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V **t** **P** For other definitions of llama, see Llama (disambiguation).

A **trader llama** is a llama variant that spawns with wandering traders.

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Trader Llama

Brown Creamy Gray White



Adult



Baby

[View all renders](#)

Health points 15 (🍷 × 7.5) to 30 (🍷 × 15)

Behavior	Neutral
1. Stimulus	1. Stimulus
2. Response	2. Response
3. Reinforcement	3. Reinforcement
4. Extinction	4. Extinction
5. Generalization	5. Generalization
6. Discrimination	6. Discrimination
7. Spontaneous Recovery	7. Spontaneous Recovery
8. Latency	8. Latency
9. Intensity	9. Intensity
10. Duration	10. Duration
11. Frequency	11. Frequency
12. Amplitude	12. Amplitude
13. Phase	13. Phase
14. Period	14. Period
15. Wavelength	15. Wavelength
16. Frequency	16. Frequency
17. Amplitude	17. Amplitude
18. Phase	18. Phase
19. Period	19. Period
20. Wavelength	20. Wavelength
21. Frequency	21. Frequency
22. Amplitude	22. Amplitude
23. Phase	23. Phase
24. Period	24. Period
25. Wavelength	25. Wavelength
26. Frequency	26. Frequency
27. Amplitude	27. Amplitude
28. Phase	28. Phase
29. Period	29. Period
30. Wavelength	30. Wavelength
31. Frequency	31. Frequency
32. Amplitude	32. Amplitude
33. Phase	33. Phase
34. Period	34. Period
35. Wavelength	35. Wavelength
36. Frequency	36. Frequency
37. Amplitude	37. Amplitude
38. Phase	38. Phase
39. Period	39. Period
40. Wavelength	40. Wavelength
41. Frequency	41. Frequency
42. Amplitude	42. Amplitude
43. Phase	43. Phase
44. Period	44. Period
45. Wavelength	45. Wavelength
46. Frequency	46. Frequency
47. Amplitude	47. Amplitude
48. Phase	48. Phase
49. Period	49. Period
50. Wavelength	50. Wavelength
51. Frequency	51. Frequency
52. Amplitude	52. Amplitude
53. Phase	53. Phase
54. Period	54. Period
55. Wavelength	55. Wavelength
56. Frequency	56. Frequency
57. Amplitude	57. Amplitude
58. Phase	58. Phase
59. Period	59. Period
60. Wavelength	60. Wavelength
61. Frequency	61. Frequency
62. Amplitude	62. Amplitude
63. Phase	63. Phase
64. Period	64. Period
65. Wavelength	65. Wavelength
66. Frequency	66. Frequency
67. Amplitude	67. Amplitude
68. Phase	68. Phase
69. Period	69. Period
70. Wavelength	70. Wavelength
71. Frequency	71. Frequency
72. Amplitude	72. Amplitude
73. Phase	73. Phase
74. Period	74. Period
75. Wavelength	75. Wavelength
76. Frequency	76. Frequency
77. Amplitude	77. Amplitude
78. Phase	78. Phase
79. Period	79. Period
80. Wavelength	80. Wavelength
81. Frequency	81. Frequency
82. Amplitude	82. Amplitude
83. Phase	83. Phase
84. Period	84. Period
85. Wavelength	85. Wavelength
86. Frequency	86. Frequency
87. Amplitude	87. Amplitude
88. Phase	88. Phase
89. Period	89. Period
90. Wavelength	90. Wavelength
91. Frequency	91. Frequency
92. Amplitude	92. Amplitude
93. Phase	93. Phase
94. Period	94. Period
95. Wavelength	95. Wavelength
96. Frequency	96. Frequency
97. Amplitude	97. Amplitude
98. Phase	98. Phase
99. Period	99. Period
100. Wavelength	100. Wavelength

Mob type  Animal

Attack strength	Easy and Normal: 1 (♥) Hard: 1.5 (♥ × 0.75)
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Navigation

Spawning

See also: *Wandering Trader § Spawning*

Every wandering trader spawns with two leashed trader llamas.

Drops


Breeding

1–7 upon successful breeding.

