

# Armadillo

v t For other uses, see [Armadillo \(disambiguation\)](#).

An **armadillo** is a [passive mob](#) found in [badlands](#) and [savannas](#). It rolls up in response to being hurt or being near [undead mobs](#) or [players](#) that are sprinting or mounted. While in this state, it takes less damage. It also repels [spiders](#) and [cave spiders](#). It is the only source of [armadillo scutes](#), which the armadillo sheds over time, as well as when it is [brushed](#).

## Contents

### [Spawning](#)

### [Drops](#)

- [On death](#)
- [Brushing](#)

### [Behavior](#)

- [Rolling up](#)
- [Breeding](#)

### [Sounds](#)

### [Data values](#)

- [ID](#)
- [Entity data](#)

### [Achievements](#)

### [Advancements](#)

### [Videos](#)

### [History](#)

- [Announcement](#)
- [Java Edition](#)
- [Bedrock Edition](#)

### [Issues](#)

### [Trivia](#)

### [Gallery](#)

- [Renders](#)
- [Animations](#)
  - [Development renders](#)
- [Development images](#)
- [Concept artwork](#)
- [Screenshots](#)

<b>Armadillo</b>	
<b>Standing</b>	Rolled up
	
	
<b>Health points</b>	12 (❤ × 6)
<b>Behavior</b>	Passive
<b>Mob type</b>	 Animal
<b>Adult:</b>	
Height:	0.65 blocks
Width:	0.7 blocks
<b>Baby:</b>	
Height:	0.39 blocks
Width:	0.42 blocks
<b>Speed</b>	0.14
<b>Spawn</b>	 Badlands  Eroded Badlands  Savanna  Savanna Plateau  Windswept Savanna  Wooded Badlands
<b>Usable items</b>	 Spider Eye  Lead  Brush  Name Tag

[Textures](#)  
[In other media](#)  
[Mob vote artwork](#)

## [References](#)

## [External links](#)

## [Navigation](#)

# Spawning

Armadillos spawn in groups of two to three [Java Edition only] or four [Bedrock Edition only] in savannas, savanna plateaus, and windswept savannas and in groups of one to two in badlands, eroded badlands, and wooded badlands. They spawn at a light level of 9 or more In Java Edition and a light level of 7 or more In Bedrock Edition.

In Bedrock Edition, armadillos have a 5% chance to spawn as a baby.

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

Category: Creature	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
 Windswept Savanna	10/52	19.23%	2–3	10	4
 Savanna	10/52	19.23%	2–3	10	4
 Savanna Plateau	10/68	14.71%	2–3	10	4
 Eroded Badlands	6/46	13.04%	1–2	6	1–2
 Badlands	6/46	13.04%	1–2	6	1–2
 Wooded Badlands	6/48	12.5%	1–2	6	1–2

# Drops

Armadillos drop 1 armadillo scute every 5–10 minutes, similar to the rate at which chickens lay eggs.

Upon successful breeding (see below), 1–7 experience orbs are dropped.

## On death

- 1–3 experience orbs if killed by a player or tamed wolf.

Killing a baby armadillo yields no items nor experience.

## Brushing

If a player or dispenser uses a brush on an armadillo, it drops:

- 1  Armadillo Scute

Brushing an armadillo uses 16 durability points, meaning an unenchanted brush has enough durability

to obtain 4<sup>[JE only]</sup> / 5<sup>[BE only]</sup> armadillo scutes.

## Behavior

Spiders and cave spiders flee from armadillos when within 6 blocks of them. This only takes effect when the armadillo is not rolled up in its shell.

### Rolling up

An armadillo can hide in its shell when it is hurt, confronted by undead, or confronted by players who are sprinting or riding anything. When an armadillo is rolled up it does not walk, cannot eat, and is not tempted by food. While rolled up, it takes a reduced amount of damage given by  $(\text{original damage}-1)/2$ , damage belonging to the type `self_destruct` is not affected by this in *Bedrock Edition*. The armadillo occasionally peeks out from its shell to see if a threat is still near. It unrolls if it detects no threats for 3 seconds (60 ticks). It also unrolls immediately if it comes into contact with water or is attached to a lead. An armadillo does not roll up while fleeing, in water, on fire, in the air, or being led.



