]

In Normal and Hard difficulties, up to 55%^[JE only] or 25%^[BE only] of zombified piglins can pick up any armor pieces and swords better than their golden one, which they always drop when killed. This also prevents them from despawning.

In *Bedrock Edition*, zombified piglins may pick up an ominous banner next to it as pillagers do.^[4]

Zombified piglins try to destroy any turtle eggs they see within 23 blocks away horizontally and 3 blocks away vertically (10 blocks horizontally and 2 blocks vertically in *Bedrock Edition*), not counting the block they are standing in. When a zombified piglin is first spawned, it always detects nearby turtle eggs after exactly 2 seconds, as long as there are two blocks of air above it. However, if the turtle egg is placed after the zombified piglin spawned, the zombified piglin takes some time to notice the turtle egg and try to break it. Unlike other zombie variants, zombified piglins do not attack baby turtles.

Zombified piglins avoid walking near magma blocks and cannot jump over magma blocks one block high. If a zombified piglin is surrounded by magma block wall one block height or higher, it gets near those surrounding magma blocks surrounding them. If a zombified piglin spawns on or is pushed onto magma blocks, it pathfinds normally on the magma.

Zombified piglins do not retreat from zoglins, soul torches, soul lanterns, soul fire, or soul campfires. Zoglins attack zombified piglins on sight, causing a retaliation.

Zombified piglins are not distracted by gold and cannot barter, unlike piglins. They also do not follow players that are holding a gold ingot or another gold item.

Wandering traders run away from zombified piglins, despite them being passive to them.^[*BE only*] In addition, piglins squeal in distress and flee from zombified piglins if they get too close. Zombified piglins ignore piglins unless provoked.

Iron golems attack zombified piglins, which causes other zombified piglins to attack the iron golem. A zombified piglin is neutral to every mob that can attack, but they retaliate and gang up on any mob that provokes them.

Mob type

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.

Hostility

Zombified piglins are not initially hostile, but all zombified piglins within a 67×22×67 to 111×22×111 area^[*JE only*] or a 20-block radius^[*BE only*] centered on an attacked zombified piglin become aggressive and converge on the attacker (another mob or player, except goats and ghasts) if any individual is attacked, unless the zombified piglin attacked is killed in one hit.^[5] They make an aggressive sound when angered. In addition, some zombified piglins have the ability to spawn reinforcements when attacked (similar to zombies).^[*JE only*] This applies to any hit registered as coming from the player or other mobs, including deflected ghast fireballs, sweep attacks, snowballs and eggs, fireworks shot from crossbows, TNT, wind charges, and skeleton arrows. Arrows shot from dispensers or bed explosions^[6] don't provoke zombified piglins.

A zombified piglin can remain hostile indefinitely if it is both within the follow range of the zombified piglin (33 to 55 blocks) and has a direct line of sight to the player. However, breaking one of those conditions causes a hostile zombified piglin to return to being neutral after a "forgiveness timer" expires. In *Java Edition*, this timer ranges from 20 seconds to 55 seconds, whereas in *Bedrock Edition* it is always 25 seconds. The forgiveness timer does *not* advance for zombified piglins in unloaded chunks. Therefore, if the player enters a Nether portal and returns, any provoked zombified piglins in the area remain aggressive (unless another player was nearby to keep the chunks loaded). A player's death causes zombified piglins to become neutral toward the player if the gamerule `forgiveDeadPlayers` (true by default) is true.^[*JE only*]

A hostile zombified piglin can also "sound an alarm", spreading the aggro to all zombified piglins within a 67×22×67 to 111×22×111 area ^[*JE only*] or 20-block^[*BE only*] radius. A hostile zombified piglin does this whenever the targeted player is within their follow range (33 to 55 blocks) and has a constant line-of-sight with its target, then it does the same every 4–6 seconds (80-120 game ticks), recruiting any formerly-neutral peers. They pursue players even if they have the Invisibility effect.

In *Bedrock Edition*, a nearby neutral zombified piglin prevents a player from sleeping, as if it were a hostile mob.

Hostile zombified piglins have slightly different pathfinding than when they are neutral. For example, they fall off edges that would cause them to take fall damage in an attempt to reach their target where most other mobs would otherwise not.

When a zombified piglin is angered, the normal piglins do not get aggressive, and vice versa.

Unlike other zombie variants, zombified piglins do not attack villagers and wandering traders. However, a villager that accidentally damages a zombified piglin with a firework rocket (after the player defeats a raid) will provoke any nearby zombified piglins to retaliate against the villager, and as a zombie variant, zombified piglins turn regular villagers into zombie villagers.^[*JE only*]^[7]

Sounds

Java Edition:

