

Wolf ↳ re article feedback

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

"Dog" redirects here. For the music track, see [Dog \(song\)](#). For the wolf subspecies in Minecraft: Story Mode, see [MCSM:Dog](#).

A **wolf** is a neutral mob that can be [tamed](#) using bones. Tamed wolves defend their owners against attackers and can assist in combat. They can also be equipped with [wolf armor](#).

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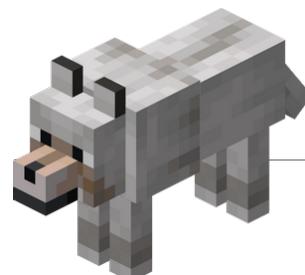
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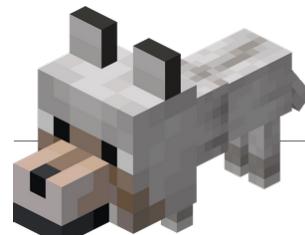
Achievements

Wolf

[Pale](#) [Ashen](#) [Black](#) [Chestnut](#) [Rusty](#)
[Snowy](#) [Spotted](#) [Striped](#) [Woods](#) [Tamed](#)
[Angry](#) [Armored](#)



Adult



Baby



[View all renders](#)

Health points Wild: 8 ()
 Tamed: 40 (\times 20)

Armor points Without [wolf armor](#): 0 ()
 With [wolf armor](#): 11 (\times 5.5)

Behavior Neutral (wild, or if owned by a different player)

Advancements

Videos

History

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Spawning

Wild wolves spawn naturally in multiple biomes on grass blocks, coarse dirt, snow (in [Java Edition](#) only on 8 layers of snow), snow blocks or podzol. They have a 10% chance of spawning naturally as a baby. Their appearance and the amount of wolves that attempt to spawn depend on the biome.

	Passive (player is owner or active)
Mob type	 Animal
Attack strength	Easy: 3 (❤️) Normal: 4 (❤️❤️) Hard: 6 (❤️❤️❤️)
Hitbox size	In Java Edition: Adult: Height: 0.85 blocks Width: 0.6 blocks Baby: Height: 0.425 blocks Width: 0.3 blocks In Bedrock Edition: Adult: Height: 0.8 blocks Width: 0.6 blocks Baby: Height: 0.4 blocks Width: 0.3 blocks
Speed	0.3
Spawn	 Forest  Grove  Old Growth Pine Taiga  Old Growth Spruce Taiga  Savanna Plateau  Snowy Taiga  Sparse Jungle  Taiga  Wooded Badlands
Usable items	 Bone  Meat  Rabbit Stew  Dye  Lead  Wolf Armor  Shears

Wolf spawns in: [hide]

Category: Creature	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Sparse Jungle	$\frac{8}{58}$	13.79%	2–4	8	2–4
Snowy Taiga	$\frac{8}{60}$	13.33%	4	13	4
Old Growth Pine Taiga	$\frac{8}{60}$	13.33%	4	13	2–4
Taiga	$\frac{8}{60}$	13.33%	4	13	4
Old Growth Spruce Taiga	$\frac{8}{60}$	13.33%	4	8	2–4
Savanna Plateau	$\frac{8}{68}$	11.76%	4–8	8	4–8
Forest	$\frac{5}{45}$	11.11%	4	5	4
Grove	$\frac{1}{13}$	7.69%	1	8	1
Wooded Badlands	$\frac{2}{48}$	4.17%	4–8	2	4–8

Color variants

"Wolf variant" redirects here. For the definition of wolf variants in data packs, see [Mob variant definitions § Wolf](#).

Wolves have 9 color variants, each of which spawns in a different biome. Most variants spawn in packs, with some having larger or smaller packs.

Spawning patterns by color variant

Color variant	Biome	Pack size
Ashen	Snowy Taiga	4
Black	Old Growth Pine Taiga	2–4
Chestnut	Old Growth Spruce Taiga	2–4
Pale	Taiga	4
Rusty	Sparse Jungle	2–4
Snowy	Grove	1
Spotted	Savanna Plateau	4–8
Striped	Wooded Badlands	4–8
Woods	Forest	4

When a wolf pack spawns near a biome border, individual wolves of the pack might take on a different appearance if their spawn location is in a bordering biome.^[1]

Wolves spawned in jungles or bamboo jungles (using spawn eggs, monster spawners, commands, or due to a wolf pack bordering these biomes) spawn as rusty wolves; wolves in

savannas or windswept savannas spawn as spotted wolves; wolves in badlands or eroded badlands spawn as striped wolves. Wolves in all other biomes spawn as the pale variant.



All of the nine wolf color variants. Order:
snowy, striped, spotted, rusty, chestnut, black,
ashen, woods, and pale.

For pictures of individual color variants, see § [Gallery](#).

Sound variants

Wolves have 7 sound variants; big, classic, cute, puglin, angry, grumpy, and sad. These variants are meant to reflect a wolf's personality,[2] but have no effect on the wolf's behavior.

Wolf sound variants are assigned independently of a wolf's spawning biome, with a 14.2% chance of spawning for one of each sound variant. Wolves will make the sounds associated with their variant when they make bark, pant, whine, growl, death, or hurt sounds. Sound variants are unrelated to color variants. Similarly, the angry sound variant is unrelated to the angry wolf state.

For all wolf sounds, see § [Sounds](#).

Drops

Adult wolves drop 1–3 [experience](#) orbs when killed by a player or a tamed wolf. In [Bedrock Edition](#), a tamed wolf that is killed by its owner does not drop experience.

Wolves wearing [wolf armor](#) always drop their wolf armor when they die, regardless of what kills them.

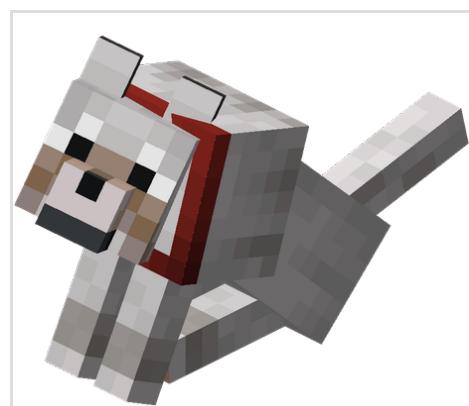
Upon successful [breeding](#), 1–7 are dropped.

Like other baby animals, baby wolves will drop no experience when killed.

Behavior

Wolves exhibit three different states depending on how the user interacts with them:

- Untamed wolves have a drooping tail and their eyes consist of a white pixel and a black pixel for the pupil (on each side). They are neutral toward the player. They are hostile toward sheep, rabbits, foxes, baby turtles, skeletons, wither skeletons, strays, bogged, and parched, taking on their angry appearance while attacking these mobs, and changing back when the targeted mob dies or moves out of range. They chase bats despite being unable to reach them.^[3] They avoid llamas, although wolves will always attack a llama that spits on them. They do not despawn, even if they are in an unloaded chunk, or 32 blocks away from the player. They can be ridden by baby zombie variants. [BE only]



A tamed pale wolf "begging" the player for food or admiring bones if held by the player.

- Angry wolves are characterized by their constant growling and fearsome appearance. Wild wolves become hostile when they are either attacked by a player or mob, if not killed in one hit^[4], or when they see a mob they want to eat. Their tail is held out straight, their eyes become blood red, their mouth is raised in a slight snarl, and they have angry eyebrows. Angry wolves are hostile only to the players or mobs that attacked them, or to the mobs they are hunting. They can see attackers even if they are under the invisibility effect, but they cannot track the attacker down if they get out of their render distance, or the attacker was able to unload the chunk where the wolves were. Notice that only the damage done to players gets scaled by difficulty, all other mobs will receive 4 (💔) damage regardless of difficulty. Angry wolves cannot be leashed, but a wild wolf may become angry while it is still leashed without dropping the lead.



Three tamed pale wolves following the player around.

- Tamed wolves have friendlier-looking eyes, and more hp than the untamed wolf. They have a default red collar around their neck, which can be dyed using one of the sixteen colored dyes on the wolf by the owner of the wolf. Pressing use on the wolf makes it sit and remain in place, and not follow the player. Tamed wolves that are not sitting attack players or mobs that their owner attacks, or those that injure their owner unless the target has the same owner or is on the same team, dealing them 4 (💔) damage regardless of difficulty. They do not attack creepers or ghasts. Standing tamed wolves attack only skeletons and their variants without provocation. Kills by tamed wolves count as player kills: this means mobs killed by a tamed wolf can drop experience, rare drops or equipped items. Tamed wolves are always passive to the player, even if the player hits them or kills a tamed wolf on the same team.