Two armadillos rolled up.

The distance an armadillo checks for threats is the size of its hitbox inflated by 7 blocks horizontally and 2 blocks vertically.

### Breeding

*Main article: Breeding*

Armadillos follow players holding spider eyes within 10<sup>[JE only]</sup> / 16<sup>[BE only]</sup> blocks. Additionally, baby armadillos follow adults.

A player can breed armadillos by using spider eyes on two of them. After breeding, a baby armadillo spawns and 1–7 experience is generated. The parents cannot be bred again for 5 minutes.

Baby armadillos take 24000 ticks (20 minutes) to grow up, but the growth time can be accelerated using spider eyes. Each use takes 10% off the remaining time to grow up.

An armadillo loses its willingness to breed if it rolls up after it is fed, but before it reaches its mate. It must be fed another spider eye to become willing to breed again.

## Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Armadillo grunts	Friendly Mobs	Randomly while not scared	entity .armadillo .ambient	subtitles .entity .armadillo .ambient	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Armadillo dies	Friendly Mobs	When an armadillo dies	entity .armadillo .death	subtitles .entity .armadillo .death	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Armadillo hurts	Friendly Mobs	When an armadillo is damaged while not rolled up	entity .armadillo .hurt	subtitles .entity .armadillo .hurt	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Armadillo shields itself	Friendly Mobs	When an armadillo is damaged while rolled up	entity .armadillo .hurt_reduced	subtitles .entity .armadillo .hurt_reduced	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Armadillo eats	Friendly Mobs	When an armadillo eats a spider eye	entity .armadillo.eat	subtitles .entity .armadillo.eat	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Armadillo eats	Friendly Mobs	When an armadillo enters love mode	entity .armadillo.eat	subtitles .entity .armadillo.eat	1.0	0.8-1.2	16	
	Footsteps	Friendly Mobs	While an armadillo is walking	entity .armadillo .step	subtitles .block.generic .footsteps	0.15	1.0	16	
	Armadillo lands	Friendly Mobs	When an armadillo rolls up while on the ground	entity .armadillo .land	subtitles .entity .armadillo .land	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Armadillo peeks	Friendly Mobs	When an armadillo peeks from its shell while rolled up	entity .armadillo .peek	subtitles .entity .armadillo .peek	1.0	1.0	16	
	Armadillo rolls up	Friendly Mobs	When an armadillo rolls up	entity .armadillo .roll	subtitles .entity .armadillo .roll	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Armadillo peeks	Friendly Mobs	When an armadillo starts unrolling	subtitles .entity .armadillo .unroll_start	subtitles .entity .armadillo .unroll_start	1.0	1.0	16	
	Armadillo unrolls	Friendly Mobs	When an armadillo finishes unrolling	entity .armadillo .unroll_finish	subtitles .entity .armadillo .unroll_finish	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	

	Scute is brushed off	Friendly Mobs	When an armadillo is brushed	entity .armadillo .brush	subtitles .entity .armadillo .brush	0.9	<i>varies [sound 1]</i>	16
	Armadillo sheds scute	Friendly Mobs	When an armadillo drops a scute	entity .armadillo .scute_drop	subtitles .entity .armadillo .scute_drop	1.0	<i>varies [sound 2]</i>	16

1. Can be 0.8-1.2 (Baby: 1.3-1.7), 0.64-0.96 (Baby: 1.04-1.36), or 0.72-1.08 (Baby: 1.17-1.53) for each sound
2. Can be 0.8-1.2 or 0.72-1.08 for each sound

