

Llama

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

A Llama is a tameable neutral mob that can be equipped with a chest to transport items, and can also wear carpets. If attacked, it will retaliate using its spit.

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Llama	
Brown Creamy Gray White	
	Adult
	Baby
	View all renders
Health points	15 ( × 7.5) to 30 ( × 15)
Behavior	Neutral
Mob type	 Animal
Attack strength	Easy and Normal: 1 () Hard: 1.5 ( × 0.75)

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Spawning

A llama spawns above on grass blocks in savanna plateau, [savanna](#)^[BE only]^[1] or [windswept savanna](#)^[BE only] biomes in herds of 4 llamas, and in windswept hills, windswept forest, and windswept gravelly hills biomes in herds of 4 to 6 llamas, coming in four coat colors: brown, cream, white or gray.

10% of llamas spawn as baby llamas.

Llama spawns in: [\[hide\]](#)

Hitbox size	Adult: Height: 1.87 blocks Width: 0.9 blocks Baby: Height: 0.935 blocks Width: 0.45 blocks
Speed	0.175
Spawn	Windswept Hills Windswept Forest Windswept Gravelly Hills Savanna Plateau Savanna ^[BE only] Windswept Savanna ^{[BE o}
Usable items	Carpet Chest plus contents Lead Shears Wheat Hay Bale

Category: Creature	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Savanna Plateau	8/68	11.76%	4	8	4
Windswept Hills	5/45	11.11%	4–6	5	4–6
Windswept Gravelly Hills	5/45	11.11%	4–6	5	4–6
Windswept Forest	5/45	11.11%	4–6	5	4–6
Windswept Savanna	—	—	—	8	4
Savanna	—	—	—	8	4

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		
 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

- 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 llama yields no item or experience.

Behavior

Llamas are neutral mobs that retaliate when attacked by a player or another mob. Occasionally, their spit can miss its intended target and accidentally hit another llama, causing them to fight each other.

Llamas are hostile toward wolves and spit without provocation, but they don't attack tamed wolves unless provoked. Wolves are fearful of llamas of strength 4 or 5 and always run away, and won't attack unless provoked by their spit.^[2] Wolves flee from weaker llamas less often.

Llamas are completely passive in Peaceful difficulty.

Llamas float when in water deeper than two blocks.

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

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

Unlike other neutral mobs, llamas don't count towards the AngryAt tag.^{[3][4][5]}

Spitting

Main article: Llama spit

Llamas attack other mobs by spitting at them, dealing 1 (damage). Llama spit is not flammable. In *Bedrock Edition*, like other projectiles, it can be thrown back at the llama.

Taming

Llamas can be tamed by repetitively riding them until hearts are displayed, done by pressing use on the llama while holding nothing.

Taming success depends on the 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 llama, a random number from 0 to 29 is chosen. The 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 llamas do not spit at mobs that attack its owner, although it spits at any mob that attacks the llama. Tamed llamas can still retaliate at players should the player hit them.

Feeding a 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 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 <u>love mode</u> in tamed llamas.

Breeding

Adult tamed llamas can be bred by being fed a hay bale. The baby 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.

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 ($15 (\heartsuit \times 7.5)$ to $30 (\heartsuit \times 15)$) is calculated based on that of its parents, in the same way as a [horse's](#).

Color variant of llama is randomly selected between parents.

When breeding a trader llama with a normal llama, the offspring will always be a normal llama. The offspring of a pair of trader llamas will be a trader llama.

Caravans

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

Leashing a llama causes up to nine nearby llamas that are not already in a caravan to follow it, forming a caravan of up to ten llamas. When multiple llamas are leashed, each leashed llama can lead its own caravan of up to ten llamas. A caravan cannot contain more than one leashed llama, and there is no limit to the number of caravans a player can lead.

Storage

A tamed llama can be equipped with a [chest](#) by pressing the [use](#) control on it while holding a chest. The chest gives the 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 llama.



The GUI of a llama with strength 4 and with a chest.

