Zombie Horse   ᵒʳ re article feedback

ᵛ ᵗ ᵉ *This article is about the zombie variant of horse. For the skeleton variant, see Skeleton Horse. For other uses, see Horse (disambiguation).*

This article would benefit from the addition of more images.
Please remove this notice once you have added suitable images to the article.
The specific instructions are: *Update all zombie horse renders since it and its saddle's textures have been slightly changed again.*

A **zombie horse** is an undead variant of the horse. It rarely spawns in dark areas as a hostile mob being ridden and controlled by a **zombie horseman** wielding an iron spear. It becomes passive once separated from the zombie.

Contents

Zombie Horse		
Java Edition Bedrock Edition		

Normal

Saddled

View all renders

Health points	25 (♥ × 12.5)
Behavior	Passive[a]
Mob type	🧟 Undead 🧟 Monster 🐴 Animal
Attack strength	*Does not deal direct damage, only acting as support for its rider*

Hitbox size	*Java Edition*: **Adult:** Height: 1.6 blocks Width: 1.3965 blocks **Baby:** Height: 0.8 blocks Width: 0.6982 blocks *Bedrock Edition*: **Adult:** Height: 1.6 blocks Width: 1.4 blocks **Baby:** Height: 0.8 blocks Width: 0.7 blocks
Spawn	Plains Sunflower Plains Snowy Plains Savanna Savanna Plateau Windswept Savanna Ice Spikes[BE only]
Usable items	Saddle Lead (only when dismounted) Shears Horse Armor Red Mushroom

Spawning

Zombie horseman

Zombie horses can naturally spawn on grass blocks in savanna, savanna plateau, windswept savanna, plains, sunflower plains, and snowy plains biomes as **zombie horsemen**: a zombie wielding an iron spear riding a zombie horse. Like zombies themselves, zombie horsemen can only spawn at a light level of 0, both above ground and underground. However, due to the lack of grass blocks underground in the Overworld, they are mostly found on the surface. The zombie horse never spawns as a baby. Other zombie variants such as husks and zombie villagers cannot spawn as horsemen. In *Bedrock Edition*, zombie horses are programmed to spawn in ice spikes biomes, but they fail to do so naturally, as the biome's surface is made of snow blocks instead of grass blocks, meaning they also cannot spawn underground in that biome.

Zombie horses count towards the "monster" mob cap and can despawn like most hostile mobs until the first time any player interacts with it. At that point it becomes persistent and no longer counts towards any mob cap either.

When using the zombie horse's spawn egg, 20% of spawned zombie horses will be the otherwise unused baby variant.

Zombie horses do not spawn in Peaceful difficulty, like hostile mobs.

Zombie Horse spawns in: [hide]

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	**Spawn weight**	**Spawn chance**	**Group size**	**Spawn weight**	**Group size**
Plains[note 1]	$^5/_{520}$	0.96%	1	5	1
Savanna[note 1]	$^5/_{520}$	0.96%	1	5	1
Snowy Plains[note 1]	$^5/_{520}$	0.96%	1	5	1
Windswept Savanna[note 1]	$^5/_{520}$	0.96%	1	5	1
Sunflower Plains[note 1]	$^5/_{520}$	0.96%	1	5	1
Savanna Plateau[note 1]	$^5/_{520}$	0.96%	1	5	1
Ice Spikes[note 1]	—	—	—	5	1

1. Always spawns ridden by a zombie with an iron spear.

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
Rotten Flesh	2–3	100.00%	2.50	2–4	100.00%	3.00	2–5	100.00%	3.50	2–6	100.00%	4.00

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
Rotten Flesh	2–3	100.00%	2.50	2–4	100.00%	3.00	2–5	100.00%	3.50	2–6	100.00%	4.00

- 1–3 when killed by a player or tamed wolf.

If equipped with a saddle or horse armor, the saddle and/or horse armor will be dropped upon death.

Baby zombie horses yield neither items nor experience.

Behavior

The zombie horse is an undead mob that spawns as a hostile mob with a zombie controlling it. On their own, zombie horses

Zombie Horseman

behave like normal horses, roaming idly and occasionally stopping to rear, swish their tails, or lower their heads as though eating the grass. Unlike sheep and like other horses, the eating animation does not cause any grass to be consumed.

