

# Sheep

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For other uses, see [Sheep \(disambiguation\)](#).

A **sheep** is a common passive mob that supplies [wool](#) and [raw mutton](#) and is found in many of the grassy biomes.

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## Spawning

The sheep color is determined by the type of biome the sheep spawns in.

Sheep	
<a href="#">Unshorn</a>	<a href="#">Shorn Baby</a>
	
<a href="#">View all renders</a>	
<b>Health points</b>	8 (  )
<b>Behavior</b>	Passive
<b>Mob type</b>	 Animal
<b>Adult:</b>	Height: 1.3 blocks Width: 0.9 blocks
<b>Hitbox size</b>	<b>Baby:</b> Height: 0.65 blocks Width: 0.45 blocks
<b>Speed</b>	0.23
<b>Spawn</b>	Grass blocks with at least two blocks of space above in most  Overworld biomes.
<b>Usable items</b>	 Lead  Shears  Wheat  Dye

Sheep Colors

Biome Type	Common (81.836%)	Uncommon (5%)	Rare (3%)	Epic (0.164%)
Temperate	White	Light Gray Gray Black	Brown	Pink
Cold	Black	White Light Gray Gray	Brown	Pink
Warm	Brown	White Light Gray Gray	Black	Pink

If a monster spawner is set to spawn sheep, the sheep model spinning inside appears with one of the six naturally spawning colors. Independently from the displayed color, all six variants are able to spawn and the usual chances apply. To guarantee that sheep always spawn with the desired color, additional NBT tags can be applied to the monster spawner, utilizing the `Color` tag.

## Natural generation

In *Java Edition*, 4 sheep may spawn above grass blocks at a light level of 9 and higher, even in snowy taigas, but not in pale gardens.

In *Bedrock Edition*, 2 to 3 sheep spawn during the world generation on grass blocks at the surface with at least a 2 block space above at a light level of 7 and higher, except in pale gardens, snowy plains, ice spikes, or wooded badlands. They later spawn individually on grassy biomes.

Two sheep sometimes spawn in shepherd houses, butcher houses, and animal pens in villages.

Sheep spawns in: [hide]

Category: Creature	Java Edition				Bedrock Edition	
	Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Meadow	2/5	40%	4	2	2–3	
Cherry Grove	2/5	40%	4	2	2–3	
Dark Forest	12/40	30%	4	12	2–3	
Birch Forest	12/40	30%	4	12	2–3	
Old Growth Birch Forest	12/40	30%	4	12	2–3	
Flower Forest	12/44	27.27%	4	12	2–3	
Windswept Forest	12/45	26.67%	4	12	2–3	
Forest	12/45	26.67%	4	12	2–3	
Windswept Gravelly Hills	12/45	26.67%	4	12	2–3	
Windswept Hills	12/45	26.67%	4	12	2–3	
Sunflower Plains	12/46	26.09%	4	12	2–3	
Eroded Badlands	12/46	26.09%	4	12	2–3	
Badlands	12/46	26.09%	4	12	2–3	
Plains	12/46	26.09%	4	12	2–3	
Wooded Badlands	12/48	25%	4	12	2–3	
Swamp	12/50	24%	4	12	2–3	
Savanna	12/52	23.08%	4	12	2–3	
Windswept Savanna	12/52	23.08%	4	12	2–3	
Sparse Jungle	12/58	20.69%	4	12	2–3	
Old Growth Pine Taiga	12/60	20%	4	12	2–3	
Old Growth Spruce Taiga	12/60	20%	4	12	2–3	
Snowy Taiga	12/60	20%	4	12	2–3	
Taiga	12/60	20%	4	12	2–3	
Savanna Plateau	12/68	17.65%	4	12	2–3	
Jungle	12/91	13.19%	4	12	2–3	
Bamboo Jungle	12/170	7.06%	4	12	2–3	

## Drops

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### On death

*Java Edition:*

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default		Looting I		Looting II		Looting III					
Raw Mutton <sup>[A]</sup>	1–2	100.00%	1.50	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00
Cooked Mutton <sup>[B]</sup>	1–2	100.00%	1.50	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00
Wool <sup>[C]</sup>	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

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.

C. Color of dropped wool corresponds to color of sheep. A sheared sheep does not drop wool when killed.

*Bedrock Edition:*

## Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Raw Mutton <sup>[A]</sup>	1–2	100.00%	1.50	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00
 Cooked Mutton <sup>[B]</sup>	1–2	100.00%	1.50	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00
 Wool <sup>[C]</sup>	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

- A. Only when *not* on fire.
- B. Only when on fire.
- C. Color of dropped wool corresponds to color of sheep. A sheared sheep does not drop wool when killed.  
1–3 experience orbs if killed by a player or tamed wolf.

Killing a baby sheep yields no items nor experience.

## Shearing

When sheared, sheep give 1–3 wool and do not take any damage. This is not affected by Fortune or Looting.

## Breeding

Upon successful breeding, 1–7 is dropped.

## Behavior

Sheep wander aimlessly and individually or in small flocks of two to four. Sheep avoid cliffs and hazardous areas if it warrants damage. Sheep emit hoarse bleats in mostly random patterns and especially when attacked. If harmed, sheep flee for a few seconds, but make no special attempt to avoid wolves.

Sheep do not usually interact with players or other mobs, but follow a player holding wheat within a six blocks radius. Adult sheep cannot fit through a gap of the 90-degree intersection of two fences when the corner fence is removed, whereas the player and most other mobs can fit through easily (although mobs won't path-find through this gap).



