

Mooshroom re article feedback

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

Hitbox size

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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Usable items

 [Bucket](#)

 [Bowl](#)

 [Shears](#)

 [Wheat](#)

 [Flowers](#) (Brown variant only)

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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.

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 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 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		
	<u>Raw Beef</u> ^[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
	<u>Steak</u> ^[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
	<u>Leather</u>	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00

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]
 <u>Allium</u>	 <u>Fire Resistance</u>	3s	Positive
 <u>Azure Bluet</u>  <u>Open Eyeblossom</u>	 <u>Blindness</u>	11s ^{[<i>JE only</i>]} 7s ^{[<i>BE only</i>]}	Negative
 <u>Blue Orchid</u>  <u>Dandelion</u>	 <u>Saturation</u>	0.35s ^{[<i>JE only</i>]} 0.3s ^{[<i>BE only</i>]}	Positive
 <u>Closed Eyeblossom</u>	 <u>Nausea</u>	7s	Negative
 <u>Cornflower</u>	 <u>Jump Boost</u>	5s	Positive
 <u>Lily of the Valley</u>	 <u>Poison</u>	11s	Negative
 <u>Oxeye Daisy</u>	 <u>Regeneration</u>	7s	Positive
 <u>Poppy</u>  <u>Torchflower</u>	 <u>Night Vision</u>	5s	Positive
 <u>Tulips</u>	 <u>Weakness</u>	7s	Negative
 <u>Wither Rose</u>	 <u>Wither</u>	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	<i>varies</i> ^[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	<i>varies</i> ^[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	<i>varies</i> ^[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	Closed captions ^[<i>upcoming: BE 26.0</i>]	Source	Description	Identifier	Translation key ^[<i>upcoming: BE 26.0</i>]	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

Bedrock Edition:




See Bedrock Edition level format/Entity format.

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 <u>catalyst</u>	Kill any mob that drops <u>experience</u> near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no experience</u> are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[show]

8 of 16

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 sculk catalyst, with the sole exception of the <u>ender dragon</u> . Mobs that drop no experience 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 <u>animals</u> : [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 <u>animals</u> : [show] A trader llama does not count as a llama, and 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 can be bred, but are ignored for this advancement.

Advancements that apply to all mobs:

[show]





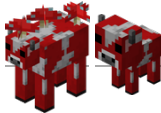

History



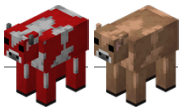




This section would benefit from the addition of more images.





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

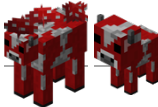



<i>Java Edition</i> [hide]		
1.0.0	<u>Beta 1.9 Prerelease</u>	 Added mooshrooms. They cannot be milked with a <u>bucket</u> like regular <u>cows</u> can. Right clicking on a mooshroom with more than one <u>bowl</u> equipped turns the whole stack into just one bowl of <u>mushroom stew</u> .
	<u>Beta 1.9 Prerelease 2</u>	Breeding a <u>cow</u> with a mooshroom may result in either, chosen randomly. The offspring may be more likely to be the kind the <u>player</u> gave <u>wheat</u> to first, similarly to <u>sheep</u> .
	<u>Beta 1.9 Prerelease 3</u>	 The mooshroom's horns have been moved. The mooshroom udder's model is changed, but the texture isn't changed to match the new <u>model</u> , resulting in the texture on the udder being off-placed. ^[1]
		 Added baby mooshrooms. Mooshrooms can now be bred with <u>wheat</u> .
1.2.1	<u>12w07a</u>	Mooshrooms can no longer breed with <u>cows</u> .
	<u>12w07b</u>	Mooshrooms have a new <u>AI</u> system.
1.4.2	<u>12w38a</u>	Added new step, hurt, and idle <u>sounds</u> for mooshroom.
1.6.1	<u>13w16a</u>	Added <u>leads</u> , 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 <u>mushrooms</u> are no longer visible when they have the <u>Invisibility</u> effect.
	<u>14w26b</u>	Mooshrooms now require <u>mycelium</u> , not <u>grass</u> , for random spawning and spawning from <u>mob spawners</u> .
1.8.2	<u>pre5</u>	Fixed mooshroom udder texture not displaying correctly.
		Fixed mooshrooms incorrectly displaying custom mushroom <u>models</u> .
		 Changed Mooshroom's Mushroom model.
1.9	<u>15w31a</u>	It is no longer possible to get stew from mooshrooms in <u>Creative mode</u> . ^[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)		
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. Brown mooshrooms give the player <u>suspicious stew</u> when fed a <u>flower</u> .

