

Mooshroom

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This article is about a variant of cow spawning in mushroom fields biomes. For the hostile mob in Minecraft Dungeons, see [MCD:Mooshroom](#). For the 2020 mob vote mob, see [Moobloom](#).
Not to be confused with [MCE:Moobloom](#) or [MCE:Moolip](#).

A **mooshroom** is a mushroom-covered variant of a [cow](#) exclusive to the rare [mushroom fields biome](#).

Mooshroom

Red Brown



Adult



Baby



Health points 10 (██████)

Behavior Passive

Mob type Animal

Adult:

Height: 1.4 (JE) / 1.3 (BE)
blocks

Width: 0.9 blocks

Baby:

Height: 0.7 (JE) / 0.65 (BE)
blocks

Width: 0.45 blocks

Speed 0.2

Spawn Mushroom Fields

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Spawning

Red mooshrooms can spawn in [mushroom fields](#) [biomes](#) in herds of 4–8 on [mycelium](#) blocks. They do not naturally spawn in any other biome.

Red mooshrooms have a 5% chance of spawning as babies.

A red mooshroom transforms into a brown mooshroom, and vice versa, when it is struck by [lightning](#). Brown mooshrooms never spawn naturally.

 Bucket
 Bowl
 Shears
 Wheat
 Flowers (Brown variant only)
 Lead

Mooshroom spawns in: [hide]

Category: Creature		Java Edition				Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size		
 Mushroom Fields	8/8	100%	4–8	8	4–8		

Breeding

Main article: [Breeding](#)

A pair of mooshrooms can breed when being given [wheat](#). A mooshroom cannot be bred with a cow.

Breeding two red mooshrooms has a $\frac{1}{1024}$ chance to spawn a brown baby variant and vice versa. When breeding a red mooshroom and a brown mooshroom together, the baby has a $\frac{1}{2}$ chance of being either variant.

Feeding wheat to a baby mooshroom shortens its growing time by 10% of the remaining time. Baby mooshrooms do not have mushrooms on their backs; they appear once the baby grows to an adult.

Drops

Breeding

1–7 upon successful [breeding](#)

On death

[Java 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	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 (when killed by a player or tamed wolf)

Shearing a mooshroom drops 5 corresponding mushrooms and turns the mooshroom into a temperate cow, emitting a smaller version of the explosion particle. The mushrooms do not grow back.

Like other baby animals, killing a baby mooshroom yields no items or experience.

Behavior

Mooshrooms have the same AI behavior as cows: they walk around slowly and aimlessly, huffing and mooing occasionally. They avoid danger such as cliffs, fire, or lava, but make no attempt to stay out of water.

A mooshroom follows a player holding wheat.

A lightning strike 4 blocks within a mooshroom switches its color, from red to brown, and vice versa. Mooshrooms do not take damage from lightning during this transformation.

Milking

A mooshroom can be milked by using a bucket on it, yielding a milk bucket. Mooshrooms can also be milked using bowls to get mushroom stew.

When a small flower is used on a brown mooshroom, the brown mooshroom produces a suspicious stew related to that small flower the next time it is milked with a bowl. Red mooshrooms do not produce suspicious stew. The brown mooshroom returns to producing mushroom stew until fed another small flower. The small flowers produce the suspicious stew with the following effects.

Flower	Effect	Duration	Type	[hide]
Allium	Fire Resistance	3s	Positive	
Azure Bluet Open Eyeblossom	Blindness	11s [JE only] 7s [BE only]	Negative	
Blue Orchid Dandelion	Saturation	0.35s [JE only] 0.3s [BE only]	Positive	
Closed Eyeblossom	Nausea	7s	Negative	
Cornflower	Jump Boost	5s	Positive	
Lily of the Valley	Poison	11s	Negative	
Oxeye Daisy	Regeneration	7s	Positive	
Poppy Torchflower	Night Vision	5s	Positive	
Tulips	Weakness	7s	Negative	
Wither Rose	Wither	7s	Negative	