Like other undead mobs, zombie horses can breathe in water. Unlike skeleton horses and other undead, they do not sink - they float - in or on water.

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

In *Bedrock Edition*, zombie horses can be killed by the conduit like any regular hostile mob and prevent the player from sleeping.

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

Zombie horses cannot be bred.

If a player pulling a zombie horse with a lead enters a boat, the zombie horse follows by swimming the same speed as the boat. A player riding a zombie horse is dragged along if the zombie horse is being pulled by a lead, and can even be lifted up in the air in the same way.

Mob type

Being an undead mob, they are:

- Damaged by the status effect Instant Health and healed by the status effect Instant Damage.
- Unaffected by the status effects Regeneration and Poison.
- Ignored by the wither.
- Affected by the Smite enchantment.
- A threat to armadillos, causing them to hide in their shell.

Like most other undead mobs, zombie horses burn in direct sunlight. They are protected from burning when wearing horse armor, similar to other undead mobs wearing helmets. As horse armor has no durability, it does not break from absorbing the damage like helmets do.

As they are monsters, zombie horses count towards the hostile mob cap. Parrots can also imitate them like other hostile mobs.

Java Edition

Bedrock Edition

Health points	**Zombie:** 20 (❤ × 10) **Zombie Horse:** 25 (❤ × 12.5)
Behavior	Hostile
Natural equipment	**Zombie:** 🗡 Iron Spear (may be enchanted) 🛡 Armor (occasionally, may be enchanted)

Taming

Main article: Horse § Taming

As with regular horses, zombie horses can be tamed by riding them until they stop bucking the player off.

Statistics

All zombie horses have three "equine stats": health, (maximum) movement speed, and jump height. While health is the same for all zombie horses, movement speed and jump height vary from horse to horse.

Health

Zombie horses are spawned with a constant health of 25 (♥ × 12.5). The last half-heart is not shown in a zombie horse's health bar, which only displays 24 (♥ × 12).

Movement speed

A zombie horse's movement speed is randomly assigned within certain ranges which vary between *Java Edition* and *Bedrock Edition*. In *Java Edition*, it ranges between ~0.21347 and ~0.28463 in internal units, with an average of ~0.24905. In *Bedrock Edition*, it ranges between 0.205 and 0.275, with an average of 0.24. The conversion factor between internal units and blocks/sec is roughly 43.17.

- *Java Edition*:
  - Minimum: 9.216 blocks/s
  - Average: 10.752 blocks/s
  - Maximum: 12.288 blocks/s

- *Bedrock Edition*:
  - Minimum: 8.85 blocks/s
  - Average: 10.361 blocks/s
  - Maximum: 11.872 blocks/s

Jump strength

Zombie horses' jump strength ranges from 0.5 to 0.7, with an average of 0.6 in internal units.

The minimum jump strength of 0.5 is enough to clear 1.7088 blocks, while the maximum of 0.7 is enough to clear 3.124 blocks. The average jump strength of 0.6 is enough to clear 2.3675 blocks.

Usage

See also: Transportation

Tamed and saddled zombie horses can be used as a means of transportation. They can also be used to climb hills and jump fences.

Healing

Red mushrooms can be fed to a zombie horse to heal it by 3 (♥♥). The zombie horse can also be tempted (or "led") with a red mushroom.

Equipment

Tamed zombie horses have two equipment slots:

- Saddle slot: For equipping a saddle.
- Armor slot: For equipping horse armor.

Baby zombie horses cannot be equipped, as they cannot be ridden.

Equipment can be placed on a zombie horse by holding it and then using on the zombie horse, or by accessing its inventory. A zombie horse's inventory can be accessed by mounting the horse and using inventory control, or by sneaking and then using or pressing the "open inventory" button[*Bedrock Edition only*] on the zombie horse. The player cannot open the inventory on an untamed zombie horse, though they can open containers.

GUI of a zombie horse.

The equipment can be removed by two methods:

- Removing the equipment from their slots in the zombie horse's inventory.
- Using shears on the zombie horse. If both a saddle and horse armor are equipped, they are removed one at a time. The first use removes the horse armor, and a second use removes the saddle.

