

Trader Llama

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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

Mob type  Animal

Attack strength Easy and Normal: 1 ()

Hard: 1.5 ( × 0.75)

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		
 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 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
Baby:	Height: 0.935 blocks Width: 0.45 blocks
Speed	0.175
Spawn	 See Wandering Trader
Usable items	 Carpet  Chest plus contents  Lead  Shears  Wheat  Hay Bale

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 ($0.5 (\heartsuit \times 0.25)$ damage per block over the safe distance instead of 1 (\heartsuit)).

Trader llamas have a $\frac{1}{900}$ chance to regenerate 1 (\heartsuit) 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 (\heartsuit) 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 (1 heart)	10 sec (200 ticks)	+3	
 Hay Bale	10 (5 hearts)	1:30 min (1800 ticks)	+6	Activates <u>love mode</u> 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 ($15 (\heartsuit \times 7.5)$ to $30 (\heartsuit \times 15)$) is calculated based on that of its parents, in the same way as a horse's.

Color variant of 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.

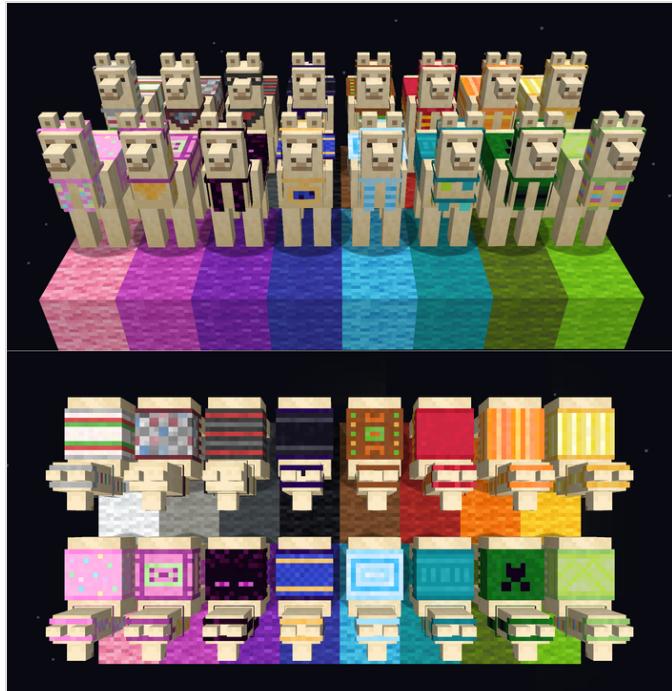
Strength distribution in wild llamas		
Strength	Probability of spawning with that amount of strength	Number of slots in inventory
1	32.8%	3
2	32.8%	6
3	32.8%	9
4	0.8%	12
5	0.8%	15

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:](#)

[\[hide\]](#)

Sounds								
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> <i>[upcoming: BE 26.0]</i>	Source	Description	Identifier	Translation key <i>[upcoming: BE 26.0]</i>	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	

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

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]
	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.	

Advancements that apply to all mobs:

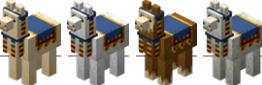
[\[show\]](#)

History

Java Edition

Java Edition		
		[hide]
1.14	19w05a	 Added trader llamas, which spawn with wandering traders .
1.16	20w10a	Firework damage now provokes trader llamas. ^[7]
	20w15a	Dispensers can now put carpets and chests on tamed trader llamas.
1.17	21w20a	Trader llamas no longer spit at players on Peaceful difficulty.
1.18	experimental snapshot 6	Trader llamas now follow players that are holding hay bales .
1.19	22w17a	Changed all variants' chest texture, to use the chest texture since the texture update .
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	Carpets now show the enchantment glint 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]
1.10.0	beta 1.10.0.3		Added trader llamas, which spawn with wandering traders.
1.11.0	beta 1.11.0.3	Trader llamas are now hostile to mobs that attack wandering traders.	
		Trader llamas now always spawn as adult llamas.	
		Trader llamas can no longer breed .	
1.19.10	Preview 1.19.10.20	Trader llamas are now separate from a normal llama.	
		Trader llamas now have their own spawn egg .	
1.20.10	Preview 1.20.10.20	Trader llamas now follow players that are holding hay bales .	
1.21.90	Preview 1.21.90.25	Carpets can now be removed from llamas using shears .	
	Preview 1.21.90.26	A sound now plays when removing a carpet from an llama using shears.	