Sounds [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Zombified Piglin grunts	Hostile Mobs	Randomly while calm	entity.zombified_piglin.ambient	subtitles.entity.zombified_piglin.ambient	1.0	0.8-1.2 (Baby: 1.3-1.7)	16
	Zombified Piglin grunts angrily	Hostile Mobs	When a zombified piglin becomes angry	entity.zombified_piglin.angry	subtitles.entity.zombified_piglin.angry	2.0	1.44-2.16 (Baby: 2.34-3.06)	16
	Zombified Piglin grunts angrily	Hostile Mobs	Randomly while angry	entity.zombified_piglin.angry	subtitles.entity.zombified_piglin.angry	1.0	0.8-1.2 (Baby: 1.3-1.7)	16
	Zombified Piglin hurts	Hostile Mobs	When a zombified piglin is damaged	entity.zombified_piglin.hurt	subtitles.entity.zombified_piglin.hurt	1.0	0.8-1.2 (Baby: 1.3-1.7)	16
	Zombified Piglin dies	Hostile Mobs	When a zombified piglin dies	entity.zombified_piglin.death	subtitles.entity.zombified_piglin.death	1.0	0.8-1.2 (Baby: 1.3-1.7)	16
	Door shakes	Hostile Mobs	While a zombified piglin is breaking a wooden door	entity.zombie.attack_wooden_door	subtitles.entity.zombie.attack_wooden_door	2.0	0.8-1.2	16
	Door breaks	Hostile Mobs	When a zombified piglin breaks a wooden door	entity.zombie.break_wooden_door	subtitles.entity.zombie.break_wooden_door	2.0	0.8-1.2	16
	Turtle Egg stomped	Hostile Mobs	When a zombified piglin is jumping on <u>turtle eggs</u>	entity.zombie.destroy_egg	subtitles.entity.zombie.destroy_egg	0.5	0.9-1.1	16
	Block broken ^[sound 1]	?	<i>Unused sound event</i> ^[sound 2]	entity.zombie.attack_iron_door	subtitles.block.generic.break ^[sound 1]	<i>None</i>	<i>None</i>	<i>None</i>

1. MC-226770

2. "[MC-218122] Unused sound event: minecraft:entity.zombie.attack_iron_door - Jira" (<https://bugs.mojang.com/browse/MC/issues/MC-218122>) – Mojira, March 8, 2021.


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.zombiepig.zpig	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Hostile Mobs	When a zombified piglin becomes angry	mob.zombiepig.zpigangry	?	1.0	1.44-2.16 (Baby: 1.94-2.66)
	?	Hostile Mobs	When a zombified piglin is damaged	mob.zombiepig.zpighurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Hostile Mobs	When a zombified piglin dies	mob.zombiepig.zpigdeath	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Players	When a zombified piglin is jumping on turtle eggs	fall.egg	?	0.5	0.9-1.0


Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Zombified Piglin	zombified_piglin	can_breathe_under_water ignores_poison_and_regen inverted_healing_and_harm undead wither_friends zombies sensitive_to_smite	entity.minecraft.zombified_piglin

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Zombified Piglin	zombie_pigman ^[8]	36	mob monster undead zombie_pigman	entity.zombie_pigman ^[8] .name

Entity data

Zombified piglins have entity data associated with them that contains various properties.

Java Edition:

Main article: [Entity format](#)





Entity data

Additional fields for mobs that can become angry
Tags common to all entities
Tags common to all mobs

- **CanBreakDoors**: 1 or 0 (true/false) - true if the zombie can break doors (default value is 0).
- **DrownedConversionTime**: The number of ticks until this zombie converts to a drowned, or husk to zombie. (default value is -1, when no conversion is under way).
- **InWaterTime**: The number of ticks this zombie or husk has been under water, used to start the drowning conversion. (default value is -1, when no conversion is under way).
- **IsBaby**: 1 or 0 (true/false) - true if this zombie is a baby. May be absent.




See Bedrock Edition level format/Entity format.

[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 <u>monsters</u> : [show] 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 <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no experience</u> are ignored for this achievement.	10	Bronze

[show]

[hide]


Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	<u>Monster Hunter</u>	Kill any hostile monster	Kill <i>one</i> of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.
	<u>It Spreads</u>	Kill a mob near a Sculk Catalyst	Kill <i>any</i> mob that drops experience near a sculk catalyst, with the sole exception of the 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: [show] Other mobs may be killed, but are ignored for this advancement.

[show]







** This section is missing information about: MC-279390 as of 24w33a - was this a change to the mob model or armor model?**






Please expand the section to include this information. Further details may exist on the talk page.



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October 25, 2010 (https://twitter.com/notch/status/28689926226)	Notch tweets that he is working on a second <u>mob</u> for the <u>Nether</u> , stating that they are less dangerous than <u>ghasts</u> and are "kind of pointless."
September 28, 2019 (https://www.minecraft.net/en-us/article/everything-we-announced-minecon-live-2019)	At MINECON Live 2019, it was announced that zombie pigmen are to be renamed to zombified piglins, as their unzombified counterpart, <u>piglins</u> , were announced as a new <u>mob</u> to be added in the <u>Nether Update</u> .
February 9, 2020 (https://twitter.com/Minecraft/status/1226566473788874752)	 A new design for zombie pigmen is revealed.