*Bedrock Edition:*

Sounds								<a href="#">[hide]</a>
Sound	Closed captions [upcoming: <i>BE 26.0</i> ]	Source	Description	Identifier	Translation key [upcoming: <i>BE 26.0</i> ]	Volume	Pitch	
	?	Friendly Mobs	Randomly	mob.armadillo.ambient	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an armadillo dies	mob.armadillo.death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an armadillo is damaged while not rolled up	mob.armadillo.hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an armadillo is damaged while rolled up	mob.armadillo.hurt_reduced	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an armadillo eats an item	mob.armadillo.eat	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	While an armadillo is walking	mob.armadillo.step	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an armadillo rolls up while on the ground	mob.armadillo.land	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an armadillo peeks from its shell while rolled up	mob.armadillo.peek	?	1.0	1.0	
	?	Friendly Mobs	When an armadillo rolls	mob.armadillo.roll	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an armadillo starts unrolling	mob.armadillo.unroll_start	?	1.0	1.0	
	?	Friendly Mobs	When an armadillo finishes unrolling	mob.armadillo.unroll_finish	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an armadillo is brushed	mob.armadillo.brush	?	0.9	1.0/0.8/0.9	
	?	Friendly Mobs	When an armadillo drops a scute	mob.armadillo.scute_drop	?	0.9	1.0	

## Data values

---

## ID

### Java Edition:

Name	Identifier	Entity tags	Translation key	[hide]
 Armadillo	armadillo	followable_friendly_mobs	entity.minecraft.armadillo	

### Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
 Armadillo	armadillo	142	armadillo mob	entity.armadillo.name	

## Entity data

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

### Java Edition:

*Main article: Entity format*

#### Entity data

##### **Additional fields for mobs that can breed**

##### **Tags common to all entities**

##### **Tags common to all mobs**

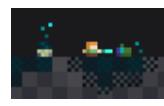
**scute\_time:** The number of ticks until the armadillo drops a scute. A scute is dropped at 0 and this timer gets reset to a new random value between 6000 and 12000.

**state:** The name for the armadillo's current posture. state:"idle" means the armadillo is standing normally and is not rolled up. state:"scared" means the armadillo has rolled up as it feels threatened by a nearby mob or player. state:"unrolling" means the armadillo is playing its unrolling animation, exiting its scared state. Any other string for state defaults to the same behavior as "idle".

### 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					
		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>
	<u>It Spreads</u>	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 ender dragon. Mobs that drop no experience are ignored for this advancement.	
	<u>Isn't It Scute?</u>	Get Armadillo Scutes from an Armadillo using a Brush	Use a brush on an armadillo.	
	<u>The Parrots and the Bats</u>	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.	
	<u>Two by Two</u>	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:

[\[show\]](#)

## Videos

---

## History

---

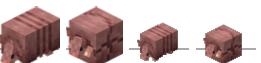
### Announcement

<a href="https://www.youtube.com/watch?v=jNTufMgx6eM&amp;ab_channel=Minecraft">October 4, 2023 (https://www.youtube.com/watch?v=jNTufMgx6eM&amp;ab_channel=Minecraft)</a>	 The armadillo was announced as part of the <a href="#">Mob Vote</a> for <a href="#">Minecraft Live 2023</a> .
<a href="https://www.youtube.com/watch?v=DnY5xz11IR0&amp;ab_channel=Minecraft">October 15, 2023 (https://www.youtube.com/watch?v=DnY5xz11IR0&amp;ab_channel=Minecraft)</a>	The armadillo wins the Mob Vote at <a href="#">Minecraft Live 2023</a> .
<a href="https://twitter.com/lillybeacon/status/1735991091625922808?t=HKOfIGEB39Yzjwg2imxtbg&amp;s=19">December 13, 2023 (https://twitter.com/lillybeacon/status/1735991091625922808?t=HKOfIGEB39Yzjwg2imxtbg&amp;s=19)</a>	Armadillos are announced to be added in <a href="#">Java Edition</a> on December 18, 2023 in a popup in <a href="#">Bedrock Edition Preview 1.20.60.23</a> .
<a href="https://twitter.com/minecraft/status/1738963955786068362">December 24, 2023 (https://twitter.com/minecraft/status/1738963955786068362)</a>	 A new iteration of the armadillo texture is shown.

### Java Edition

		<i>Java Edition</i>	[hide]
1.20.5	23w51a	 Added armadillos.	
		 Currently, the rolling up and unrolling animations are simpler.	
	24w03a	 The texture of armadillos has been changed.	
		Armadillos can now spawn in <u>badlands</u> , <u>wooded badlands</u> , and <u>eroded badlands</u> .	
	24w04a	Spiders and cave spiders now run from armadillos.	
		Armadillos now also roll up when they detect a mob or player that has attacked it recently.	
		Rolled up armadillos are now more resistant to attacks.	
	24w06a	Added new sounds for when an armadillo is damaged while rolled up.	
		 Added an animation for armadillos peeking out of their shell.	
		 Changed the rolling up and unrolling animations.	
		Rolled up armadillos now only occasionally peek out from their shells, rather than constantly.	
		Added new sounds for rolling up, unrolling, and peeking.	