On death


Java Edition:



Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	<u>Leather</u>	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		
	<u>Leather</u>	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00

- Any equipped  carpets and  chest.
- All items in their inventory.
- 1–3 experience orbs if killed by a player or tamed wolf.

Like other baby animals, killing a baby trader llama yields no item or experience.

Behavior

Trader llamas are neutral, retaliating when it or the associated wandering trader is attacked by a player or mob. Sometimes their spit can miss their target and hit another (trader) llama, starting a fight

	Adult: Height: 1.87 blocks Width: 0.9 blocks
<u>Hitbox size</u>	Baby: Height: 0.935 blocks Width: 0.45 blocks
<u>Speed</u>	0.175
<u>Spawn</u>	 See <u>Wandering Trader</u>
<u>Usable items</u>	<div>  <u>Carpet</u> </div> <div>  <u>Chest</u> plus contents </div> <div>  <u>Lead</u> </div> <div>  <u>Shears</u> </div> <div>  <u>Wheat</u> </div> <div>  <u>Hay Bale</u> </div>

within a group of (trader) llamas.

Trader llamas are hostile toward wolves and spit without provocation, but they don't attack tamed wolves unless provoked. Wolves are fearful of trader llamas of strength 4 or 5 and always run away, and won't attack unless provoked by their spit.^[1] Wolves flee from weaker trader llamas less often.

Trader llamas are also hostile towards zombies, husks, drowned, zombie villagers, pillagers, vindicators, evokers, and illusioners ^[Java Edition only].

Trader llamas are completely passive on Peaceful difficulty.

Trader llamas float when in water deeper than one block.

Trader llamas can safely fall 6 blocks before they begin to accumulate fall damage, unlike most mobs, which can only safely fall 3 blocks. They also take half of the normal fall damage (rounded up) that most other mobs take ($0.5 (\hearts \times 0.25)$ damage per block over the safe distance instead of 1 (\hearts)).

Trader llamas have a $\frac{1}{900}$ chance to regenerate 1 (\hearts) health point each game tick. ^[verify for Bedrock Edition]

Unlike other neutral mobs, trader llamas don't count towards the AngryAt tag.^{[2][3][4]}

Spitting

Main article: Llama spit

Trader llamas attack other mobs by spitting at them, dealing 1 (\hearts) damage. Trader llama spit is not flammable.

Taming

A trader llama lead by a wandering trader is untamable and cannot be ridden. It becomes tamable^[JE only] or immediately tamed^[BE only] and does not despawn once it is unleashed from the wandering trader.

Trader llamas can be tamed by repetitively riding them until hearts are displayed, done by pressing use on the llama while holding nothing. Tamed trader llamas do not despawn.



Taming success depends on the trader llama's Temper value. Temper is a positive trait, with higher values increasing the chance of successful taming. Llamas begin with a Temper value of 0 and a maximum of 30. When a player rides an untamed trader llama, a random number from 0 to 29 is chosen. The trader llama gets tamed successfully if this number is less than the Temper value, otherwise, the Temper is increased by 5 and the player is bucked off. Temper can also be increased by feeding the llama.

Tamed trader llamas do not spit at mobs that attack its owner, although it spits at any mob that attacks the llama. Tamed trader llamas can still retaliate at players should the player hit them.

Feeding a trader llama food can alter its behavior, increasing its temper value if untamed, restoring

lost health or making a baby grow faster (babies ordinarily take around 20 minutes to mature to adults). The table below lists the effects of the 2 food items llamas accept.

A trader llama can be fed by holding a valid food item and pressing [use](#) while facing the llama. Llamas can be fed only when feeding would have an effect, similar to other animals. If the food is invalid, the player mounts the llama instead.

Food	Heals	Speeds growth by	Increases temper by	Notes
 Wheat	2 (♥)	10 sec (200 ticks)	+3	
 Hay Bale	10 (♥♥♥♥♥)	1:30 min (1800 ticks)	+6	Activates love mode in tamed llamas.

Breeding

Adult tamed trader llamas can be bred by being fed a [hay bale](#). The baby trader llama takes on the coat color of one parent at random. Its strength is chosen as a random integer between 1 and the strength of the stronger parent, inclusive. 3% of the time the resulting strength is increased by 1, but it is capped at 5.

