

# Cow ↳ See article feedback

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

A **cow** is a [passive mob](#) found in most grassy [biomes](#) and are a source of [leather](#), [beef](#), and [milk](#). They have three variants based on the [temperature](#) of the [biome](#) they spawn in.

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<b>Cow</b>
<b>Temperate</b> Cold Warm
 Adult
 Baby

<b>Health points</b> 10 (██████)
<b>Behavior</b> Passive
<b>Mob type</b>  Animal
<b>Hitbox size</b> In <a href="#">Java Edition</a> :
<b>Adult:</b> Height: 1.4 blocks Width: 0.9 blocks
<b>Baby:</b> Height: 0.7 blocks Width: 0.45 blocks
<b>In Bedrock Edition:</b>

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## Spawning

Cows spawn naturally in the Overworld in most grassy biomes except for snowy plains, meadows, cherry groves, mangrove swamps, and pale gardens. They spawn in small herds, with a set spawn rate for each biome.

Cows also require a well-lit grass block to spawn on and at least two blocks of space above it.

In *Java Edition*, herds of four cows spawn on grass blocks. Individual cows rarely may spawn after world generation.

In *Bedrock Edition*, herds of 2–3 cows spawn on grass blocks. Individuals regularly spawn on grass after world generation.

Cows sometimes spawn inside animal pens, stables, and butcher house backyards in villages upon world generation.

Using shears on a mooshroom converts it into a cow.

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

**Adult:**

Height: 1.3 blocks

Width: 0.9 blocks

**Baby:**

Height: 0.65 blocks

Width: 0.45 blocks

**Speed**

0.2

**Spawn**

Grass blocks with at least two blocks of space above in most Overworld biomes.

After shearing a mooshroom.

**Usable items** Bucket Wheat Lead

Category: Creature	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Old Growth Birch Forest	8/40	20%	4	8	2–3
Birch Forest	8/40	20%	4	8	2–3
Dark Forest	8/40	20%	4	8	2–3
Flower Forest	8/44	18.18%	4	8	2–3
Windswept Gravelly Hills	8/45	17.78%	4	8	2–3
Windswept Forest	8/45	17.78%	4	8	2–3
Windswept Hills	8/45	17.78%	4	8	2–3
Forest	8/45	17.78%	4	8	2–3
Sunflower Plains	8/46	17.39%	4	8	2–3
Eroded Badlands	8/46	17.39%	4	8	2–3
Plains	8/46	17.39%	4	8	2–3
Badlands	8/46	17.39%	4	8	2–3
Wooded Badlands	8/48	16.67%	4	8	2–3
Swamp	8/50	16%	4	8	2–3
Savanna	8/52	15.38%	4	8	2–3
Windswept Savanna	8/52	15.38%	4	8	2–3
Sparse Jungle	8/58	13.79%	4	8	2–3
Taiga	8/60	13.33%	4	8	2–3
Snowy Taiga	8/60	13.33%	4	8	2–3
Old Growth Spruce Taiga	8/60	13.33%	4	8	2–3
Old Growth Pine Taiga	8/60	13.33%	4	8	2–3
Savanna Plateau	8/68	11.76%	4	8	2–3
Jungle	8/91	8.79%	4	8	2–3
Bamboo Jungle	8/170	4.71%	4	8	2–3

## Variants

"Cow variant" redirects here. For the cow variant found in mushroom fields biomes, see [Mooshroom](#). For the definition of cow variants in data packs, see [Mob variant definitions § Cow](#).

Cows have 3 variants; temperate, cold, and warm. The variant is determined by the biome the cow spawns in.

Natural spawning		
Temperate	Warm	Cold
<ul style="list-style-type: none"> <li>Plains</li> <li>Sunflower Plains</li> <li>Forest</li> <li>Flower Forest</li> <li>Birch Forest</li> <li>Old Growth Birch Forest</li> <li>Dark Forest</li> <li>Swamp</li> </ul>	<ul style="list-style-type: none"> <li>Savanna</li> <li>Savanna Plateau</li> <li>Windswept Savanna</li> <li>Jungle</li> <li>Sparse Jungle</li> <li>Bamboo Jungle</li> <li>Badlands</li> <li>Eroded Badlands</li> <li>Wooded Badlands</li> </ul>	<ul style="list-style-type: none"> <li>Taiga</li> <li>Snowy Taiga</li> <li>Old Growth Pine Taiga</li> <li>Old Growth Spruce Taiga</li> <li>Windswept Hills</li> <li>Windswept Gravelly Hills</li> <li>Windswept Forest</li> </ul>
<b>Other</b> <small>[variants 1]</small>		<a href="#">[show]</a>

1. When a cow is summoned using a [spawn egg](#) or [commands](#). Unlisted biomes spawn temperate cows.

If a cow is spawned via spawn egg or command in any biome not listed, it spawns as a temperate cow.

