Goat ⌐ re article feedback

ᵛ ᵗ ᵉ *For other uses, see Goat (disambiguation).*

A **goat** is a neutral mob found in certain mountainous biomes. Goats can jump especially high and ram mobs. They are a source of goat horns and milk.

Contents

Goat	
Adult Baby	

Health points	10 (❤❤❤❤❤)
Behavior	Neutral
Mob type	🐷 Animal
Attack strength	**Adult:** Easy and Normal: 2 (❤) Hard: 3 (❤❤) **Baby:** Easy and Normal: 1 (❤) Hard: 1.5 (❤ × 0.75)
Hitbox size	**Adult:** Height: 1.3 blocks Width: 0.9 blocks **Baby:** Height: 0.65 blocks Width: 0.45 blocks **While jumping:** [*needs testing in Bedrock Edition*] **Adult:** Height: 0.91 blocks Width: 0.63 blocks

	Baby: Height: 0.455 blocks Width: 0.315 blocks
Speed	0.2
Spawn	🗻 Frozen Peaks 🗻 Jagged Peaks 🏔 Snowy Slopes
Usable items	🪣 Bucket 🌾 Wheat 🪢 Lead

Spawning

Groups of two to three goats spawn above stone, gravel, packed ice or snow blocks on snowy slopes, jagged peaks, and frozen peaks at the surface. Goats spawn individually and more uncommonly after the world generation. 5% of all goats spawn as babies.

When a goat is spawned naturally or through breeding normal goats, it has a 2% chance of being a **screaming**[*JE only*]/**screamer**[*BE only*] **goat**. They look identical to all other goats, but they make screaming sounds and ram more often.

Screaming[*JE only*]/screamer[*BE only*] goats can also be manually summoned with the following commands:

In *Java Edition*: /summon minecraft:goat ~ ~ ~ {IsScreamingGoat:1b}

In *Bedrock Edition*: /summon goat ~ ~ ~ ~ ~ minecraft:born_screamer However, this might not work due to MCPE-130746. Additionally, if this doesn't work, use the /event command.

Adult goats have a 10% chance to be missing one of their horns upon spawning. If this chance succeeds, either the left or the right horn is removed (chosen randomly with an equal chance for each).

Goat spawns in: [hide]

Category: Creature	Java Edition			Bedrock Edition	
Spawn area	**Spawn weight**	**Spawn chance**	**Group size**	**Spawn weight**	**Group size**
🗻 Jagged Peaks	�5⁄5	100%	1–3	5	1–3
🗻 Frozen Peaks	5⁄5	100%	1–3	5	1–3
🏔 Snowy Slopes	5⁄9	55.56%	1–3	5	1–3

Drops

On death

Adult goats drop   1–3 when killed by a player or tamed wolf. Killing a baby goat yields no items

or experience.

Breeding

1–7 is dropped upon successful breeding.

Goat horns

Goats drop a goat horn when they charge into any of the following solid blocks: stone, coal ore, copper ore, iron ore, emerald ore, logs, or packed ice. In *Java Edition*, these blocks are listed under the `snaps_goat_horn` tag, and can be modified using a data pack.

There are 4 horn variants for normal goats ("Ponder", "Sing", "Seek", and "Feel"), and 4 horn variants that only screaming goats drop ("Admire", "Call", "Yearn", and "Dream"). Goats do not regrow their horns; therefore, up to two horns can be dropped per goat, or one horn if the goat spawned with only one horn.

A goat when both horns are knocked off.

Behavior

When left to wander, goats tend to ascend hills and mountains rather than keep to lowlands. Their behavior is marked by jumping high and by opportunistically ramming non-moving mobs.

Goats take 10 (❤❤❤❤❤) less fall damage and avoid walking into powder snow. Goats do not get hurt by pointed dripstone if they fall on it from a minimum of six blocks, and don't die from pointed dripstone if they fall on it from a minimum of ten.

Jumping

A goat usually jumps when trying to cross an obstacle like a small hole in the ground or powder snow. It lowers its head, then it leaps up to 10 blocks vertically and up to 5 blocks laterally. Once a goat jumps this way, it cannot do it again for 30 to 60 seconds. A goat also never voluntarily jumps more than 5 blocks down, although a goat can be pushed off a higher cliff by another mob or a piston.