## *Bedrock Edition*

<b><i>Bedrock Edition</i></b>		
<b>1.20.60</b>	<b>Preview 1.20.60.20</b>	Added mentions of armadillos to the game files.
<b>1.20.60</b> <small>Experiment</small> <b>Armadillo and Wolf Armor</b>	<b>Preview 1.20.60.23</b>	 Added armadillos behind the "Armadillo and Wolf Armor" experimental toggle.  Currently, the rolling up and unrolling animations are simpler.
<b>1.20.70</b> <small>Experiment</small> <b>Armadillo and Wolf Armor</b>	<b>Preview 1.20.70.20</b>	 The texture of armadillos has been changed. Armadillos can now spawn in badlands, wooded badlands, and eroded badlands. Spiders and cave spiders now run from armadillos. Armadillos now have a reduced vertical range when scanning for potential threats. Armadillos now float better and create more splash particles when in water. Baby armadillos now catch up to their parents a bit faster. Armadillos now take less damage when rolled up. Armadillos now roll up when attacked by a player or a mob, instead of panicking. Armadillos now keep track of the last player that hit them, and regard them as a threat for 20 seconds.
	<b>Preview 1.20.70.21</b>	Added new sounds for when armadillos are damaged while rolled up. Armadillos now regard the last player that hit them as a threat for 10 seconds.
	<b>Preview 1.20.70.22</b>	 Added an animation for armadillos peeking out of their shell.  Changed the rolling up and unrolling animations. Rolled up armadillos now only occasionally peek out from their shells, rather than constantly. Increased the amount of time that armadillos stay rolled up after a threat has passed from 3 to 4 seconds.
<b>1.20.80</b>	<b>Preview 1.20.80.20</b>	Armadillos are now available without using the "Armadillo and Wolf Armor" experimental toggle.
	<b>Preview 1.20.80.22</b>	Increased the speed of armadillos' walking animation.
<b>1.21.0</b>	<b>Preview 1.21.0.21</b>	Armadillos no longer roll up repeatedly when constantly taking damage from blocks.

## Issues

Issues relating to "Armadillo" 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%20>

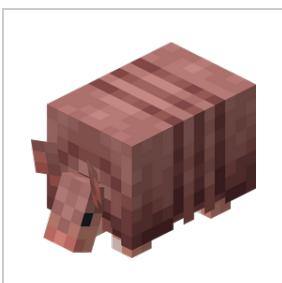
9%20AND%20%28summary%20~%20%22Armadillo%22%29%20ORDER%20BY%20resolution%20D  
ESC).

## Trivia

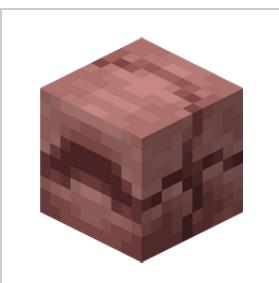
- The first iteration of the armadillo had deliberately basic animations due to feedback that the sniffer's animations were a bit too advanced. However, the developers felt that quality expectations had been raised, so subsequent armadillo animations were made more expressive.<sup>[1][2]</sup>
- When first added to the game, the armadillo had its eyes on the front of its face. According to [Jasper Boerstra](#) this is because he felt that it would be difficult for the player to form a personal connection with the armadillo if the eyes were on the side of the head, since they wouldn't be visible while facing the mob directly.<sup>[3]</sup> This decision was reverted following feedback.<sup>[4]</sup>
  - The tag on the armadillo plush however uses this initial design, despite the plush itself using its final design.
- In earlier development versions, though not entirely realistic, the armadillo's head peeked out when balled up because it was deemed amusing.<sup>[5]</sup>
- Despite its passive nature, the armadillo has been referred to as a neutral mob on the official [minecraft.net](#) website.<sup>[6][7]</sup>
- The armadillo is the only mob voted in during a mob vote that was released in a minor update (officially the [Armored Paws](#) drop as [Java Edition 1.20.5](#) and [Bedrock Edition 1.20.80](#)), instead of the next major update.
  - It is also the final mob to be added through a mob vote.
- The development time for the armadillo was the shortest for any mob vote winner, introduced in a snapshot just two months after winning the vote at [Minecraft Live 2023](#).