## Drops

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### Breeding

1–7 experience orbs upon a successful breeding.

### On death

An adult cow drops:

*Java Edition:*

### Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average												
	Default			Looting I			Looting II			Looting III			
	Raw Beef <sup>[A]</sup>	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%	3.50
	Steak <sup>[B]</sup>	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%	3.50
	Leather	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50

- A. Only when *not* on fire and *not* killed with a weapon enchanted with [Fire Aspect](#).  
 B. Only when on fire or killed with a weapon enchanted with [Fire Aspect](#).

## Bedrock Edition:

### Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Raw Beef[A]	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%	3.50
 Steak[B]	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%	3.50
 Leather	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00

A. Only when *not* on fire.

B. Only when on fire.

- 1–3 experience orbs are dropped when killed by a player or tamed wolf.

Killing a baby cow yields no items nor experience.

## Milking

An adult cow can be milked by using a bucket on it, yielding a milk bucket.

## Behavior

A cow moos and huffs occasionally while wandering aimlessly, but tends to stay in well lit and grassy places. They avoid water unless following a player and always avoid rails and falls that cause damage. If harmed, the cow flees for a few seconds.

Cows follow players holding wheat within a six block radius.



A baby cow, compared to a regular cow.

## Breeding

*Main article: Breeding*

*See also: Tutorial:Animal farming*

Cows follow players holding wheat but stop following when separated from the player by at least 10[Java Edition only] or 16[Bedrock Edition only] blocks. Additionally, baby cows follow adults.

A player can breed cows by using wheat. After breeding, a baby cow spawns and 1–7 experience is generated. The parents cannot be bred again for 5 minutes. The variant of the offspring is inherited from one of the parents and does not depend on the biome they are bred in.

Baby cows take 24000 ticks (20 minutes) to grow up, but the growth time can be accelerated using

wheat. Each use takes 10% off the remaining time to grow up. It moves to another adult cow if it is separated from its parent by more than 24 blocks. Baby cows prefer to follow adult cows instead of players holding wheat.

## Sounds

### *Java Edition:*

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
Cow moos	Friendly Mobs	Randomly	entity .cow .ambient	subtitles .entity.cow .ambient	0.4	0.8-1.2 (Baby: 1.3-1.7)	16		
Cow dies	Friendly Mobs	When a cow dies	entity .cow .death	subtitles .entity.cow .death	0.4	0.8-1.2 (Baby: 1.3-1.7)	16		
Cow hurts	Friendly Mobs	When a cow is damaged	entity .cow .hurt	subtitles .entity.cow .hurt	0.4	0.8-1.2 (Baby: 1.3-1.7)	16		
Cow gets milked	Players	When a cow is milked	entity .cow .milk	subtitles .entity.cow .milk	1.0	1.0	16		
Footsteps	Friendly Mobs	While a cow is walking	entity .cow .step	subtitles .block .generic .footsteps	0.15	1.0	16		

### *Bedrock Edition:*

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
?	Friendly Mobs	Randomly	mob.cow .say	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	When a cow dies	mob.cow .hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	When a cow is damaged	mob.cow .hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	When a cow is milked	mob.cow .milk	?	1.0	1.0		
?	Friendly Mobs	While a cow is walking	mob.cow .step	?	0.65	0.9-1.1		

## Historical sounds

Sound	From	to	Pitch
Idle	Alpha v1.0.8	Alpha v1.0.9	?
Hurt	Alpha v1.0.8	Alpha v1.0.9	?
Idle	Alpha v1.0.9	1.4.2	?
Hurt/Die	Alpha v1.0.9	1.4.2	?

## Data values

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### ID

*Java Edition:*

Name	Identifier	Entity tags	Translation key [hide]
 Cow	cow	followable_friendly_mobs	entity.minecraft.cow

*Bedrock Edition:*

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Cow	cow	11	cow mob	entity.cow.name

## Entity data

Cows have entity data associated with them that contain various properties.