Ramming

Every 30 seconds to 5 minutes, a goat tries to ram a single unmoving target it can see within a range of 4–16 blocks. They can target players, armor stands[JE only], cameras[BE & edu only], and any mob except for ghasts and other goats. A charging goat locks on to its target's position, lowers its head, stomps, and speeds toward the target. If the charge connects, it deals 1 (❤) to 3 (❤❤)

damage (depending on difficulty) and 9 blocks of knockback to its target, possibly resulting in a damaging or even fatal fall.

As a goat lowers its head, its target has the chance to move out of the way. If a goat misses, it stops itself within a couple blocks, unless it hits a solid block first. If a goat rams a solid block that occurs naturally in its environment, it can drop one of its goat horns.

A goat speeding at an armor stand.

Mobs do not retaliate to being rammed, except for piglins, piglin brutes, hoglins, zoglins, "Johnny" vindicators and wardens.[1]

If a goat rams against a zombified piglin, all nearby other zombified piglins will come to its groups and will attack the goat who impacted the zombified piglin.

Goats don't target players in Creative mode or any players in Peaceful difficulty. Unlike most neutral mobs, goats do not attack the player if the player attacks it and do not call for backup if harmed.

Baby goats deal a knockback of 4.5 blocks. A screaming goat tries to ram a valid target every 5 to 15 seconds.

Milking

An adult goat can be milked by using a bucket on it, yielding a milk bucket. Screaming goats make a distinct sound when this happens.

Breeding

Main article: Breeding

Goats follow players that are within ten blocks who are holding wheat. If adult goats are fed wheat, they enter love mode and breed, granting one to seven experience orbs. The growth time of a baby goat can be accelerated by 10% each time it is fed wheat.

If a standard goat is bred with a screaming goat, there is approximately a 50% chance the resulting baby is a screaming goat. If both goats are screaming, there is a 100% chance in *Java Edition* and a 98% chance in *Bedrock Edition* that the baby is a screaming goat. With two normal parents, there is a 2% chance of a baby goat being a screaming goat[*JE only*]. In Bedrock Edition screamer goats cannot be bred.

Baby goats only have horns if they are summoned through one of two commands: `/summon goat ~ ~ ~ {Age:-24000, HasLeftHorn:1}` or `/summon goat ~ ~ ~ {Age:-24000, HasRightHorn:1}`.

Sounds

Generic

Java Edition:

Sounds								[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**
	Footsteps	Friendly Mobs	While a goat is walking	`entity.goat.step`	`subtitles.block.generic.footsteps`	0.15	1.0	16
	Goat Horn breaks off	Friendly Mobs	When a goat's horn breaks off	`entity.goat.horn_break`	`subtitles.entity.goat.horn_break`	0.9	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	When a goat long jumps	`component.jump_to_block`	?	1.0	1.0
	?	Friendly Mobs	When a goat eats wheat	`mob.goat.eat`	?	1.0	0.8-1.2
	?	Friendly Mobs	While a goat is walking	`mob.goat.step`	?	1.0	0.8-1.2 (1.3-1.7)
	?	?	When a goat's horn breaks off	`mob.goat.horn_break`	?	1.0	1.0

Sound variants

- The goat's third hurt sound (screaming) and its first ramming preparation sound (also screaming) are the same, but pitched differently; the former is pitched higher than the latter.
- The goat's fourth death sound (regular) is its first ambient sound (also for regular goats) but lower pitched.
- The goat's second ramming preparation sound (screaming) is its fifth ambient sound (also screaming) but higher pitched.
- The goat's first and third ramming preparation sounds (both for screaming goats) are its first ramming preparation sound (regular goats) but heavily edited.
- The goat's fourth ramming preparation sound (screaming) is its second ramming preparation sound (regular goats) but heavily edited.
- The goat's fifth ramming preparation sound (screaming) is its fourth ramming preparation sound (regular goats), but heavily edited.
- The goat's first idle sound is its third death sound (both for screaming goats) but slightly edited.

- The goat's second death sound (screaming) is its second death sound (regular goat), but heavily edited.
- The goat's fourth ramming preparation sound was originally used for the Horned Sheep's third ramming sound but was edited to remove footstep sound effects.