Riding

Main article: Riding

Once a zombie horse is tamed and saddled, the player can control it with directional controls, jump, and the mouse. The player dismounts using the dismount control. Like when riding other entities, it is possible for a player to use a nether portal or end portal while on a zombie horse.

A ridden zombie horse automatically runs up any one-block-high slope. The horse and rider can safely fit through a space as low as 2.75 blocks high. Lower clearance risks suffocating the rider if the rider's head enters a non-transparent block. The zombie horse itself can enter gaps as low as 1.625 blocks high, but may itself take suffocation damage when clearance is less than 1.75 blocks. Like other horses, zombie horses cannot fit through a 1-block-wide gap.

Ridden zombie horses have the ability of "jump charging". When the player rides them, the experience bar on the HUD is replaced by a jump charging bar. The zombie horse is then able to jump, and holding the control charges for a higher leap. Zombie horses are not affected by the Jump Boost effect.

Sounds

Despite being monsters, zombie horses use the "Friendly Mobs" sound category.[1]

Java Edition:

								[hide]
					Sounds			
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**
	Zombie Horse cries	Friendly Mobs	Randomly	`entity .zombie_horse .ambient`	`subtitles .entity .zombie_horse .ambient`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Zombie Horse dies	Friendly Mobs	When a zombie horse dies	`entity .zombie_horse .death`	`subtitles .entity .zombie_horse .death`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Zombie Horse hurts	Friendly Mobs	When a zombie horse is damaged	`entity .zombie_horse .hurt`	`subtitles .entity .zombie_horse .hurt`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Zombie Horse neighs	Friendly Mobs	When a player is bucked off a zombie horse or fails to interact with an untamed zombie horse	`entity .zombie_horse .angry`	`subtitles .entity .zombie_horse .angry`	1.0	1.0	16
	Horse gallops	Friendly Mobs	While a zombie horse is galloping	`entity.horse .gallop`	`subtitles .entity.horse .gallop`	Block-Dependent [sound 1]	Block-Dependent [sound 1]	16
	Horse jumps	Friendly Mobs	When a zombie horse begins a leap	`entity.horse .jump`	`subtitles .entity.horse .jump`	0.4	1.0	16
	Something fell	Friendly Mobs	When a zombie horse falls from more than 1 block	`entity.horse .land`	`subtitles .entity .generic .big_fall`	0.4	1.0	16
	Footsteps	Friendly Mobs	While a zombie horse is walking	`entity.horse .step`	`subtitles .generic .block .footsteps`	Block-Dependent [sound 1]	Block-Dependent [sound 1]	16
	Footsteps	Friendly Mobs	While a zombie horse is walking on wood or is being ridden	`entity.horse .step_wood`	`subtitles .generic .block .footsteps`	Block-Dependent [sound 1]	Block-Dependent [sound 1]	16
	Saddle equips	Friendly Mobs	When a saddle is equipped to a tamed zombie horse	`entity.horse .saddle`	`subtitles .entity.horse .saddle`	0.5	1.0	16

	Saddle snips away	Friendly Mobs	When a saddle is removed from a zombie horse using shears	`item.saddle .unequip`	`subtitles .item.saddle .unequip`	1.0	1.0	16

1. See block sound type

Bedrock Edition:

				Sounds			[hide]
Sound	**Closed captions** [*upcoming: BE 26.0*]	**Source**	**Description**	**Identifier**	**Translation key** [*upcoming: BE 26.0*]	**Volume**	**Pitch**
	?	Friendly Mobs	Randomly	`mob.horse .zombie.idle`	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When horse armor is equipped to a zombie horse	`mob.horse .armor`	?	0.6	1.0 (Baby: 1.5)
	?	Friendly Mobs	*Unused sound event*[sound 1]	`mob.horse .armor`	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	*Unused sound event*[sound 1]	`mob.horse .breath`	?	0.7	1.0
	?	Friendly Mobs	When a zombie horse dies	`mob.horse .zombie .death`	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	*Unused sound event*[sound 1]	`mob.horse .eat`	?	0.5-1.5	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a zombie horse takes damage	`mob.horse .zombie.hit`	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a player is bucked off a zombie horse	`mob.horse .zombie .angry`	?	1.0	0.8-1.2
	?	Friendly Mobs	When a zombie horse begins a leap	`mob.horse .jump`	?	0.4	1.0
	?	Friendly Mobs	When a zombie horse falls from more than 1 block	`mob.horse .land`	?	0.4	1.0 (Baby: 1.5)
	?	Friendly Mobs	While a zombie horse is walking	`mob.horse .soft`	?	0.45	0.9-1.1
	?	Friendly Mobs	While a zombie horse is walking on wood[sound 2] or is being ridden	`mob.horse .wood`	?	0.45	0.9-1.1
	?	Friendly Mobs	When a saddle is equipped to a zombie horse	`mob.horse .leather`	?	0.6	1.0
	?	Friendly Mobs	When a saddle is removed from a zombie horse using shears	`mob.unsaddle`	?	1.0	1.0