A wolf becomes hostile to a player or other mob that attacks it unless the attacker is the wolf's owner, or is otherwise on the same team, or if killed in one hit. It also causes wild wolves and standing tamed wolves in a 33×21×33 cuboid centered on the attacked wolf to become hostile to

the attacker, allowing coordination for attacks and team hunts (only in wild wolves).

In *Java Edition*, any tamed wolf attacked by a player/mob causes all standing wolves on that team to attack that player/mob who attacked the tamed wolf.

Skeletons and their variants, foxes, baby turtles and passive rabbits actively avoid both tamed and wild wolves.  *Killer rabbits*^[JE only] attack wolves actively. Sheep ignore wolves, but flee when attacked by one. Sheep ignore tamed wolves but also do not flee from them.

When a player within 8 blocks holds meat or bones near a wolf, the wolf tilts its head as if to 'beg' for the food for 2 to 4 seconds.

The behavior of baby wolves is the same as adult tamed wolves. Baby wolves have large heads, similar to other baby animals.

Wolves are 0.85^[JE only] or 0.8^[BE only] blocks tall and baby wolves are 0.425^[JE only] or 0.4^[BE only] blocks tall.

The textures of the wolves are tinted dark gray once submerged in water.

In Peaceful difficulty, attacking a wild wolf aggravates the wolf and its group, but they deal no damage to the player.

Movement

Standing tamed wolves wander randomly when near their owner, but follow if more than 10 blocks away and teleport to a nearby free block (if any) if more than 12 blocks away. Besides making travel easier, teleportation can be used to rescue them from lava, water or pits, as they immediately teleport to a safe area.

- Wolves can be told to "sit" by pressing use on them and made to stand again with another press of use.
 - In *Java Edition*, a wolf automatically sits when first tamed.
 - While sitting, they do not follow the player. However, if their owner fights a mob near them, they are still likely to join the fight. When the fight is over, they go back to sitting (if in water, they do not sit until they are on dry land, telling the wolf to sit makes it stand). They sit at their new location instead of returning to wherever they were previously.
 - Wolves stand up and follow the player if it is pushed into water or injured while sitting.
- Wolves can either attack (within 16 blocks) or flee from (within 24 blocks) llamas. The wolves' speed is increased by 50% when they flee.



A tamed pale wolf shaking off water.

- Wolves find paths to their targets if attacking within 16 blocks, even in difficult terrain. They also navigate along the edges of cliffs and occasionally fall far enough to take damage if they leap.
- Wolves attack their targets running about at the player's walking speed and by leaping at them in exactly the same manner as spiders, but cause no damage while in midair. Tamed wolves attack any animal the player starts to attack. They also can navigate and turn around in 1×1 horizontal tunnels.
- After emerging from water, a wolf shakes the water off their fur. This is represented by an animation and water particles.

Teleportation

Tamed wolves teleport to their owner if they are more than 12 blocks away, unless the owner is not directly touching the ground^[verify] (e.g. using elytra, swimming, flying, in a boat).

Tamed wolves teleport to a block on the edge of a 5×1×5 region centered on the player. This block must be transparent, with a solid block below and another transparent block above. If no such block can be found, the wolf does not teleport.

It is possible for tamed wolves to teleport to an inaccessible location (e.g. under ice) and be injured or die of suffocation as a result. This happens when the wolf considers transparent blocks, such as glass or slabs, to be open.^[verify]

Wolves cannot teleport across dimensions. As such, if the player is in another dimension than the wolf, it remains in its current dimension and automatically sits until the player allows it to stand. However, wolves can be transported to another dimension by pushing them into the portal first.

Tamed wolves do not teleport if:

- The wolf has been ordered to sit.
 - Exception: The wolf is likely to teleport if it is injured while sitting (it no longer sits after teleporting). An example is if a wolf that is sitting is hit by another player, it teleports to their owner.
 - Exception: If the wolf is in a loaded chunk, and the player gets damaged by a mob, there's a chance for the wolf to stop sitting, causing them to teleport if the player is far away, then attack the player's attacker and sit down afterward.
- The wolf is angry, e.g. if it is chasing after a skeleton. This can lead to wolves standing and jumping in one place, such as over a cavern if a skeleton is near. The wolf teleports once the skeleton is killed.
- The wolf is in a minecart or a boat.
- The wolf has been attached to a fence post with a lead.
- The wolf is in an unloaded chunk, which can occur if the player moves away too quickly for the chunk to remain loaded (such as when flying with an elytra or travelling by boat on an ice highway).

Wolf teleportation is completely silent.^[5]

Taming, health, and feeding

A wolf can be tamed by feeding it bones. Once tamed, a wolf does not accept any more bones. The number of bones required is random: each bone has a $\frac{1}{3}$ chance of taming the wolf. If the wolf is tamed, it receives a red collar and, in *Java Edition*, sits if not swimming. There is no limit to the number of wolves that a player can tame. A wolf cannot be tamed if it is hostile or already tamed. Wolves that are tamed by the same player can accidentally attack each other while attacking another mob, leading to a fight.^[verify]

A tamed wolf's tail rises and lowers depending on its health. The exact health of an individual wolf can be determined by measuring the angle between its hind legs and tail. The angle indicates the percentage of health that the wolf has. Tamed wolves whine when they have low health (below 20 ($\heartsuit \times 10$)^[JE only] / 10 ($\heartsuit\heartsuit\heartsuit\heartsuit$)^[BE only]). Untamed wolves have a maximum health of 8 ($\heartsuit\heartsuit\heartsuit$); the position of an untamed wolf's tail does not depend on its health. Tamed wolves, as well as untamed wolves in *Bedrock Edition*, can be healed by feeding them any of the meat and fish items listed below.



Many different types of wolves (tamed) sitting.



A group of begging wolves.

Food	Heals	Causes love mode in <i>BE</i>	Notes
Pufferfish	2 (❤)	No	Does not inflict Hunger, Poison, or Nausea.
Tropical Fish		No	
Raw Chicken	4 (❤️)	Yes	Does not inflict Hunger.
Raw Cod		No	
Raw Mutton		Yes	
Raw Salmon		No	
Raw Beef	6 (❤️❤️)	Yes	
Raw Porkchop		Yes	
Raw Rabbit		Yes	
Rotten Flesh	8 (❤️❤️❤️)	Yes	Does not inflict Hunger.
Cooked Cod	10 (❤️❤️❤️)	No	
Cooked Rabbit		Yes	
Cooked Chicken	12 (❤ × 6)	Yes	
Cooked Mutton		Yes	
Cooked Salmon		No	
Cooked Porkchop	16 (❤ × 8)	Yes	
Steak		Yes	
Rabbit Stew	20 (❤ × 10)	No	In <i>Bedrock Edition</i> , the bowl is also consumed. [6]

Wolves do not get hunger from eating rotten flesh and raw chicken, nor poison from eating pufferfish. Feeding any meat item to a tamed wolf that is already at full health starts the "love mode" animation.

A tamed wolf's collar color can be changed by the owner using one of the sixteen colored dyes on the wolf.

Using a wolf spawn egg on a tamed wolf makes the baby automatically be tamed to the parent wolf's owner.

Wolf armor

Main article: Wolf Armor

Using wolf armor on a wolf that the player has tamed equips it onto the wolf.

Wolf armor absorbs all damage done to the wolf with some exceptions (see the list below), until its durability runs out. When the armor absorbs damage, the wolf does not produce a hurt noise.

Baby or untamed wolves cannot wear armor.

Wolf armor does not absorb damage dealt by the following sources:

- [Drowning](#)
- [Freezing](#)
- [Suffocating](#)
- [Magic](#)
- [Thorns](#)
- The [Wither effect](#)
- [Void](#)
- Being outside the [world border](#)
- [Entity cramming](#)
- The [/kill command](#)
- [Warden's sonically-charged shriek](#)

If the owner uses [shears](#) on a wolf that is wearing armor, the armor gets unequipped from the wolf.