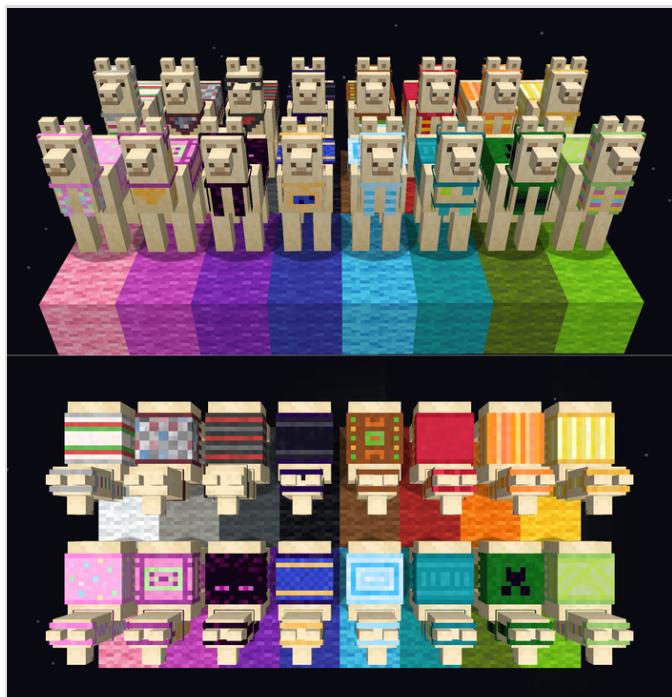
Strength distribution in wild llamas		
Strength	Probability of spawning with that amount of strength	Number of slots in inventory
1	32.8%	3
2	32.8%	6
3	32.8%	9
4	0.8%	12
5	0.8%	15

Carpets

A tamed 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.

When given carpets, all types of llamas look the same, except for their fur colors. In *Java Edition*, a llama's carpet decoration, including the default blue rug of a trader llama, remains visible when the llama is under the effect of Invisibility;[6] in *Bedrock Edition*, it becomes invisible.

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



All llama carpet patterns.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	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	<u>Closed captions</u> [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	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]
 Llama	llama	dismounts_underwater followable_friendly_mobs	entity.minecraft.llama

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Llama	llama	29	llama mob	entity.llama.name

Entity data

Java Edition:

Main article: Entity format

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

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 llama has chests.
- **DespawnDelay:** A timer for trader llamas to despawn, present only in `trader_llama`. The trader llama despawns when this value reaches 0.
- **Items:** List of items. Exists only if ChestedHorse is true.
 - An item, including the Slot tag.
- **An item**
- **Strength:** Ranges from 1 to 5, defaults to 3. Determines the number of items the llama can carry ($\text{items} = 3 \times \text{strength}$). Also increases the tendency of wolves to run away when attacked by llama spit. Strengths 4 and 5 always causes a wolf to flee.
- **Variant:** The variant of the llama.

Variant	Numerical ID	Identifier
[Expand]		

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
		So I Got That Going for Me	Lead a Caravan containing at least 5 Llamas	—	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]
	Not Today, Thank You	Deflect a projectile with a Shield	Block any projectile with a shield.	
	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](#)]

History

Development

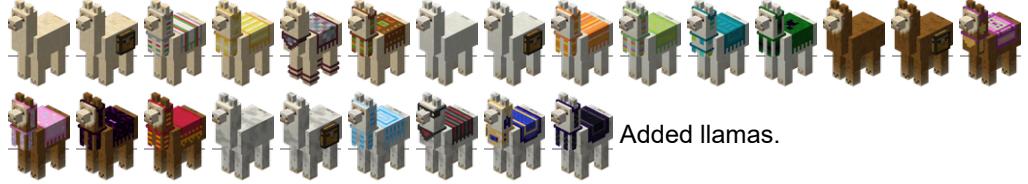
[July 26, 2016 \(\[https://twitter.com/jeb_/status/757952180146012160\]\(https://twitter.com/jeb_/status/757952180146012160\)\)](#)

Jeb hosts a poll on [Twitter](#), with the choice of llamas or [alpacas](#). The final results gave favor (58%) to llamas. Alpacas had a 42%.

