Donkey   **S**   **re article feedback**

v   t E *For other uses, see Horse (disambiguation).*

This article would benefit from the addition of isometric renders.
Please remove this notice once you have added suitable isometric renders to the article.
The specific instructions are:
Update the render of saddled donkeys, as its saddle texture was changed in Java Edition 1.19.4 and Bedrock Edition 1.19.60 to align with the horse texture.

A **donkey** is a passive mob similar to a horse that, when tamed, can be saddled, ridden and equipped with a chest to transport items.

Contents

Donkey	
Adult Saddled Chested	
Saddled Chested Baby	

Health points	15 (❤ × 7.5) to 30 (❤ × 15)
Behavior	Passive
Mob type	🐷 Animal
Hitbox size	In *Java Edition*: **Adult:** Height: 1.5 blocks Width: 1.3965 blocks **Baby:** Height: 0.75 blocks Width: 0.6982 blocks In *Bedrock Edition*: **Adult:** Height: 1.6 blocks

	Width: 1.4 blocks **Baby:** Height: 0.8 blocks Width: 0.7 blocks
Spawn	🏞 Meadow 🌄 Plains 🌻 Sunflower Plains 🌅 Savanna 🏜 Savanna Plateau 🏔 Windswept Savanna
Usable items	🪑 Saddle 📦 Chest plus contents 🪢 Lead ✂ Shears ⬜ Sugar 🌾 Wheat 🍎 Apple 🥕 Carrot 🥕 Golden Carrot 🍎 Golden Apple 🍎 Enchanted Golden Apple 🟫 Hay Bale

Spawning

In *Java Edition*, donkeys spawn commonly in <u>meadows</u> in groups of 1-2, and less commonly in <u>plains</u> in groups of 1-3 and <u>savannas</u> individually. 20% of all individual donkeys naturally spawn as babies. All donkeys spawn as adults when using spawn eggs, unless the spawn egg is <u>used</u> on a donkey.[1]

In *Bedrock Edition*, 2-6 donkeys spawn in plains, 1-2 in meadows and 1-3 in savannas.

Donkey spawns in: [hide]

Category: Creature	*Java Edition*			*Bedrock Edition*	
Spawn area	**Spawn weight**	**Spawn chance**	**Group size**	**Spawn weight**	**Group size**
🏞 Meadow	$\frac{1}{5}$	20%	1–2	1	1–2
🌻 Sunflower Plains	$\frac{1}{46}$	2.17%	1–3	1	2–6
🌄 Plains	$\frac{1}{46}$	2.17%	1–3	1	2–6
🌅 Savanna	$\frac{1}{52}$	1.92%	1	1	1
🏔 Windswept Savanna	$\frac{1}{52}$	1.92%	1	1	1
🏜 Savanna Plateau	$\frac{1}{68}$	1.47%	1	1	1

Appearance

Adult donkeys are 1.4 blocks wide and long, and 1.6 blocks high. Baby donkeys start at half the size of adults and in *Bedrock Edition*, get progressively bigger as they age. Unlike wolves and cats, donkeys do not change appearance once they have been tamed, though tamed donkeys may be differentiated by giving them equipment.

Donkeys are smaller than horses and sport long, erect ears. Their manes do not protrude, but rather are drawn directly on the back of their heads and necks. All donkeys have gray-brown coats with darker ankles, ears, manes, and tails. Donkeys can be equipped with a saddle but cannot wear horse armor, and they can also be equipped with chests to store up to 15 stacks of items.

Drops

Breeding

- 1–7 experience orbs upon a successful breeding.

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			**Looting I**			**Looting II**			**Looting III**		
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

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			**Looting I**			**Looting II**			**Looting III**		
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

- 1–3, when killed by a player or tamed wolf.
- If equipped with a chest or saddle, they drop those items. They also drop the contents of the chest.

Killing a baby donkey yields no items nor experience.

Behavior

Donkeys roam around idly, occasionally stopping to rear, swish their tails, or lower their heads as though eating the grass. Unlike sheep, the eating animation does not actually cause any grass to be consumed. A donkey may turn to look at a player who comes near. Any donkey, even a wild one, allows itself to be attached to a lead without protest. However, if the player attempts to saddle an untamed donkey, it rears and flails its front hooves. Donkeys remain passive, even when hit.