Regular goat

Java Edition:

Sounds								[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**
	Goat bleats	Friendly Mobs	Randomly	`entity.goat .ambient`	`subtitles .entity.goat .ambient`	*varies* [sound 1]	0.8-1.2 (Baby: 1.3-1.7)	16
	Goat dies	Friendly Mobs	When a regular goat dies	`entity.goat .death`	`subtitles .entity.goat .death`	0.65	0.8-1.2 (Baby: 1.3-1.7)	16
	Goat hurts	Friendly Mobs	When a regular goat is damaged	`entity.goat .hurt`	`subtitles .entity.goat .hurt`	0.65	0.8-1.2 (Baby: 1.3-1.7)	16
	Goat leaps	Friendly Mobs	When a regular goat long jumps	`entity.goat .long_jump`	`subtitles .entity.goat .long_jump`	0.8	*varies* [sound 2]	16
	Goat gets milked	Friendly Mobs	When a regular goat is milked	`entity.goat .milk`	`subtitles .entity.goat .milk`	1.0	1.0	16
	Goat eats	Friendly Mobs	When a regular goat eats wheat	`entity.goat .eat`	`subtitles .entity.goat .eat`	1.0	0.8-1.2	16
	Goat stomps	Friendly Mobs	When a regular goat prepares to ram	`entity.goat .prepare_ram`	`subtitles .entity.goat .prepare_ram`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Goat rams	Friendly Mobs	When a regular goat impacts a mob after ramming	`entity.goat .ram_impact`	`subtitles .entity.goat .ram_impact`	0.8	1.0	16

1. 0.84 for all except `idle1` and `idle2`, which are 0.82, and `idle7`, which is 0.83
2. Can be 1.0 or 0.8 for each sound

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.goat.ambient`	?	*varies* [sound 1]	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a regular goat dies	`mob.goat.death`	?	0.65	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a regular goat is damaged	`mob.goat.hurt`	?	0.65	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a regular goat is milked	`mob.mooshroom .suspicious_milk`	?	1.0	*varies* [sound 2]
	?	?	When a regular goat prepares to ram	`mob.goat .prepare_ram`	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	?	When a regular goat impacts a mob after ramming	`mob.goat .ram_impact`	?	0.8	1.0

1. `idle1` and `idle2` are 0.82, `idle7` is 0.83, and `idle` 3 through 8 (excluding 7) are 0.84
2. Can be 1.0, 0.9, or 1.1 for each sound

Screaming/Screamer goat

Java Edition:

Sounds									[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**	
	Goat bellows	Friendly Mobs	Randomly	`entity.goat .screaming .ambient`	`subtitles .entity.goat .screaming .ambient`	*varies* [sound 1]	0.8-1.2 (Baby: 1.3-1.7)	16	
	Goat dies	Friendly Mobs	When a screaming goat dies	`entity.goat .screaming .death`	`subtitles .entity.goat .death`	0.65	0.8-1.2 (Baby: 1.3-1.7)	16	
	Goat hurts	Friendly Mobs	When a screaming goat is damaged	`entity.goat .screaming .hurt`	`subtitles .entity.goat .hurt`	0.65	0.8-1.2 (Baby: 1.3-1.7)	16	
	Goat leaps	Friendly Mobs	When a screaming goat long jumps	`entity.goat .screaming .long_jump`	`subtitles .entity.goat .long_jump`	0.8	*varies* [sound 2]	16	
	Goat gets milked	Friendly Mobs	When a screaming goat is milked	`entity.goat .screaming .milk`	`subtitles .entity.goat .milk`	1.0	1.0	16	
	Goat eats	Friendly Mobs	When a screaming goat eats wheat	`entity.goat .screaming .eat`	`subtitles .entity.goat .eat`	1.0	0.8-1.2	16	
	Goat stomps	Friendly Mobs	When a screaming goat prepares to ram	`entity.goat .screaming .prepare_ram`	`subtitles .entity.goat .prepare_ram`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16	
	Goat rams	Friendly Mobs	When a screaming goat impacts a mob after ramming	`entity.goat .screaming .ram_impact`	`subtitles .entity.goat .ram_impact`	0.8	1.0	16	

1. 0.9 for all screaming sounds; 0.84 for all idle sounds except `idle1` and `idle2`, which are 0.82, and `idle7`, which is 0.83
2. Can be 1.0 or 0.8 for each sound

Bedrock Edition:

Sound	Closed captions [*upcoming: BE 26.0*]	Source	Description	Identifier	Translation key [*upcoming: BE 26.0*]	Volume	Pitch
	?	Friendly Mobs	Randomly	`mob.goat .ambient .screamer`	?	*varies*[sound 1]	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a screamer goat dies	`mob.goat .death .screamer`	?	0.65	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a screamer goat is damaged	`mob.goat.hurt .screamer`	?	0.65	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a screamer goat is milked	`mob.goat.milk .screamer`	?	1.0	1.0
	?	?	When a screamer goat prepares to ram	`mob.goat .prepare_ram .screamer`	?	0.8	1.0
	?	?	When a screamer goat impacts a mob after ramming	`mob.goat .ram_impact .screamer`	?	0.8	1.0