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Cow moos [sound 1]	Friendly Mobs	Randomly	entity.cow.ambient[sound 1]	subtitles.entity.cow.ambient[sound 1]	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Cow dies [sound 1]	Friendly Mobs	When a mooshroom dies	entity.cow.death [sound 1]	subtitles.entity.cow.death [sound 1]	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Cow hurts [sound 1]	Friendly Mobs	When a mooshroom is damaged	entity.cow.hurt [sound 1]	subtitles.entity.cow.hurt [sound 1]	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Footsteps	Friendly Mobs	While a mooshroom is walking	entity.cow.step [sound 1]	subtitles.block.generic.footsteps	0.15	1.0	16	
	Mooshroom transforms	Friendly Mobs	When a mooshroom is struck by lightning	entity.mooshroom.convert	subtitles.entity.mooshroom.convert	1.5	1.0	16	
	Mooshroom eats	Friendly Mobs	When a brown mooshroom is fed a flower	entity.mooshroom.eat	subtitles.entity.mooshroom.eat	2.0	varies [sound 2]	16	
	Cow gets milked [sound 1]	Friendly Mobs	When a mooshroom is milked	entity.cow.milk [sound 1]	subtitles.entity.cow.milk [sound 1]	1.0	1.0	16	
	Mooshroom gets milked	Friendly Mobs	When a mooshroom is milked with a bowl	entity.mooshroom.milk	subtitles.entity.mooshroom.milk	1.0	varies [sound 3]	16	
	Mooshroom gets milked suspiciously	Friendly Mobs	When a brown mooshroom is milked with a bowl after being fed a flower	entity.mooshroom.suspicious_milk	subtitles.entity.mooshroom.suspicious_milk	1.0	varies [sound 3]	16	
	Shears click	Friendly Mobs	When a mooshroom is sheared	entity.mooshroom.shear	subtitles.item.shears.shear	1.0	1.0	16	

1. The mooshroom reuses many of the cow's sound events instead of having its own, resulting in these unintuitive subtitles - see [MC-98316](#)
2. Can be 1.0, 0.95, or 1.05 for each sound
3. Can be 1.0, 0.9, or 1.1 for each sound

Bedrock Edition:

Sounds								[hide]
Sound	<u>Closed captions</u> [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 mooshroom dies	mob.cow.hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a mooshroom is damaged	mob.cow.hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	While a mooshroom is walking	mob.cow.step	?	0.65	0.9-1.1	
	?	Friendly Mobs	When a mooshroom is struck by lightning	mob.mooshroom.convert	?	0.75	1.0	
	Mooshroom eats	Friendly Mobs	When a brown mooshroom is fed a flower	mob.mooshroom.eat	?	1.0/0.95/1.05	0.8-1.2	
	?	Friendly Mobs	When a mooshroom is milked	mob.cow.milk	?	1.0	1.0	
	Mooshroom gets milked	Friendly Mobs	When a mooshroom is milked with a bowl	mob.mooshroom.suspicious_milk	?	1.0/0.9/1.1	1.0	

Data values

ID

Java Edition:

Name	Identifier	Translation key	[hide]
 Mooshroom	mooshroom	entity.minecraft.mooshroom	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
 Mooshroom	mooshroom	16	mob mushroomcow	entity.mooshroom.name	

Entity data

Mooshrooms 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

stew_effects: The effects applied to the suspicious stew from milking the mooshroom.

id: Optional. The Effect identifier of the status effect the brown mooshroom may give to a suspicious stew.

duration: Optional. An integer indicating the duration of the status effect the brown mooshroom may give to a suspicious stew.

Type: ID of the mooshroom's type.

Variant	Identifier [Expand]
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Bedrock Edition:

See Bedrock Edition level format/Entity format.

Achievements

[\[hide\]](#)

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

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	<u>It Spreads</u>	Kill a mob near a Sculk Catalyst	Kill <i>any</i> mob that drops experience 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 advancement.	
	<u>The Parrots and the Bats</u>	Breed two animals together	Breed a pair of <i>any</i> of these 27 animals: [show] A mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.	
	<u>Two by Two</u>	Breed all the animals!	Breed a pair of <i>each</i> of these 26 animals: [show] A trader llama does not count as a <u>llama</u> , and a <u>mule</u> must be the result of breeding a horse 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

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: *Did the mushrooms previously have shading before 1.8?*