Donkeys can safely fall 6 blocks before they begin to accumulate fall damage, unlike most mobs, which can only safely fall 3 blocks. Donkeys also take half of the normal fall damage (rounded up) that most other mobs take (0.5 (❤ × 0.25) damage per block over the safe distance instead of 1 (❤)). If an entity is riding a donkey, they receive the same fall damage as the donkey.

Donkeys occasionally emit a braying sound.

Adult donkeys cannot ride a boat, though babies can.

Donkeys have a $\frac{1}{900}$ chance to regenerate 1 (❤) health point each game tick.[*verify for Bedrock Edition*]

Taming

Adult donkeys can be tamed. In *Java Edition*, a player mounts a donkey by pressing use on it with an empty hand. In *Bedrock Edition*, the player can also hold an object that cannot be used on a donkey. A player tames an adult donkey by repeatedly mounting it until the donkey stops bucking off the player and shows hearts. It is necessary to tame a donkey in order to breed it, give it equipment, or ride it for any length of time.

Taming depends on the donkey's "temper". They begin with a temper of 0 out of 100. When a player is riding the donkey, a random number between 0 and 99 is chosen. The donkey becomes tame if this number is less than the temper, otherwise, the temper is increased by 5 and the player is bucked off. Temper can also be increased by feeding the donkey.

While riding an untamed donkey, a galloping sound is audible, more or less rapid. This gives a general idea of the donkey's speed.

Like all tamed animals, a death message is displayed to their owner if they are killed. [*Bedrock Edition only*]

Breeding

Feeding tamed donkeys golden apples or golden carrots activates love mode.

Baby donkeys appear more spindly than adults. A baby donkey can be fed to make it mature faster. In *Bedrock Edition* a baby donkey grows progressively larger until reaching adult size, while in *Java Edition* a baby turns into an adult after sufficient time passes. A baby donkey is not tamed, and can be tamed after it grows into an adult.

Cross-breeding a donkey with a horse creates a mule baby. Mules cannot breed.

Food

Feeding a donkey food may alter its behavior and cause it to grow (if it is not yet an adult; baby donkeys normally take 20 minutes to fully mature if not fed), and restore its health.

In *Bedrock Edition*, the health of baby donkeys cannot be restored by feeding.

In *Java Edition*, feeding tamed donkeys at full health has no sound effect and movements.[2][3] In *Bedrock Edition*, while temper is at max value, untamed donkeys can be fed any food except hay bale.

To feed a donkey, hold a valid food item and press use on the donkey.

The table below lists the effects of the various foods donkeys can consume.

Food	Heals	Speeds growth by	Increases temper	Notes
⬦ **Sugar**	1 (❤)	30 sec (600 ticks)	+3	
🌾 **Wheat**	2 (❤)	20 sec (400 ticks)	+3	
🍎 **Apple**	3 (❤❤)	1 min (1200 ticks)	+3	
🥕 **Carrot**				
🥕 **Golden carrot**	4 (❤❤)	1 min (1200 ticks)	+5	Activates love mode in tamed donkeys.
🍎 **Golden apple**	10 (❤❤❤❤❤)	4 min (4800 ticks)	+10	Activates love mode in tamed donkeys.
🍎 **Enchanted golden apple**				
🟫 **Hay bale**	20 (❤ × 10)	3 min (3600 ticks)	N/A	In *Bedrock Edition*, adult donkeys with full health cannot be fed.

Statistics

See also: Tutorial:Horses

All donkeys have three "equine stats": health, (maximum) movement speed, and jump strength. In *Java Edition*, each of these can vary between individual donkeys. In *Bedrock Edition*, only health can vary. These stats are created once the donkey is born or spawned, and are not affected by food.

Spawned values

When spawned in any way except breeding – for instance, using commands, spawning naturally or using spawn eggs – donkeys are assigned their stats within certain ranges, specific according to their horse type.