Sounds   [hide]

1. `idle1` and `idle2` are 0.82, `idle7` is 0.83, and `idle` 3 through 8 (excluding 7) are 0.84. All `scream` sounds are 0.9

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
🐐 Goat	goat	`followable_friendly_mobs`	`entity.minecraft.goat`

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
🐐 Goat	goat	128	`animal goat`	`entity.goat.name`

Entity data

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

Java Edition:

   Main article: *Entity format*

   Entity data
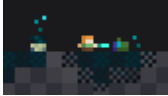
Additional fields for mobs that can breed
Tags common to all entities
Tags common to all mobs

─   **HasLeftHorn**: 1 or 0 (true/false) – if true, indicates this goat has the left horn.
─   **HasRightHorn**: 1 or 0 (true/false) – if true, indicates this goat has the right horn.
─   **IsScreamingGoat**: 1 or 0 (true/false) – if true, indicates this is a screaming goat.

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					
		Whatever Floats Your Goat	Get in a boat and float with a goat	Use a boat and put a goat inside that boat, then ride it.	20	Bronze
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

 [show]

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	It Spreads	Kill a mob near a Sculk Catalyst	Kill *any* mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this advancement.	
	The Parrots and the Bats	Breed two animals together	Breed a pair of *any* 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.	
	Whatever Floats Your Goat!	Get in a Boat and float with a Goat	Enter a boat or a raft with a goat.	
	Two by Two	Breed all the animals!	Breed a pair of *each* of these 26 animals: [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

Announcement

September 28, 2019 (https://youtube.com/watch?v=UHoz0Q-LwUU)	Goats are announced to be part of the mountains biome in the biome vote at MINECON Live 2019.
	Mountains wins the biome vote, including goats in the planned biome.
October 3, 2020 (https://youtube.com/watch?v=DWZlfsalgtE&t=2869)	In-game footage of goats are shown at Minecraft Live 2020, to be released in the Caves & Cliffs update.
March 31, 2021 (https://twitter.com/henrikkniberg/status/1377301836324028418)	Goat was shown off on a tweet by Henrik Kniberg.

Java Edition

Java Edition			[hide]
1.17	21w13a		Added goats.
			Goats have a 2% chance of spawning as a screaming goat, they are visually indistinguishable from regular goats, but make different sounds.
			Goats are completely passive.
			Goats currently do not drop any items.
			Goats currently spawn in the mountains biome, a placeholder until the new mountains are added.
	21w15a		Goats now ram other mobs as well as armor stands.
			Creepers rammed by goats don't retaliate.
			Goats now avoid powder snow.
	21w18a		Screaming goats use their ram attack more often than regular goats.
			Two ear textures have been changed to mirror properly.
			Pitch for the sound of baby goats ramming into stuff has been increased.
			Baby goats now follow their parents.
			Goats can no longer make long jumps on honey blocks.
	pre3		Mobs rammed by goats no longer retaliate.
1.17.1	pre1		Breeding common goats now have a 2% chance to produce screaming goats.
			Status effects on goats now also apply when the goat is jumping or ramming.
1.18	Experimental Snapshot 1		Goats now spawn only in the added snowy slopes, jagged peaks, and frozen peaks biomes.
			Goats no longer spawn in the mountains biome.
	experimental snapshot 3		Added the stony peaks biome, where goats can also spawn.
	21w40a		Goats no longer spawn in the stony peaks biome.
1.19	22w17a		Goats can now drop goat horns.
	pre2		Goat Horns now snap when a goat rams into copper ore.[2]
1.19.3	22w43a		Goat ramming sounds have been switched to *Friendly Creatures* in the sound settings.[3]