If a wolf dies while equipped with wolf armor, the armor is dropped.

A wolf armor's durability is 64 Durability points. It can make a cracking sound in certain points. Damage particles appear as the armor goes down 60, 44, and 20 points.

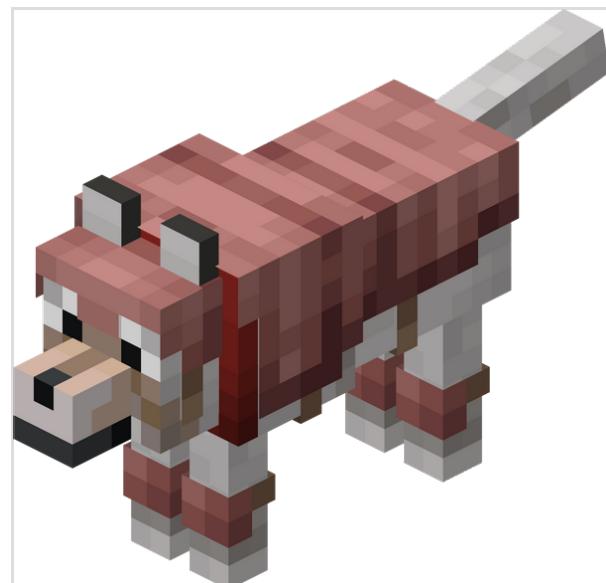
Repairing wolf armor recovers 8 durability points per [armadillo scute](#). When merged with another wolf armor via crafting table or anvil it also gives a 5% durability bonus.

Breeding

Main article: [Breeding](#)

Tamed wolves at full [health](#) can be bred with any type of meat, including rotten flesh and raw chicken without causing the hunger [status effect](#) (see the list above). In [Java Edition](#), rabbit stew and any type of fish can also be used to breed wolves. There is a 5-minute cooldown in [Java Edition](#) and a 1-minute cooldown in [Bedrock Edition](#) for breeding, during which the wolf does not accept meat. In order to breed, both wolves must be standing.

Baby wolves have a 50% chance of being the same variant as either of its parents. Similar to a [sheep's](#) wool color, the color of a baby wolf's collar is a mix of the colors of the parents' collars, if it is possible to mix them; otherwise, one of the parents' collars is randomly chosen.



A pale wolf wearing wolf armor.



A baby pale wolf sitting.

Similarly, breeding two wolves with different sound variants or a single one will produce a baby with a randomized sound variant. When the baby appears, a soundclip from one random sound variant will play, but the other sounds the baby makes come from a different variant.

Baby wolves take 24000 ticks (20 minutes) to grow, but the growth time can be accelerated using any type of meat; in *Java Edition*, rabbit stew and any type of fish can also be used. Each use takes 10% off the remaining time to grow up.

Breeding two wolves that recognize someone else as an owner causes the baby to also be owned by the owner of the original two wolves. If two tamed wolves have different owners, the baby is randomly assigned to one of their two owners as its permanent owner.

In *Java Edition*, if an untamed wolf is fed any type of meat or fish, it enters love mode but doesn't look for a partner and cannot breed.

Sounds

Generic

Java Edition:

Wolves use the Friendly Creatures sound category for entity-dependent sound events.

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
Wolf Armor takes damage	Wolf Armor takes damage	Friendly Mobs	When a wolf with wolf armor absorbs damage	item.wolf_armor.damage	subtitles.item.wolf_armor.damage	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
Wolf shakes	Wolf shakes	Friendly Mobs	When a wolf shakes off water	entity.wolf.shake	subtitles.entity.wolf.shake	0.4	0.8-1.2	16	
Footsteps	Footsteps	Friendly Mobs	While a wolf is walking	entity.wolf.step	subtitles.block.generic.footsteps	0.15	1.0	16	

Bedrock Edition:

Sounds								[hide]
Sound	<u>Closed captions</u> <i>[upcoming: BE 26.0]</i>	Source	Description	Identifier	<u>Translation key</u> <i>[upcoming: BE 26.0]</i>	Volume	Pitch	
?		Players	When a wolf eats an item	random.eat	?	0.5-1.1	0.8-1.2	
?		Friendly Mobs	When a wolf with wolf armor absorbs damage	armor.damage_wolf	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
?		Friendly Mobs	When a wolf shakes off water	mob.wolf.shake	?	1.0	0.8-1.2	
?		Friendly Mobs	While a wolf is walking	mob.wolf.step	?	0.65	1.0	

Sound variants

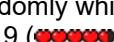
- The wolf's death sound (big) is its first hurt sound (angry), but pitched differently.
- The wolf's second hurt sound (cute) is shared as its second hurt sound (sad).

Angry wolf

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Wolf barks	Friendly Mobs	Randomly	entity .wolf_angry .ambient	subtitles .entity .wolf .bark	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Wolf pants	Friendly Mobs	Randomly while tamed	entity .wolf_angry .pant	subtitles .entity .wolf .ambient	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Wolf whines	Friendly Mobs	Randomly while with 9 (██████) health or less	entity .wolf_angry .whine	subtitles .entity .wolf .whine	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Wolf growls	Friendly Mobs	Randomly while angry	entity .wolf_angry .growl	subtitles .entity .wolf .growl	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Wolf dies	Friendly Mobs	When an angry wolf (sound variant) dies	entity .wolf_angry .death	subtitles .entity .wolf .death	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Wolf hurts	Friendly Mobs	When an angry wolf (sound variant) is damaged	entity .wolf_angry .hurt	subtitles .entity .wolf .hurt	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	

[Bedrock Edition:](#)

Sounds								[hide]
Sound	<u>Closed captions</u> [upcoming: <i>BE 26.0</i>]	Source	Description	Identifier	Translation key [upcoming: <i>BE 26.0</i>]	Volume	Pitch	
	?	Friendly Mobs	Randomly	mob .wolf_angry .bark	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	Randomly	mob .wolf_angry .panting	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	Randomly while with 9 () health or less	mob .wolf_angry .whine	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	Randomly while angry	mob .wolf_angry .growl	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an angry wolf (sound variant) dies	mob .wolf_angry .death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an angry wolf (sound variant) is damaged	mob .wolf_angry .hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	

Big wolf

Java Edition:

Sounds								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Wolf barks	Friendly Mobs	Randomly	entity .wolf_big .ambient	subtitles .entity .wolf.bark	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf pants	Friendly Mobs	Randomly while tamed	entity .wolf_big .pant	subtitles .entity .wolf .ambient	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf whines	Friendly Mobs	Randomly while with 9 (██████) health or less	entity .wolf_big .whine	subtitles .entity .wolf .whine	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf growls	Friendly Mobs	Randomly while angry	entity .wolf_big .growl	subtitles .entity .wolf .growl	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf dies	Friendly Mobs	When a big wolf dies	entity .wolf_big .death	subtitles .entity .wolf .death	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf hurts	Friendly Mobs	When a big wolf is damaged	entity .wolf_big .hurt	subtitles .entity .wolf.hurt	0.4	0.8-1.2 (Baby: 1.3-1.7)	16

Bedrock Edition:

Sounds								[hide]
Sound	<u>Closed captions</u> [upcoming: <i>BE 26.0</i>]	Source	Description	Identifier	<u>Translation key</u> [upcoming: <i>BE 26.0</i>]	Volume	Pitch	
	?	Friendly Mobs	Randomly	mob .wolf_big .bark	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	Randomly	mob .wolf_big .panting	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	Randomly while with 9 (██████████) health or less	mob .wolf_big .whine	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	Randomly while big	mob .wolf_big .growl	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a big wolf dies	mob .wolf_big .death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a big wolf is damaged	mob .wolf_big .hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	

Classic wolf

Java Edition:

Sounds								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Wolf barks	Friendly Mobs	Randomly	entity .wolf .ambient	subtitles .entity .wolf.bark	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf pants	Friendly Mobs	Randomly while tamed	entity .wolf .pant	subtitles .entity .wolf .ambient	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf whines	Friendly Mobs	Randomly while with 9 (██████) health or less	entity .wolf .whine	subtitles .entity .wolf .whine	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf growls	Friendly Mobs	Randomly while angry	entity .wolf .growl	subtitles .entity .wolf .growl	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf dies	Friendly Mobs	When a classic wolf dies	entity .wolf .death	subtitles .entity .wolf .death	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf hurts	Friendly Mobs	When a classic wolf is damaged	entity .wolf .hurt	subtitles .entity .wolf.hurt	0.4	0.8-1.2 (Baby: 1.3-1.7)	16