Java Edition

Java Edition		
[hide]		
	Beta 1.9 Prerelease	 Added mooshrooms. <p>They cannot be milked with a bucket like regular cows can. Right clicking on a mooshroom with more than one bowl equipped turns the whole stack into just one bowl of mushroom stew.</p>
1.0.0	Beta 1.9 Prerelease 2	Breeding a cow with a mooshroom may result in either, chosen randomly. The offspring may be more likely to be the kind the player gave wheat to first, similarly to sheep.
	Beta 1.9 Prerelease 3	 The mooshroom's horns have been moved. <p>The mooshroom udder's model is changed, but the texture isn't changed to match the new model, resulting in the texture on the udder being off-placed.^[1]</p>
		 Added baby mooshrooms. <p>Mooshrooms can now be bred with wheat.</p>
1.2.1	<u>12w07a</u>	Mooshrooms can no longer breed with cows.
	<u>12w07b</u>	Mooshrooms have a new AI system.
1.4.2	<u>12w38a</u>	Added new step, hurt, and idle sounds for mooshroom.
1.6.1	<u>13w16a</u>	Added leads, which can be used to leash mooshrooms.
1.8	<u>14w02a</u>	Baby mooshroom growth can now be accelerated using wheat.
	<u>14w05b</u>	Mooshroom's mushrooms are no longer visible when they have the Invisibility effect.
	<u>14w26b</u>	Mooshrooms now require mycelium, not grass, for random spawning and spawning from mob spawners.
1.8.2	<u>pre5</u>	<p>Fixed mooshroom udder texture not displaying correctly. Fixed mooshrooms incorrectly displaying custom mushroom models.</p>  Changed Mooshroom's Mushroom model.
1.9	<u>15w31a</u>	It is no longer possible to get stew from mooshrooms in Creative mode. ^[2]
	<u>15w39a</u>	Mooshrooms are now slightly taller (1.4 blocks tall rather than 1.3, with babies 0.7 blocks tall rather than 0.65).
MINECON Earth 2018 (https://www.youtube.com/watch?v=vh04binv1bQ&t=5m16s)		The Mojang panel debates whether to add brown mooshrooms.
1.14	<u>18w43a</u>	 The textures of the mooshroom and baby mooshroom have been changed.
	<u>19w08a</u>	 Added the brown mooshroom variant, which spawns when a regular mooshroom is struck by lightning. <p>Brown mooshrooms give the player suspicious stew when fed a flower.</p>

		Breeding two red mooshrooms has a $\frac{1}{1024}$ chance to spawn a brown baby variant, and vice versa.
1.15	19w39a	 The textures of the <u>mushrooms</u> on mooshrooms have been flipped.
		 The <u>model</u> of baby mooshrooms have been changed.
1.16	20w15a	Mooshrooms can now be sheared by dispensers.
	pre1	It is once again possible to get stew from mooshrooms in <u>Creative mode</u> .
1.21.2	24w33a	 Due to a bug, the baby red and brown mooshroom <u>models</u> are currently broken. ^[3]
		24w34a The baby red and brown mooshroom models are now been fixed.
1.21.5	25w05a	The red and brown mooshroom models have been updated to include an extruded snout and mirrored legs.
		Other than being resized, the texture itself hasn't changed, meaning the extruded snout is not visible by default.
	25w07a	 The textures for both variants have been updated.
	25w10a	 The red and brown baby models now have their heads positioned correctly, to match parity with Bedrock Edition.

Bedrock Edition

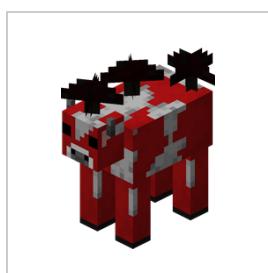
Pocket Edition Alpha								
		[hide]						
v0.9.0	build 1		Added mooshrooms and their baby variant.					
v0.14.0	build 1	Baby zombies jockeys can now mount mooshrooms when trying to attack players, villagers, or golems.						
v0.15.0	build 1	Baby husks can now mount mooshrooms.						
Bedrock Edition								
		[hide]						
1.10.0	beta 1.10.0.3		The textures of mooshrooms and baby mooshrooms have been changed.					
1.13.0	beta 1.13.0.9		Added brown mooshrooms.					
1.21.30	Preview 1.21.30.22	Mooshrooms now spawn at light level 9 or above. ^[4]						
1.21.70	Preview 1.21.70.23		The textures of mooshrooms have been changed. Most notably, the nose now extrudes from their models.					

Legacy Console Edition

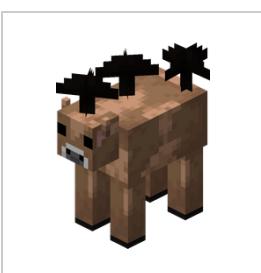
Legacy Console Edition							
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	[hide]
TU7			1.00				 Added mooshrooms and baby mooshrooms.
TU11	CU1		1.00	1.00	Patch 1		Mooshrooms can be bred using wheat.
TU12							Mooshrooms can rarely spawn in the plains biome.
TU14		1.04					Mooshrooms can no longer be sheared if the spawn limit for animals is reached.
TU31	CU19	1.22	1.22	1.22	Patch 3		Mooshrooms can no longer breed with cows.
TU34	CU22	1.25	1.25	1.25	Patch 4		Using a mooshroom spawn egg, baby mooshrooms can now be spawned by using  /  /  on a mooshroom.
TU56	CU47	1.55	1.55	1.55	Patch 26	1.0.6	Baby mooshroom growth can now be accelerated using wheat.
							The sounds of mooshrooms have been updated.
							Mooshrooms now have separate spawn limits. ^[verify]
							Mooshrooms can now be milked in Creative mode.