Java Edition

<i>Java Edition</i>		
1.11	<u>16w39a</u>	 <p>Added llamas.</p>
		 <p>Added baby llamas.</p>
	<u>16w39b</u>	The <u>drops</u> of llamas are now affected by the <u>Looting</u> enchantment.
	<u>16w41a</u>	The spawn rate of llamas has been drastically reduced.
1.14	<u>18w43a</u>	 <p>The textures of llamas have been changed.</p>
		 <p>The textures of baby llamas have been changed.</p>
	<u>20w10a</u>	Firework damage now provokes llamas. ^[7]
1.16	<u>20w15a</u>	Dispensers can now put <u>carpets</u> and <u>chests</u> on tamed llamas.
	<u>21w20a</u>	Llamas no longer spit at players in peaceful mode.
1.18	<u>experimental snapshot 6</u>	Llamas now follow players that are holding <u>hay bales</u> .
1.19	<u>22w17a</u>	Changed all variants' chest texture, to use the chest texture since the <u>texture update</u> .
1.19.4	<u>23w07a</u>	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	<u>pre1</u>	Carpets now show the <u>enchantment glint</u> on llamas when enchanted.
1.21.6	<u>25w20a</u>	Carpets can now be removed from llamas using shears.
	<u>pre1</u>	Llamas in carpets now emits a vibration frequency of 6, along with the Unequip frequency of 4 from the sculk shrieker.
1.21.11	<u>25w46a</u>	Llamas no longer panic if controlled by other mobs.

Bedrock Edition

<i>Pocket Edition</i>			[hide]
1.1.0	alpha 1.1.0.0	  Added llamas.	
		Added baby llamas.	
<i>Bedrock Edition</i>			[hide]
1.2.13	beta 1.2.13.5	Feeding llamas is now able to heal them.	
1.10.0	beta 1.10.0.3	  The textures of llamas have been changed.	
		The textures of baby llamas have been changed.	
1.20.10	Preview 1.20.10.20	Llamas now follow players that are holding <u>hay bales</u> .	
1.21.90	Preview 1.21.90.25	Carpets can now be removed from llamas using <u>shears</u> .	
	Preview 1.21.90.26	A sound now plays when removing a carpet from an llama using shears.	

Legacy Console Edition

<i>Legacy Console Edition</i>								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	  Added llamas.	
							 Added baby llamas.	

New Nintendo 3DS Edition

<i>New Nintendo 3DS Edition</i>		[hide]
1.9.19	 	Added llamas.
		Added baby llamas.

Data history

<i>Java Edition</i>		[hide]
1.20.5	24w05a	Replaced DecorItem tag with body_armor_item .
1.21.5	25w03a	Replaced body_armor_item tag with equipment.body .

Issues

Issues relating to "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%20resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20summary%20~%20%22-trader%22%20AND%20%28summary%20~%20%22Llama%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- The [*So I Got That Going for Me*](#) achievement title refers to the 1980 comedy movie [*Caddyshack*](#), where Bill Murray tells a story of how he once caddied for the Dalai Lama. In return, on his deathbed he expects to receive total consciousness, thus uttering the line "So I got that going for me, which is nice".
- Some carpets on a llama's back represent certain mobs; a green carpet uses the face of the green [*creeper*](#), while a purple carpet gains eyes like those of an [*enderman*](#). A llama wearing a gray carpet has a mask, similar to that of a superhero or a bandit.
- The llama was the first mob that [*Agnes Larsson*](#) designed. She visited a real-life llama named Adrian to use as a model.^[8]

Gallery

Renders

Show all renders [\[show\]](#)

Screenshots



All four llama variants, including baby variants.



Llamas fighting each other.



A llama getting attacked by bees.



A llama stares at a player stuck in a hole.

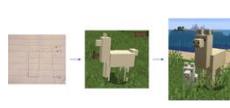


A GUI of a llama with strength 0.