When two trader llamas are bred, the offspring wears the same unique rug to all trader llamas.

Stronger parent's strength	Offspring's strength				
	1	2	3	4	5
1	97%	3%			
2	48.5%	50%	1.5%		
3	32.33%	33.33%	33.33%	1%	
4	24.25%	25%	25%	25%	0.75%
5	19.4%	20%	20%	20%	20.6%

Select a row based on the stronger parent. The column shows the probability of the resulting offspring having a given strength.

A llama's base health ($15 (\text{♥} \times 7.5)$ to $30 (\text{♥} \times 15)$) is calculated based on that of its parents, in the same way as a [horse](#)'s.

Color variant of llamas is randomly selected between parents.

When breeding a trader llama with a normal llama the offspring will always be a normal llama.

Caravans

Trader llamas form a caravan when one of them is [leashed](#) by a [player](#).

Leashing a trader llama signals up to 9 nearby llamas that are not already in a caravan to follow each other, forming a caravan of up to ten llamas. When multiple llamas are leashed, each leashed llama can form a separate caravan of up to ten separate llamas. Each caravan cannot have two or more leashed llamas in it, and there is no limit to the number of caravans a player can lead.

Storage

A tamed trader llama can be equipped with a chest by pressing the use control on it while holding a chest. The chest gives the trader llama 3 to 15 slots of inventory space, depending on its strength (see table below). Once equipped, its contents can be accessed by pressing the use control on the llama while sneaking, or by opening the inventory while riding the llama. The chest itself cannot be retrieved without killing the trader llama.



The GUI of a trader llama.

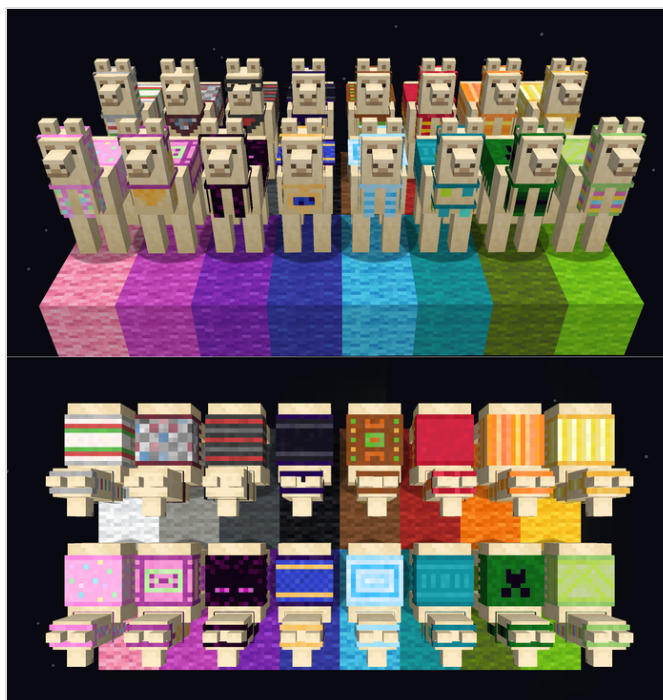
Strength distribution in wild llamas		
Strength	Probability of spawning with that amount of strength	Number of slots in inventory
1	32.8%	3
2	32.8%	6
3	32.8%	9
4	0.8%	12
5	0.8%	15

Carpets

A trader llama can be equipped with a wool carpet in its carpet slot. Each carpet color shows as a different patterned rug when on the llama's back. This can be useful for color-coding the llamas as storage containers, like dyed shulker boxes. A trader llama that does not have a carpet wears a unique blue rug design. This design can be replaced with a carpet but never removed.

When given carpets, all types of (trader) llamas look the same, except for their fur colors. In *Java Edition*, a trader llama's carpet decoration remains visible when the llama is under the effect of Invisibility,^[5] in *Bedrock Edition*, it becomes invisible.

For the purposes of the `/item` command, a trader llama carries its carpet in the `armor.body` slot.



All llama carpet patterns.