Java Edition

Java Edition Alpha			[hide]
v1.2.0	preview	 Zombie pigmen, the original version of zombified piglins, have been presented as unarmed neutral creatures in a preview before the <u>Halloween Update</u> .	
	release	 Added zombie pigmen.	
		The green liquid in the zombie pigman skin was originally blood red, ^[9] but this was changed because <u>Notch</u> considered it too gory, stating that "it's more fun to be scary without blood." ^[10]	
		Zombie pigmen remain permanently hostile if the <u>player</u> hits one.	
		The <u>drops</u> of zombie pigmen are 0–2 <u>cooked porkchops</u> .	
	Zombie pigmen are referred to as a "Pig Zombie" in the language file.		
Java Edition Beta			[hide]
1.5		Pigs struck by <u>lightning</u> in the <u>Overworld</u> now change into zombie pigmen. ^[11]	
Java Edition			[hide]
1.0.0	Beta 1.9 Prerelease	Zombie pigmen now drop 0-1 <u>gold nuggets</u> and 0-1 <u>rotten flesh</u> and no longer drop cooked porkchops.	
		 All humanoid <u>mobs</u> have the bottom texture of the face flipped, resulting in a change in the <u>model</u> of zombie pigmen.	
	Beta 1.9 Prerelease 2	Zombie pigmen now naturally have 2 <u>armor</u> points, as <u>zombies</u> . The armor points prevent 8% of <u>damage</u> taken.	
	Beta 1.9 Prerelease 5	Zombie pigmen, along with other undead <u>mobs</u> , can now be damaged by <u>splash potions</u> of Healing, and can be healed by splash potions of Harming. As they are undead mobs, a <u>sword</u> enchanted with <u>Smite</u> now does extra <u>damage</u> to zombie pigmen.	
1.2.1	12w06a	Zombie pigmen now have a rare chance of dropping gold ingots, golden helmets, or their own golden swords, which may be enchanted. The <u>sword</u> is enchanted with the equivalent of roughly a level 5 <u>enchantment</u> .	
	1.2	Zombie pigmen are now referred to by their real name, "Zombie Pigman", in the language file, rather than "Pig Zombie".	
1.3.1	12w22a	Zombie pigmen can now spawn from <u>Nether portals</u> .	
1.4.2	12w32a	Zombie pigmen may spawn with <u>enchanted</u> swords and have the capacity to wear any type of armor.	
		The <u>sword</u> that a zombie pigmen is carrying now increases the <u>damage</u> it deals.	
		Zombie pigmen may pick up dropped <u>items</u> .	
	12w34b	Zombie pigmen now try to get back into the Nether portal they came from when in the <u>Overworld</u> .	
	12w36a	The <u>zombie</u> and zombie pigman <u>models</u> and textures now have an additional 32 pixels of empty space below the texture.	
	12w37a	 On <u>Halloween</u> , zombie pigmen now have a chance of spawning with a <u>pumpkin</u> or <u>jack o'lantern</u> on its head.	
1.6.1	13w17a	When damaged, zombie pigmen now have a low chance to spawn zombies.	
	1.6	Zombie pigmen no longer visibly catch fire when going into fire or lava.	
1.6.2	release	Baby zombie pigmen now spawn naturally.	
1.7.2	13w36a	When struck by <u>lightning</u> , zombie pigmen now spawn with golden <u>swords</u> .	
1.7.4	13w49a	Added <u>chicken jockeys</u> . Since zombie pigmen share some of the <u>zombie</u> .class files, there are also now zombie pigman jockeys - a rare version of the baby zombie pigman.	
?		 Baby zombie pigmen with the " <u>villager</u> " <u>tag</u> now have skulls. Prior to this update, they looked like this:  .	

1.8	<u>14w03a</u>	The only way to obtain gold nuggets and gold ingots from zombie pigmen, is now for the <u>player</u> to kill them, whether through combat, <u>potions</u> , or <u>player-activated</u> mechanisms such as manually lit <u>TNT</u> .
		If killed without player intervention, zombie pigmen now drop only <u>rotten flesh</u> , rendering fully-automatic gold farms impossible.
	<u>14w04a</u>	The above change has been partially reverted; zombie pigmen now drop gold nuggets no matter how they are killed.
	<u>14w06a</u>	Zombie pigmen now use a different AI.
		An aggravated zombie pigman now become passive after 20 to 39.95 seconds, although they continue to attack until the <u>player</u> gets outside their aggressive distance.
		Zombie pigmen now have an attack animation. This shows only when a zombie pigmen is holding a <u>weapon</u> . When a zombie pigman holds a weapon the damage it does is equal to the damage the player would do with the weapon added to the normal <u>damage</u> of the zombie pigmen.
	<u>14w07a</u>	Baby zombie pigmen are now always hostile to <u>players</u> who have ever attacked them.
	<u>14w11a</u>	Zombie pigmen now run away from <u>creepers</u> that are about to <u>explode</u> .
	<u>14w30a</u>	 The weapon holding position of zombie pigmen has been changed.
	<u>pre1</u>	Baby zombie pigmen, like adults, now become passive after 20 to 39.95 seconds.
<u>1.8.1</u>	<u>pre1</u>	Zombie pigmen no longer run away from creepers that are about to explode.
<u>1.9</u>	<u>15w31a</u>	Zombie pigmen now sometimes spawn with their left hand as their main hand.
	<u>15w34a</u>	Zombie pigmen now have an attack animation without <u>weapons</u> .
<u>1.11</u>	<u>16w32a</u>	The entity ID has been changed changed from PigZombie to zombie_pigman.
		The zombie pigmen's in-game name is now "Zombie Pigman" instead of "Zombie" in their name tag when they have CustomNameVisible enabled.
<u>1.12</u>	<u>17w06a</u>	Non-hostile zombie pigmen no longer prevent a <u>player</u> from sleeping in a <u>bed</u> .
<u>1.13</u>	<u>18w07a</u>	Zombie pigmen now seek out <u>turtle eggs</u> and intentionally trample them.
	<u>18w19a</u>	Zombie pigmen now sink in <u>water</u> .
		Zombie pigmen no longer <u>drown</u> in water.
<u>1.14</u>	<u>18w43a</u>	 The textures of zombie pigmen and baby zombie pigmen have been changed.
<u>1.15</u>	<u>19w37a</u>	Mobs that spawn wearing carved pumpkins or jack o'lanterns on Halloween no longer drop them.
	<u>pre1</u>	Baby zombie pigmen can now be spawned by using a zombie pigman egg on an existing zombie pigman. ^[12]
<u>1.16</u>	<u>20w07a</u>	 An unused zombie_piglin.png texture file has been added to the <u>client.jar</u> .
		Added <u>piglins</u> , which can be converted into zombie pigmen in the <u>Overworld</u> .
	<u>20w09a</u>	"Zombie Pigman" has been renamed to "Zombified Piglin".
		 The textures and <u>models</u> of zombified piglins and baby zombified piglins have been changed. Currently, however, the texture of their loincloths is not displayed correctly.
		The ID of zombified piglins has been changed from zombie_pigman to zombified_piglin.
		The texture of zombified piglins has been renamed from zombie_piglin.png to zombified_piglin.png.
	<u>20w10a</u>	<u>Firework</u> damage now provokes zombified piglins. ^[13]
	<u>20w13a</u>	 The textures of zombified piglins and baby zombified piglins have been changed.






