

Husk

• See article feedback

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

A **husk** is a variant of [zombie](#) that spawns in deserts. They function similarly to zombies, except they do not burn in [sunlight](#), and they inflict [Hunger](#) with their unarmed attacks.

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Husk

Idle Targeting (JE)



Adult



Baby



Health points 20 (× 10)

Armor points 2 ()

Behavior Hostile

Mob type Undead
 Monster

Easy: 2.5 (× 1.25)

Normal: 3 ()

Hard: 4.5 (× 2.25)

Inflicts Hunger based on regional difficulty.

Hitbox size In [Java Edition](#):

Adult:

Height: 1.95 blocks

Width: 0.6 blocks

Baby:

Height: 0.975 blocks

Width: 0.3 blocks

In [Bedrock Edition](#):

External links

Navigation

Spawning

Husks spawn at a light level of 0 in the [desert](#), mostly replacing zombies in these biomes.

In [Java Edition](#), husks spawn directly under the sky in groups of 4 in place of 80% of all zombies and zombie villagers spawned in desert biomes.

In [Bedrock Edition](#), husks spawn on the surface in groups of 2-4 in place of 70% of all zombies and zombie villagers spawned in desert biomes.

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

Category: Monster	<i>Java Edition</i>			<i>Bedrock Edition</i>	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Desert ^[note 1]	80/515	15.53%	4	240	2–4

1. Husks have a 10% chance of spawning mounted on a [camel husk](#), which also spawns a [parched](#) as a passenger.[\[Java Edition only\]](#)

Camel husk jockeys

When spawning [naturally](#), husks have a 10% chance to spawn as [camel husk jockey](#) if they spawn in a space that does not block the collision box required for a [camel husk](#). This can only happen for up to one husk in each [spawning pack](#). This can happen even when the husk spawns as a baby and was supposed to spawn as a [chicken jockey](#). In that case, the chicken is spawned as a "jockey chicken" (i.e. it doesn't lay eggs and can despawn) but the husk spawns riding the camel husk instead.

Trial spawners

Husks have a $\frac{1}{3}$ chance to be selected as the "melee" mob for [trial spawners](#) in [trial chambers](#).

Reinforcements

Main article: [Zombie § Reinforcements](#)

This feature is exclusive to [Java Edition](#).

On Hard [difficulty](#), all husks have a 0-10% chance to spawn other husks as reinforcements when receiving [damage](#) while targeting an [entity](#). Additionally, up to 5% of husks spawn as leaders, getting a 50-75% boost to that chance. Just like for regular husk spawning, reinforcement husks can only spawn in places with direct sky exposure.

Variants

Adult:

Height: 1.9 blocks

Width: 0.6 blocks

Baby:

Height: 0.95 blocks

Width: 0.3 blocks

Knockback resistance

0%–5%

Spawn

Desert at night or during thunderstorms.

When another husk spawns a [reinforcement](#).[\[JE only\]](#)

Trial Chambers: from [trial spawners](#).

Iron Shovel (occasionally, right hand: 95%; left hand: 5%[\[JE only\]](#); may be enchanted)

Iron Sword (occasionally, right hand: 95%; left hand: 5%[\[JE only\]](#); may be enchanted)

Iron Spear (occasionally, right hand: 95%; left hand: 5%[\[JE only\]](#); may be enchanted)

Diamond Sword (occasionally in [ominous trials](#), right hand: 95%; left hand: 5%[\[JE only\]](#))

Armor (occasionally, may be enchanted)

Carved Pumpkin (22.5% chance, only during Halloween)[\[JE only\]](#)

Jack o'Lantern (2.5% chance, only during Halloween)[\[JE only\]](#)

Baby husks and jockeys

In *Java Edition*, there is a 5% chance for husks to spawn as babies, and baby husks have a chance to spawn as a [chicken jockey](#).

In *Bedrock Edition*, 15% of naturally spawned baby husks can start riding a mob and become a jockey when it tries attacking a [villager](#), player, or golem. They can ride:

- [Adult chickens](#)
- [Untamed ocelots](#)
- [Untamed cats](#)
- [Untamed wolves](#)
- [Adult zombies](#)
- [Adult husks](#)
- [Adult zombie villagers](#)
- [Adult zombified piglins](#)
- [Cows](#)
- [Adult unsaddled pigs](#)
- [Sheep](#)
- [Adult untamed horses](#)
- [Adult untamed donkeys](#)
- [Adult untamed mules](#)
- [Adult skeleton horses](#)
- [Adult zombie horses](#)
- [Mooshrooms](#)
- [Spiders](#) that were not spawned as a jockey mount
- [Cave spiders](#) that were not spawned as a jockey mount
- [Pandas](#)

Husks spawn with random values of [knockback resistance](#) between 0% and 5%.