## Gallery

### Renders



Armadillo



Rolled up



An armadillo without its shell (this state cannot be seen in-game)

### Animations



Walking



Rolling up



Peeking



Unrolling

## Development renders



Walking (texture used in Java Edition from snapshot 23w51a to 23w51b)



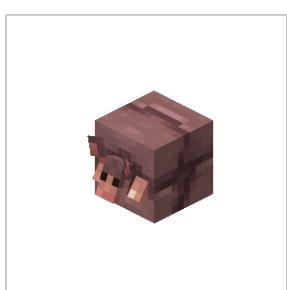
Walking (texture used in Bedrock Edition from preview 1.20.60.23 to 1.20.60.26)



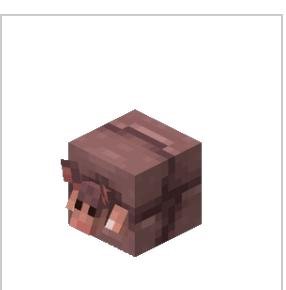
Rolling up (texture used in Java Edition from snapshot 23w51a to 23w51b)



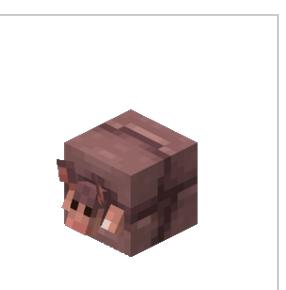
Rolling up (texture used in Bedrock Edition from preview 1.20.60.23 to 1.20.60.26)



Idle rolled up (despite the main body having slight differences between JE and BE during this time, the shell already matched)



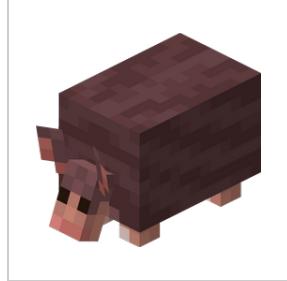
Unrolling (texture used in Java Edition from snapshot 23w51a to 23w51b)



Unrolling (texture used in Bedrock Edition from preview 1.20.60.23 to 1.20.60.26)



Rolled up shell only (this state could not be seen in-game)



An armadillo without its shell (this state could not be seen in-game)

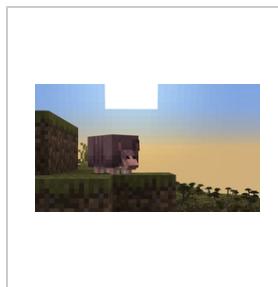
## Development images



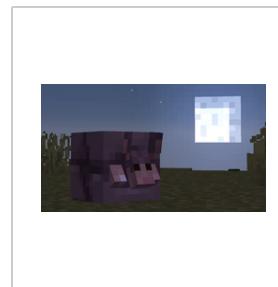
The first image shown of the armadillo's second texture iteration.



Two armadillos and an armored wolf on a hill.



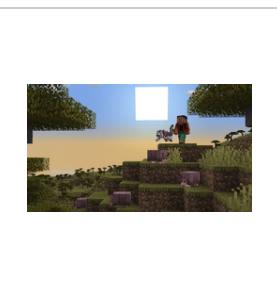
A standing armadillo.



A rolled up armadillo.



Zuri feeding an armadillo a spider eye.



Four armadillos, an armored wolf, and Noor at the top of a hill.



Early development model and texture of the armadillo.



A recreation of the armadillo early development model based on the Discord emote.



"Here you can see the first design of the armadillo mob (left) and the final mob design (right)"<sup>[8]</sup>

"The early design of the armadillo mob"<sup>[8]</sup>

"The final design of the armadillo mob"<sup>[8]</sup>

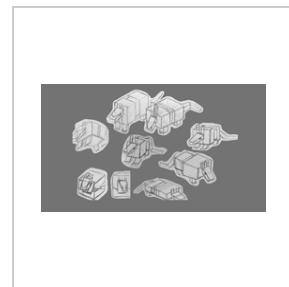
## Concept artwork



"Armadillo exploration" concept art featuring different armadillo colors.