*Java Edition:*

*Main article: Entity format*

Entity data

**Additional fields for mobs that can breed**

**Tags common to all entities**

**Tags common to all mobs**

**variant:** The variant of the cow.

*Bedrock Edition:*

See [Bedrock Edition level format/Entity format](#).

## Achievements

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[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		<a href="#">Repopulation</a>	Breed two cows with wheat.	Breed two <u>cows</u> or two <u>mooshrooms</u> .	15	Bronze
		<a href="#">Cow Tipper</a>	Harvest some leather.	Pick up <u>leather</u> from the ground or via <u>fishing</u> .	15	Bronze
		<a href="#">It Spreads</a>	Kill a mob next to a <u>catalyst</u>	Kill any mob that drops <u>experience</u> near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . <u>Mobs</u> that drop no <u>experience</u> are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[\[show\]](#)

## Advancements

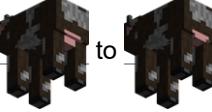
Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	<a href="#">It Spreads</a>	Kill a mob near a Sculk Catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . <u>Mobs</u> that drop no <u>experience</u> are ignored for this advancement.	
	<a href="#">The Parrots and the Bats</a>	Breed two animals together	Breed a pair of <u>any</u> of these 27 <u>animals</u> : <a href="#">[show]</a> A <u>mule</u> must be the result of <u>breeding a horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.	
	<a href="#">Two by Two</a>	Breed all the animals!	Breed a pair of <u>each</u> of these 26 <u>animals</u> : <a href="#">[show]</a> A trader llama does not count as a <u>llama</u> , and a <u>mule</u> must be the result of breeding a <u>horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.	

Advancements that apply to all mobs:

[\[show\]](#)

## History

### Java Edition

<b>Java Edition Alpha</b>		
<a href="#">v1.0.8</a>	 Added cows.	<a href="#">[hide]</a>
	They drop leather when killed.	
<a href="#">v1.0.9</a>	The "idle" and "hurt" sounds for cows have been changed.	
<b>Java Edition Beta</b>		
<a href="#">1.3</a>	 The position of cows' horns has been changed.	<a href="#">[hide]</a>
<a href="#">1.8</a>	<p><a href="#">Pre-release</a> Cows now run away when attacked.</p> <p>Added <u>raw beef</u>, which drops from cows, and if killed on fire, they drop <u>steak</u>.</p>	
<b>Java Edition</b>		
<a href="#">Beta 1.9 Prerelease 2</a>	Cows can now be <u>bred</u> using <u>wheat</u> .	
<a href="#">Beta 1.9 Prerelease 3</a>	 Added baby cows.	
<a href="#">Beta 1.9 Prerelease 6</a>	 The position of cows' horns has been changed, again.  The model of cows' udder has been changed from  to 	
<a href="#">1.2.1</a>	<p><a href="#">12w07a</a> The cow <u>AI</u> has been updated.</p> <p>Cows can no longer be <u>bred</u> with <u>mooshrooms</u>.</p>	
<a href="#">1.4.2</a>	<a href="#">12w38a</a> The "idle" and "hurt" sounds for cows have been changed, again.	
<a href="#">1.6.1</a>	<a href="#">13w16a</a> Added <u>leads</u> , which can be used to leash cows.	
<a href="#">1.8</a>	<a href="#">14w02a</a> Baby cow growth can now be accelerated using <u>wheat</u> .	
<a href="#">1.9</a>	<p><a href="#">15w39a</a> Cows are now slightly taller (1.4 <u>blocks</u> tall rather than 1.3, with babies 0.7 blocks tall rather than 0.65).</p> <p><a href="#">15w50a</a> Added a <u>sound</u> for when the <u>player</u> milks a cow.</p>	
<a href="#">1.10</a>	<a href="#">16w20a</a> Cows no longer spawn in <u>ice plains</u> .	