Health

Donkey's health ranges from 15–30, with an average of 22.5 (❤ × 11.25). A donkey with an odd number of health points does not show the last half-heart. So if a donkey has 15 health (❤❤❤❤❤❤❤),

its health bar will only display 14 health (🖤🖤🖤🖤🖤🖤🖤). And if the donkey took 3 (🖤🖤) damage, it would have 12 health left 🖤🖤🖤🖤🖤🖤, but it would seem like it only took 2 (🖤), since the bar only shows 2 points of damage.

Movement speed

A spawned donkey's speed value is always 0.175, but it moves at the slightly reduced 7.38 blocks/sec. For reference, the player's normal walking speed is 0.1, equivalent to 4.3 blocks/sec, and the player's sprinting speed is equivalent to 5.6 blocks/sec. The speed listed does not include any status effect that affects the speed of a horse or a player.

See _transportation_ to compare the speeds of various transportation methods.

Jump strength

A spawned donkey's jump strength is always 0.5, enough to clear 1 $\frac{9}{16}$ blocks.

Bred values

When breeding two donkeys, the baby's stats are determined by a variation of the average of both parents' stats, randomly determined the same way horses' stats are.

Movement Speed

In _Bedrock Edition_, all donkeys have a speed value of 0.175 regardless of whether they were spawned or bred.

In _Java Edition_, a bred donkey's speed value has the same limits as other horses, between 0.1125 and 0.3375. See Horse#Movement speed.

Jump Strength

In _Bedrock Edition_, all donkeys have a jump strength of 0.5, regardless of whether they were spawned or bred.

In _Java Edition_, A bred donkey's jump strength has the same limits as other horses, between 0.4 and 1.0. See Tutorial:Horses#Jump_Strength.

Usage

See also: Transportation

Tamed and saddled donkeys are some of the fastest means of transportation or hauling in the game, although they are unable to fit through single block-wide openings. They can also be used to climb hills and jump fences, which the player can't generally.

Donkeys can be equipped with chests and used as pack animals. They can also be pulled along and tied up using a lead.

Equipment

Tamed donkeys can have the following slots available:

- 🐴 Saddle Slot: For equipping a saddle.

- 📦 An additional 15 inventory slots, *provided* the donkey has been equipped with a chest.

A saddle can be equipped on a donkey by holding it and then using on the donkey, or by accessing its inventory. A donkey's inventory can be accessed by mounting the donkey and using the inventory control, by using while sneaking, or by pressing the "open inventory" button[*Bedrock Edition only*] on the donkey. The saddle can be removed by either removing it from the donkey's inventory or by using shears on the donkey.

GUI of a donkey, when equipped with a chest.

A donkey can be equipped with a chest by using a chest on the donkey. The chest cannot be removed except by killing the donkey, which causes the chest and its contents to drop.

Baby donkeys cannot be equipped with anything.

Riding

> Main article: Riding

Once a donkey is tamed and saddled, the player can control it with the standard directional controls, jump, and the mouse. The player dismounts using the dismount control. Like riding other entities, it is impossible for a player to use a nether portal or end portal while on a donkey.

A ridden saddled donkey automatically runs up any one block high slope. The donkey and rider can safely fit through a space as low as 2.75 blocks high. Lower clearance risks suffocating the rider if the rider's head enters a non-transparent block. The donkey itself can enter gaps as low as 1.625 blocks high, but may itself take suffocation damage when clearance is less than 1.75 blocks. They cannot fit through a 1-block-wide gap.

Unlike horses, all naturally spawned donkeys have the same movement speed and jump strength. Donkeys are slow-moving backward and about as fast as the player when moving sideways.

Ridden saddled donkeys have the ability of "jump charging". In *Java Edition*, when the player rides them, the experience bar on HUD is replaced by the jump bar, and the hunger bar is replaced by the donkey's health bar. In *Bedrock Edition*, both bars display, and the experience bar is replaced by the jump bar only when jumping, with the experience level number remaining visible. A ridden saddled donkey can be made to jump, and holding the control charges for a higher leap. Donkeys are not affected by Jump Boost beacons.