Bedrock Edition

Bedrock Edition			[hide]
1.16.200 — Experiment — **Caves and Cliffs**	**beta 1.16.200.52**	Added goats and baby goats behind the "Caves and Cliffs" experimental toggle.	
		Goats make the sound of a player being hit.	
		Goats currently use the vex's charging sound as a placeholder when preparing to ram charge.[4]	
1.16.210 — Experiment — **Caves and Cliffs**	**beta 1.16.210.51**	Goats now drop 2 goat horns each.	
		Goats now drop 1-2 raw mutton.	
		Goats now show missing goat horns in the model.	
		Baby goats now have half knockback when using a ram attack.	
		Goats no longer attack armor stands.[5]	
		Goats now attack shulkers.	
		Goats now produce one baby goat at a time when breeding.	
	beta 1.16.210.53	Goats now avoid walking onto powder snow while path-finding.	
1.16.220 — Experiment — **Caves and Cliffs**	**beta 1.16.220.50**	Goats now spawn only in the snowy slopes mountain biome.	
1.17.0 — Experiment — **Caves and Cliffs**	**beta 1.16.230.54**	Goats now spawn in the extreme hills biome instead of the snowy slopes biome.[6]	
1.17.0	**beta 1.17.0.52**	Goats are now available without enabling experimental gameplay.	
	beta 1.17.0.54	Goats now have sounds.	
		Added screaming goats.	
		Increased chances of getting screaming goat by breeding screaming goat with non-screaming goat.	
		Goats no longer drop mutton when killed.	
1.17.10	**beta 1.17.10.22**	Mobs rammed by goats no longer retaliate.	
1.17.30	**beta 1.17.20.20**	Baby goats no longer have horns.	
1.17.30 — Experiment — **Caves and Cliffs**	**beta 1.17.20.22**	Goats now spawn only in mountain meadows.	
1.17.40 — Experiment — **Caves and Cliffs**	**beta 1.17.40.20**	Goats now spawn only in snowy slopes, stony peaks, lofty peaks, and snow capped peaks biome.	
1.18.0	**beta 1.18.0.21**	Goats no longer spawn in the stony peaks biome.	
1.18.30	**Preview 1.18.20.26**	Added a sound effect when a goat rams into a block and a goat horn breaks off.	
	Preview 1.18.30.27	Goats now have a chance of spawning with only one horn.	

Issues

Issues relating to "Goat" 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%20AN D%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%20 6%29%29%20AND%20%28summary%20~%20%22Goat%22%29%20ORDER%20BY%20resoluti on%20DESC).

Trivia

- Real-life goats cannot have their horns break off without sustaining significant cranial damage. The behavior of *Minecraft*'s goat horns more closely resemble real-life deer antlers, which, unlike goat horns, are not part of the animal's skull.
- The model for goats was made in Blockbench.[7][8]
- While named goats, they most closely resemble mountain goats, relatives which aren't true goats. The sounds for *Minecraft* goats were, however, recorded from real domestic goats.[9]
- In early development versions of Bedrock Edition 1.19.0, goats could be eaten by frogs.[10]

    - This was referenced in Minecraft Live 2022: Announcement Trailer.

Gallery

Screenshots

A player stumbling upon a tribe of goats.

A goat looking down upon a meadow from a cliff.

Concept artwork

Goat Idle animation.

animation of the screaming goat.
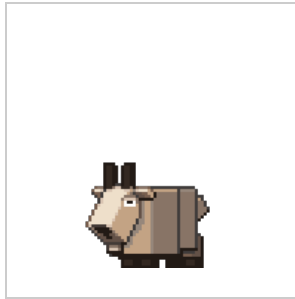
Jumping goat animation

The goat victory animation seen at MINECON Live 2019.
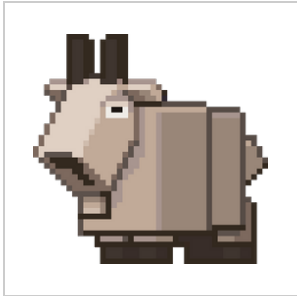
Goat from the Biome Vote video.
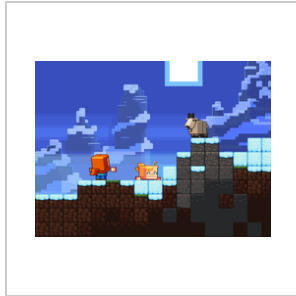
Goat from the Biome Vote video.

Render of a goat made in Blockbench. [11]
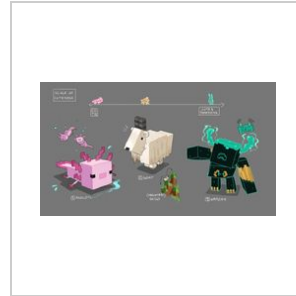
Goat concept art. pictured with an axolotl and warden.

Textures
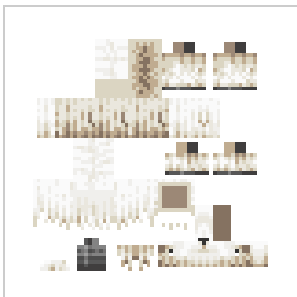
Goat texture file.