<u>1.12</u>	<u>17w06a</u>	The texture of cows has been changed. Shifted the cow's udder to be aligned correctly. <sup>[1]</sup>
<u>1.14</u>	<u>18w43a</u>	 The texture of cows has been changed.
	<u>19w37a</u>	Cows now have a 5% chance to spawn as babies.
<u>1.15</u>	<u>19w39a</u>	 The model of baby cows has been changed.
<u>1.16</u>	<u>pre1</u>	Cows can now be milked in Creative mode.
	<u>25w02a</u>	Cows can now spawn in <u>wooded badlands</u> . Technically, they are also allowed to spawn in <u>badlands</u> and <u>eroded badlands</u> , but cannot spawn there naturally as these biomes do not generate grass blocks.
		 Added cold and warm cows and their baby variants.
	<u>25w05a</u>	 The texture of cows has been changed, most notably its nose now extrudes from its model.
<u>1.21.5</u>		The original cow variant is now considered temperate. <sup>[2]</sup>
	<u>25w06a</u>	Cows spawned outside of their natural biomes, such as by using spawn eggs or as part of a pack on the border of a biome, may now also be spawned as variants depending on the biome.
	<u>25w10a</u>	<p>The new models have been tweaked so the horn placement and leg positioning now match the model on Bedrock Edition.</p> <p>The textures of temperate cow legs no longer have harsh borders due to a mirroring issue.</p>  The models of baby cows have been changed.

## Bedrock Edition

Pocket Edition Alpha			[hide]
v0.3.0			Added cows and their baby forms.
v0.6.0			Cows can now drop leather. Baby cows now spawn naturally; each cow has a 25% chance to spawn as a baby.
v0.7.0			Cow spawn eggs have been added to the Creative inventory.
v0.8.0	build 1		Cows are now attracted to wheat and can now be bred. The cow AI has been improved: cows now avoid falls, fire, water, cacti, and lava.
v0.9.2			The health of cows has been reduced from 20 (❤ × 10) to 10 (❤️❤️❤️)
v0.12.1	build 1		The sounds cows make have been updated.
v0.14.0	build 1		Baby zombies can now mount cows. Cows no longer spawn in snowy tundra biomes and its variants.
v0.15.0	build 1		Baby husks can now mount cows.
?			The chance of baby cows spawning instead of adults has been reduced to 5%.
Bedrock Edition			[hide]
1.10.0	beta 1.10.0.3		The texture of cows has been changed.
1.11.0	beta 1.11.0.1		Cows now spawn in animal pens in villages.
1.18.30	Preview 1.18.20.28		Cows no longer spawn in snowy taigas.
	Release		Reverted the previous change to cow spawning.
1.21.70 Experiment Drop 1 2025	Preview 1.21.70.20		Added cold and warm cows and their baby variants.
			The texture of cows has been changed, most notably its nose now extrudes from its model.
			The original cow variant is now considered temperate.
1.21.70	Preview 1.21.70.23		All features behind the "Drop 1 2025" experimental toggle are fully implemented.

## Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU1							 Added cows.
TU5							Cows now run away when attacked.
TU7	CU1	1.00	1.00	1.00	Patch 1		 Added baby cows.
TU12							Cows can now be <u>bred with wheat</u> .
TU14		1.04					Cows can no longer breed with <u>mooshrooms</u> .
TU31	CU19	1.22	1.22	1.22	Patch 3		Baby cows can now be spawned by using a cow spawn egg on a cow, done by pressing  .
TU43	CU33	1.36	1.36	1.36	Patch 13		Baby cow growth can now be accelerated using wheat.
TU56	CU47	1.55	1.55	1.55	Patch 26	1.0.1	The <u>sounds</u> cows make have been updated.
							The sounds baby cows make have been updated.
							Added a <u>sound</u> for when the player milks a cow.
							Cows can now be milked in <u>Creative mode</u> .

## New Nintendo 3DS Edition

New Nintendo 3DS Edition			[hide]
0.1.0			Added cows and their baby forms.

## Minecraft Education

<b>Minecraft Education</b>		
		[hide]
<b>1.0</b>		Added cows and their baby forms.
<b>1.12.0</b>		The texture of cows has been changed. Cows now spawn in animal pens in villages.
<b>1.21.90</b>		Added cold and warm cows and their baby variants. The texture of cows has been changed, most notably its nose now extrudes from its model. The original cow variant is now considered temperate.

## Data history

<b>Java Edition</b>		
		[hide]
<b>1.11</b>	<b>16w32a</b>	The entity ID has been changed from Cow to cow.
<b>1.13</b>	<b>17w47a</b>	Numeric IDs for entities were presumably deprecated in this version. <a href="#">[more information needed]</a>

## Issues

Issues relating to "Cow" are maintained on the bug tracker. Issues should be reported and viewed there (

## Trivia

- Cows in the PC Gamer *Minecraft* Demo are branded with a 'PCG' logo on their side.
- Markus Persson stated in a Tumblr post that all "breedable" peaceful mobs displayed traits of both genders and could breed with any other individual of their species.<sup>[3]</sup> This applies to cows as they have horns and give milk (although there are some cattle breeds wherein females exhibit horns).