Sheep graze short grass, short dry grass, tall dry grass, and ferns (but not tall grass or large ferns), making them disappear, and grass blocks, changing them into dirt blocks. Baby sheep graze grass much more often than adults and mature 1 minute faster when grazing. Sheep can eat grass through blocks that are lower than a full block, including extremities such as honey blocks, as well as from inside minecarts. A sheared sheep regrows its wool after grazing. Therefore, if no grass is available, a sheep cannot regrow its wool after being sheared. If an adult sheep has the opportunity, the chance of eating grass is  $\frac{1}{1000}$  every other game tick ( $\frac{1}{50}$  for baby sheep). If /gamerule mobGriefing is set to false, grass blocks remain, but the sheep still regrow their wool.<sup>[1]</sup>

A sheared sheep eating grass and regrowing its wool.

## Dyeing



A sheep's wool can be dyed by pressing the use key or the interact button while holding any dye. A sheared sheep cannot be dyed until its

wool grows back after eating a grass block. Dyeing changes the color of the sheep's wool or until the sheep is dyed again. The new wool colors are inherited by baby sheep.

If a sheep is dyed and then sheared, it retains its new dyed wool color after the wool regrows.

## Breeding

*See also: [Breeding](#)*

Sheep can be bred using wheat, after which they spawn a baby sheep. They cannot breed for five minutes after the baby sheep appears.

If the parents have compatible wool colors (meaning that the corresponding dye items could be combined into a third dye color), the resulting baby sheep inherits a mix of their colors (e.g., blue sheep + white sheep = light blue baby sheep). If the dye colors cannot normally be mixed, the baby sheep spawns with the same color as one of the parents, chosen randomly, regardless of whether one or both parents have been sheared.

The 20-minute growth of a baby sheep can be slightly accelerated using wheat. Each use takes 10% off the remaining time to grow up. A baby sheep can also accelerate its own growth by eating grass.



An example of how a bred sheep inherits a mixture of its parents' colors when possible.

Color mixing from sheep breeding

Parents	White	Gray	Black	Red	Yellow	Green	Blue	Purple	Pink	Other
White	—	Light Gray	Gray	Pink	—	Lime	Light Blue	—	—	—
Gray	Light Gray	—	—	—	—	—	—	—	—	—
Black	Gray	—	—	—	—	—	—	—	—	—
Red	Pink	—	—	—	Orange	—	Purple	—	—	—
Yellow	—	—	—	Orange	—	—	—	—	—	—
Green	Lime	—	—	—	—	—	Cyan	—	—	—
Blue	Light Blue	—	—	Purple	—	Cyan	—	—	—	—
Purple	—	—	—	—	—	—	—	Magenta	—	—
Pink	—	—	—	—	—	—	—	Magenta	—	—
Other	—	—	—	—	—	—	—	—	—	—

## Easter eggs

*See also: [Easter eggs](#) § [Naming mobs](#)*

An evoker can change a sheep's wool color if the evoker isn't engaged in combat and / `gamerule mobGriefing` is set to true. If that condition is met, it can change the wool color of any blue sheep within 16 blocks to red. It signals the spell by producing orange color particles (✿) and making a "wololo" sound. This is a reference to the priest unit of the 1997 game *Age of Empires*. This will still work if they are named `jeb_`.



Evoker changing sheep's wool color



A sheep named "jeb\_".

If a sheep is named `jeb_`, its wool cycles through all dye colors in order. This is purely a visual effect. A sheep named `jeb_` can still be dyed without changing the rainbow effect, and any wool obtained from one of these sheep has the most recent color as if the sheep was not named. The name tag `jeb_` is an easter egg toward one of the developers [Jens Bergensten](#) or "Jeb" as he is called online.

## Sounds

*Java Edition:*

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Sheep baahs	Friendly Mobs	Randomly	entity.sheep.ambient	subtitles.entity.sheep.ambient	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Sheep dies	Friendly Mobs	When a sheep dies	entity.sheep.death	subtitles.entity.sheep.death	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Sheep hurts	Friendly Mobs	When a sheep is damaged	entity.sheep.hurt	subtitles.entity.sheep.hurt	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Footsteps	Friendly Mobs	While a sheep is walking	entity.sheep.step	subtitles.block.generic.footsteps	0.15	1.0	16	
	Shears click	Players(player) Blocks(dispenser)	When a sheep is sheared	entity.sheep.shear	subtitles.item.shear	1.0	1.0	16	
	Block broken	Blocks	When a sheep grazes grass	block.grass.break	subtitles.block.generic.break	1.0	0.8	16	
	Dye stains	Friendly Mobs	When a sheep is dyed	item.dye.use	subtitles.item.dye.use	1.0	1.0/0.9/0.95/1.1	16	

### 1. MC-98316 — Wrong subtitles caused by missing distinction

*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.sheep.say	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a sheep dies	mob.sheep.say	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a sheep is damaged	mob.sheep.say	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	While a sheep is walking	mob.sheep.step	?	0.4	1.0	
	?	Friendly Mobs	When a sheep is sheared	mob.sheep.shear	?	1.0	1.0	
	?	Blocks	When a sheep grazes grass	dig.grass	?	0.7	0.8-1.0	
	?	Friendly Mobs	When a sheep is dyed	item.dye.use	?	1.0	1.0/0.9/0.95/1.1	

## Data values

### ID

*Java Edition:*

Name	Identifier	Entity tags	Translation key	[hide]
Sheep	sheep	followable_friendly_mobs	entity.minecraft.sheep	

*Bedrock Edition:*

Name	Identifier	Numeric ID	Family	Translation key	[hide]
Sheep	sheep	13	mob.sheep	entity.sheep.name	

### Entity data

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

*Bedrock Edition:*

See Bedrock Edition level format/Entity format.