In other media

A goat in promotional artwork for the first Caves & Cliffs update

Goats in promotional artwork for the second Caves & Cliffs update

A goat in promotional artwork for the GOAT Update

A goat in promotional artwork for *Mobile, Multiplayer & More*

Artwork of a goat with a snow block

Artwork of a goat jumping

Artwork of a goat running or jumping
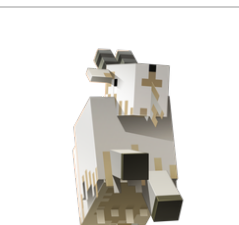
Front-facing artwork of a goat jumping
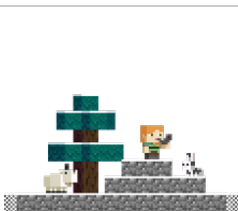
Pixel art of Alex near a goat, using one of its horns
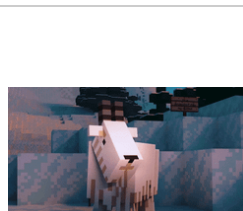
A goat doing a dramatic stare
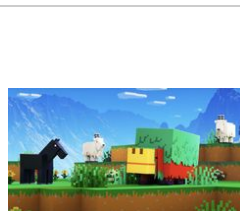
Two goats, a horse, and a sniffer
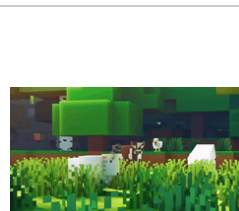
A zombie chasing a goat
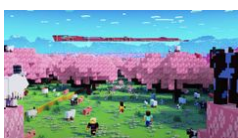
Several goats following Kai, Makena, and Steve into a cherry grove

The Secret Goat, featured in the Trails & Tales Event

The Dark Baby Goat, a unique variation featured in *Minecraft Dungeons*

A goat plush

Lego Minecraft goat

An official crewneck sweatshirt labeled "GOAT!"

An official T-Shirt depicting the same phrase, alongside several actual goats
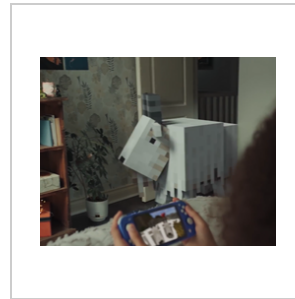
A goat in a commercial for the *Nintendo Switch*

Goat but with pants on
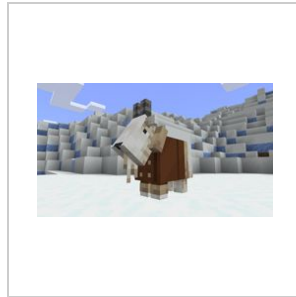
A goat in a coat
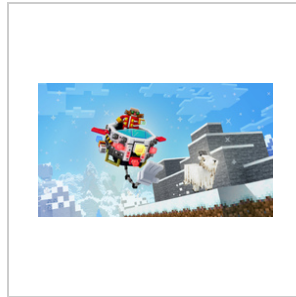
Doctor Eggman chasing a goat

References

1. MC-227625
2. MC-250941 — resolved as "Fixed".
3. MC-244694 — resolved as "Fixed".
4. MCPE-104156
5. MCPE-104159 — Goat attacks armor stands — resolved as "Fixed".
6. MCPE-124286
7. "Goats, made in Blockbench:" (https://twitter.com/blockbench/status/1321900157592576004) – @blockbench (https://twitter.com/blockbench) on X (formerly Twitter), October 29, 2020
8. "Minecraft Live 2021: Minecraft Marketplace" (https://youtube.com/watch?v=HaGdVUcHIbE) – Minecraft on YouTube, October 22, 2021
9. "Getrud and her bröther." (https://twitter.com/slamp0000/status/1377316464018001923) – @slamp0000 (https://twitter.com/slamp0000) on X (formerly Twitter), March 31, 2021
10. "Changing Minecraft 1.19's Frog AI…" (https://youtube.com/watch?v=3Tcd_ZjMBvE) – doctor4t on YouTube, January 27, 2022
11. "Minecraft Goat" (https://www.blockbench.net/gallery/) by Mojang Studios – blockbench.net, October 2020.

External links

- "Mob Menagerie: Goat" (https://www.minecraft.net/en-us/article/mob-menagerie--goat) by Duncan Geere – Minecraft.net, August 29, 2022.
- "The Legend of the Screaming Goat" (https://www.minecraft.net/en-us/article/the-legend-screaming-goat) by Sofia Dankis – Minecraft.net, May 25, 2021.

Navigation