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0		Added mooshrooms.



Glitched red
mooshroom in
19w38a



Glitched brown
mooshroom in
19w38a

Data history

Java Edition

Java Edition			[hide]
1.11	16w32a	The entity ID of the mooshroom has now been changed from MushroomCow to mooshroom.	
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version.	<small>[more information needed]</small>

Bedrock Edition

Pocket Edition			[hide]
1.1.0	alpha 1.1.0.0	The entity ID of mooshrooms has now been changed from mushroomcow to mooshroom.	

Issues

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

Trivia

- In *Minecraft Earth*, there was a buttercup-covered variant of mooshrooms known as "moobblooms".^[5] This variant was also part of the [Minecraft Live 2020](#) Mob Vote. It came last and there are currently no known plans to add it to the game.

Gallery

Mojang screenshots



A red mooshroom.



A brown mooshroom.

Development images

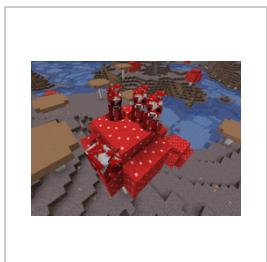


The first image released of the mooshroom.

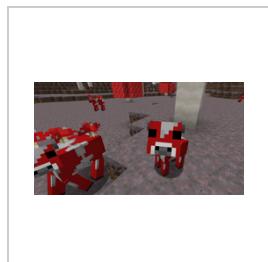
Screenshots



A dying mooshroom



A series of mooshrooms spawned on top of a huge red mushroom



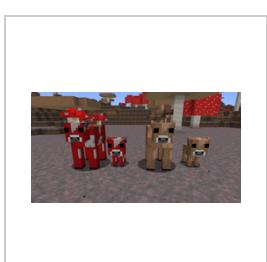
A baby mooshroom



A few mooshrooms next to a lake



A mooshroom in a minecart



Adult and baby forms of the red and brown mooshrooms

Mojang artwork



A close-up of a mooshroom

Textures



Old Mooshroom texture file



New Mooshroom texture file



Old Brown mooshroom texture file



New brown mooshroom texture file

In other media



Artwork of a mooshroom



[Flippin' Figs](#) mooshroom figure.



[A LEGO Minecraft minifigure of a mooshroom](#)



[A baby mooshroom plush made by JINX](#)



The plush in a field.



A mooshroom as it appears in [Deep Dive!](#)

External links

- [Cordyceps fungi](#)
- "Mob Menagerie: Mooshroom" (<https://www.minecraft.net/en-us/article/mooshroom>) by Duncan Geere – Minecraft.net, January 11, 2025.

References

1. [MC-49704](#)
2. [MC-90969](#)
3. [MC-275273](#)
4. [MCPE-66830](#)
5. "Mooblooms! A new mob variant in Minecraft Earth!" (<https://twitter.com/jorax79/status/1151394648281120769>) – @jorax79 (<https://twitter.com/jorax79>) on X (formerly Twitter), July 17, 2019

Navigation

Entities																																		
Mobs																																		
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																														
	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																													
	Blaze	Bogged	Breeze	Creaking	Creeper	Elder Guardian	Endermite																											
Neutral	Evoker	Ghast	Guardian	Hoglin	Husk	Magma Cube	Parched																											
	Phantom	Piglin Brute	Pillager	Ravager	Shulker	Silverfish	Skeleton																											
	Slime	Stray	Vex	Vindicator	Warden	Witch	Wither Skeleton																											
	Zoglin	Zombie	Zombie Villager																															
	Ender Dragon	Wither																																
Mob types	Animal	Aquatic	Arthropod	Illager	Monster	Undead																												
	Jockey	(Camel Husk	Chicken	Hoglin	Ravager	Skeleton Horseman																												
Other	Spider	Strider	Zombie Horseman	Zombie Nautilus)	Zombie	Mob variants																												
	Mob conversion																																	
Other entities																																		
Unimplemented																																		
Joke																																		

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