**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**

- Color:** The color of the sheep. Default is 0.
- Sheared:** 1 or 0 (true/false) - true if the sheep has been shorn.

Color	Data value	<a href="#">[Expand]</a>
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**Color values**

In *Java Edition*, non-white sheep colors are 25% darker as the respective dye color values; white is separately defined as  #E6E6E6. Non-white sheep colors are applied to the `sheep_wool.png` and `sheep_wool_undercoat.png` textures, while white is applied exclusively to the `sheep_wool.png` texture (the wool undercoat texture is not rendered for white sheep).

In *Bedrock Edition*, sheep colors use the same values as the base dye colors. The wool textures of white sheep are not tinted.

ID	Name	Java Edition color code		Bedrock Edition color code	
		Dec	Hex	Dec	Hex
0	white	15132390	<input type="color" value="#E6E6E6"/> #E6E6E6	—	[note 1]
1	orange	12214293	<input type="color" value="#BA6015"/> #BA6015	16351261	<input type="color" value="#F9801D"/> #F9801D
2	magenta	9779853	<input type="color" value="#953A8D"/> #953A8D	13061821	<input type="color" value="#C74EBD"/> #C74EBD
3	light_blue	2852515	<input type="color" value="#2B86A3"/> #2B86A3	3847130	<input type="color" value="#3AB3DA"/> #3AB3DA
4	yellow	12493357	<input type="color" value="#BEA22D"/> #BEA22D	16701501	<input type="color" value="#FED83D"/> #FED83D
5	lime	6329623	<input type="color" value="#609517"/> #609517	8439583	<input type="color" value="#80C71F"/> #80C71F
6	pink	11954303	<input type="color" value="#B6687F"/> #B6687F	15961002	<input type="color" value="#F38BAA"/> #F38BAA
7	gray	3488573	<input type="color" value="#353B3D"/> #353B3D	4673362	<input type="color" value="#474F52"/> #474F52
8	light_gray	7697777	<input type="color" value="#757571"/> #757571	10329495	<input type="color" value="#9D9D97"/> #9D9D97
9	cyan	1078645	<input type="color" value="#107575"/> #107575	1481884	<input type="color" value="#169C9C"/> #169C9C
10	purple	6694282	<input type="color" value="#66258A"/> #66258A	8991416	<input type="color" value="#8932B8"/> #8932B8
11	blue	2962303	<input type="color" value="#2D337F"/> #2D337F	3949738	<input type="color" value="#3C44AA"/> #3C44AA
12	brown	6438693	<input type="color" value="#623F25"/> #623F25	8606770	<input type="color" value="#835432"/> #835432
13	green	4611344	<input type="color" value="#465D10"/> #465D10	6192150	<input type="color" value="#5E7C16"/> #5E7C16
14	red	8659484	<input type="color" value="#84221C"/> #84221C	11546150	<input type="color" value="#B02E26"/> #B02E26
15	black	1381656	<input type="color" value="#151518"/> #151518	1908001	<input type="color" value="#1D1D21"/> #1D1D21

1. No tint is applied.

**Achievements**

<a href="#">[hide]</a>						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Have a Shearful Day	Use Shears to obtain wool from a sheep.	—	15	Bronze
		Rainbow Collection	Gather all 16 colors of wool.	All the colors of wool do not have to be in the inventory at the same time, but must have been picked up by the player at least once.	30	Silver
		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)	<a href="#">[hide]</a>
	<a href="#">It Spreads</a>	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 <a href="#">ender dragon</a> . <a href="#">Mobs that drop no experience</a> are ignored for this advancement.	
	<a href="#">The Parrots and the Bats</a>	Breed two animals together	Breed a pair of <i>any</i> of these 27 animals: <a href="#">[show]</a> 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.	
	<a href="#">Two by Two</a>	Breed all the animals!	Breed a pair of <i>each</i> of these 26 animals: <a href="#">[show]</a> 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 isometric renders.  
Please remove this notice once you have added suitable isometric renders to the article.

The specific instructions are:

- *History of jeb\_baby sheep.*
- *Jeb sheep from Pocket Edition Alpha 1.1.0.0.*

## Development

<a href="#">October 25, 2009 (<a href="https://web.archive.org/web/20110302153414/http://notch.tumblr.com:80/post/223096913/hit-once-produce-cloth-hit-more-produce-food">https://web.archive.org/web/20110302153414/http://notch.tumblr.com:80/post/223096913/hit-once-produce-cloth-hit-more-produce-food</a>)</a>	First showcase of sheep on <a href="#">The Word of Notch</a> . Red cloth as a drop can be seen.
<a href="#">October 25, 2009 (<a href="https://www.youtube.com/watch?v=oECpZam7vHM">https://www.youtube.com/watch?v=oECpZam7vHM</a>)</a>	Notch uploaded a video to YouTube of a sheep test.