## Gallery

### Mojang screenshots



A house for cows.



Lots of cows.



Lots more cows.



A cow named Bessie in the Nether.



A cow named Bessie in the End.



A cow and sheep.



Six cows, including a warm cow and a cold cow, surrounded by firefly bushes.



Three cows following Ari.



Two cold cows with a baby.



A warm cow with its baby.



Cows and firefly bushes.



Cow variants.

## Screenshots



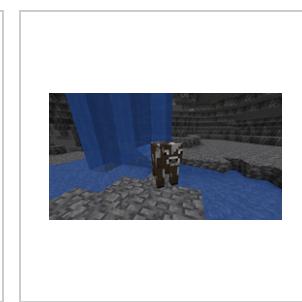
A dying temperate cow.



A temperate cow being tempted by the player who is holding wheat.



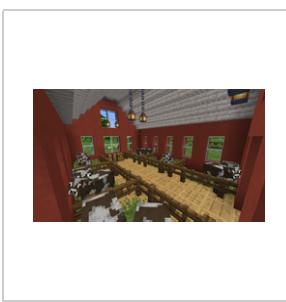
A temperate cow attempting to follow the player through a fence.



A temperate cow that has been pushed from a water source into a cave.



The original black-and-white cow.

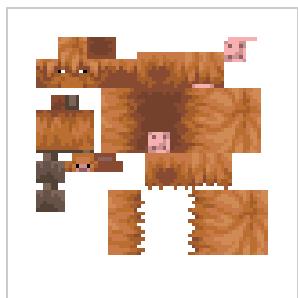


Cow pens inside a building.



A naturally spawned warm cow in a jungle.

## Textures



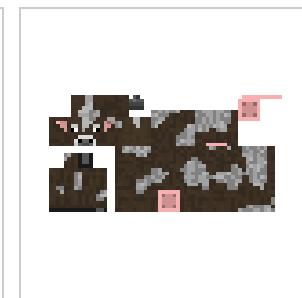
Cold cow.



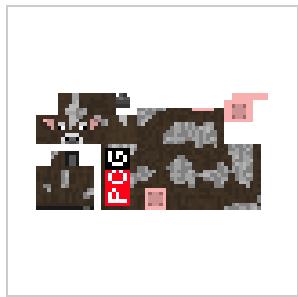
Temperate cow.



Warm cow.



Programmer Art.



PC Gamer demo.

## In other media



A cow in promotional artwork for the [Horse Update](#).



Artwork of a cow.



A cow in promotional artwork for the first [Caves & Cliffs](#) update.



A cow and several other animals watching [Noor](#) in the [Minecraft Live 2023](#) reveal trailer.



Several cows in a [cherry grove](#) from the same trailer.



[LEGO Minecraft](#) cow.



[LEGO Minecraft](#) baby cow.



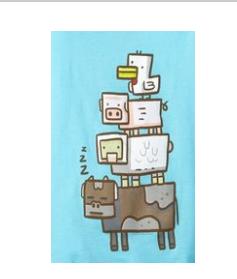
A cow plush made by [JINX](#).



Action figure of a baby cow, [lamb](#), and [piglet](#).



An officially licensed cow hoodie.



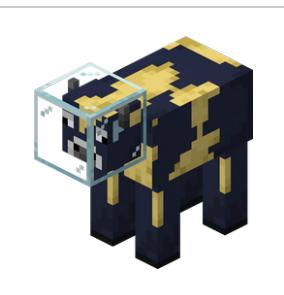
Animal Tower, a T-Shirt design by [JINX](#).



The cow as it appears in the [PC Gamer Demo](#).



A cow from the [PC Gamer Demo](#), with an [exclusive texture](#).



The [Moon Cow](#), a joke variant featured in [Java Edition 23w13a or b](#).



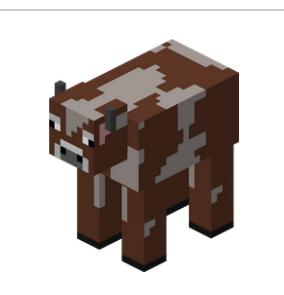
A cow as it appears in the [City texture pack](#).