Despawning

Trader llamas often^[*more information needed*] despawn one tick before their trader does, because a trader llama has its `DespawnDelay` set to 47999 ticks. This value is decremented each tick that the llama is untamed, unleashed^[*more information needed*], and not being ridden by a player, and is reset to one tick less than the trader's own `DespawnDelay` if leashed to a trader. The llama despawns when its `DespawnDelay` reaches zero ticks.

Sounds

Trader llamas share the sounds as normal llamas.

Java Edition:

Sounds [hide]								
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u>	Volume	Pitch	Attenuation distance
	Llama bleats	Friendly Mobs	Randomly	entity.llama.ambient	subtitles.entity.llama.ambient	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Llama bleats angrily	Friendly Mobs	When a player is bucked off a llama or fails to interact with an untamed llama	entity.llama.angry	subtitles.entity.llama.angry	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Llama Chest equips	Friendly Mobs	When a llama equips a chest	entity.llama.chest	subtitles.entity.llama.chest	1.0	0.8-1.2	16
	Llama dies	Friendly Mobs	When a llama dies	entity.llama.death	subtitles.entity.llama.death	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Llama eats	Friendly Mobs	When a llama eats an item	entity.llama.eat	subtitles.entity.llama.eat	1.0	0.8-1.2	16
	Llama hurts	Friendly Mobs	When a llama is damaged	entity.llama.hurt	subtitles.entity.llama.hurt	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Llama spits	Friendly Mobs	When a llama spits at something	entity.llama.spit	subtitles.entity.llama.spit	1.0	0.8-1.2	16
	Footsteps	Friendly Mobs	While a llama is walking	entity.llama.step	subtitles.block.generic.footsteps	0.15	1.0	16
	Llama is decorated	Friendly Mobs	When a llama equips a carpet	entity.llama.swag	subtitles.entity.llama.swag	0.5	1.0	16
	Carpet snips away	Friendly Mobs	When a carpet is removed with shears	item.llama_carpet.unequip	subtitles.item.llama_carpet.unequip	1.0	1.0	16


Bedrock Edition:

Sounds [hide]							
Sound	<div><div><div><div></div></div><div>Closed captions</div><div>[upcoming: BE 26.0]</div></div></div>	Source	Description	Identifier	Translation key <div>[upcoming: BE 26.0]</div>	Volume	Pitch
	?	Friendly Mobs	Randomly	mob.llama.idle	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a player is bucked off a llama	mob.llama.angry	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a llama equips a chest	mob.horse.armor	?	1.0	0.8-1.2
	?	Friendly Mobs	When a llama dies	mob.llama.death	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a llama eats an item	mob.llama.eat	?	0.5-1.5	0.8-1.2
	?	Friendly Mobs	When a llama is damaged	mob.llama.hurt	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a llama spits at something	mob.llama.spit	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	While a llama is walking	mob.llama.step	?	0.15	1.0
	?	Friendly Mobs	When a llama equips a carpet	mob.llama.swag	?	0.5	1.0
	?	Friendly Mobs	When a carpet is removed with shears	mob.llama.carpet_unequip	?	1.0	1.0


Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Trader Llama	trader_llama	dismounts_underwater	entity.minecraft.trader_llama

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Trader Llama	trader_llama	157	llama mob trader_llama	entity.trader_llama.name






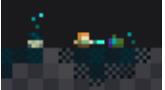
Java Edition:

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

Additional fields for mobs that can breed		
Tags common to all entities		
Tags common to all mobs		
<p>Bred: 1 or 0 (true/false) – Unknown. Remains 0 after breeding. If true, causes it to stay near other horses with this flag set.</p> <p>EatingHaystack: 1 or 0 (true/false) – true if the mob is eating grass.</p> <p>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.</p> <p>Tame: 1 or 0 (true/false) – true if the mob is tamed.</p> <p>Temper: Ranges from 0 to 100; increases with feeding. Higher values make a mob easier to tame.</p> <p>ChestedHorse: 1 or 0 (true/false) - true if the llama has chests.</p> <p>DespawnDelay: A timer for trader llamas to despawn, present only in trader_llama. The trader llama despawns when this value reaches 0.</p> <p>Items: List of items. Exists only if ChestedHorse is true.</p> <ul style="list-style-type: none"> An item, including the Slot tag. 		
An item		
<p>Strength: Ranges from 1 to 5, defaults to 3. Determines the number of items the llama can carry (items = 3 × strength). Also increases the tendency of wolves to run away when attacked by llama spit. Strengths 4 and 5 always causes a wolf to flee.</p> <p>Variant: The variant of the llama.</p>		
Variant	Numerical ID	Identifier[Expand]

See Bedrock Edition level format/Entity format.