"Armadillo exploration" concept art.



Armadillo concept art.  
[9]

## Screenshots



An armadillo that naturally spawned in a badlands.



A roll of armadillos.  
[10]



An armadillo cowering beside a zombie.



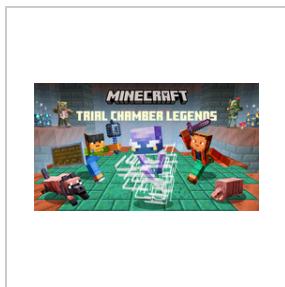
The switch to vote for the armadillo on the 2023 Mob Vote Event.

## Textures



Armadillo texture file.

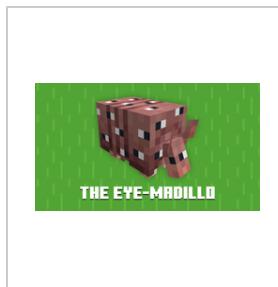
## In other media



An armadillo running to a breeze with Sunny, Noor and a tamed wolf, on the cover of Trial Chamber Legends.



Pixel art of an armadillo used in Trial Chamber Legends.



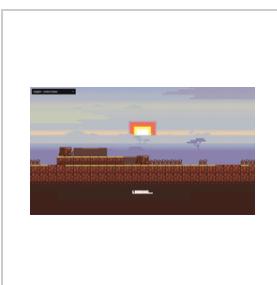
The eye-madillo, a joke version of an armadillo from the January 26, 2024 episode of Minecraft Monthly.<sup>[11]</sup>



A recreation of the latter.



The rolled up potato armadillo from 24w14potato.



An armadillo, as it is on the loading screen on the Minecraft Launcher.



Official artwork of two armadillos.



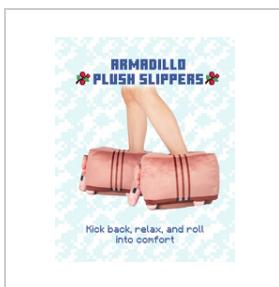
Hologram of an armadillo in the Eerie Mojang Office Party.



Armadillo plush



Tag of the plush using its initial design.



A LEGO Minecraft Armadillo.



Artwork of an armadillo



Artwork of an armadillo tucked



An armadillo playing video games inside its shell

## Mob vote artwork



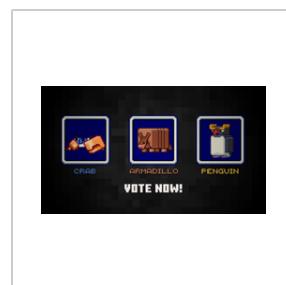
Pixel art of an armadillo standing still.



The armadillo running.



The armadillo sniffing and rolling up into a ball.



Mob vote image.



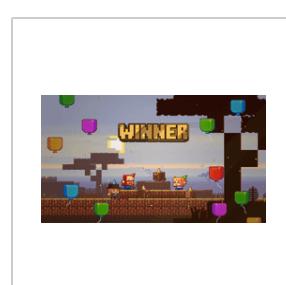
Thumbnail of the armadillo announcement article.



Header of the armadillo announcement article.



Armadillos wearing party hats.



Armadillo winning the mob vote.



"We had a great time seeing everyone enjoy our Mob Vote event last weekend! Welcome to Minecraft, Armadillo friend!"