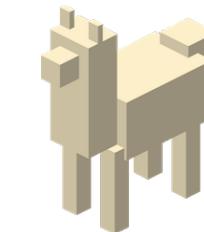
Mojang images



A llama drawing by Agnes Larsson.



A sketch of a llama by Agnes Larsson, an early prototype llama model with a bushy tail, and the final llama model.



A recreation of an early prototype llama model with a bushy tail.

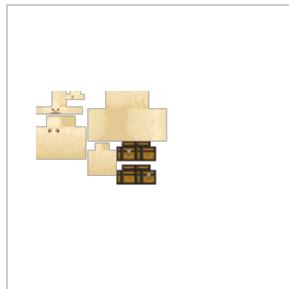


First image of llamas in *Bedrock Edition*.

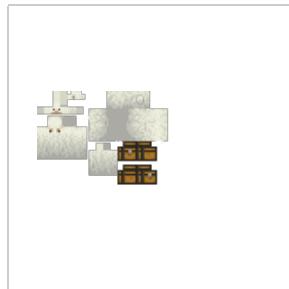
Textures



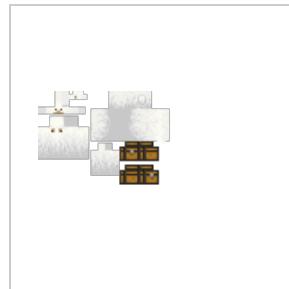
Brown llama texture file.



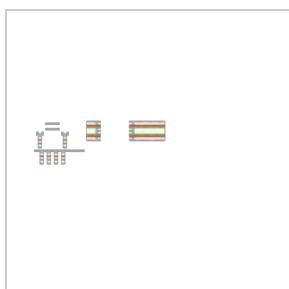
Creamy llama texture file.



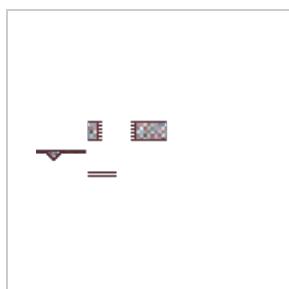
Gray llama texture file.



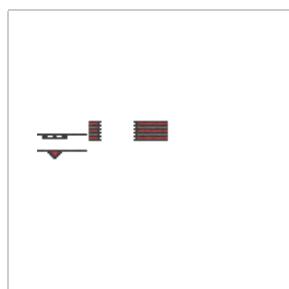
White llama texture file.



White llama decoration texture file.



Light Gray llama decoration texture file.



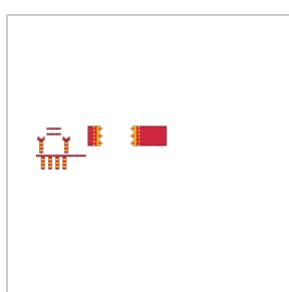
Gray llama decoration texture file.



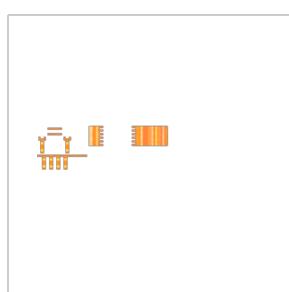
Black llama decoration texture file.



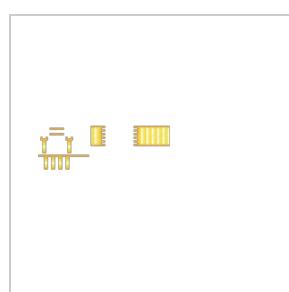
Brown llama decoration texture file.



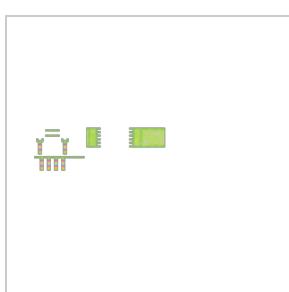
Red llama decoration texture file.