[Bedrock Edition:](#)

Sounds								[hide]
Sound	Closed captions [upcoming: <i>BE 26.0</i>]	Source	Description	Identifier	Translation key [upcoming: BE <i>26.0</i>]	Volume	Pitch	
?	Friendly Mobs	Randomly	mob.wolf.bark	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	Randomly	mob.wolf.panting	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	Randomly while with 9 (██████) health or less	mob.wolf.whine	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	Randomly while angry	mob.wolf.growl	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	When a classic wolf dies	mob.wolf.death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	When a classic wolf is damaged	mob.wolf.hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		

Cute wolf

Java Edition:

Sounds								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Wolf barks	Friendly Mobs	Randomly	entity .wolf_cute .ambient	subtitles.entity .wolf .bark	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf pants	Friendly Mobs	Randomly while tamed	entity .wolf_cute .pant	subtitles.entity .wolf .ambient	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf whines	Friendly Mobs	Randomly while with 9 (██████) health or less	entity .wolf_cute .whine	subtitles.entity .wolf .whine	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf growls	Friendly Mobs	Randomly while angry	entity .wolf_cute .growl	subtitles.entity .wolf .growl	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf dies	Friendly Mobs	When a cute wolf dies	entity .wolf_cute .death	subtitles.entity .wolf .death	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf hurts	Friendly Mobs	When a cute wolf is damaged	entity .wolf_cute .hurt	subtitles.entity .wolf .hurt	0.4	0.8-1.2 (Baby: 1.3-1.7)	16

Bedrock Edition:

Sounds								[hide]
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 .wolf_cute .bark	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	Randomly	mob .wolf_cute .panting	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	Randomly while with 9 (❤️❤️❤️) health or less	mob .wolf_cute .whine	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	Randomly while angry	mob .wolf_cute .growl	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	When a cute wolf dies	mob .wolf_cute .death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	When a cute wolf is damaged	mob .wolf_cute .hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		

Grumpy wolf

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Wolf barks	Friendly Mobs	Randomly	entity.wolf_grumpy.ambient	subtitles.entity.wolf.bark	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Wolf pants	Friendly Mobs	Randomly while tamed	entity.wolf_grumpy.pant	subtitles.entity.wolf.ambient	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Wolf whines	Friendly Mobs	Randomly while with 9 (██████) health or less	entity.wolf_grumpy.whine	subtitles.entity.wolf.whine	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Wolf growls	Friendly Mobs	Randomly while angry	entity.wolf_grumpy.growl	subtitles.entity.wolf.growl	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Wolf dies	Friendly Mobs	When a grumpy wolf dies	entity.wolf_grumpy.death	subtitles.entity.wolf.death	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Wolf hurts	Friendly Mobs	When a grumpy wolf is damaged	entity.wolf_grumpy.hurt	subtitles.entity.wolf.hurt	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	

Bedrock Edition:

Sounds								[hide]
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 .wolf_grumpy .bark	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	Randomly	mob .wolf_grumpy .panting	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	Randomly while with 9 (██████) health or less	mob .wolf_grumpy .whine	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	Randomly while angry	mob .wolf_grumpy .growl	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a grumpy wolf dies	mob .wolf_grumpy .death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a grumpy wolf is damaged	mob .wolf_grumpy .hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	

Puglin wolf

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Wolf barks	Friendly Mobs	Randomly	entity.wolf_puglin.ambient	subtitles.entity.wolf.bark	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Wolf pants	Friendly Mobs	Randomly while tamed	entity.wolf_puglin.pant	subtitles.entity.wolf.ambient	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Wolf whines	Friendly Mobs	Randomly while with 9 (██████) health or less	entity.wolf_puglin.whine	subtitles.entity.wolf.whine	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Wolf growls	Friendly Mobs	Randomly while angry	entity.wolf_puglin.growl	subtitles.entity.wolf.growl	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Wolf dies	Friendly Mobs	When a puglin wolf dies	entity.wolf_puglin.death	subtitles.entity.wolf.death	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Wolf hurts	Friendly Mobs	When a puglin wolf is damaged	entity.wolf_puglin.hurt	subtitles.entity.wolf.hurt	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	

[Bedrock Edition:](#)

Sounds								[hide]
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 .wolf_puglin .bark	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	Randomly	mob .wolf_puglin .panting	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	Randomly while with 9 (❤️❤️❤️) health or less	mob .wolf_puglin .whine	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	Randomly while angry	mob .wolf_puglin .growl	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a puglin wolf dies	mob .wolf_puglin .death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a puglin wolf is damaged	mob .wolf_puglin .hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	

Sad wolf

Java Edition:

Sounds								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Wolf barks	Friendly Mobs	Randomly	entity .wolf_sad .ambient	subtitles .entity .wolf.bark	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf pants	Friendly Mobs	Randomly while tamed	entity .wolf_sad .pant	subtitles .entity .wolf .ambient	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf whines	Friendly Mobs	Randomly while with 9 (██████) health or less	entity .wolf_sad .whine	subtitles .entity .wolf .whine	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf growls	Friendly Mobs	Randomly while angry	entity .wolf_sad .growl	subtitles .entity .wolf .growl	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf dies	Friendly Mobs	When a sad wolf dies	entity .wolf_sad .death	subtitles .entity .wolf .death	0.4	0.8-1.2 (Baby: 1.3-1.7)	16
	Wolf hurts	Friendly Mobs	When a sad wolf is damaged	entity .wolf_sad .hurt	subtitles .entity .wolf.hurt	0.4	0.8-1.2 (Baby: 1.3-1.7)	16

Bedrock Edition:

Sounds								[hide]
Sound	<u>Closed captions</u> <i>[upcoming: BE 26.0]</i>	Source	Description	Identifier	<u>Translation key</u> <i>[upcoming: BE 26.0]</i>	Volume	Pitch	
?	Friendly Mobs	Randomly	mob .wolf_sad .bark	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	Randomly	mob .wolf_sad .panting	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	Randomly while with 9 (██████████) health or less	mob .wolf_sad .whine	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	Randomly while angry	mob .wolf_sad .growl	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	When a sad wolf dies	mob .wolf_sad .death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	When a sad wolf is damaged	mob .wolf_sad .hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Wolf	wolf	followable_friendly_mobs	entity.minecraft.wolf

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Wolf	wolf	14	mob wolf	entity.wolf.name

Entity data

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

Java Edition:

Main article: Entity format

Entity data

Additional fields for mobs that can become angry

Additional fields for mobs that can be tamed by players

Additional fields for mobs that can breed

Tags common to all entities

Tags common to all mobs

- **CollarColor:** The color of the wolf's collar. Present even for wild wolves (but does not render); default value is 14.
- **variant:** The variant of this wolf. Default value is "minecraft:pale".
- **sound_variant:** The sound variation for this wolf.

Color	Data value [Expand]
--------------	--

Variants

- pale (default)
- ashen
- black
- chestnut
- rusty
- snowy
- spotted
- striped
- woods

Sound Variants

- classic
- angry
- big
- cute
- grumpy
- puglin
- sad

Bedrock Edition:

See [Bedrock Edition level format/Entity format](#).

Wolf color variants

Java Edition:

Main article: [Mob variant definitions § Wolf](#)

Wolf color variants can be configured using [JSON](#) files within a [data pack](#) in the path `data/<namespace>/wolf_variant`.

Wolf sound variants

Java Edition:

Wolf sound variants can be configured using JSON files within a data pack in the path data/<namespace>/wolf_sound_variant.