Three adult husks and one baby husk.



All mobs that can be ridden by baby husks in Bedrock Edition.

Camel husk jockeys

Adult husks have a chance to spawn riding a [camel husk](#), along with a [parched](#), whilst holding an [iron spear](#).

Geared husks

Main article: [Geared mobs](#)

Some husks spawn wearing [armor](#) or holding weapons, both of which may be [enchanted](#). In addition, husks may also spawn with the ability to pick up loot that is on the ground. The chances of each of these events occurring are listed below. If a husk spawns wearing multiple pieces of armor, the armor is never mismatched (i.e. all pieces are made of the same material). Husks cannot naturally spawn with [netherite](#) armor.

Chances of husks wearing or picking up armor, per difficulty

	Easy	Normal	Hard
Can pick up loot	0%	0–55% ^[note 1]	6.875–55% ^[note 1]
Armor	0%	0–15% ^[note 1]	1.875–15% ^[note 1]
Armor enchantment ^[note 2]	0%	0–50% ^[note 1]	6.25–50% ^[note 1]
Weapon ^[note 3]	1%	1%	5%
Weapon enchantment ^[note 2]	0%	0–25% ^[note 1]	3.125–25% ^[note 1]

1. Value is based on the regional difficulty.
 2. Enchantment is the same as on an enchantment table at level 5–22.^[note 1]
 3. $\frac{1}{6}$ chance of an iron sword, $\frac{1}{6}$ chance of an iron spear, $\frac{4}{6}$ chance of an iron shovel
- If a husk does spawn with armor, the chances of specific armor are as follows:

Chances of different armor pieces, per difficulty

Armor	Easy & Normal	Hard
Helmet	100%	100%
Helmet and chestplate	75%	90%
Helmet, chestplate, and leggings	56.25%	81%
Full set	42.19%	72.9%

The chances of it being of a particular material are:

Chances of different armor types

Armor type	Chance
Leather	23.60%
Copper	32.23%
Gold	33.29%
Chain	9.73%
Iron	1.10%
Diamond	0.04%

In Java Edition, the armor is not damaged by any damage source; it cannot "wear out" the way player armor does. Unlike other zombies, helmets worn by husks do not break if the husk is exposed to daylight. In Bedrock Edition, any armor piece is damaged as if the player is wearing it.^[verify]

Husks also have a natural armor rating of 2 (🛡), giving 1.6 to 8% damage reduction from most sources. Husks can also wear mob heads, although they need to be dropped by the player before the husk can pick one up and put it on.

On Halloween, husks in Java Edition may spawn wearing a carved pumpkin or jack o'lantern. They are never dropped, even when the husks are killed with Looting.

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Rotten Flesh	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
 Iron Ingot ^[A]	0–1	0.83%	0.01	0–1	1.17%	0.01	0–1	1.50%	0.01	0–1	1.83%	0.02
 Carrot ^[A]	0–1	0.83%	0.01	0–1	1.17%	0.01	0–1	1.50%	0.01	0–1	1.83%	0.02
 Potato ^{[A][B]}	0–1	0.83%	0.01	0–1	1.17%	0.01	0–1	1.50%	0.01	0–1	1.83%	0.02
 Baked Potato ^{[A][C]}	0–1	0.83%	0.01	0–1	1.17%	0.01	0–1	1.50%	0.01	0–1	1.83%	0.02
 Rabbit's Foot ^[D]	0–1	50.00%	0.50	0–2	75.00%	1.00	0–3	87.50%	1.50	0–4	91.67%	2.00

- A. Only when killed by a [player](#) or a [tamed wolf](#).
- B. Only when *not* on fire and *not* killed with a weapon enchanted with [Fire Aspect](#).
- C. Only when on fire or killed with a weapon enchanted with [Fire Aspect](#).
- D. Only if riding a [camel husk](#).