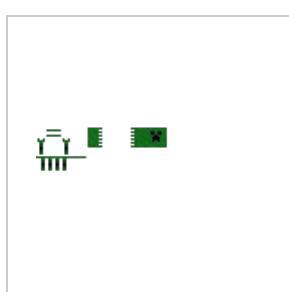
Orange llama decoration texture file.



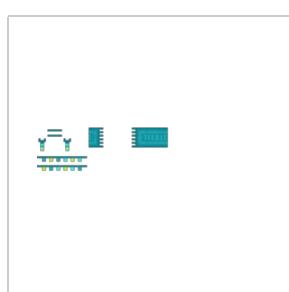
Yellow llama decoration texture file.



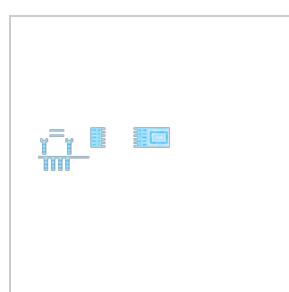
Lime llama decoration texture file.



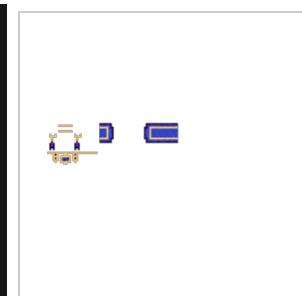
Green llama decoration texture file.



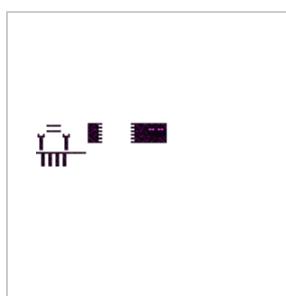
Cyan llama decoration texture file.



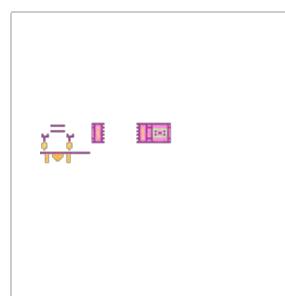
Light Blue llama decoration texture file.



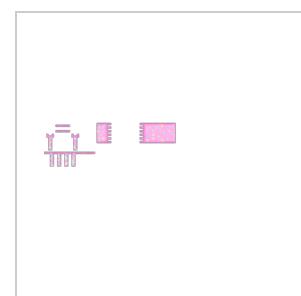
Blue llama decoration texture file.



Purple llama decoration texture file.

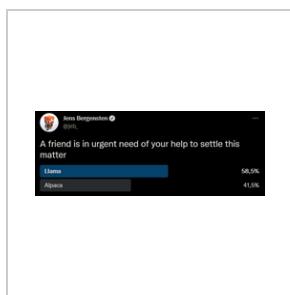


Magenta llama decoration texture file.

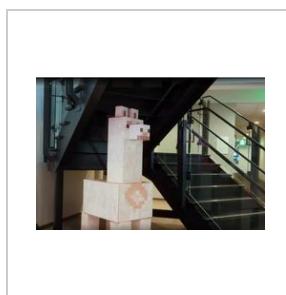


Pink llama decoration texture file.

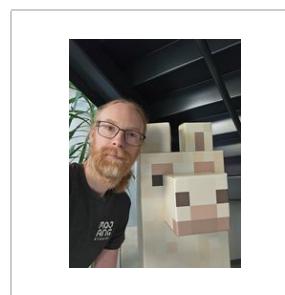
In other media



The vote in which the Llama was chosen over the Alpaca.



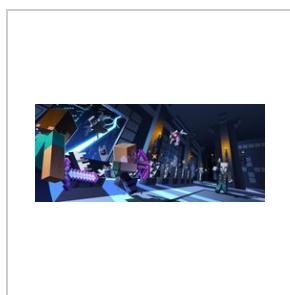
A misconstrued statue of a llama.



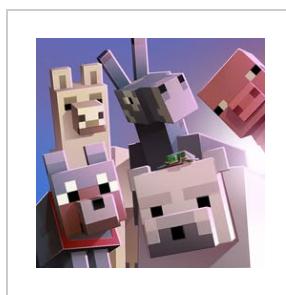
Jens taking a selfie with the same llama statue.