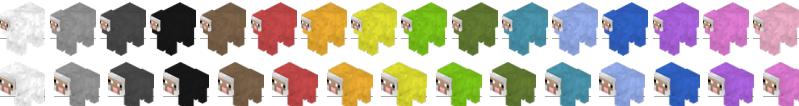
## Java Edition

Java Edition Classic		
		[hide]
0.28		 Added sheep. Sheep currently drop cloth and mushrooms when killed. Sheep can graze grass, turning it into dirt. After eating a random amount of blocks, they regrow their cloth.
Java Edition Indev		
	<u>20091223-0040</u>	Sheep no longer spawn naturally.
0.31	<u>20100202</u>	Sheep now spawn naturally again.  Sheep now spawn without cloth. Sheep now drop either 1 flint and steel, or 1-3 string, sulphur, or feathers. These drops were the same for the other mobs. Sheep no longer drop mushrooms. Sheep no longer graze grass.
		Sheep now have unique idle and hurt sounds. Previously, they have no idle sounds, and use the player's hurt sound.  Sheep now spawn with cloth again. Sheep now drop 1-3 white, dark gray and light gray cloth upon being hit.
	<u>20100211-2327</u>	Sheep now do not drop anything when killed.
	<u>20100219</u>	Sheep now drop only light gray cloth when hit.
	<u>20100223</u>	
Java Edition Infdev		
	<u>20100624</u>	Sheep now drop white instead of light gray cloth.
Java Edition Alpha		
	<u>v1.2.2</u>	In Survival multiplayer, hitting a sheep drops unobtainable cloth. However, casting a fishing rod drops obtainable cloth, while the sheep still appears to have cloth.
Java Edition Beta		
1.2	<u>1.2</u>	 Sheep can now be dyed - players can now dye sheep to make light gray, gray, black, brown, red, orange, yellow, lime, green, cyan, light blue, blue, purple, magenta, and pink sheep. Colored sheep now drop their corresponding wool color. Sheep can now spawn in the color gray, light gray, or black.
		Sheep can now rarely spawn in the color pink or brown.
		Sheep now drop 2-4 wool when sheared. Sheep no longer drop wool when hit. Sheep now drop one wool block when killed while not sheared.
1.8	<u>Pre-release</u>	Sheep now flee when attacked.
Java Edition		
1.0.0	<u>Beta 1.9 Prerelease 3</u>	 Added baby sheep. Sheep can now breed. Sheep now have 4 hearts of health (formerly 5 hearts).
		Baby sheep from dyed parents are now born dyed instead of always being white.
	<u>11w49a</u>	Sheep can now graze grass blocks again, turning them into dirt to regrow their wool. They can additionally now graze grass, destroying it. Their wool now regrows each time a block is grazed. Grazing speeds up the growth of baby sheep by 1 minute (1200 ticks). Shearing a sheep now yields 1-3 wool blocks instead of 2-4. <sup>[2]</sup> Spawn eggs are available for sheep in creative mode.
1.1	<u>11w50a</u>	Baby sheep now graze more than adult sheep.
	<u>12w07b</u>	The sheep eating animation in multiplayer has been fixed.
		Sheep now have a new AI.

	<a href="#">12w32a</a>	Sheep from spawn eggs can now spawn naturally-colored sheep (white, gray, brown, pink, etc.)
1.4.2	<a href="#">12w38a</a>	<p>Added new step sounds to sheep.</p> <p>Added a sound for shearing sheep.</p> <p>Sheep idle sounds now play entirely. Previously, say3 was cut.</p>
		Baby sheep now have a mix of the parents' colors, if the parents' colors are 'compatible' (able to be crafted together as dyes).
1.4.4	<a href="#">1.4.3</a>	 <p>Changed the color of sheep except for white.</p>
1.6.1	<a href="#">13w16a</a>	Added leads, which can be used to leash sheep.
1.7.4	<a href="#">13w48b</a>	 <p>Sheep named as 'jeb_ ' cycles now through all possible sheep colors in a fading rainbow effect. They still drop the color wool they were dyed last.</p>
1.8	<a href="#">14w02a</a>	Baby sheep's growth can now be accelerated using wheat.
	<a href="#">14w05b</a>	Sheep's wool is no longer visible when they have the Invisibility effect. <sup>[3]</sup>
	<a href="#">June 30, 2014 (<a href="https://twitter.com/TheMogMiner/status/483640472905084928">https://twitter.com/TheMogMiner/status/483640472905084928</a>)</a>	Ryan Holtz announces that he's adding mutton as a new drop from sheep.
	<a href="#">14w27a</a>	Sheep now drop raw mutton and—if killed with fire—they drop cooked mutton.
1.10	<a href="#">16w20a</a>	Sheep no longer spawn in ice plains biomes.
1.11	<a href="#">16w39a</a>	 <p>Added evokers which automatically turn blue sheep into red sheep.</p>
1.12	<a href="#">17w06a</a>	 <p>Sheep now look different when dyed to comply with the wool color changes.</p>
		 <p>Changed the color of baby sheep.</p>
1.14	<a href="#">18w43a</a>	 <p>Changed the texture of sheep.</p>
		 <p>Changed the texture of baby sheep.</p>
		Sheep can now be sheared using dispensers.
1.15	<a href="#">19w37a</a>	5% of sheep now spawn as babies.
1.17	<a href="#">21w03a</a>	Added a sound for dyeing sheep.
1.18	<a href="#">experimental snapshot 2</a>	Sheep now spawn in meadows.
	<a href="#">21w39a</a>	Sheep now eat half as often, due to the chance to start eating being evaluated every other game tick rather than every game tick. <sup>[4]</sup>
1.19.4 Experiment Update 1.20	<a href="#">23w07a</a>	Sheep now spawn in cherry groves.
1.21.5	<a href="#">25w02a</a>	Sheep can now spawn in wooded badlands. Technically, they are also allowed to spawn in badlands and eroded badlands, but cannot spawn there naturally as these biomes do not generate grass blocks.
	<a href="#">25w06a</a>	Sheep can now graze on short dry grass and tall dry grass.
	<a href="#">25w07a</a>	Changed the rules for sheep coloring to be based on which biome they spawn in.
		In temperate biomes, the common sheep color is white, while uncommon sheep colors are black, gray, light gray and brown.
		In cold biomes, the common sheep color is black, while uncommon sheep colors are light gray, light blue, blue and cyan.
		In warm biomes, the common sheep color is brown, while uncommon sheep colors are gray, yellow, orange and red.
		In all biomes, the rare sheep color is pink.