Sounds

Java Edition:

					Sounds				[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**	
	Donkey hee-haws	Friendly Mobs	Randomly	`entity .donkey .ambient`	`subtitles .entity .donkey .ambient`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16	
	Donkey neighs	Friendly Mobs	When a player is bucked off by a donkey or fails to interact with a donkey	`entity .donkey .angry`	`subtitles .entity .donkey .angry`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16	
	Donkey Chest equips	Friendly Mobs	When a donkey equips a chest	`entity .donkey .chest`	`subtitles .entity .donkey .chest`	1.0	0.8-1.2	16	
	Donkey dies	Friendly Mobs	When a donkey dies	`entity .donkey .death`	`subtitles .entity .donkey .death`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16	
	Donkey eats	Friendly Mobs	When a donkey eats an item	`entity .donkey .eat`	`subtitles .entity .donkey .eat`	1.0	0.8-1.2	16	
	Donkey jumps	Friendly Mobs	When a donkey begins a leap	`entity .donkey .jump`	`subtitles .entity .donkey .jump`	0.4	1.0	16	
	Something fell	Friendly Mobs	When a donkey falls from more than 1 block	`entity .horse .land`	`subtitles .entity .generic .big_fall`	0.4	1.0	16	
	Donkey hurts	Friendly Mobs	When a donkey is damaged	`entity .donkey .hurt`	`subtitles .entity .donkey .hurt`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16	
	Footsteps	Friendly Mobs	While a donkey is walking	`entity .horse .step`	`subtitles .generic .block .footsteps`	Block-Dependent [sound 1]	Block-Dependent [sound 1]	16	
	Footsteps	Friendly Mobs	While a donkey is walking on wood	`entity .horse .step_wood`	`subtitles .generic .block .footsteps`	Block-Dependent [sound 1]	Block-Dependent [sound 1]	16	
	Saddle equips	Friendly Mobs	When a donkey equips a saddle	`entity .horse .saddle`	`subtitles .entity .horse .saddle`	0.5	1.0	16	

	Saddle snips away	Friendly Mobs	When a saddle is removed from a donkey using shears	item.saddle.unequip	subtitles.item.saddle.unequip	0.5	1.0	16

1. See block sound type

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.horse .donkey .idle`	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a player is bucked off by a donkey	`mob.horse .donkey .angry`	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	*Unused sound event*[sound 1]	`mob.horse .armor`	?	0.6	1.0
	?	Friendly Mobs	When a donkey equips a chest	`mob.horse .armor`	?	1.0	0.8-1.2
	?	Friendly Mobs	*Unused sound event*[sound 1]	`mob.horse .breath`	?	0.7	1.0
	?	Friendly Mobs	When a donkey dies	`mob.horse .donkey .death`	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a donkey eats an item	`mob.horse .eat`	?	0.5-1.5	0.8-1.2
	?	Friendly Mobs	When a donkey begins a leap	`mob.horse .jump`	?	0.4	1.0
	?	Friendly Mobs	When a donkey falls from more than 1 block	`mob.horse .land`	?	0.4	1.0
	?	Friendly Mobs	When a donkey is damaged	`mob.horse .donkey.hit`	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	While a donkey is walking	`mob.horse .soft`	?	0.45	0.9-1.1
	?	Friendly Mobs	While a donkey is walking on wood[sound 2]	`mob.horse .wood`	?	0.45	0.9-1.1
	?	Friendly Mobs	When a donkey equips a saddle	`mob.horse .leather`	?	0.5	1.0
	?	Friendly Mobs	When a saddle is removed from a donkey using shears	`mob .unsaddle`	?	1.0	1.0

1. These sound events are assigned to the donkey, but are not called by the game
2. Except for stems, Nether wood, cherry wood, and bamboo wood due to MCPE-165012

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
🐴 Donkey	donkey	can_equip_saddle dismounts_underwater followable_friendly_mobs	entity.minecraft.donkey

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
🐴 Donkey	donkey	24	donkey mob	entity.donkey.name

Entity data

Donkeys 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

├─ **Bred**: 1 or 0 (true/false) – Unknown. Remains 0 after breeding. If true, causes it to stay near other horses with this flag set.
├─ **EatingHaystack**: 1 or 0 (true/false) – true if the mob is eating grass.
├─ **Owner**: The UUID of the entity that tamed the mob, stored as four ints. Has no effect on behavior. Does not exist if there is no owner.
├─ **Tame**: 1 or 0 (true/false) – true if the mob is tamed.
├─ **Temper**: Ranges from 0 to 100; increases with feeding. Higher values make a mob easier to tame.
├─ **ChestedHorse**: 1 or 0 (true/false) - true if the horse has chests. A chested horse that is not a donkey or a mule crashes the game.
└─ **Items**: List of items. Exists only if ChestedHorse is true.
　└─ An item, including the Slot tag. Slots are numbered 2 to 16 for donkeys and mules, and none exist for all other horses.