	<u>20w14a</u>	 <p>The textures and <u>models</u> of zombified piglins and baby zombified piglins have been changed.</p> <p>The overlay textures on their loincloths now displayed correctly. Also, baby zombified piglins are no longer armed. The texture size has been changed from 128x64 to 64x64, and the layout of the parts of the ears has been changed.</p>
	<u>20w18a</u>	Zombified piglins that spawn riding striders no longer despawn.
	<u>20w19a</u>	<u>Piglins</u> now become zombified piglins when in <u>the End</u> .
	<u>20w22a</u>	 <p>The textures and <u>models</u> of zombified piglins and baby zombified piglins have been changed. They have now both arms raised, and baby zombified piglins are armed again.</p>
	<u>pre1</u>	Zombified piglins no longer attack innocent bystanders unless <code>/gamerule universalAnger</code> is set to true. ^[14]
		Zombified piglins now stop being angry if the targeted <u>player</u> dies nearby unless <code>/gamerule forgiveDeadPlayers</code> is set to false.
		Zombified piglins no longer drop <u>experience</u> orbs and rare <u>drops</u> when killed by something other than a player while in an angered state. ^[15]
	<u>pre3</u>	Zombified piglins again drop experience orbs and rare drops when killed by something other than a player while in an angered state. ^[15]
	<u>pre6</u>	The subtitle for zombified piglins' angry grunts has been changed from "Zombified Piglin angers" to "Zombified Piglin grunts angrily".
<u>1.16.2</u>	<u>20w27a</u>	Added <u>piglin brutes</u> , which can be converted into zombified piglin in the <u>Overworld</u> or <u>the End</u> .
		Zombified piglins that are converted from piglin brutes wield golden <u>axes</u> .
	<u>pre1</u>	The zombified piglin now holds a <u>warped fungus</u> on a <u>stick</u> when spawned as a <u>strider jockey</u> .
<u>1.20.3</u>	<u>23w40a</u>	Zombified piglins are now part of the <code>#can_breathe_under_water</code> , <code>#undead</code> and <code>#zombies</code> <u>tags</u> .
<u>1.21.2</u>	<u>24w33a</u>	Zombified piglins now spawn more zombified piglins as zombie reinforcements instead of regular zombies. ^[16]
<u>1.21.5</u>	<u>25w02a</u>	Zombified piglins must now be killed by a player to drop their player-specific loot. ^[15]
		The death of a hostile zombified piglin no longer registers as a kill by the player it is targeting if the player has not killed it. ^[15]
<u>1.21.11</u>	<u>25w41a</u>	Zombified piglins can now use <u>spears</u> .
		Zombified piglins now have a 5% chance to spawn with a <u>golden spear</u> in place of their normal golden sword.
	<u>25w46a</u>	Zombified piglins spawned from lightning striking a <u>pig</u> now have a chance to hold a <u>golden spear</u> .
<u>Upcoming Java Edition</u> [hide]		
<u>26.1</u>	<u>snap1</u>	Leader zombified piglins now spawn with their maximum health instead of 20 health. ^[17]