		
	<u>25w08a</u>	The undercoats of sheep are now colored when dyed, to match <i>Bedrock Edition</i> .
		Light blue, blue, cyan, yellow, orange, and red sheep no longer spawn naturally.
		White, black, brown, gray, and light gray sheep spawn in all biomes again. White, black, and brown remain the common sheep colors in temperate, cold, and warm biomes respectively.
		Sheep can now graze on ferns.
		Changed the texture of sheep spawn eggs.
	<u>25w10a</u>	
		Its wool texture has been tweaked to remove the stark line at the back.
1.21.6	<u>25w15a</u>	
		Now have their legs mirrored.

***Bedrock Edition***

Pocket Edition Alpha			[hide]
v0.2.0		 Added sheep.	
		 Sheep can be sheared.	
		 Baby sheep have also been added, though there is currently no way to get them to spawn.	
v0.6.0		Added the overlay part of the sheep with wool on its head and body.	
			
		 Sheep now display their colors and can be dyed.	
v0.6.1		Baby sheep now spawn naturally.	
			The model of the sheep's wool has been changed. <sup>[5]</sup>
		Sheep spawn eggs are now in creative mode.	
v0.7.0			
			If a sheep is dyed a color other than white, the wool color on its face also changes to match the rest of its body.
			When a sheep is sheared, the spots on its body now also change color (currently an exclusive feature).
		Sheep can now breed.	
The sheep's AI has been improved.			
v0.9.0	build 3	Sheep can now graze on short grass.	
v0.9.2		The health of sheep has been reduced from 16 (❤ × 8) to 8 (❤️❤️).	
v0.11.0	build 1	Sheep's coloration is now applied through shaders, rather than different textures.	
v0.12.0		Sheep are no longer bred using a Feed button as of the release of the Windows 10 Edition. <sup>[verify]</sup>	
v0.14.0		Baby zombie jockeys now check for a nearby sheep to mount prior to attacking the player, villager or golem.	
		Sheep no longer spawn in the snowy plains biome and its variants.	
v0.15.0		Sheep now drop raw mutton and if killed with fire, they drop cooked mutton.	
		 Sheep named as 'jeb_-' cycle now through all possible sheep colors in a fading rainbow effect. They still drop the color wool they were dyed last.	
		Baby husks can now mount sheep.	
Pocket Edition			[hide]
1.0.0	alpha 0.17.0.1	Sheep are now dyed using a Dye button.	
1.1.0	alpha 1.1.0.0	 The textures of sheep have been changed. Sheep now look different when dyed to comply with the wool color changes.	
		 The textures of baby sheep have been changed.	
Bedrock Edition			[hide]
1.10.0	beta 1.10.0.3	 Changed the texture of sheep.	
		 Changed the texture of sheep named "jeb_-".	
		 Changed the texture of baby sheep.	

		Sheep now spawn in desert village shepherd houses.	
<a href="#">1.11.0</a>	<a href="#">beta 1.11.0.1</a>	Sheep can now spawn in plains, savanna, taiga, snowy taiga and snowy tundra village shepherd houses, butcher houses, and animal pens.	
<a href="#">1.18.30</a>	<a href="#">Preview 1.18.20.28</a>	Sheep no longer spawn in snowy taigas.	
	<a href="#">release</a>	Reverted the sheep spawning change made in Preview 1.18.20.28.	
<a href="#">1.21.60</a>	<a href="#">Preview 1.21.60.21</a>	Baby sheep now have a mix of the parents' colors, if the parents' colors are 'compatible' (able to be crafted together as dyes).	
	<a href="#">Preview 1.21.70.22</a>	Sheep now graze on short dry grass and tall dry grass.	
		Changed the rules for sheep coloring to be based on which biome they spawn in.	
		In temperate biomes, the common sheep color is white, while uncommon sheep colors are black, gray, light gray and brown.	
	<a href="#">Preview 1.21.70.23</a>	In cold biomes, the common sheep color is black, while uncommon sheep colors are light gray, light blue, blue and cyan.	
<a href="#">1.21.70</a>		In warm biomes, the common sheep color is brown, while uncommon sheep colors are gray, yellow, orange and red.	
		In all biomes, the rare sheep color is pink.	
	<a href="#">Preview 1.21.70.25</a>	Sheep wool texture has been tweaked to remove stark line at the back.	
		Light blue, blue, cyan, yellow, orange, and red sheep no longer spawn naturally.	
		White, black, brown, gray, and light gray sheep spawn in all biomes again. White, black, and brown remain the common sheep colors in temperate, cold, and warm biomes respectively.	

## Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU1							 Added sheep.
TU3							 Sheep can be sheared.
TU5							Sheep now drop 2-4 wool when sheared.
TU7							Sheep no longer drop wool when hit.
CU1		1.00		1.00			Sheep now drop one wool block when killed while not sheared.
TU9							Sheep now run away when attacked.
TU14							 Added baby sheep.
TU24	CU12	1.16	1.16	1.16			Sheep can now be bred using wheat.
TU31	CU19	1.22	1.22	1.22	Patch 3		Sheep now eat grass blocks and short grass in order to re-grow their wool. As a counterbalance, shearing a sheep yields 1-3 wool blocks instead of 2-4.
							Spawn eggs are now available for sheep in Creative mode.
							Baby sheep can now be spawned by using  on that mob using its spawn egg.
							Baby sheep now have a mix of the parents' colors, if the parents' colors are 'compatible' (able to be crafted together as dyes).
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	 Sheep named as 'jeb_` cycles now through all possible sheep colors in a fading rainbow effect. They still drop the color wool they were dyed last.
							Sheep now drop raw mutton. If killed with fire, they drop cooked mutton.
							Baby sheep's growth can now be accelerated using wheat.
			1.90				 Sheep can now be sheared using dispensers.

## New Nintendo 3DS Edition

New Nintendo 3DS Edition															[hide]
0.1.0															Added sheep.
															Added baby sheep.

## Prior colors

### Spawn rules before Spring to Life

The color of a sheep was determined by the values in the table below. One in every 500 white sheep (0.2%) was instead pink, making pink the rarest of the six naturally spawning colors. 5% of all sheep (regardless of color) spawned as baby sheep.

Sheep Colors

Color	Chance	Percent	Adult	Baby
Total	-	100%	95%	5%
White	$\frac{82}{100} \times \frac{499}{500}$	81.836%	77.7442%	4.0918%
Black	$\frac{5}{100}$	5%	4.75%	0.25%
Gray	$\frac{5}{100}$	5%	4.75%	0.25%
Light gray	$\frac{5}{100}$	5%	4.75%	0.25%
Brown	$\frac{3}{100}$	3%	2.85%	0.15%
Pink	$\frac{82}{100} \times \frac{1}{500}$	0.164%	0.1558%	0.0082%

## Data history

### Java Edition

[hide]

1.11	16w32a	The entity ID has been changed from Sheep to sheep.
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version. <a href="#">[more information needed]</a>
1.21.2	24w35a	Sheep's default death loot table is no longer controlled by entities/sheep/<color> and is now controlled by entities/sheep.

## Issues

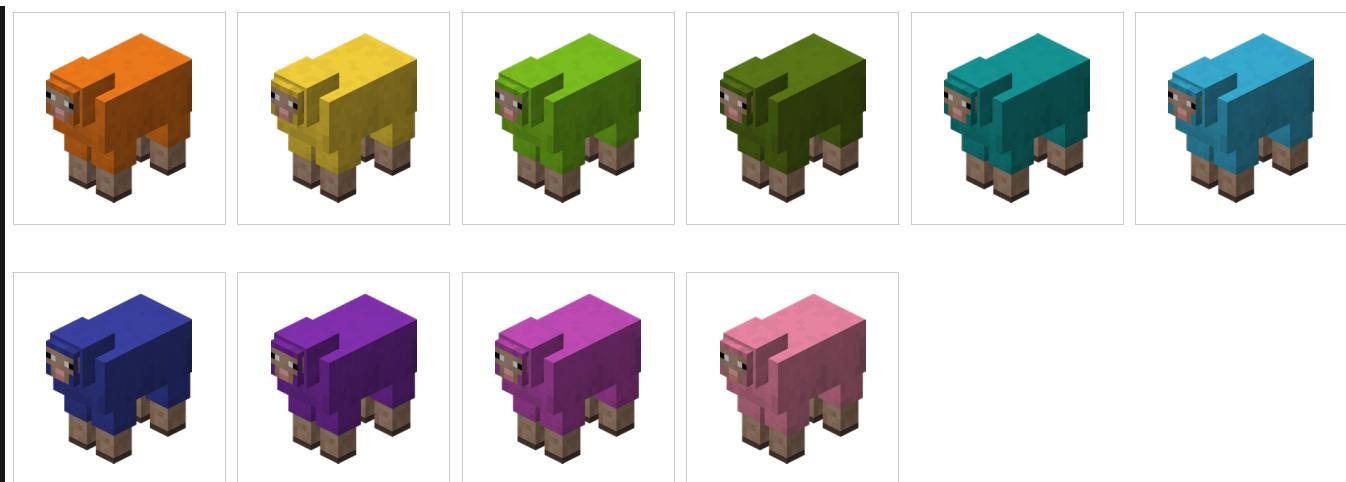
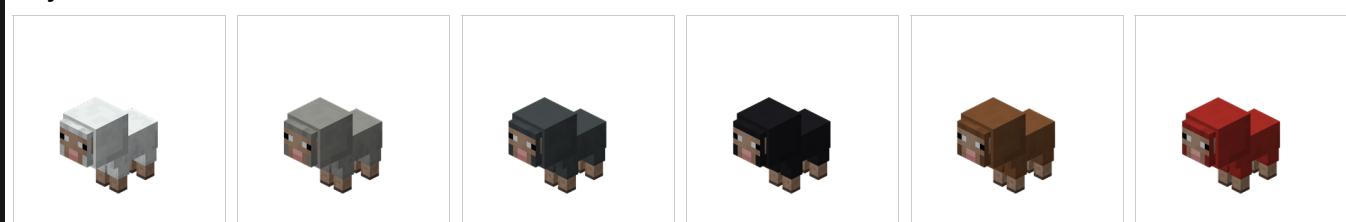
Issues relating to "Sheep" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20MC%2C%20MCPE%29%20AND%20resolution%20is%20EMPTY%20OR%20resolution%20in%20%28%2C%202%2C%206%29%20AND%20%28summary%20~%20%22Sheep%22%29%20ORDER%20BY%20resolution%20DESC>).