Achievements

						[hide]
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		<u>Leader of the Pack</u>	Befriend five wolves.	Note: This does not have to be in a single game, so multiple games or reloading old saves does count toward this achievement.	20	Bronze
		<u>It Spreads</u>	Kill a mob next to a catalyst	Kill any mob that drops <u>experience</u> near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . Mobs that drop no <u>experience</u> 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]
	<u>It Spreads</u>	Kill a mob near a Sculk Catalyst	Kill <u>any</u> mob that drops <u>experience</u> near a <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . Mobs that drop <u>no experience</u> are ignored for this advancement.
	<u>The Parrots and the Bats</u>	Breed two animals together	Breed a pair of <u>any</u> of these 27 animals: [show] A <u>mule</u> must be the result of breeding a <u>horse</u> and a <u>donkey</u> 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 <u>one</u> 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 <u>ride</u> command.
	<u>Two by Two</u>	Breed all the animals!	Breed a pair of <u>each</u> of these 26 animals: [show] A trader llama does not count as a <u>llama</u> , and a <u>mule</u> must be the result of breeding a <u>horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.
	<u>Good as New</u>	Repair a damaged Wolf Armor using Armadillo Scutes	Repair damaged wolf armor to full <u>durability</u> while the armor is equipped on the <u>wolf</u> .
	<u>The Whole Pack</u>	Tame one of each Wolf variant	Tame <u>each</u> of these 9 wolf variants: Ashen Black Chestnut Pale Rusty Snowy Spotted Striped Woods
	<u>Shear Brilliance</u>	Remove Wolf Armor from a Wolf using Shears	—

Advancements that apply to all mobs:

[\[show\]](#)

Videos

Wolves when they were in development uploaded by Jeb as shown below.

MC Spotlight video (2012):

History

Barking and whining have, according to bug report [MC-177522](https://bugs-legacy.mojang.com/browse/MC-177522) (<https://bugs-legacy.mojang.com/browse/MC-177522>) are not working and are in fact shown as "panting", the bug report is currently open and confirmed.

i This section is missing information about:

- When where howling and barking added to subtitles, provide the associated bug report
- Document howl sounds in a playable format

Please expand the section to include this information. Further details may exist on the [talk page](#).

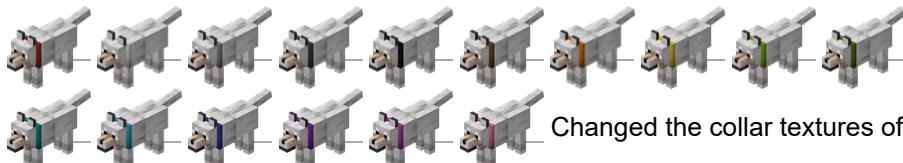
Development

August 15, 2010 (https://twitter.com/notch/status/21220377124)	Notch responded positively to the idea of adding wolves to the game. It was mentioned that they could be tamed, and they could also howl at the full moon at midnight.
March 2, 2011	Notch confirmed the addition of wolves after having breakfast with an idol of his (likely Peter Molyneux).
March 15, 2011 (https://twitter.com/jeb_/status/47650984125665280)	 Jeb posted a first image of wolves.
March 16, 2011 (https://twitter.com/jeb_/status/47650984125665280)	 Jeb posted a second image of wolves, with updated texture and model, showing one of them in a sitting pose.
March 18, 2011 (https://youtu.be/watch?v=c9Lp9p5yjuo)	 Jeb posted a video of wolves in action with an updated texture and a unique texture for tamed wolves.

Java Edition

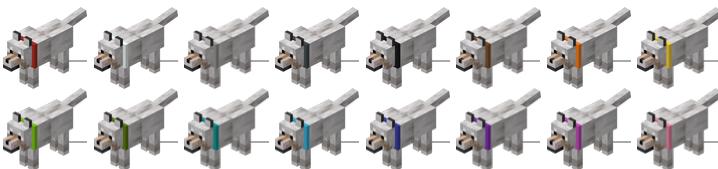
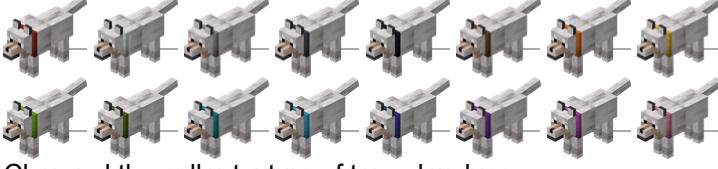
Java Edition Beta			[hide]
1.4		<p>Added wolves.</p> <p>Wolves can be tamed. When wolves are hit by the player or the player's tamed wolves, they become angry. A glitch is encountered where if the player's wolf isn't sitting when the player logs off, it becomes wild and the player must tame it again. This problem was fixed a couple of updates after wolves were first introduced.[when?]</p>	
1.5	<p>Wolves no longer continuously make whimpering noises in multiplayer even when at full health. This originally happened because Jeb accidentally used client-side health instead of synced health.[7]</p>		
1.6	Test Build 3	<p>Players hurting themselves with arrows no longer causes all of their tamed wolves to attack them.</p>	
1.8	Pre-release	<p>Just like farm animals, wolves no longer despawn, and they now spawn rarely.</p> <p>Most wolves now generate with the world.</p>	
Java Edition			[hide]
1.0.0	Beta 1.9 Prerelease 3	 <p>Added baby wolves. They can be spawned only through map editors and NBT editing.</p>	
1.1	?	<p>Wolves now only despawn when they are untamed and angry.</p>	
1.2.1	12w03a 12w06a 12w07a	<p>Wolves can now be bred using any type of meat: raw chicken, cooked chicken, raw porkchop, cooked porkchop, raw beef, steak, or rotten flesh. A tamed wolf can only be bred when it is at full health. Baby wolves can now be obtained through normal gameplay.</p> <p>Wolves no longer spin in circles on non-full-height blocks.</p> <p>Wolves no longer teleport huge distances when the player is hit.</p>	
1.4.2	12w34a	 <p>Tamed wolves can now have dye-able collars.[8]</p>	
1.4.4	pre	<p>Untamed baby wolves can now be spawned in Creative mode using a spawn egg.</p>	
1.6.1	13w16a 13w18a ?	<p>Added leads, which can be used to leash wolves.</p> <p>Wolves no longer become angry when attacked by a player in Creative mode.</p> <p>Wolves now appear angry when attacking sheep.</p> <p>Untamed wolves that are not angry now despawn after existing in loaded chunks for at least two minutes.</p>	
1.8	14w02a 14w05b 14w10a	<p>Feeding baby wolves now accelerates their growth.</p> <p>Tamed wolf collars are no longer visible when they have the Invisibility effect.</p> <p>Wolves (both wild and tamed) now chase and attack both regular skeletons and wither skeletons.</p>	

		Tamed wolves named using a name tag now display death messages to the owner.
	14w18a	A tamed wolf's collar color now defaults to orange rather than red. ^[9]
	14w26a	Due to a bug, wild wolves now deal 4 (attack damage instead of 2 (). ^[10]
	14w27a	Wolves can now be fed using raw rabbit , cooked rabbit , raw mutton and cooked mutton .
1.9	15w31a	Untamed wolves no longer beg when a player holds bones nearby, while tamed wolves now do.
	15w38a	All tamed wolves – even unnamed ones – now display death messages to their owner.
	15w39a	Wolves are now slightly taller (0.85 blocks tall rather than 0.8, with babies 0.425 blocks tall rather than 0.4).
	15w46a	A tamed wolf's collar color now once again defaults to red.
1.10	16w21a	Wild wolves no longer despawn.
1.13	18w07a	Wild wolves now attack baby turtles .
1.14	18w43a	 Changed the textures of wolves and baby wolves.
		  Changed the textures of tamed wolves.
		 Changed the texture of tamed baby wolves.
		 Changed the textures of angry wolves and angry baby wolves.
	19w07a	Wild wolves now attack foxes .
1.15	19w11a	Tamed wolf kills now count as player kills, meaning mobs killed by tamed wolves have a chance to produce rare drops.
		Previously, mobs killed by tamed wolves dropped only experience in addition to common drops.
1.15	19w37a	Now have a 5% chance to spawn as babies.
1.15	19w45a	Changed the position of wolves' hind legs from  to  when sitting. ^[11]
1.16	20w10a	Firework damage now provokes wolves. ^[12]
1.16.2	pre3	Wolves are now properly rendered in dark places.
1.18	21w44a	Wolves can now spawn on snow blocks .
1.20.5	23w51a	 Tamed wolves can now wear wolf armor .