Bedrock Edition


Pocket Edition Alpha			[hide]
v0.5.0		 Added zombie pigmen.	
		Zombie pigmen spawn only in <u>Nether reactors</u> .	
		Zombie pigmen are hostile to all <u>players</u> , but have a shorter sight range.	
		Zombie pigmen are missing their head layer.	
		Zombie pigmen's <u>drops</u> are different than in <i>Java Edition</i> : 0-1 <u>feathers</u> and/or a <u>gold ingot</u> .	
v0.7.2		Added new <u>sounds</u> for the zombie pigmen.	
v0.8.1		Zombie pigmen no longer take <u>damage</u> when they are burning in the <u>daylight</u> .	
v0.9.0	build 1	Zombie pigmen can now be spawned using a <u>spawn egg</u> .	
v0.9.2		Zombie pigmen now rarely drop <u>carrots</u> and <u>potatoes</u> .	
		Zombie pigmen now have an attacking animation.	
v0.9.4		Zombie pigmen now have 2 () armor points, which reduces 8% of <u>damage</u> .	
v0.11.0	build 1	Zombie pigmen can now spawn with three at once instead of one in <u>Nether reactors</u> .	
		 Zombie pigmen now have a head layer.	
		Zombie pigmen now have their arms out like regular <u>zombies</u> .	
		Zombie pigmen no longer burn in <u>sunlight</u> .	
	build 2	Zombie pigmen now drop <u>rotten flesh</u> , which was previously a <u>feather</u> and also now drop rarely a <u>gold ingot</u> , instead of a <u>carrot</u> or <u>potato</u> .	
		 Zombie pigmen can now spawn as babies.	
		Added <u>chicken jockeys</u>	
v0.12.1	build 1	Zombie pigmen now spawn in <u>the Nether</u> .	
		Zombie pigmen now use the new <u>mob AI</u> .	
		Zombie pigmen are now neutral.	
		Zombie pigmen can now wear <u>armor</u> .	
		Zombie pigmen have a chance to spawn armored and with enchanted armor.	
		Pigs struck by <u>lightning</u> now turn into zombie pigmen.	
		Zombie pigmen can now drop <u>gold nuggets</u> .	
		Zombie pigmen can now spawn from <u>Nether portals</u> in the <u>Overworld</u> .	
	build 11	Zombie pigmen now have a chance of spawning with <u>enchanted swords</u> .	
build 12	Zombie pigmen now attack <u>iron golems</u> .		
v0.14.0	build 1	Replaced <u>chicken jockeys</u> : baby zombie pigmen now have 15% chance of becoming a <u>jockey</u> when angered.	
		Adult zombie pigmen can now be ridden by baby <u>zombie</u> variants.	
v0.15.0	build 1	Zombie pigmen are now faster when angered.	
v0.16.0	?	Baby zombie pigmen no longer can mount <u>mobs</u> .	
Pocket Edition			[hide]
?		Zombie pigmen no longer may spawn armored.	
1.1.0	alpha 1.1.1.0	The entity ID has been changed from pig_zombie to zombie_pigman.	
Bedrock Edition			[hide]

	<u>?</u>	Adult zombie pigmen are no longer rideable by their baby variants.
<u>1.5.0</u>	<u>beta 1.5.0.0</u>	Zombie pigmen now sink underwater.
		Zombie pigmen no longer <u>drown</u> in water.
	<u>beta 1.5.0.4</u>	Zombie pigmen now seek out <u>turtle eggs</u> and intentionally trample them.
<u>1.10.0</u>	<u>beta 1.10.0.3</u>	 The textures of zombie pigmen and baby zombie pigmen have been changed.
<u>1.13.0</u>	<u>beta 1.13.0.9</u>	Adult zombie pigmen can now be ridden again by baby <u>zombie</u> , baby <u>zombie villager</u> and baby <u>husk</u> variants.
<u>1.16.0</u>		Added <u>piglins</u> , which can be converted into zombie pigmen in the <u>Overworld</u> or the <u>End</u> .
		 The textures and <u>models</u> of zombie pigmen have been changed.
	<u>beta 1.16.0.51</u>	"Zombie Pigman" has been renamed to "Zombified Piglin".
		Zombified piglins now sometimes pick up dropped <u>armor</u> pieces and <u>swords</u> .
		Zombified piglins now burn in <u>sunlight</u> again. ^[18]
		Zombified piglins now take <u>damage</u> from <u>lava</u> and <u>fire</u> .
		Zombified piglins now can pick up <u>illager banner</u> as pillagers. ^[19]
	<u>beta 1.16.0.57</u>	Zombified piglins once again no longer burn on <u>sunlight</u> .
	<u>beta 1.16.0.59</u>	Zombified piglins are now immune to <u>fire damage</u> again.
	<u>beta 1.16.0.63</u>	 The <u>models</u> of zombified piglins and baby zombified piglins have been changed. The head scale is now slightly smaller. The textures of zombified piglins have been changed to match <u>Java Edition 20w13a</u> 's.
<u>1.16.20</u>	<u>beta 1.16.20.50</u>	 The <u>models</u> of zombified piglins and baby zombified piglins have been changed. Overlay models are now slightly smaller.
		The texture file of zombified piglins have been reorganized to more closely match <u>Java Edition 20w14a</u> 's.
		Added <u>piglin brutes</u> , which can be converted into zombified piglin in the <u>Overworld</u> or the <u>End</u> .
<u>1.16.100</u>	<u>beta 1.16.100.50</u>	Now the piglins with crossbows when zombified, continue to keep their crossbow
		Zombified piglins that are converted from piglin brutes now keep their golden <u>axes</u> .
	<u>beta 1.16.100.54</u>	The zombified piglin now holds a <u>warped fungus on a stick</u> when spawned as a <u>strider</u> jockey.
<u>1.19.70</u>	<u>Preview 1.19.70.21</u>	Zombified piglins now spawn at light level 11 and below.
<u>1.21.50</u>	<u>Preview 1.21.50.28</u>	Zombified piglins no longer become angry if a nearby zombified piglin is killed in one hit. ^[20]
<u>1.21.60</u>	<u>Preview 1.21.60.21</u>	<u>Golden swords</u> dropped by zombified piglins now have randomized durability to match <u>Java Edition</u> . ^[21]
<u>1.21.90</u>	<u>Preview 1.21.90.21</u>	The zombified piglins' speed when chasing a mob has been decreased, to match <u>Java Edition</u> .
<u>1.21.130</u>	<u>Preview 1.21.130.20</u>	Zombified piglins can now spawn holding golden <u>spears</u> .
		Due to a bug, zombified piglins can only perform jab attacks when holding a spear.
	<u>Preview 1.21.130.22</u>	Zombified piglins can now perform charge attacks when holding a spear.
	<u>Preview 1.21.130.26</u>	Baby and adult zombified piglins can now be summoned with the <code>/summon</code> command with <u>spawn events</u> <code>spawn_adult</code> and <code>spawn_baby</code> .