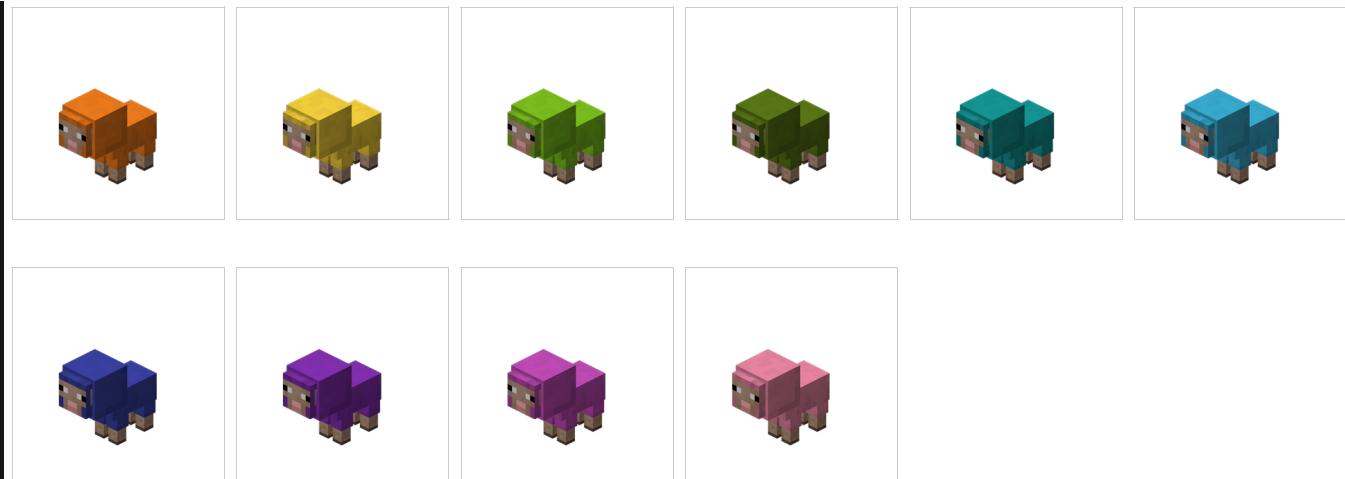
## Gallery

### Renders

#### Unshorn



**Sheared****Baby**



jeb\_



### Mojang screenshots



The first screenshot on breeding released by Notch.

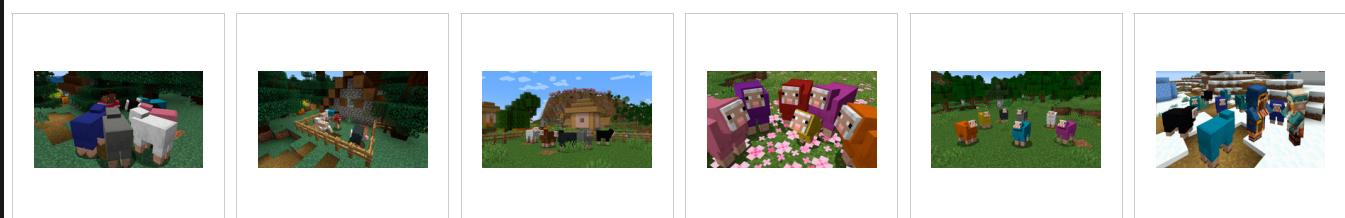
A sheep and cow.

Dyed sheep in separate pens.

A pink sheep in the wild.

An edited photo of sheep in the desert.

Baby sheep grazing.



A group of sheep.

Zuri shearing sheep.

Some sheep in a pasture.

Warm colored sheep in Java Edition 25w07a.

Sheep variants in Java Edition 25w07a.

Wandering trader and cartographer in front of the cold sheep variants in Bedrock Edition Preview 1.21.70.23.



A sheep staring at the player.



A sheep through a peephole.

## Screenshots



A dying sheep.



White, brown, light gray, gray, pink, and black are 6 of the naturally spawning colors of a sheep.



A large flock of sheep, along with some chickens.



A baby sheep and an adult sheep.



The sheep grass-eating animation.



The baby sheep grass-eating animation.



Sheep that have been dyed by the player.



The relative probabilities of naturally spawned sheep colors before Spring to Life.



A sheared baby sheep next to its parent. (sheared baby sheep are available only via commands).



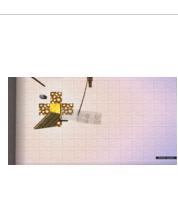
Snowy grass next to a patch of dirt that a sheep has eaten.



A sheep with a blue head.