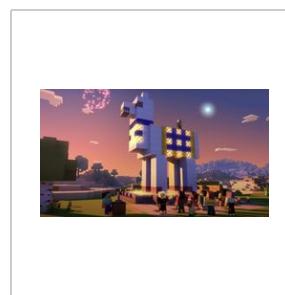
Artwork of a llama.



A Llama in promotional artwork for the [Exploration Update](#).



Artwork of a llama with several other mobs.^[9]



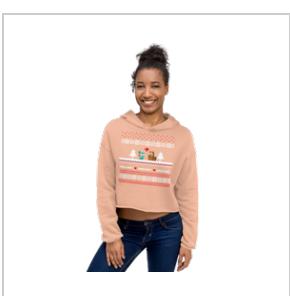
A giant llama statue erected by the protagonists of the game.^[10]



Action figure of a spitting llama.



Acid Llama, an official T-Shirt featuring a llama.



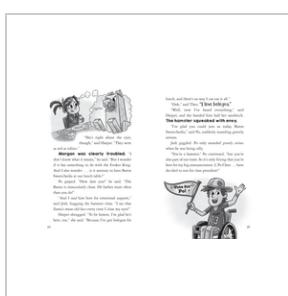
An officially licensed llama sweater.



A llama as it appears in *A Minecraft Movie*.



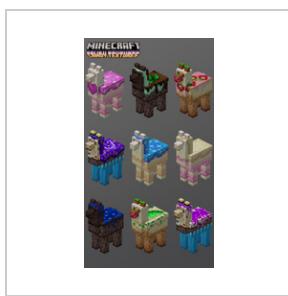
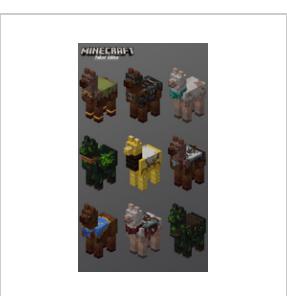
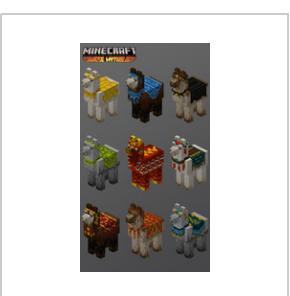
Llama in a pair of pants.



An imaginary llama as it appears in *Mobs Rule!*



Llama photo in a yearbook.



References

1. [MC-159092](#) — Llamas do not spawn in regular savanna biome — resolved as "Works As Intended".
2. [MC-107643](#) — Wolf is indecisive around llamas while hostile toward the llama. — resolved as "Works As Intended".
3. [MC-256289](#) — AngryAt tag is not used by certain neutral mobs, causing them to forget their target upon reloading game
4. [MC-195278](#) — If the "universalAnger" is set to true, certain neutral mobs don't fight back when you attack them
5. [MC-187857](#) — New neutral mob behaviour improvements were not implemented for llamas, dolphins, and spiders in the daylight
6. [MC-110423](#) — Invisibility effect don't affect the second layer skins of stray and llama — resolved as "Works As Intended".
7. [MC-111498](#) — Fireworks and water bottles damage don't make neutral mobs angry or

hostile — resolved as "Fixed".

8. "Growth & Evolution - Part 3 | 15 Years of Minecraft @ 3:47" (<https://youtube.com/watch?v=f0k7JNFGhms&t=227s>) – Minecraft on YouTube, June 5, 2024
9. 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" ([@BohBQS5jWMQ](https://www.instagram.com/p/They) on Instagram, October 4, 2018)
10. "Introducing New Default Skins!" (<https://youtube.com/watch?v=oXKVfLTdBM&t=63s>) – Minecraft on YouTube, November 29, 2022

External links

- [Llama article on Wikipedia](#)
- [Meet the Llama](#) (<https://www.minecraft.net/en-us/article/meet-llama>) – Minecraft.net on April 18, 2017

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