Legacy Console Edition

Legacy Console Edition								[hide]	
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch			
TU1	CU1	1.00	1.00	1.00	Patch 1	1.0.1	 Added zombie pigmen.		
TU7							Zombie pigmen now drop 0-1 gold nuggets and 0-1 rotten flesh and no longer drop cooked porkchops. ^{[is this the correct version?]}		
TU12							Zombie pigmen now have a rare chance of dropping gold ingots , golden helmets , or their own golden swords , which can be enchanted with a random level 5 enchantment.		
TU14		1.04					Zombie pigmen can now spawn in the Overworld from Nether portals .		
TU19	CU7	1.12	1.12	1.12			Patch 1	1.0.1	 Added baby zombie pigmen.
									Zombie pigmen can now wear armor or weapons .
									When damaged, zombie pigmen now have a low chance to spawn zombies. ^{[is this the correct version?]}
									 On Halloween , zombie pigmen now have a chance of spawning with a pumpkin or jack o'lantern on its head. ^{[is this the correct version?]}
									Zombie pigmen no longer visibly catch fire when going into fire or lava.
TU31	CU19	1.22	1.22	1.22	Patch 3	1.0.11			Zombie pigmen now become neutral again toward the player in 20 to 39.95 seconds after provocation, although they continue to attack until the player gets outside their aggressive distance.
TU39	CU27	1.31	1.31	1.31	Patch 10				When struck by lightning , zombie pigmen now spawn with golden swords .
TU46	CU36	1.38	1.38	1.38	Patch 15				Zombie pigmen now sometimes spawn with their left hand as their main hand.
TU60	CU51	1.64	1.64	1.64	Patch 30				 Baby zombie pigmen now have a head layer.
TU69		1.76	1.76	1.76	Patch 38		Zombie pigmen now sink in water . ^{[verify]}		
							Zombie pigmen no longer drown in water. ^{[verify]}		
			1.90				 The textures of zombie pigmen and baby zombie pigmen have been changed.		

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0	 Added zombie pigmen and baby zombie pigmen.	

Issues

Issues relating to "Zombified 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%29%20AND%20%28summary%20>

~%20%22Zombified%20Piglin%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- The pre-Texture Update zombie pigman texture file has "THX XAPHOBIA" written on the unused section as a credit by [Notch](#) to the skin's original creator.
- The zombified piglin's angry sound is played twice the speed of the original sound file in the game.^[*JE*]^{only}
- Applying the Classic Texture Pack changes the zombified piglin's model and texture back to a zombie pigman.^[*Bedrock Edition*]^{only}
- There is a glitch where the zombified piglin texture appears as the zombie pigman even without the Classic Texture Pack.^[*Bedrock Edition*]^{only}
- In *Minecraft Legends*, piglins don't zombify in the [Overworld](#) because they breathe in [Nether wart](#) spores.^[22]
- In the 2013 *Marvel's Agents of S.H.I.E.L.D.* episode *Girl in the Flower Dress*, Jemma Simmons mentions that another character "runs a rather nasty mob" of zombie pigmen.^[23]

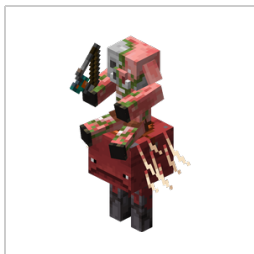
Gallery

Renders

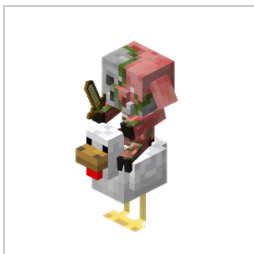
Jockeys



The position of a sitting zombified piglin.



A zombified piglin riding a [strider](#).

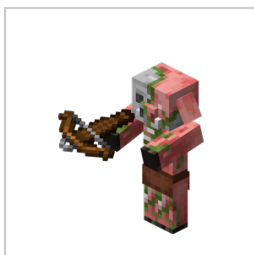


A zombified piglin [chicken jockey](#).

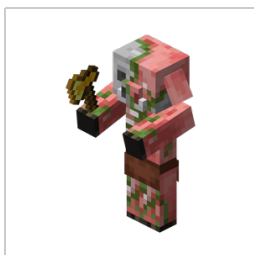


An adult zombified piglin jockey.^[*Bedrock Edition*]^{only}

Armed



A zombified piglin with a [crossbow](#).



A zombified [piglin brute](#).

Zombifying



A piglin zombifying animation.

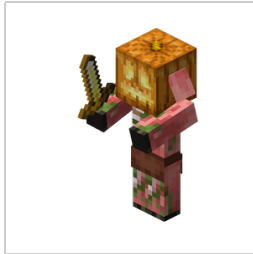


A piglin brute zombifying animation.

Halloween



A zombified piglin with a pumpkin.



A zombified piglin with a jack o' lantern.

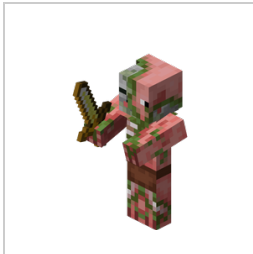


A baby zombified piglin with a pumpkin.



A baby zombified piglin with a jack o'lantern.