1. These sound events were assigned to the zombie horse, but are not called by the game
2. Except for stems, Nether wood, cherry wood, and bamboo wood due to MCPE-165012

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key	[hide]
▉ Zombie Horse	zombie_horse	burn_in_daylight can_equip_saddle can_wear_horse_armor can_breathe_under_water dismounts_underwater ignores_poison_and_regen inverted_healing_and_harm sensitive_to_smite undead wither_friends zombies	entity.minecraft.zombie_horse	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
▉ Zombie Horse	zombie_horse	27	mob undead zombiehorse	entity.zombie_horse.name	

Entity data

See also: Entity format
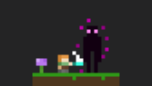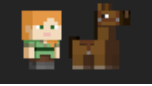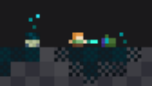
Zombie horses have entity data associated with them that contain various properties.

Entity data

Additional fields for mobs that can breed
Tags common to all entities
Tags common to all mobs

— **Bred**: 1 or 0 (true/false) – Unknown. Remains 0 after breeding. If true, causes it to stay near other horses with this flag set.
— **EatingHaystack**: 1 or 0 (true/false) – true if the mob is eating grass.
— **Owner**: The UUID of the entity that tamed the mob, stored as four ints. Has no effect on behavior. Does not exist if there is no owner.
— **Tame**: 1 or 0 (true/false) – true if the mob is tamed.
— **Temper**: Ranges from 0 to 100; increases with feeding. Higher values make a mob easier to tame.

Achievements

[hide]

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Monster Hunter	Attack and destroy a monster.	Kill *one* of these 41 monsters: [show] Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		Saddle Up	Tame a horse.	—	20	Bronze
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[show]

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	Monster Hunter	Kill any hostile monster	Kill *one* of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	
	It Spreads	Kill a mob near a Sculk Catalyst	Kill *any* mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this advancement.	
	Monsters Hunted	Kill one of every hostile monster	Kill *each* of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	
	Best Friends Forever	Tame an animal	Tame *one* of these 11 tameable animals: Cat Donkey Horse Llama Mule Nautilus Parrot Trader Llama Wolf Zombie Horse Zombie Nautilus Skeleton Horse can be tamed in the same way as a regular horse to gain this advancement with the ride command.	

Advancements that apply to all mobs:

[show]

History

ℹ️ **This section is missing information about: Did saddles always show up on invisible zombie horses? If not, when did this change? Remember to include any relevant bug reports.**
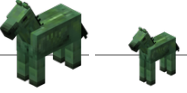Please expand the section to include this information. Further details may exist on the talk page.

Announcement
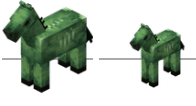
September 27, 2025 (https://www.minecraft.net/en-us/article/unveiling-mounts-of-mayhem)	Zombie horses are revealed to be added into Survival mode with the Mounts of Mayhem drop at Minecraft LIVE – September 2025 with a new design.