PlayStation 4 Edition

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

Data History

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

Issues

Issues relating to "Trader Llama" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jqql=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

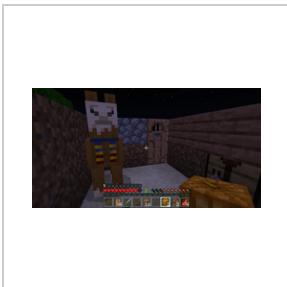
Renders

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

Screenshots

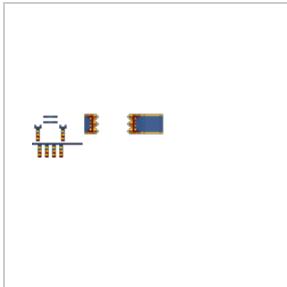


A pair of trader llamas following a wandering trader.



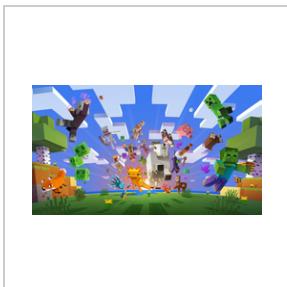
A tamed trader llama in an early Survival mode house.

Textures



Trader llama overlay texture file.

In other media



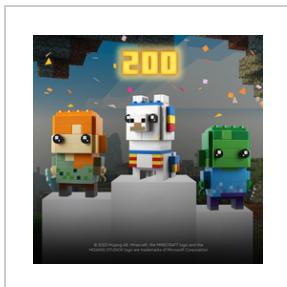
Trader llamas in promotional artwork for the first [Caves & Cliffs](#) update.



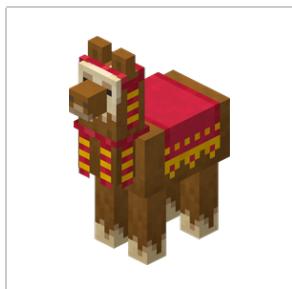
Lego Minecraft Trader Llama.



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

1. MC-107643 — Wolf is indecisive around llamas while hostile toward the llama. — resolved as "Works As Intended".
2. MC-256289 — AngryAt tag is not used by certain neutral mobs, causing them to forget their target upon reloading game
3. MC-195278 — If the "universalAnger" is set to true, certain neutral mobs don't fight back when you attack them
4. MC-187857 — New neutral mob behaviour improvements were not implemented for llamas, dolphins, and spiders in the daylight
5. MC-110423 — Invisibility effect don't affect the second layer skins of stray and llama — resolved as "Works As Intended".
6. MC-156937 — Trader llamas don't count as llamas for the 'Two by Two' advancement
7. MC-111498 — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".
8. Trader Llamas don't attack zombies, drowned, husks, zombie villager and illagers — Fixed
9. "The 200th BrickHead is...the Minecraft Llama! Get yours now! → [#BrickHeadz #LEGOMinecraft" data-bbox="104 704 898 745">http://lego.com/brickheadz #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														
Mobs														
Passive	Allay	Armadillo	Axolotl	Bat	Camel	Camel Husk	Cat	Chicken	Cod	Copper Golem	Cow	Donkey	Frog	
	Glow Squid	Happy Ghast	Horse	Mooshroom	Mule	Ocelot		Parrot	Pig	Rabbit	Salmon	Sheep	Skeleton Horse	Sniffer
	Snow Golem	Squid	Strider	Tadpole	Tropical Fish	Turtle								

	Villager	Wandering Trader	Zombie Horse	
	BE & edu only	Agent	NPC	
Neutral	Bee	Cave Spider	Dolphin	Drowned
	Iron Golem	Llama	Nautilus	Enderman
	Pufferfish	Spider	Trader Llama	Piglin
	Wolf		Zombie Nautilus	Polar Bear
	Zombified Piglin			
Hostile	Blaze	Bogged	Breeze	Creeper
	Endermite	Evoker	Ghast	Guardian
	Magma Cube	Parched	Phantom	Piglin Brute
	Shulker	Silverfish	Skeleton	Slime
	Warden	Witch	Wither Skeleton	Stray
	Zoglin		Zombie	Zombie Villager
Bosses	Ender Dragon	Wither		
Mob types	Animal	Aquatic	Arthropod	Illager
	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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