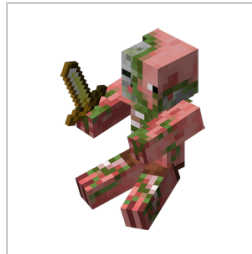
Zombie pigman



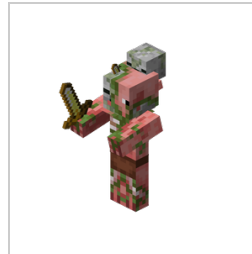
A zombie pigman



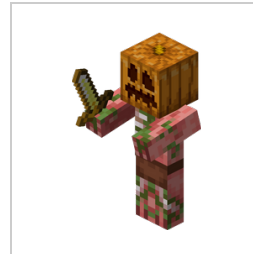
A zombie pigman targetting



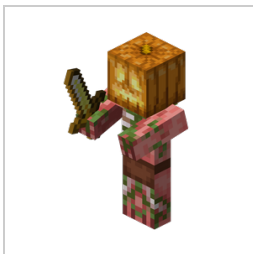
A baby zombie pigman sitting



A baby zombie pigman riding an adult zombie pigman in Bedrock Edition.



A zombie pigman wearing a pumpkin.



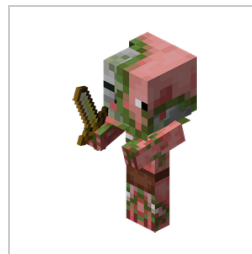
A zombie pigman wearing a jack o'lantern.



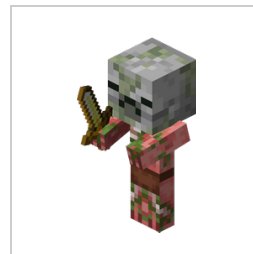
A baby zombie pigman wearing a pumpkin.



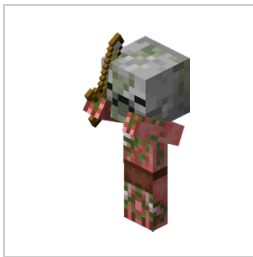
A baby zombie pigman wearing a Jack o' Lantern



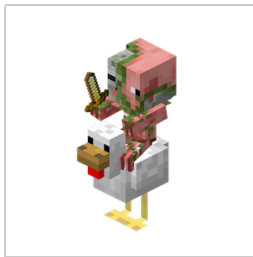
A baby zombie pigman from Legacy Console Edition, as of the Texture Update.



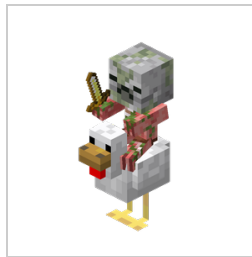
A baby zombie pigman



A baby zombie pigman targetting



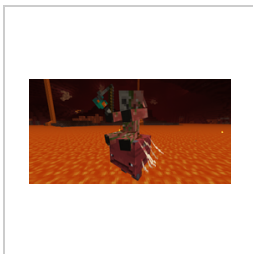
A baby zombie pigman chicken jockey from Legacy Console Edition.



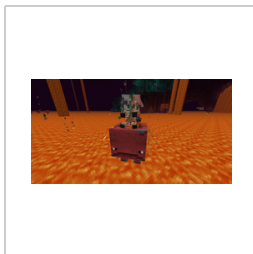
A baby zombie pigman chicken jockey.

Screenshots

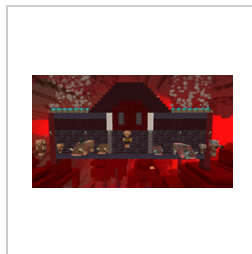
Zombified piglin



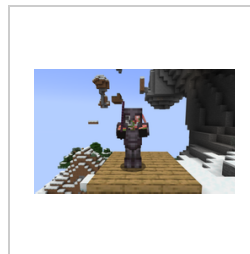
A zombified piglin riding a strider.



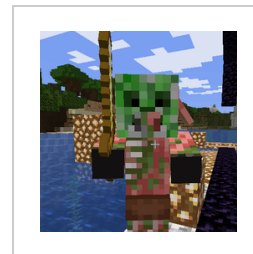
A baby zombified piglin riding a strider.



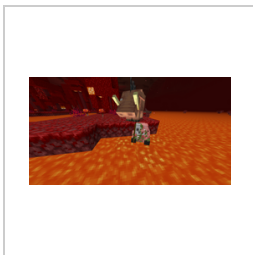
All of the pig-like mobs in the 1.16 Nether Update (including the piglin brute).



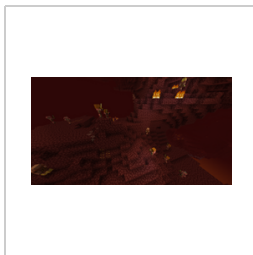
A zombified piglin with full netherite armor.



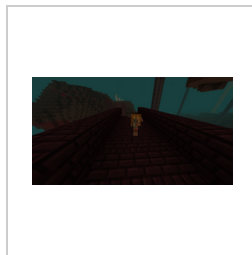
A zombified piglin wearing a creeper head.



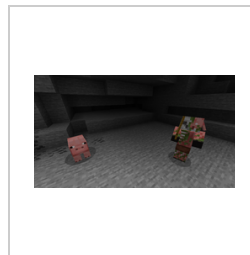
Zombified piglin swimming in lava.



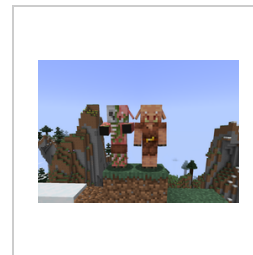
Multiple zombified piglins wearing pumpkins on Halloween.