Java Edition

Java Edition		[hide]
1.6.1	**13w16a**	Added zombie horses.
		Zombie horses have been assisted by DrZhark (John Olarte), creator of the Mo' Creatures mod, whose horses are a baseline for Minecraft's zombie horse models.[2]
	13w16b	Zombie horses have been made slower and have been reduced from gliding so much.
	13w18a	Removed horse saddles. Zombie horses are now ridden using the saddle.
	13w21a	Added new GUI for zombie horses, to control the saddle.
	13w22a	Added new sound effects for zombie horses.
1.7.2	**13w36a**	Zombie horses are now available without third-party tools, with the introduction of the / summon command.
1.9	**15w38b**	Zombie horses are now undead mobs.
	15w43a	Zombie horses no longer drop anything other than their equipment.
	15w43c	Zombie horses now drop 1 rotten flesh, not affected by Looting.
	15w44a	Zombie horses now drop 1 End crystal, not affected by Looting.
	15w44b	The above change has been reverted.
	15w47b	Added sounds for zombie horses eating food given by a player.
1.10	**16w20a**	Added zombie horse spawn egg.
	pre2	Removed zombie horse spawn eggs.
1.11	**16w32a**	Re-added zombie horse spawn egg.
	16w38a	Zombie horses now drop 0–2 rotten flesh, affected by Looting.
1.13	**17w45a**	Changed the model for zombie horses.
	17w46a	The new zombie horse models have been slightly tweaked. The position of the nose has been moved up by one pixel.
	18w03a	Tweaked the models and textures of zombie horses once again.
	pre2	Zombie horses now sink in water.
		The model of zombie horses has been updated to fix Z-fighting, which has changed the model from to .[3]
1.14	**19w08a**	Changed the textures of zombie horses.
1.16	**20w09a**	Zombie horses can now be leashed.
1.19.4	**23w03a**	Aligned the zombie horse unused saddlebag texture to match the same unused one from the horse,

		which has changed from to .
1.21.5	**25w03a**	The zombie horse's saddle is now an overlay texture, separate from the zombie horse main texture.
		Saddles now show up on invisible zombie horses.[4]
		Saddles now show the enchantment glint on the zombie horse when enchanted.
		The unused saddlebag of the zombie horse's texture has been removed.
1.21.6	**25w20a**	Saddles can now be removed from zombie horses using shears.
1.21.11	**25w41a**	Changed the textures of zombie horses to have darker texture.
		Zombie horses now spawn naturally as part of zombie horsemen.
		Zombie horses now count as monsters, thus despawning in Peaceful difficulty, and being required for the "Monsters Hunted" advancement.
		Increased health points to 25 (🧡 × 12.5).
		Zombie horses can now be tamed without commands.
		Red mushrooms are now used to heal and tempt zombie horses. Feeding untamed zombie horses increases their temper by 3.
		Tamed zombie horses can no longer be fed horse food items.
		Zombie horses are now vulnerable to sunlight like other undead mobs.
		Zombie horses can now use horse armor, which also protects them from sunlight.
		Increased amount of rotten flesh dropped on death, from 0-2 to 2-3.
		Each zombie horse can now vary its movement speed and jump strength on spawn.
		Added an angry sound for when a player is bucked off a zombie horse.
	25w42a	Zombie horses no longer despawn in Peaceful difficulty. However, they still do not spawn on Peaceful.
		Zombie horsemen no longer spawn with weapons other than iron spears.
		Zombie horses can now be only leashed when its mob jockey is removed.
	25w45a	Now becomes persistent with any interaction from a player, not just riding them.
	25w46a	Sounds for zombie horses eating food given by a player have been re-added.[verify]
		Zombie horses no longer panic if controlled by other mobs.
	pre1	Zombie horse saddle texture now match the horse saddle texture.
		The texture of zombie horses head is now symmetrical.

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.15.0	build 1	Added zombie horses.	