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[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		<u>Cow Tipper</u>	Harvest some leather.	Pick up <u>leather</u> from the ground or via <u>fishing</u> .	15	Bronze
		<u>So I Got That Going for Me</u>	Lead a Caravan containing at least 5 <u>Llamas</u>	—	20	Bronze
		<u>It Spreads</u>	Kill a mob next to a <u>catalyst</u>	Kill any mob that drops <u>experience</u> near a <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no experience</u> are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

Breeding a pair of trader llamas is not required in order to complete the Two by Two advancement.^[6]


Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	<u>Not Today, Thank You</u>	Deflect a projectile with a Shield	Block any projectile with a <u>shield</u> .
	<u>It Spreads</u>	Kill a mob near a Sculk Catalyst	Kill <i>any</i> mob that drops <u>experience</u> near a <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no experience</u> are ignored for this advancement.
	<u>The Parrots and the Bats</u>	Breed two animals together	Breed a pair of <i>any</i> of these 27 animals: [show] A mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.
	<u>Best Friends Forever</u>	Tame an animal	Tame <i>one</i> of these 11 tameable animals:  Cat  Donkey  Horse  Llama  Mule  Nautilus  Parrot  Trader Llama  Wolf  Zombie Horse  Zombie Nautilus <u>Skeleton Horse</u> can be tamed in the same way as a regular horse to gain this advancement with the <u>ride</u> command.

Advancements that apply to all mobs:

[\[show\]](#)

History


Java Edition

<i>Java Edition</i> [hide]		
 1.14	 19w05a	<div>  </div> <p>Added trader llamas, which spawn with <u>wandering traders</u>.</p>
 1.16	 20w10a	<u>Firework</u> damage now provokes trader llamas. ^[7]
	 20w15a	Dispensers can now put <u>carpets</u> and <u>chests</u> on tamed trader llamas.
 1.17	 21w20a	Trader llamas no longer spit at players on <u>Peaceful</u> difficulty.
 1.18	 experimental snapshot 6	Trader llamas now follow players that are holding <u>hay bales</u> .
 1.19	 22w17a	Changed all variants' chest texture, to use the chest texture since the <u>texture update</u> .
 1.19.4	 23w07a	The health of a baby is now a variation of the average of the parents' attributes, rather than being biased toward the average possible value.
 1.21.2	 24w35a	Trader Llamas will now attack zombies, drowned, husks, zombie villagers and illagers. ^[8]
	 pre1	<u>Carpets</u> now show the <u>enchantment glint</u> on trader llamas when enchanted.
 1.21.6	 25w20a	Carpets can now be removed from trader llamas using shears.
	 pre1	Trader llamas in carpets now emits a vibration frequency of 6, along with the Unequip frequency of 4 from the sculk shrieker.
 1.21.11	 25w46a	Trader llamas no longer panic if controlled by other mobs.

Bedrock Edition

<i>Bedrock Edition</i> [hide]		
<u>1.10.0</u>	<u>beta 1.10.0.3</u>	<div> <div>  </div> <div>Added trader llamas, which spawn with <u>wandering traders</u>.</div> </div>
<u>1.11.0</u>	<u>beta 1.11.0.3</u>	Trader llamas are now hostile to <u>mobs</u> that attack wandering traders.
		Trader llamas now always spawn as adult llamas.
		Trader llamas can no longer <u>breed</u> .
<u>1.19.10</u>	<u>Preview 1.19.10.20</u>	Trader llamas are now separate from a normal llama.
		Trader llamas now have their own <u>spawn egg</u> .
<u>1.20.10</u>	<u>Preview 1.20.10.20</u>	Trader llamas now follow players that are holding <u>hay bales</u> .
<u>1.21.90</u>	<u>Preview 1.21.90.25</u>	<u>Carpets</u> can now be removed from llamas using <u>shears</u> .
	<u>Preview 1.21.90.26</u>	A sound now plays when removing a carpet from an llama using shears.