An item

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					
		Cow Tipper	Harvest some leather.	Pick up leather from the ground or via fishing.	15	Bronze
		Artificial Selection	Breed a mule from a horse and a donkey.	—	30	Bronze
		Saddle Up	Tame a horse.	—	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.
	Best Friends Forever	Tame an animal	Tame *one* of these 11 tameable animals: Cat Donkey Horse Llama Mule Nautilus Parrot Trader Llama Wolf Zombie Horse Zombie Nautilus Skeleton Horse can be tamed in the same way as a regular horse to gain this advancement with the ride command.
	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]

Videos

History

ℹ️ **This section is missing information about:**

- **Render after the fix of MC-222518 in 23w03a with saddle texture fixed**
- **Did Bedrock Edition donkey models ever update past Java 17w45a's?**

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

Java Edition

Java Edition			[hide]
1.6.1	13w16a	Added donkeys, assisted by DrZhark (John Olarte), creator of the Mo' Creatures (https://www.curseforge.com/minecraft/mc-mods/mo-creatures) mod, whose horses are a baseline for Minecraft's donkey models.[4]	
		Added leads, which can be used to leash tamed donkeys.	
	13w16b	Donkeys have are now slower.	
		The gliding of donkeys has been reduced.	
	13w18a	Horse saddles have been removed. Donkeys are now controlled using the saddle.	
	13w19a	Access to the donkey inventory by sneaking and interacting has been enabled.	
	13w21a	Added a new GUI for donkeys, to control their saddle and inventory.	
	13w22a	Added new sound effects for donkeys.	
		Untamed donkeys can now be leashed.	
	release	Donkeys can now be fed with golden carrots in addition to both types of golden apples.	
1.7.2	13w36a	Donkeys now spawn in savannas.	
1.8	14w26c	Donkeys can no longer be fed bread for taming, healing, or growing.	
		Wheat's acceleration of baby donkey growth has been reduced.	
	14w28b	Baby donkeys appear adult sized.	
1.8.1	pre1	Baby donkeys no longer appear adult sized unless they are fed. Reloading the world makes them appear as babies again.	
1.9	15w47a	Feeding baby donkeys no longer makes them appear adult sized. This also means that donkeys now no longer gradually grow in size as they age.	
	15w47b	Added sounds for donkeys eating food given by a player.	
1.10	16w20a	Added a donkey spawn egg.	
	pre2	The donkey spawn egg has been removed.	
1.11	16w32a	The donkey spawn egg has been re-added.	
		Donkeys can no longer spawn from horse spawn eggs.	
1.13	17w45a	The models of donkeys have been changed.	
	17w46a	The new models of donkeys have been slightly tweaked.	
	18w03a	The models of donkeys have been changed again and the textures have been slightly altered.	