Bedrock Edition			[hide]
1.2.6	beta 1.2.6.2	The models of zombie horses have been changed to Java Edition 17w45a's zombie horse models.	
	1.2.9	Zombie horses no longer open their mouths when bucking the player off or taking damage.	
1.8.0	beta 1.8.0.8	Baby zombie horses now have a chance of being spawned using a spawn egg.	
1.10.0	beta 1.10.0.3	Changed the textures of zombie horses.	
1.19.60	Preview 1.19.60.25	Aligned the zombie horse unused saddlebag texture to match the same unused one from the horse, which has changed from to .	
1.21.120	Preview 1.21.120.24	The zombie horse's saddle is now an overlay texture, separate from the zombie horse main texture.[verify]	
		The unused saddlebag of the zombie horse's texture has been removed.	
1.21.130	Preview 1.21.130.20	Changed the textures of zombie horses to have darker texture.	
		Zombie horses now spawn naturally as part of zombie horsemen.	
		Increased health points to 25 (× 12.5).	
		Zombie horses can now be tamed.	
		Red mushrooms are now used to heal and tempt zombie horses.	
		Zombie horses are now vulnerable to sunlight, like other undead mobs.	
		Zombie horses can now be controlled by players using an saddle.	
		Zombie horses can now use horse armor, which also protects them from sunlight.	
		Increased amount of rotten flesh dropped on death, from 0-2 to 2-3.	
		Added an angry sound for when a player is bucked off a zombie horse.	
		Zombie horses no longer have a baby variant.	
	Preview 1.21.130.22	Zombie horses once again have a baby variant, remaining unused.	
		The tooltip displayed when attempting to mount an untamed zombie horse has been changed from "Ride" to "Mount".	
	Preview 1.21.130.24	Sounds for zombie horses eating food given by a player have been added.	
	Preview 1.21.130.26	Zombie horses can be leashed only when its mob jockey is removed.	
		Zombie horses now spawn less frequently on Peaceful difficulty.	

	Preview 1.21.130.27	Zombie horse saddle textures now match the horse saddle textures.
		The texture of zombie horses' head is now symmetrical.
		Reduced the range of speed the Zombie Horse can spawn with.
	Preview 1.21.130.28	Zombie horses no longer spawn on Peaceful difficulty.

Upcoming *Bedrock Edition*		[hide]
26.0	**Preview 26.0.23**	Baby zombie horses no longer grow into adult zombie horses.
	Preview 26.0.25	Zombie horses no longer panic when hit.
		Baby zombie horses can no longer be ridden or equipped with a saddle or horse armor.

Legacy Console Edition

Legacy Console Edition									[hide]
Xbox 360	**Xbox One**	**PS3**	**PS4**	**PS Vita**	**Wii U**	**Switch**			
TU19	**CU7**	**1.12**	**1.12**	**1.12**	**Patch 1**	**1.0.1**	Added zombie horses.		
TU46	**CU36**	**1.38**	**1.38**	**1.38**	**Patch 15**		Zombie horses are now undead mobs. [*is this the correct version?*]		
TU54	**CU44**	**1.52**	**1.52**	**1.52**	**Patch 24**	**1.0.4**	Zombie horses are able to be spawned with a spawn egg found in the creative inventory.		
TU57	**CU49**	**1.57**	**1.56**	**1.56**	**Patch 27**	**1.0.7**	Zombie horses can now be leashed.		
TU69		**1.76**	**1.76**	**1.76**	**Patch 38**		Zombie horses now sink in water.[*verify*]		

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0		Added zombie horses.

Data history

Java Edition

Java Edition			[hide]
1.11	**16w32a**	Zombie horses now have a separate ID from horses: `zombie_horse`.	
1.13	**17w47a**	Numeric IDs for entities were presumably deprecated in this version.[*more information needed*]	
1.20.3	**23w40a**	Zombie horses are now part of the `#can_breathe_under_water`, `#undead` and `#zombies` tags.	
1.21.5	**25w03a**	Unified the **SaddleItem** into the new **equipment.saddle** slot.	

Bedrock Edition

Pocket Edition		[hide]
1.1.0	**alpha 1.1.0.0**	The entity ID for zombie horses has been changed from `zombiehorse` to `zombie_horse`.

Issues

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

Trivia

- Dr. Zhark appears in the credits after the End Poem as the creator of horses, including zombie horses.
- In the Minecraft.net, zombie horses were referred to as neutral mobs, due to their status as "hostile" while being ridden by zombies.[5]
- Before Mounts of Mayhem, zombie horses were unused in Survival, despite being featured in a *Minecraft* video showcasing every mob in the game at that time.[6]
- A zombie horse was also hinted 2 months before their official announcement, in the 1.21.8 article's photo.[7]

Gallery

Renders

🖼 **This section would benefit from the addition of more images.**
Please remove this notice once you have added suitable images to the article.
The specific instructions are: *zombie horse with leather horse armor and saddled with armor renders*
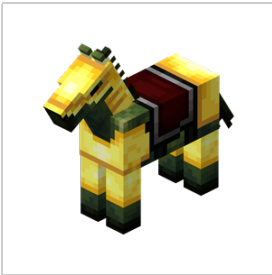