## References

---

1. "It's likely that we'll be re-doing all the animations. We tried going "back to basics" after feedback on the Sniffer's animations being to "advanced" but I think the expectations for quality has been raised so we'll have to meet those and make them more expressive :)" (<https://twitter.com/JasperBoerstra/status/1736404493854445958>) – [@JasperBoerstra](https://twitter.com/JasperBoerstra) (<https://twitter.com/JasperBoerstra>) (Jasper Boerstra) on X (formerly Twitter), December 17, 2023
2. "Exactly! But we got feedback that they were.. too good for the rest of the animations, so with the Armadillo we tried going a bit more simple again; But I suppose people expect more advanced animations now instead. The expectation has shifted." (<https://twitter.com/JasperBoerstra/status/1736407600978186662>) – [@JasperBoerstra](https://twitter.com/JasperBoerstra) (<https://twitter.com/JasperBoerstra>) (Jasper Boerstra) on X (formerly Twitter), December 17, 2023
3. "The eyes of the Armadillo are in the front because when they are on the side you're looking at an empty forehead, It's difficult to create a connection with it. Considering this is a mob which you'll interact with, possibly quite often, I felt like this was important." (<https://twitter.com/JasperBoerstra/status/1735374457957396921>) – [@JasperBoerstra](https://twitter.com/JasperBoerstra) (<https://twitter.com/JasperBoerstra>) (Jasper Boerstra) on X (formerly Twitter), December 14, 2023
4. "We've listened to your feedback, here is a new iteration of the Armadillo. In Beta/Snapshots next year! 🐍 🦋 🐕 ." (<https://twitter.com/Minecraft/status/1738963955786068362>) – [@Minecraft](https://twitter.com/Minecraft) (<https://twitter.com/Minecraft>) (Minecraft) on X (formerly Twitter), December 24, 2023
5. "Its head peeks out when its balled up because we thought it would be funny or cute. But apparently people prefer realism?" (<https://twitter.com/JasperBoerstra/status/1735375026193318017>) – [@JasperBoerstra](https://twitter.com/JasperBoerstra) (<https://twitter.com/JasperBoerstra>) (Jasper Boerstra) on X (formerly Twitter), December 14, 2023
6. "Minecraft - Beta & Preview 1.20.60.23" (<https://feedback.minecraft.net/hc/en-us/articles/22307322045197>) – Minecraft Feedback, December 13, 2023.
7. "Minecraft Preview 1.20.60.23" (<https://www.minecraft.net/en-us/article/minecraft-preview-1-20-60-23>) by Jay Wells – Minecraft.net, December 13, 2023.
8. <https://www.minecraft.net/en-us/article/the-future-of-minecrafts-development>
9. "All About The Armored Paws Drop" (<https://youtube.com/watch?v=LNO89rgNYQQ>) – Minecraft on YouTube, April 22, 2024
10. "Minecraft Java Edition 1.20.5" (<https://www.minecraft.net/en-us/article/minecraft-java-edition-1-20-5>) – Minecraft.net, April 23, 2024.

11. "REVEALING A NEW BLOCK + TRIAL KEY UNLOCKS...??? | MINECRAFT MONTHLY" (<https://youtube.com/watch?v=gbCSAffHr0w&t=91s>) – Minecraft on YouTube, January 26, 2024

## External links

- "Armadillo rolls into testing" (<https://www.minecraft.net/en-us/article/armadillo-rolls-testing>) by Sophie Austin – [Minecraft.net](#), December 13, 2023.
- "Armadillo" (<https://www.minecraft.net/en-us/article/armadillo>) by Duncan Geere – [Minecraft.net](#), October 17, 2024.

## Navigation

Entities											
Mobs											
<b>Passive</b>											
Allay	Armadillo	Axolotl	Bat	Camel	Camel Husk	Cat					
Chicken	Cod	Copper Golem	Cow	Donkey	Frog	Glow Squid					
Happy Ghast	Horse	Moshroom	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										
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						
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										
<b>Bosses</b>											
Animal	Aquatic	Arthropod	Illager	Monster	Undead						
Jockey	(Camel Husk	Chicken	Hoglin	Ravager							
Skeleton Horseman	Spider	Strider	Zombie Horseman								
Zombie Nautilus)	Mob variants	Mob conversion									
<b>Other entities</b>											
<b>Unimplemented</b>											
<b>Joke</b>											



This is a featured article. See [MCW:Featured articles](#) for more information.

Retrieved from "<https://minecraft.wiki/w/Armadillo?oldid=3349972>"

This page was last edited on 5 January 2026, at 15:15.

Content on this site is licensed under CC BY-NC-SA 3.0 unless otherwise noted; additional terms may apply.

Not an official Minecraft website. We are not associated with Mojang or Microsoft.