A cow as it appears in the [Greek Mythology mash-up pack](#).



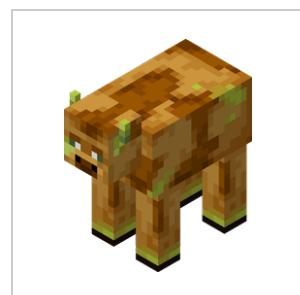
The "Infern<sup>al</sup> Cow," featured in the [Halloween Edition](#) [mash-up pack](#) and [Minecraft Mini-Series](#).



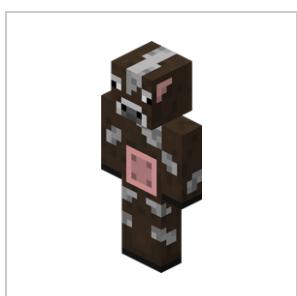
A cow as it appears in the [Plastic texture pack](#).



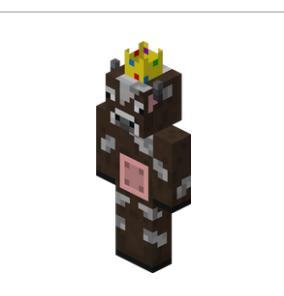
A cow as it appears in the [Natural texture pack](#).



The Cow Potato from [24w14potato](#).



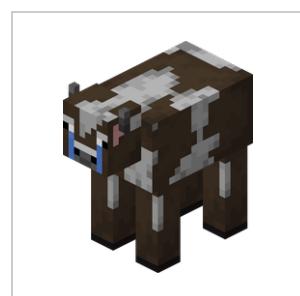
Cow Man, a skin featured in the third [Legacy Console skin pack](#).



Party Cow, a skin featured in the [1st Birthday skin pack](#).



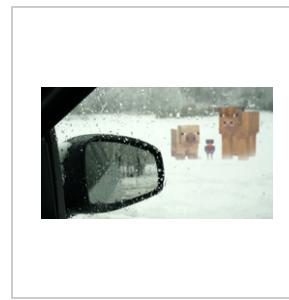
A cow holding a [map](#).



A crying cow.



Cow figure of Flippin' Figs.

A cow as seen in *A Minecraft Movie*.

Cold animal variants in real life snow.

## Notes

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## References

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1. MC-5228
2. "Minecraft Snapshot 25w05a" (<https://www.minecraft.net/en-us/article/minecraft-snapshot-25w05a>) – Minecraft.net, January 29, 2025.
3. "Gender in Minecraft" (<https://web.archive.org/web/0/https://notch.tumblr.com/post/28188312756>) – Notch, July 28, 2012, Tumblr

## External links

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- [Cattle article on Wikipedia](#)
- [Mob Menagerie: Cow](#) (<https://www.minecraft.net/en-us/article/cow>) – Minecraft.net on October 13, 2023

## Navigation

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Entities														<a href="#">[hide]</a>
<a href="#">Mobs</a>														<a href="#">[hide]</a>
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					
	<i>BE &amp; edu only</i>		Agent	NPC										
	Bee	Cave Spider	Dolphin	Drowned	Enderman	Fox	Goat							
	Iron Golem	Llama	Nautlius	Panda	Piglin	Polar Bear								
	Pufferfish	Spider	Trader Llama	Wolf	Zombie Nautilus									
	Zombified Piglin													
	Blaze	Bogged	Breeze	Creaking	Creeper	Elder Guardian								
	Endermite	Evoker	Ghast	Guardian	Hoglin	Husk								
Hostile	Magma Cube	Parched	Phantom	Piglin Brute	Pillager									

<b>Bosses</b>	Ravager  Shulker  Silverfish  Skeleton  Slime  Stray  Vex
<b>Mob types</b>	Vindicator  Warden  Witch  Wither Skeleton  Zoglin  Zombie
<b>Other</b>	Zombie Villager  Ender Dragon  Wither
	Animal  Aquatic  Arthropod  Illager  Monster  Undead
	Jockey ( Camel Husk  Chicken  Hoglin  Ravager)
	Skeleton Horseman  Spider  Strider  Zombie Horseman
	Zombie Nautilus)  Mob variants  Mob conversion
	Other entities <a href="#">[show]</a>
	Unimplemented <a href="#">[show]</a>
	Joke <a href="#">[show]</a>

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