		Breeding two red mooshrooms has a $\frac{1}{1024}$ chance to spawn a brown baby variant, and vice versa.
<u>1.15</u>	<u>19w39a</u>	 The textures of the <u>mushrooms</u> on mooshrooms have been flipped.
		 The <u>model</u> of baby mooshrooms have been changed.
<u>1.16</u>	<u>20w15a</u>	Mooshrooms can now be sheared by <u>dispensers</u> .
	<u>pre1</u>	It is once again possible to get stew from mooshrooms in <u>Creative</u> mode.
<u>1.21.2</u>	<u>24w33a</u>	 Due to a bug, the baby red and brown mooshroom <u>models</u> are currently broken. ^[3]
	<u>24w34a</u>	The baby red and brown mooshroom models are now been fixed.
<u>1.21.5</u>	<u>25w05a</u>	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.
	<u>25w07a</u>	 The textures for both variants have been updated.
	<u>25w10a</u>	 The red and brown baby models now have their heads positioned correctly, to match parity with Bedrock Edition.

Bedrock Edition

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

Legacy Console Edition

Legacy Console Edition							[hide]	
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
<u>TU7</u>	<u>CU1</u>	<u>1.00</u>	<u>1.00</u>	<u>1.00</u>	<u>Patch 1</u>	<u>1.0.1</u>	 Added mooshrooms and baby mooshrooms.	
							Mooshrooms can be bred using <u>wheat</u> .	
							Mooshrooms can rarely spawn in the <u>plains</u> biome.	
<u>TU11</u>		Mooshrooms can no longer be <u>sheared</u> if the <u>spawn limit</u> for animals is reached.						
<u>TU12</u>							Mooshrooms can no longer breed with <u>cows</u> .	
<u>TU14</u>	<u>1.04</u>						Using a mooshroom spawn egg, baby mooshrooms can now be spawned by using  /  /  on a mooshroom.	
<u>TU31</u>	<u>CU19</u>	<u>1.22</u>	<u>1.22</u>	<u>1.22</u>	<u>Patch 3</u>		Baby mooshroom growth can now be accelerated using wheat.	
<u>TU34</u>	<u>CU22</u>	<u>1.25</u>	<u>1.25</u>	<u>1.25</u>	<u>Patch 4</u>		The <u>sounds</u> of mooshrooms have been updated.	
<u>TU56</u>	<u>CU47</u>	<u>1.55</u>	<u>1.55</u>	<u>1.55</u>	<u>Patch 26</u>		<u>1.0.6</u>	Mooshrooms now have separate <u>spawn limits</u> . ^[<i>verify</i>]
								Mooshrooms can now be milked in <u>Creative</u> mode.

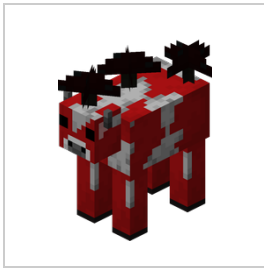
New Nintendo 3DS Edition

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. ^{[<i>more information needed</i>]}

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.
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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%29>).

Trivia

- In *Minecraft Earth*, there was a buttercup-covered variant of mooshrooms known as "mooblooms".^[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

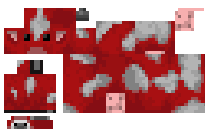


A close-up of a mooshroom

Textures



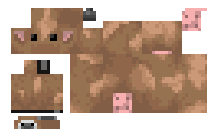
Old Mooshroom texture file



New Mooshroom texture file



Old Brown mooshroom texture file



New brown mooshroom texture file

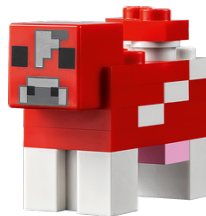
In other media



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!*

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

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

Entities		[hide]
Mobs		[hide]
Passive	Allay Armadillo Axolotl Bat Camel Camel Husk Cat Chicken	
	Cod Copper Golem Cow Donkey Frog Glow Squid Happy Ghost	
	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	
Hostile	Blaze Bogged Breeze Creaking Creeper Elder Guardian Endermite	
	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	
Bosses	Ender Dragon Wither	
Mob types	Animal Aquatic Arthropod Illager Monster Undead	
Other	Jockey (Camel Husk Chicken Hoglin Ravager Skeleton Horseman)	
	Spider Strider Zombie Horseman Zombie Nautilus) Mob variants	
Mob conversion		
Other entities		[show]
Unimplemented		[show]
Joke		[show]

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