			Changed the collar textures of tamed wolves.
			Changed the texture that wolf armor has when it is worn by a wolf.
	<u>24w06a</u>		<p>Increased the maximum health of tamed wolves from 20 ($\heartsuit \times 10$) to 40 ($\heartsuit \times 20$). Preexisting tamed wolves need to be fed to reach the new maximum health.</p> <p>Doubled the health restored by each item when it is fed to a tamed wolf.</p> <p>Removed tamed wolves' hidden resistance to environmental damage.</p> <p>Wolves are no longer damaged by <u>snowballs</u> from <u>snow golems</u>.^[13]</p>
<u>1.20.5</u> Experiment Update 1.21	<u>24w07a</u>		<p>Wolves now attack <u>bogged</u>.</p>
<u>1.20.5</u>	<u>24w10a</u>		<p>Added eight new wolf variants.</p> <p>Wolves can now spawn on <u>coarse dirt</u> and <u>podzol</u>.</p> <p>Wolves can now spawn in <u>Sparse Jungle</u>, <u>Savanna Plateau</u> and <u>Wooded Badlands</u> biomes.</p>
<u>1.21</u>	<u>24w11a</u>		When summoned using <u>spawn eggs</u> or <u>commands</u> , the variant selection now follows the natural spawning biome rules with some extensions.
<u>1.21.2</u>	<u>24w21a</u>		Wolves now only panic from <u>cactus</u> , <u>freezing</u> , <u>fire</u> and <u>lightning bolt</u> damage.
<u>1.21.4</u>	<u>24w33a</u>		Wolves can now be fed using all types of <u>fish</u> and <u>rabbit stew</u> .
<u>1.21.5</u>	<u>pre1</u>		<u>Wolf armor</u> now shows the <u>enchantment glint</u> on wolves when enchanted.
<u>1.21.6</u>	<u>24w45a</u>		Baby Wolves now get a collar with the color that is a mix between the parents' collar color if possible.
	<u>25w08a</u>		<p>Added six new wolf sound variants. These sound variants are not related to the existing texture variants.</p> <p>The original wolf sound variant is now considered classic.</p> <p>Wolf Spawn Egg received a new texture.</p> <p>Removed <u>Wolf howl1.ogg</u> and <u>Wolf howl2.ogg</u>, which were unused sounds,^[14] with a sound ID of <u>entity.wolf.howl</u>.</p>
	<u>25w15a</u>		Wolves now have their legs mirrored.

Bedrock Edition

Pocket Edition Alpha			
[hide]			
v0.9.0	build 1	 Added wolves and baby wolves.	
		 Wolves can be tamed and tamed wolves can be bred to make tamed baby wolves.	
		 When wolves and baby wolves are hit by the player or the player's tamed wolves, they become angry.	
	build 2	Wolves now have sounds.	
	build 9	Wolves now have interact buttons at the bottom of the screen to tame and sit them.	
v0.9.5		Wolves now damage the player in Peaceful difficulty.	
v0.11.0	build 1	 Wolves' collars are now dyeable.	
v0.12.1	build 11	Tamed wolves now attack targets when hit with a bow.	
v0.13.0	build 1	Wolves now naturally attack skeletons and rabbits.	
v0.14.0	build 1	Baby zombie jockeys now search for nearby adult untamed wolves to mount prior to attacking a player, villager, or golem.	
v0.15.0	build 1	Baby husks can now mount wolves.	
		Wolves now attack strays.	
Pocket Edition			
[hide]			
1.1.0	alpha 1.1.0.0	Wolves now run away from llamas.	
Bedrock Edition			
[hide]			
?		Moved the tails of sitting wolves up slightly higher on their model.	
1.5.0	beta 1.5.0.4	Wild wolves now attack baby turtles.	
1.10.0	beta 1.10.0.3	 Changed the textures of wolves and baby wolves.	
		 Changed the textures of tamed wolves.	
		 Changed the texture of tamed baby wolves.	
		 Changed the textures of angry wolves and angry	

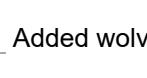
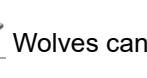
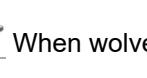
		baby wolves.
1.13.0	beta 1.13.0.1	Wild wolves now attack foxes.
1.16.0	beta 1.15.0.51	Wolves now spawn in forests, wooded hills and giant tree taigas.
1.18.20	Preview 1.18.20.28	Now deal 4 (💔) damage instead of 3 (💔) on normal mode.
1.20.60 Experiment Armadillo and Wolf Armor	Preview 1.20.60.23	 Wolves can now wear wolf armor.
1.20.60	Preview 1.20.60.25	Wolves can now spawn on snow and top snow.
1.20.70	Preview 1.20.70.20	<p>Increased the maximum health of tamed wolves from 20 (💔 × 10) to 40 (💔 × 20). Preexisting tamed wolves need to be fed to reach the new maximum health.</p> <p>Doubled the health restored by each item when it is fed to a tamed wolf.</p>
1.20.70 Experiment Armadillo and Wolf Armor	Preview 1.20.70.20	 Changed the collar textures of tamed wolves.
1.20.70 Experiment Update 1.21	Preview 1.20.70.24	Changed the texture that wolf armor has when it is worn by a wolf.
1.20.80	Preview 1.20.80.20	 Changed the collar texture of tamed wolves.
		Wolf armor and the new wolf collar textures are no longer experimental.
		Moved the tails of sitting wolves down slightly lower on their model.
	Preview 1.20.80.21	 Added eight new wolf variants.
		Wolves can now spawn in savanna plateaus, sparse jungles, and wooded badlands.
		Wolves now leap when attacking their targets.

	Preview 1.20.80.23	If spawned through non-natural means or due to a wolf pack spawning on a biome border, rusty wolves, spotted wolves, and striped wolves now spawn instead of pale wolves in all <u>jungle</u> , <u>savanna</u> , and <u>badlands</u> variants, respectively.
1.21.60	Preview 1.21.60.21	Breeding wolves now produce offspring with one the parents' collar colors or a mixture of the parents' collar colors if the colors are compatible.
1.21.70	Preview 1.21.70.24	Added six new wolf sound variants. These sound variants are not related to the existing texture variants.
		The original wolf sound variant is now considered classic.
		Wolf Spawn Egg received a new texture.
1.21.111	Preview 1.21.110.20	Wolves no longer start shaking off <u>water</u> if they are already shaking off water.

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
							 Added wolves.  Wolves can be tamed.  When wolves are hit by the player or the player's tamed wolves, they become angry.
TU1			1.00				   Added baby wolves.
TU7		CU1		1.00	1.00	Patch 1	Wolves can now be bred using any type of meat: raw chicken, cooked chicken, raw porkchop, cooked porkchop, raw beef, steak, or rotten flesh. A tamed wolf can only be bred when it is at full health. Baby wolves spawn untamed. Baby wolves born from breeding are now tamed.
TU8							
TU14			1.04			1.0.1	                  Tamed wolves can now have dyeable collars. Baby wolves can now be spawned by using  on that mob using its spawn egg. [verify]
TU31	CU19	1.22	1.22	1.22		Patch 3	A tamed wolf's collar color now defaults to orange rather than red. Feeding baby wolves now accelerates their growth. Wolves (both wild and tamed) now chase and attack both regular skeletons and wither skeletons.
TU32	CU20	1.23	1.23	1.23			Tamed wolves named using a name tag now display death messages to the owner. A tamed wolf's collar color now once again defaults to red rather than orange.
			1.88				All tamed wolves – even unnamed ones – now display death messages to their owner.

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0	  Added wolves and baby wolves.	
	  Wolves can be tamed and tamed wolves can be <u>bred</u> to make tamed baby wolves.	
	  When wolves and baby wolves are hit by the <u>player</u> or the player's tamed wolves, they become angry.	

Data history

Java Edition			[hide]
1.11	16w32a	Changed the entity ID of wolves from <u>Wolf</u> to <u>wolf</u> .	
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version. [more information needed]	
1.20.5	?	Added <u>armor</u> tag.	
1.20.5	24w05a	Replaced <u>armor</u> tag with <u>body_armor_item</u> .	
1.21.5	25w03a	Replaced <u>body_armor_item</u> tag with <u>equipment.body</u> .	