1.14	**18w43a**	Changed the textures of the donkeys. The color channel of transparent pixels are now filled to black.
	18w43b	Changed the textures of the donkeys. However, some pixels are missing.
	18w44a	Changed the textures of the donkeys. The missing pixels from 18w43b have been fixed.
1.16	**20w15a**	Tamed donkeys can now be saddled by dispensers.
		Dispensers can now put chests on tamed donkeys.
1.18	**Experimental Snapshot 1**	Donkeys now spawn in the newly added meadows.
	experimental snapshot 2	Donkeys now spawn less frequently in meadows.
	experimental snapshot 6	Donkeys now follow players that are holding golden carrots, golden apples, or enchanted golden apples.
1.19.4	**23w03a**	The texture of the donkey saddle has been changed to fix some incorrectly colored pixels, in order to match the horse saddle texture.
	23w07a	The speed, jump height and health of a baby is now a variation of the average of the parents' attributes, rather than being biased toward the average possible value.
1.19.4 — **Experiment** — **Update 1.20**	**23w07a**	Donkeys now spawn in cherry groves.
	pre1	Donkeys no longer spawn in cherry groves.
1.20.5	**24w09a**	Added sound event `entity.donkey.jump` to replace `entity.horse.jump`.[5]
1.21.5	**25w03a**	The donkey's saddle is now an overlay texture, separate from the donkey's main texture.
		Saddles now show up on invisible donkeys.[6]
		Saddles now show the enchantment glint on the donkey when enchanted.
1.21.6	**25w20a**	Saddles can now be removed from donkeys using shears.
	25w21a	Donkeys can now be fed carrots for taming, healing, and growing.
1.21.11	**25w44a**	Donkeys no longer sink in water while ridden by a player.
	25w46a	Donkeys no longer panic if controlled by other mobs.

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.15.0	**build 1**	[verify] Added donkeys.	
v0.16.0	**build 1**	Donkeys can now be fed using enchanted golden apples.	

Bedrock Edition			[hide]
1.2.5	**release**	Donkeys no longer follow players that are holding food.	
1.2.6	**beta 1.2.6.2**	The models of donkeys have been changed to the 17w45a donkey models.	
1.2.9		Donkeys no longer open their mouths when bucking the player off or taking damage.	
1.10.0	**beta 1.10.0.3**	[verify] Changed the textures of the donkeys.	
1.17.40 — **Experiment** — **Caves and Cliffs**	**beta 1.17.40.20**	Donkeys now spawn in meadows.	
1.19.60	**Preview 1.19.60.25**	The texture of the donkey saddle has been changed to fix some incorrectly colored pixels, in order to match the horse saddle texture.	
1.20.10	**Preview 1.20.10.20**	Donkeys now follow players that are holding golden carrots, golden apples, or enchanted golden apples.	
1.21.70	**Preview 1.21.70.20**	Donkeys now spawn in savannas.	
1.21.90	**Preview 1.21.90.25**	Saddles can now be removed from donkeys using shears.	
	Preview 1.21.90.26	A sound now plays when removing a saddle from an donkey using shears.	
		Donkeys can now be fed carrots for taming, healing, and growing.	
1.21.120	**Preview 1.21.120.24**	The donkey's saddle is now an overlay texture, separate from the donkey main texture.[verify]	
		The ears of donkeys now are correctly collored on the top and bottom.	
1.21.130	**Preview 1.21.130.24**	Donkeys no longer sink in water while being ridden by a player.	

Upcoming Bedrock Edition			[hide]
26.0	**Preview 26.0.23**	Donkeys now no longer gradually grow in size as they age, matching *Java Edition*.	

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU19	CU7	1.12	1.12	1.12	Patch 1	1.0.1		Added donkeys.
TU22	CU10	1.15	1.15	1.15				Added quick move to the donkey inventory.
TU31	CU19	1.22	1.22	1.22	Patch 3			Baby donkey growth can now be accelerated using wheat.
TU43	CU33	1.36	1.36	1.36	Patch 13			Added sounds for donkeys.
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4		Donkeys can no longer spawn from horse spawn eggs.
TU60	CU51	1.64	1.64	1.64	Patch 30	1.0.11		The models of donkeys have been changed to the 1.13 donkey models.

New Nintendo 3DS Edition

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

Data history

Java Edition			[hide]
1.11	16w32a	Donkeys now have a separate ID from horses: donkey.	
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version.[more information needed]	
1.21.5	25w03a	Unified the **SaddleItem** into the new **equipment.saddle** slot.	

Issues

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

Trivia

- If a player picks up leather dropped by an adult donkey, they receive the "Cow Tipper" achievement. This is due to the achievement being given when a player picks up any piece of leather instead of being given when killing a cow.