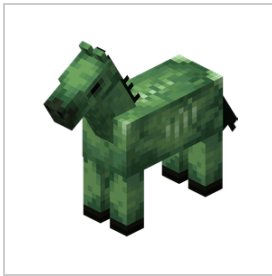| A baby zombie horse. | A zombie horse with copper horse armor. | A zombie horse with iron horse armor. | A zombie horse with gold horse armor. |
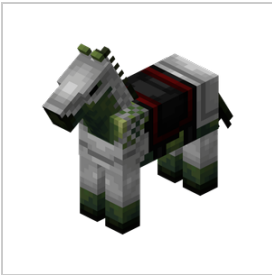
A zombie horse with diamond horse armor.

A zombie horse with netherite horse armor.

A zombie horse before Mounts of Mayhem.

A saddled zombie horse before Mounts of Mayhem.

Screenshots
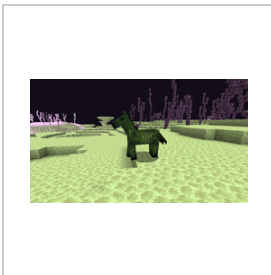

A zombie horse in a badlands biome.

A zombie horse and a baby zombie horse.

A comparison between a horse, a zombie horse, and a skeleton horse.
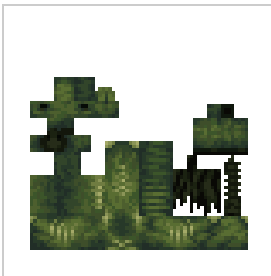

A zombie horseman with a ruined portal behind it.
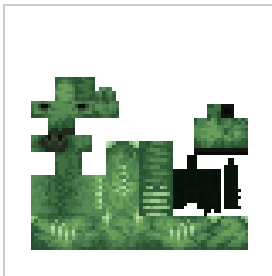

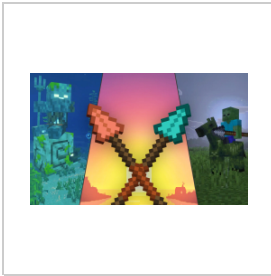A zombie horse in the end.

A zombie horse next to a zombie nautilus and a camel husk.

Textures

Current zombie horse texture file.

Zombie horse texture file from before Mounts of Mayhem.

Mojang images

An image divided into three different layers, depicting a drowned riding a zombie nautilus, two spears, and a zombie riding a zombie horse.
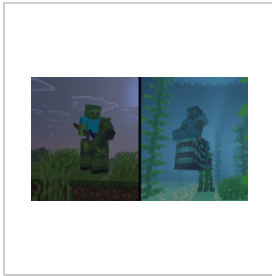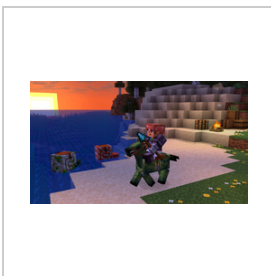

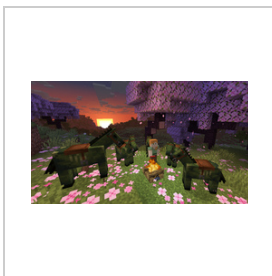Two characters each riding a mount, one underwater and one on land.
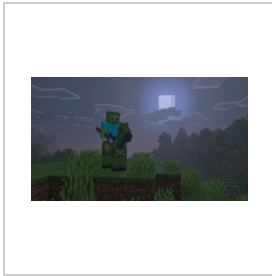
A zombie riding a zombie horse at night while holding a spear.

A zombie horseman in *Java Edition*.

Sunny riding a zombie horse near a nautilus and zombie nautilus.

Alex and several zombie horses.

A zombie horseman on an iceberg

In other media

A statue of a zombie horse at TwitchCon

Four zombie horses seen in the Mounts of Mayhem artwork.

A Mounts of Mayhem artwork used in a Minecraft Monthly episode.

Alternate colors version.

Artwork used for the release date reveal showing zombie horses as enemies.

Ditto.

Artwork of Efe battling a zombie horseman.