Issues

Issues relating to "Wolf", "Wolves", or "Dog" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Wolf%22%20OR%20summary%20~%20%22Wolves%22%20OR%20summary%20~%20%22Dog%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- If a tamed wolf is named with a name tag, its name is shown in the chat to the owner when killed.
- Despite being unused at the time, one of the howling sounds can be heard in an official Mojang YouTube video.^[15] Another one is heard twice in A Minecraft Movie.
- The different wolf variants were initially made just for fun, until they were deemed the perfect addition to the armadillos and wolf armor.^[16]
- In the April fools' snapshot 22w13oneBlockAtATime naming a wolf "Mars" gives it a unique texture.
- In the April fools' snapshot 23w13a_or_b, naming a wolf "kingbdogz" using a name tag causes the wolf to be given a crown.
- A wild baby wolf's head grows significantly when it becomes angry.
- In singleplayer, if the player punches a wild wolf and leaves its field of vision, it stares at the

player and does not move at all. Going back into its range causes it to continue pursuing the player.

- If the player attacks a wolf, but then moves a large distance away (e.g. 70 blocks), the wolf still appears hostile, but exhibits neutral behavior.[\[Java Edition only\]](#)
- If a player uses the `/effect` command to give a tamed wolf Health Boost 255, Absorption 255 and Regeneration 255, the wolf's tail may begin spinning all the way around constantly, or just point directly up.[\[more information needed\]](#)
- With wild, tame, and angry states, baby and adult states, 9 variants, whether it is named "Dinnerbone"/"Grumm" or not, and specifically for tamed wolves sitting and standing states, 40 tail positions, 16 collar colors, whether it is wearing wolf armor and whether that armor is dyed or not, and 16,777,216 dyed wolf armor colors, there are 1,642,824,992,160 possible visually distinct wolves. Because dyeing armor is limited to about 5,439,691 colors in Bedrock Edition without the use of commands, 532,654,544,160 of those are obtainable through normal means.

Gallery

Renders

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

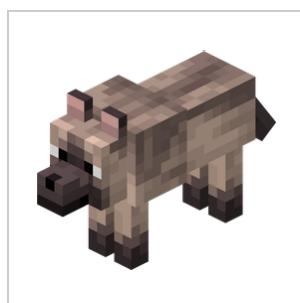
Variants



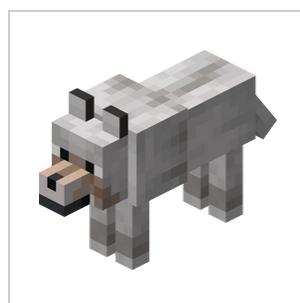
Ashen wolf



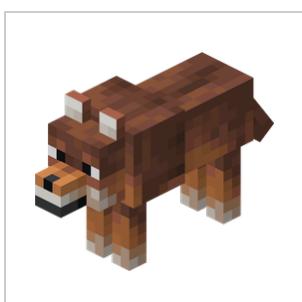
Black wolf



Chestnut wolf



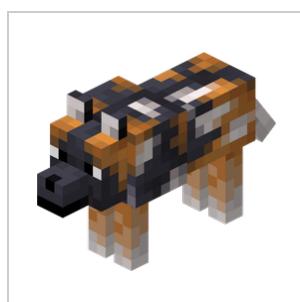
Pale wolf



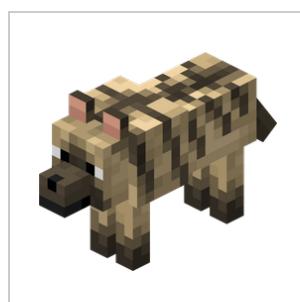
Rusty wolf



Snowy wolf



Spotted wolf



Striped wolf



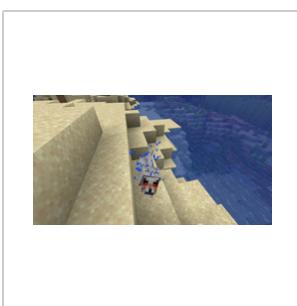
Woods wolf

Show all renders [[show](#)]

Screenshots



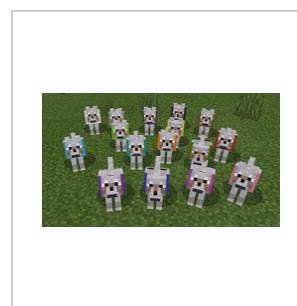
A tamed wolf shaking off water droplets after a swim.



A hostile wolf shaking off water droplets after a swim.



Wolves having a darker texture when they are swimming or when it's raining.



A tamed baby wolf.



A wild baby wolf.



An adult wolf fighting a baby wolf.



A wolf attacking a sheep.



A hostile wolf looking and running at the player.



A wolf and a cat sitting on carpet.



Two tamed adult wolves and a baby wolf.



Two wolves sitting in a boat.



Wolves in the three main biomes where they are found, prior to the Armored Paws Drop.

Mojang screenshots



A wolf named "Dinnerbone". This easter egg causes the wolf to be rendered upside down.



A pale wolf in a taiga.



A woods wolf in a forest.



A striped wolf in a wooded badlands.



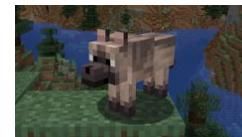
A spotted wolf in a
savanna plateau.



A snowy wolf in a
grove.



A rusty wolf in a
sparse jungle.



A chestnut wolf in an
old growth spruce
taiga.



A black wolf in an
old
growth pine taiga.



An ashen wolf in a
snowy taiga.



Alex with several
tamed wolves.



Various wolves
wearing wolf armor.



Wolves hanging out
in a room full of
snacks.



"Ari is jumping over a
ravine in a Savanna
on a brown Horse
with white spots. A
big pack of Tamed
Wolves of different
variants is following
them."



"Ari is fighting two
Skeletons and a
Creeper in a partially
lit cave with their
Tamed Wolves who
are wearing colorful
Wolf Armor sets."



"Efe is trying to tame
a striped Wolf on a
Savanna Plateau. In
the background a
river is flowing
through a Badlands
Canyon."



Alex amongst wolves who sit on a grassy field.



A wolf in a small shelter.

Development images

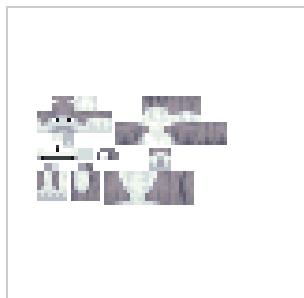


The first screenshot of wolves.^[17]

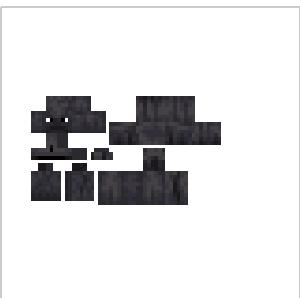


The second screenshot of wolves shared by Jens Bergensten (Jeb). Wolves are now able to sit, and have a new texture.^[18]