- A player riding a donkey is dragged along if the donkey is being pulled by a lead, and can even be lifted up in the air in the same way.
- Using commands, it is possible to make a donkey with no armor slot, but also no way to equip a chest.
- In the *Bedrock Edition*, the donkey can be transported in a boat by riding the donkey and jumping into the boat then dismounting (leaving the donkey behind in the boat) and activating the boat from underneath/underwater. Attempting to activate the boat to pilot it from above results in the player being mounted on the donkey again rather than being placed inside the boat to pilot it.
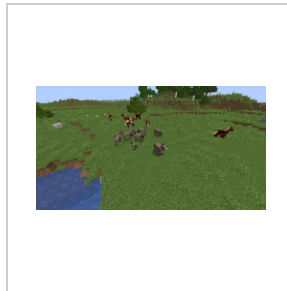
Gallery

Screenshots
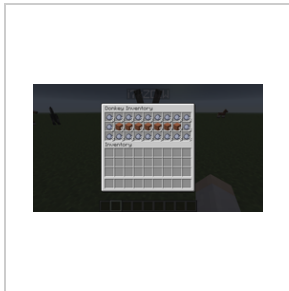
The first image of the donkey chest inventory.[7]
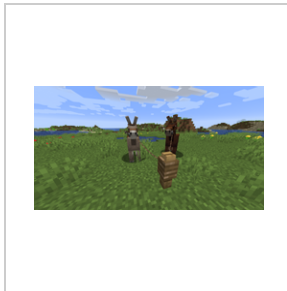
A donkey and a mule.

A herd of donkeys and horses spawned next to each other.
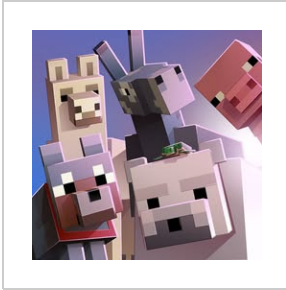
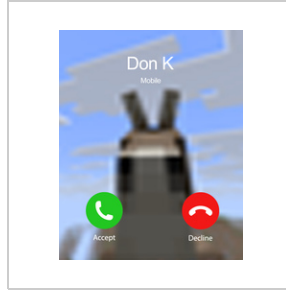## Textures

Donkey texture file.

In other media

LEGO Minecraft Donkey.

A donkey with several other animals.[8]

Concept art of a donkey pulling a wagon from *A Minecraft Movie*.

A donkey using a smartphone

See also

- Mule
- Horse
- Zombie Horse
- Skeleton Horse
- Llama

References

1. MC-160945 — resolved as "Works As Intended".
2. MC-233276 — resolved as "Fixed".
3. MC-236341 — resolved as "Fixed".
4. " Also big thanks to @DrZhark, the creator of Mo' Creatures, that have assisted us to make it happen!" (https://twitter.com/jeb_/status/319938276003827712) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), April 4, 2013
5. MC-98316 — Wrong subtitles caused by missing distinction
6. MC-13738
7. "Do not look at this image." (https://twitter.com/Dinnerbone/status/332858477057810432) – @Dinnerbone (https://twitter.com/Dinnerbone) (Nathan Adams) on X (formerly Twitter), May 10, 2013
8. bark! They moo! They oink! Yet we love them all equally. Today is the day to show our appreciation for all the world's amazing animals. Treat them to some wheat or feed them a well-deserved carrot. But above all else, be nice to them! #minecraft #worldanimalday "minecraft" (https://www.instagram.com/p/They) @BohBQS5jWMQ on Instagram, October 4, 2018

External links

- Donkey article on Wikipedia

Navigation

Entities	[hide]

Mobs   [hide]

Passive
Allay · Armadillo · Axolotl · Bat · Camel · Camel Husk · Cat · Chicken · Cod · Copper Golem · Cow · Donkey · Frog · Glow Squid · Happy Ghast · Horse · Mooshroom · Mule · Ocelot · Parrot · Pig · Rabbit · Salmon · Sheep · Skeleton Horse · Sniffer · Snow Golem · Squid · Strider · Tadpole · Tropical Fish · Turtle · Villager · Wandering Trader · Zombie Horse

BE & *edu* only Agent · NPC

Neutral
Bee · Cave Spider · Dolphin · Drowned · Enderman · Fox · Goat · Iron Golem · Llama · Nautilus · Panda · Piglin · Polar Bear · Pufferfish · Spider · Trader Llama · Wolf · Zombie Nautilus · Zombified Piglin

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]