See also

- Horse
- Donkey
- Mule
- Zombie
- Skeleton Horse

Notes

1. Passive by itself, but hostile as a jockey, as the rider control its pathfinding, therefore making it hostile, despite zombie horses not actually damaging players, like small slimes.

References

1. MC-304386 — Undead mounts use the friendly mobs sound category, which is inconsistent — resolved as "Works As Intended".
2. "Also big thanks to @DrZhark, the creator of Mo' Creatures, that have assisted us to make it happen!" (https://twitter.com/jeb_/status/319938276003827712) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), April 4, 2013
   "@jeb_ np Jeb!" (https://twitter.com/DrZhark/status/319984680306888706) – @DrZhark (https://twitter.com/DrZhark) on X (formerly Twitter), April 4, 2013
3. MC-123007 — Z-fighting on zombie horse texture — resolved as "Fixed".

4. MC-13738 — Invisible saddle when using invisibility potion on a horse, donkey or mule — resolved as "Fixed".

5. Minecraft 1.21.130 Changelog (https://www.minecraft.net/en-us/article/minecraft-1-21-130-bedrock-changelog) – Minecraft official website, December 7, 2025

6. "WHICH MOBS DID WE MISS?" (https://youtube.com/watch?v=SyP5Urfk9cQ&t=15s) – Minecraft on YouTube, January 19, 2024

7. Minecraft 1.21.8 Changelog (https://www.minecraft.net/en-us/article/minecraft-java-edition-1-21-8) – Minecraft official website, July 17, 2025

External links

- "Meet the Horse" (https://www.minecraft.net/en-us/article/meet-horse) by Emily Richardson – Minecraft.net, October 2, 2017.

Navigation

	New content	[hide]
	Mounts of Mayhem	[hide]
Items	Nautilus Armor (🟫 Copper 🔘 Iron 🟡 Gold 🟦 Diamond ⬛ Netherite) 🟫 Netherite Horse Armor Spears (🏹 Wooden 🏹 Stone 🏹 Copper 🏹 Iron 🏹 Golden 🏹 Diamond 🏹 Netherite) Spawn Eggs (🟫 Camel Husk 🟤 Nautilus 🟤 Parched 🟢 Zombie Nautilus)	
Mobs	🟫 Camel Husk (🟫 Jockey) 🟫 Nautilus 🟫 Parched 🟫 Zombie Nautilus (🟫 Coral Jockey) 🟫 Zombie Horse (🟫 Zombie Horseman)	
Effects	🟤 Breath of the Nautilus	
Enchantments	Lunge	
Advancements	Mob Kabob	
Achievements	Mob Kabob	
Versions	Java Edition 1.21.11 Bedrock Edition 1.21.130	
	Other	[show]

	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 🟥 Mooshroom 🟫 Mule 🟨 Ocelot 🦜 Parrot 🐷 Pig 🐰 Rabbit 🐟 Salmon 🐑 Sheep 🟦 Skeleton Horse 🟫 Sniffer 🎃 Snow Golem 🟦 Squid 🟥 Strider 🟫 Tadpole 🐠 Tropical Fish 🐢 Turtle 🟫 Villager 🟩 Wandering Trader 🟫 Zombie Horse	
	***BE & edu* only** 🟦 Agent 🟫 NPC	
Neutral	🐝 Bee 🟥 Cave Spider 🐬 Dolphin 🟩 Drowned 🟪 Enderman 🦊 Fox 🐐 Goat 🟥 Iron Golem 🦙 Llama 🟫 Nautilus 🐼 Panda 🟥 Piglin 🐻 Polar Bear 🟨 Pufferfish 🕷 Spider 🟫 Trader Llama 🐺 Wolf 🟫 Zombie Nautilus 🟫 Zombified Piglin	
Hostile	🟦 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	
Bosses	🟫 Ender Dragon 🟫 Wither	
Mob types	🟫 Animal 🟦 Aquatic 🟥 Arthropod 🟫 Illager 🟩 Monster 🟫 Undead	

Other	Jockey (Camel Husk Chicken Hoglin Ravager Skeleton Horseman Spider Strider Zombie Horseman Zombie Nautilus) Mob variants Mob conversion
Other entities	[show]
Unimplemented	[show]
Joke	[show]