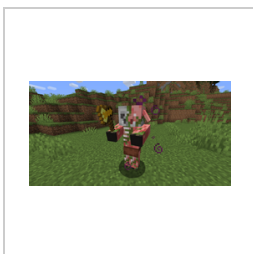
Baby zombified piglin wearing pumpkin on Halloween.



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



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



A zombified piglin brute in the Overworld.

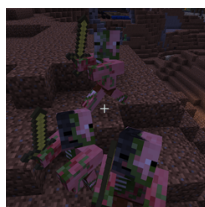
Zombie pigman



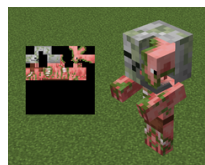
A zombie pigman in the preview version of Alpha v1.2.0.



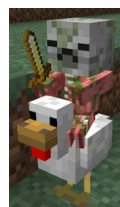
A zombie pigman holding an enchanted golden sword.



Two zombie pigmen wearing wither skeleton skulls.



The hidden baby zombie pigman head outer layer.



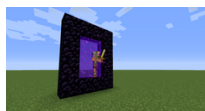
A baby zombie pigman riding a chicken, before the Texture Update.



The old zombie pigman burning in sunlight in Pocket Edition. They did not get hurt by the fire.



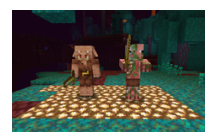
A zombie pigman attacking the player.



A zombie pigman that spawned from a Nether portal.



Zombie pigmen dying in an automated farm.



A zombie pigman next to a piglin prior to snapshot 20w09a.

Textures



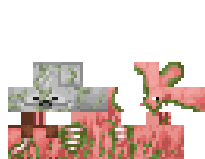
Zombified piglin texture file.



The original zombie pigman skin, published on DeviantArt by Xaphobia^[24] on October 23, 2010.



Zombie Pigman texture file before 1.14 texture change. "THX XAPHOBIA" is written on the unused section of the texture, as a credit by Notch to the skin's original creator.



Zombie Pigman texture file after 1.14 texture change.

In other media



A zombified piglin in promotional artwork for the Nether Update.



Artwork of a zombie pigman.



A baby zombie piglin in 15 Year Journey.



A zombie pigman as it appears in Minecraft: Story Mode.



An official render of the zombie pigman by Mojang Studios.



Zombie pigman micromob from Lego Minecraft.



LEGO Minecraft zombie pigman minifigure.



Baby zombie pigman minifigure.



Zombie pigman plush by JINX.



Zombie pigmen as they appeared in Deep Dive!

See also

- Zombie
- Pigman
- Zombified piglin farming
- Piglin
- Piglin Brute

References

- MCPE-98020
- MC-301000
- MC-62048 marked 'Works As Intended'
- MCPE-89730
- MC-2432 — resolved as "Works As Intended".
- MC-208880
- This does not occur in *Bedrock Edition* because zombified piglins are not in the zombie family, and mobs in the zombie family can convert villagers into zombie villagers.
- MCPE-80614
- http://pokeaddicted.deviantart.com/gallery/?offset=48#/d31dd7q
- https://web.archive.org/web/0/https://notch.tumblr.com/post/1427565678
- "MUOAHAAHA! Pigs that get hit by lightning turn into zombie pigmen ;D" (https://twitter.com/notch/status/57426954093211648) – @notch (https://twitter.com/notch) (Markus Persson) on X (formerly Twitter), April 11, 2011
- MC-165524
- MC-111498 — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".
- MC-69032 — resolved as "Fixed".
- MC-56653 — resolved as "Fixed".

- 16. [MC-14800](#)
- 17. [MC-219981](#) — Leader zombie-type mobs spawn with 20 health despite having increased max health — resolved as "Fixed".
- 18. [MCPE-65381](#)
- 19. [MCPE-89730](#)
- 20. [MCPE-68327](#) — Other zombified piglins aggro when you one-hit kill one of them — resolved as "Fixed".
- 21. [MCPE-75292](#) — Gold swords dropped by piglins and zombified piglins all have the same durability — resolved as "Fixed".
- 22. <https://www.minecraft.net/en-us/article/craft-your-own-legend/piglin>
- 23. "Marvel's Agents of SHIELD - Episode 5 - Minecraft Reference" (https://youtube.com/watch?v=F_QDFf-WTVw) – October 23, 2013
- 24. Zombie Pigmen by PokeAddicted on DeviantArt (<https://www.deviantart.com/pokeaddicted/art/Zombie-Pigmen-183701798>)

Navigation

	Entities	[hide]
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Passive	Allay Armadillo Axolotl Bat Camel Camel Husk Cat Chicken Cod	
	Copper Golem Cow Donkey Frog Glow Squid Happy Ghast Horse	
	Mooshroom Mule Ocelot Parrot Pig Rabbit Salmon Sheep	
	Skeleton Horse Sniffer Snow Golem Squid Strider Tadpole Tropical Fish	
	Turtle Villager Wandering Trader Zombie Horse	
	BE & edu only Agent NPC	
Neutral	Bee Cave Spider Dolphin Drowned Enderman Fox Goat Iron Golem	
	Llama Nautilus Panda Piglin Polar Bear Pufferfish Spider	
	Trader Llama Wolf Zombie Nautilus Zombified Piglin	
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	Strider Zombie Horseman Zombie Nautilus) Mob variants Mob conversion	
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