PlayStation 4 Edition

<i>PlayStation 4 Edition</i> [hide]	
<u>1.91</u>	<div> <div>  </div> <div>Added trader llamas, which spawn with <u>wandering traders</u>.</div> </div>

Data History

<i>Java Edition</i> [hide]		
<u>1.20.5</u>	<u>24w05a</u>	Replaced <u>DecorItem</u> tag with <u>body_armor_item</u> .

Issues

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

Trivia

- The trader llama LEGO BrickHeadz figure is the 200th produced.^[9]

Gallery

Renders

Show all renders [show]

Screenshots



A pair of trader llamas following a wandering trader.



A tamed trader llama in an early Survival mode house.

Textures



Trader llama overlay texture file.

In other media



Trader llamas in promotional artwork for the first Caves & Cliffs update.



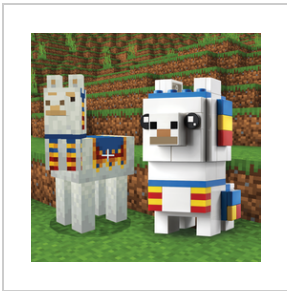
Lego Minecraft Trader Llama.



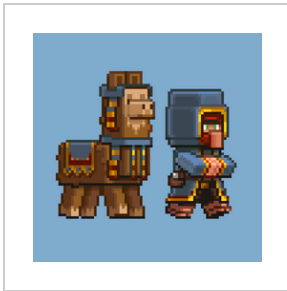
The Lego BrickHeadz Trader Llama figure.



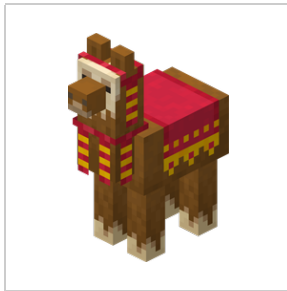
Promotional artwork for the Trader Llama, Alex, and Zombie BrickHeadz.



A comparison between the in-game and Lego *BrickHeadz* renditions of a Trader llama.



Animated trader llama artwork.



Fan created render of an early version of the trader llama based on an image from Meet the Wandering Trader (<https://www.minecraft.net/en-us/article/meet-wandering-trader>) article.

References

- MC-107643 — Wolf is indecisive around llamas while hostile toward the llama. — resolved as "Works As Intended".
- MC-256289 — AngryAt tag is not used by certain neutral mobs, causing them to forget their target upon reloading game
- MC-195278 — If the "universalAnger" is set to true, certain neutral mobs don't fight back when you attack them
- MC-187857 — New neutral mob behaviour improvements were not implemented for llamas, dolphins, and spiders in the daylight
- MC-110423 — Invisibility effect don't affect the second layer skins of stray and llama — resolved as "Works As Intended".
- MC-156937 — Trader llamas don't count as llamas for the 'Two by Two' advancement
- MC-111498 — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".
- Trader Llamas don't attack zombies, drowned, husks, zombie villager and illagers — Fixed
- "The 200th BrickHead is...the Minecraft Llama! Get yours now! 🦙 ➡️ [#BrickHeadz #LEGOMinecraft](http://lego.com/brickheadz)" (<https://twitter.com/Minecraft/status/1646916167649353746>) – @Minecraft (<https://twitter.com/Minecraft>) (Minecraft) on X (formerly Twitter), April 14, 2023

Navigation

Entities

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Mobs

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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				
	<i>BE & edu only</i> 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						
	Blaze	Bogged	Breeze	Creaking	Creeper	Elder Guardian	
Hostile	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	
	Ender Dragon	Wither					
Bosses							
Mob types	Animal	Aquatic	Arthropod	Illager	Monster	Undead	
Other	Jockey	Camel Husk	Chicken	Hoglin	Ravager		
	Skeleton Horseman	Spider	Strider	Zombie Horseman			
	Zombie Nautilus)	Mob variants	Mob conversion				
	Other entities						[show]
	Unimplemented						[show]
	Joke						[show]

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