Four different colors of naturally spawning sheep: light gray, gray, brown, and black.



Z-fighting in the sheep's legs while invisible, in Spectator mode.



Rare occurrence of a pink sheep.



Sheep bugged in a tree. This is on an old version of Minecraft.



Flock of sheep in a swamp biome.



The foot of a sheep.



The sheep's color around their face and overlay when sheared corresponds to their wool color.



A sheep before Pocket Edition Alpha 0.6.0.

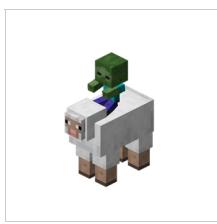
Pink sheep before Pocket Edition Alpha 0.8.0.

All of the possible sheep wool colors (dyed by the player.) Sheep have dyed wool remnants.

A yellow sheep during Pocket Edition Alpha 0.7.1.

A white baby sheep that has been sheared (sheared baby sheep are available only via commands).

A pink sheep seen in Java Edition Beta 1.7.3

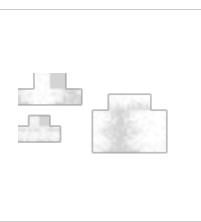


Sheep Jockey. This is only in Bedrock Edition.

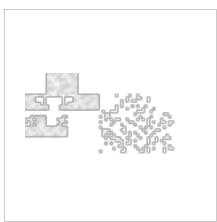
## Textures



A sheep's texture file.

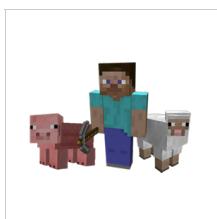


A sheep's wool texture file.



A sheep's wool undercoat texture file.

## In other media



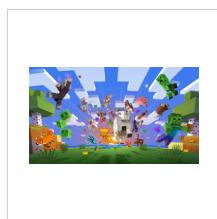
Artwork of a sheep alongside Steve and a pig.



Various dyed sheep as shown in the World of Color Update artwork.



Artwork of a sheep.



A brown sheep in promotional artwork for the first Caves & Cliffs update.



A sheep in official artwork for the Education Edition.



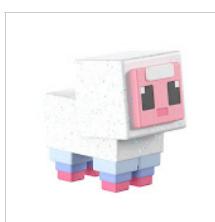
Sheep pictured in the Mobestiary.



LEGO minifigure of cyan sheep.



LEGO minifigure of purple baby sheep.



A "Super Cute" Sheep from the 18th line of Minecraft Mini-Figures.



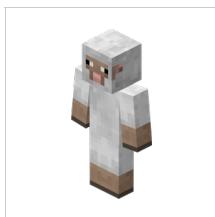
Baby sheep plush made by JINX.



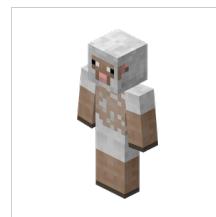
"My Base is Your Base," an official T-Shirt design featuring a build of a red sheep.

The Secret Sheep, featured in the [Trails & Tales Event](#).The potato sheep from [24w14potato](#).

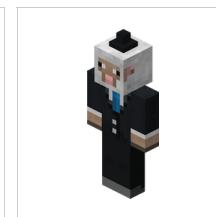
The "Mummy Sheep," featured in the Halloween Edition mash-up pack and Minecraft Mini-Series.



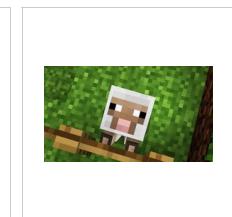
Sheep Man, a skin included in the second Legacy Console skin pack.



A sheared version of Sheep Man from the same pack.



Top Hat Sheep, a skin featured in the 1st Birthday skin pack.



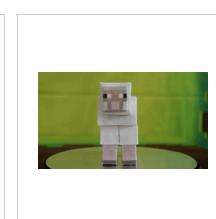
A baby sheep looking upwards.



Orange sheep Flippin' Figs figure



Cyan sheep Flippin' Figs figure

A reference to [A Minecraft Movie](#)A sheep as seen in [A Minecraft Movie](#)

A papercraft sheep made with Minecraft Papercraft Studio.



A gray sheep in a library with bookshelves.



## References

- MC-147444 — Sheep eating grass does not turn grass into dirt when mobGriefing is disabled — resolved as "Works As Intended".
- "I decreased the amount of wool from 2-4 to 1-3 since wool regrows again" ([https://twitter.com/jeb\\_/status/144832220232826881](https://twitter.com/jeb_/status/144832220232826881)) — [@jeb\\_](https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), December 8, 2011
- MC-88791
- MC-257540
- "[MCPE-1376] Sheep feet texture missing - Jira" (<https://bugs.mojang.com/browse/MCPE/issues/MCPE-1376>) — Mojira, January 31, 2013.

## Navigation

### Entities

#### Mobs

[hide]

[hide]

<b>Passive</b>	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
	<b>BE &amp; edu only</b> Agent  NPC
<b>Neutral</b>	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
<b>Hostile</b>	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
<b>Bosses</b>	Ender Dragon  Wither
<b>Mob types</b>	Animal  Aquatic  Arthropod  Illager  Monster  Undead
<b>Other</b>	Jockey (Camel Husk)  Chicken  Hoglin  Ravager  Skeleton Horseman  Spider  Strider Zombie Horseman  Zombie Nautilus  Mob variants  Mob conversion
	Other entities
	Unimplemented
	Joke

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