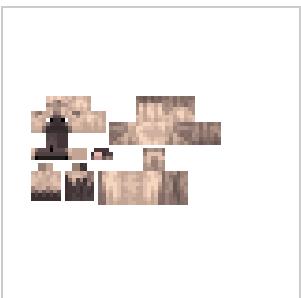
Textures



Ashen wolf texture file



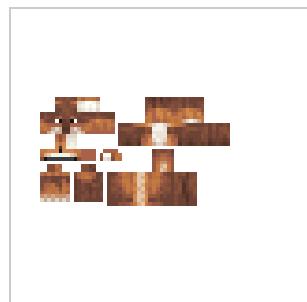
Black wolf texture file



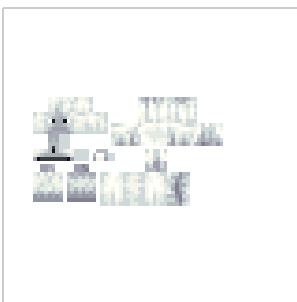
Chestnut wolf texture file



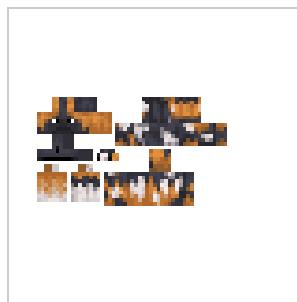
Pale wolf texture file



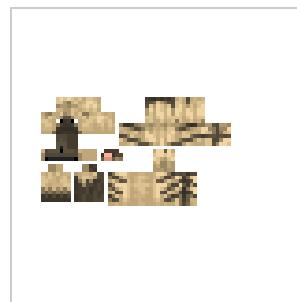
Rusty wolf texture file



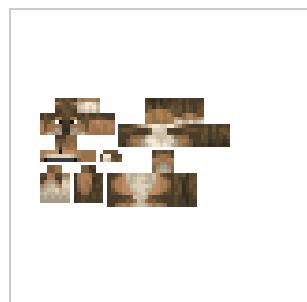
Snowy wolf texture file



Spotted wolf texture file



Striped wolf texture file



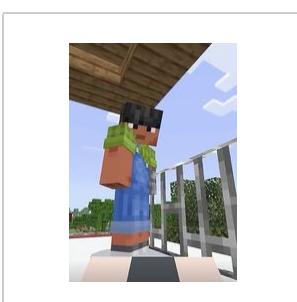
Woods wolf texture file

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

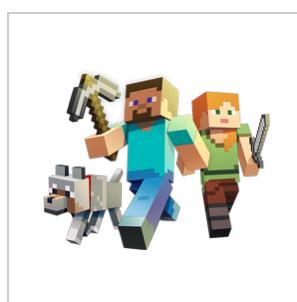
In other media



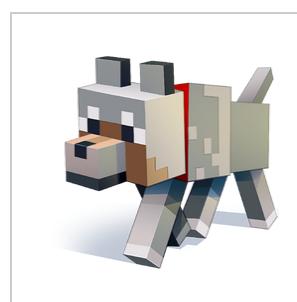
Artwork of a tamed wolf.



Sunny from the perspective of a wolf.
[19]



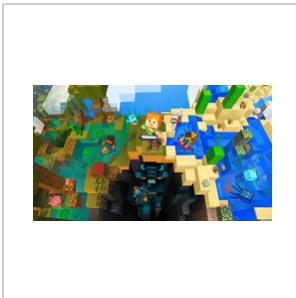
Steve and Alex with a Wolf.



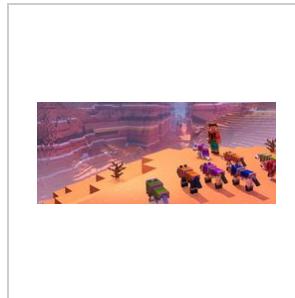
Official tamed pale wolf artwork.



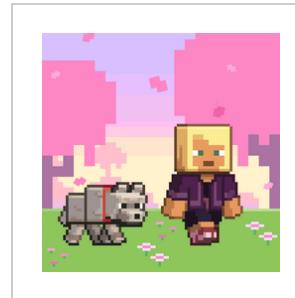
Tamed pale wolf art.



A tamed pale wolf in official artwork for [The Wild Update](#).



[Noor](#) with many wolves from every biome clad in armor, as depicted in the [Armored Paws trailer](#) and [launcher](#).



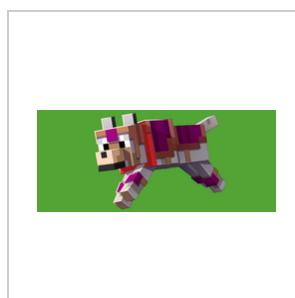
[Kai](#) walking their tamed wolf in a [Cherry Grove](#).



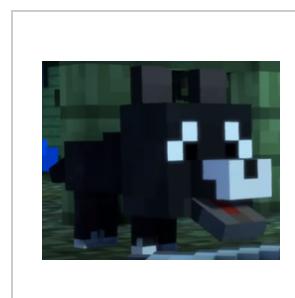
Kai crafting [cherry planks](#) besides their pet wolf.



Kai's pet wolf thinking of a [cherry doghouse](#).



Artwork of a wolf wearing [wolf armor](#).



[Blocco](#), a uniquely colored wolf featured in [Minecraft Story Mode](#).



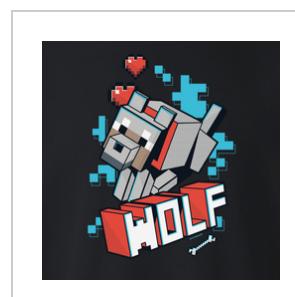
Tamed pale wolf action figure from Mattel.



Lego Minecraft tamed pale wolf.



Official T-shirt artwork [Owner of the Sphere](#) made by JINX.



[Minecraft Jolly Mobs Wolf](#), an official T-Shirt design.



Acid Wolf, an official T-Shirt design.



A tamed wolf plush made by JINX.



A tamed baby wolf plush made by JINX.



An officially licensed wolf mug.



An officially licensed wolf jar.



An officially licensed wolf bowl.



Promotional image for a collaboration with PUMA.



A pack of wolves having a party to celebrate International Dog Day.



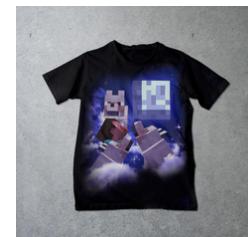
A wolf using enchanting tables, unsure what to do.



Ari holding up a wolf.



Dog Mars in 22w13oneBlockAtATime



Steve howls at the moon alongside a group of wolves.



Dennis, Steve's wolf in *A Minecraft Movie*.

References

1. [MC-269144](#) — Wolf pack spawning on biome borders results in default wolves — resolved as "Works As Intended".
2. "Test new egg-citing features" (<https://www.minecraft.net/en-us/article//test-new-egg-citing-features>) by Linn Viberg – [Minecraft.net](#), February 19, 2025.
3. [MC-9925](#) — Wolf chasing bats- Works as intended or not? — resolved as "Works As Intended".
4. [MC-2432](#) — Pack of wild Wolves / Zombified piglins / Silverfish / Bees not becoming aggressive at one hit kill — resolved as "Works As Intended".
5. [MC-166291](#) — Certain forms of teleportation do not play the teleportation sound — resolved as "Invalid".
6. [MCPE-184073](#) — Feeding wolf with rabbit stew doesn't return empty bowl
7. "Wolves whimper in SMP because I accidentally used the client-side health value instead of the synched one" (https://twitter.com/jeb_/status/53757304130113536) – [@jeb_](#) (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), April 1, 2011
8. "Nope, but they have dyable collars instead!" (<https://twitter.com/Dinnerbone/status/236530180737335296>) – [@Dinnerbone](#) (<https://twitter.com/Dinnerbone>) (Nathan Adams) on X (formerly Twitter), August 17, 2012
9. [MC-54109](#)
10. [MC-199350](#)
11. [MC-117635](#)
12. [MC-111498](#) — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".
13. [MC-72151](#) — Snow Golem's snowballs damage wolves instead of pushing them — resolved as "Fixed".
14. [MC-177094](#)
15. "POV: YOU'RE A WOLF" (<https://youtube.com/watch?v=oM0efF8anO4>) – Minecraft on YouTube, July 27, 2023
16. "All About The Armored Paws Drop" (<https://youtube.com/watch?v=LNO89rgNYQQ>) – Minecraft on YouTube, April 21, 2024
17. "Ok don't laugh, I just tried to make it white to non-bear'ify it, didn't turn out well =)" (https://twitter.com/jeb_/status/47650984125665280) – [@jeb_](#) (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), March 15, 2011
18. "Wolf progress (yes it knows "SIT!")" (https://twitter.com/jeb_/status/48037113270251520) – [@jeb_](#) (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), March 16, 2011
19. "POV: YOU'RE A WOLF" (<https://youtube.com/watch?v=oM0efF8anO4>) – Minecraft on YouTube, July 27, 2023

External links

- [Wolf article on Wikipedia](#)
- ["Mob Menagerie: Wolf" \(<https://www.minecraft.net/en-us/article/wolf>\) by Duncan Geere – \[Minecraft.net\]\(#\), July 15, 2024.](#)

Navigation

Entities															[hide]
Mobs															[hide]
Passive	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											
	<i>BE & edu only</i>		Agent	NPC											
	Bee	Cave Spider	Dolphin	Drowned	Enderman	Fox									
	Goat	Iron Golem	Llama	Nautilus	Panda	Piglin									
	Polar Bear	Pufferfish	Spider	Trader Llama	Wolf										
Neutral	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								
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	Zombie Villager														
	Ender Dragon	Wither													
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	Jockey	(Camel Husk)	Chicken	Hoglin	Ravager										
Mob types	Skeleton Horseman	Spider	Strider	Zombie Horseman											
	Zombie Nautilus)	Mob variants	Mob conversion												
Other entities															[show]
Unimplemented															[show]
Joke															[show]

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