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Rotten Flesh	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
 Iron Ingot ^[A]	0–1	0.83%	0.01	0–1	1.17%	0.01	0–1	1.50%	0.01	0–1	1.83%	0.02
 Carrot ^[A]	0–1	0.83%	0.01	0–1	1.17%	0.01	0–1	1.50%	0.01	0–1	1.83%	0.02
 Potato ^[A]	0–1	0.83%	0.01	0–1	1.17%	0.01	0–1	1.50%	0.01	0–1	1.83%	0.02
 Rabbit's Foot ^[B]	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25
 Music Disc Lava Chicken ^{[A][C][D]}	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

- A. Only when killed by a [player](#) or a [tamed wolf](#).
- B. Only if riding a [camel husk](#).
- C. Only if it is a baby and is riding a [chicken](#).
- D. Zombie villagers and husks unintentionally drop the Lava Chicken Music Disc. See [MCPE-224103](#). It inherits the zombie's loot table in the game's code.

Taken equipment

Any picked-up equipment has a 100% chance of dropping and drops with the same damage level it had when picked up.

Naturally-spawned equipment

Husks have an 8.5% chance of dropping their naturally-spawned equipment (other than Halloween pumpkins), with random durability. Each level of [Looting](#) increases the chance 1 percentage point (11.5% with Looting III). They cannot drop the [diamond swords](#) that they occasionally wield during [ominous trials](#). These items include:

- [Iron Shovel](#)
- [Iron Sword](#)
- [Iron Spear \(sometimes enchanted\)](#)
- [Diamond Sword \(in ominous trials\)](#)
- [Random Armor \(sometimes enchanted, made from leather, gold, copper, chainmail, iron or diamond\)](#)

Additionally, in [Bedrock Edition](#), all naturally spawned equipment always drops at full durability when the husk converts to a zombie.

Experience

Adult husks drop 5 and an additional 1–3 per naturally-spawned equipment. Baby husks drop 12.

Behavior

Like zombies, husks are hostile toward the player, [iron golems](#), [villagers](#), [baby turtles](#), and [wandering traders](#). They pursue these mobs on sight from up to 40 blocks away, as opposed to 16 blocks like most other hostile mobs. If any other mob attacks a husk on purpose, all other husks and zombie variants (except [zombified piglins](#)) within a 67×67×21 to 111×111×21 area become hostile toward the attacker. They attempt to avoid obstacles, including sheer cliffs, water, and lava, and try to find the shortest path to the player.

Husks apply [Hunger](#) to any player or mob they hit using a melee attack, unless the husk is holding an item in its main hand or the player blocks the attack with a [shield](#). This effect lasts for $7 \times \text{floor}(\text{regional difficulty})$ seconds.

Husks are one of the few [undead](#) mobs that are immune to burning in sunlight, which allows them to stay around during the day.

Husks have a chance to spawn with the ability to break down [doors](#) on Hard [difficulty](#).

Husks seek out any nearby [turtle eggs](#) and trample them.

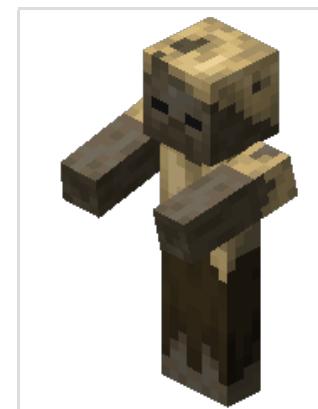
Husks can pick up [items](#) if the game rule [mobGriefing](#) is set to true, which prevents them from [despawning](#).

Husks attempt to avoid [water](#), only entering it when there is no other path to their target.

A husk that is fully submerged in water for 30 seconds begins converting to a normal [zombie](#), which takes an additional 15 seconds and cannot be stopped even if the husk leaves water. Once this process finishes, the zombie that it becomes has full health even if the husk has been damaged, and may further convert into a [drowned](#) if it remains submerged.

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.
- Unable to swim in [water](#), but do not drown.



A husk that drowns converts to a zombie (which can convert to a drowned).

- A threat to armadillos, causing them to hide in their shell.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Husk groans	Hostile Mobs	Randomly	entity.husk.ambient	subtitles.entity.husk.ambient	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Husk hurts	Hostile Mobs	When a husk is damaged	entity.husk.hurt	subtitles.entity.husk.hurt	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Husk dies	Hostile Mobs	When a husk dies	entity.husk.death	subtitles.entity.husk.death	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Footsteps	Hostile Mobs	While a husk is walking	entity.husk.step	subtitles.block.generic.footsteps	0.15	1.0	16	
	Zombie infects	Hostile Mobs	When a husk infects a villager	entity.zombie.infect	subtitles.entity.zombie.infect	2.0	0.8-1.2	16	
	Door shakes	Hostile Mobs	While a husk is breaking a wooden door	entity.zombie.attack_wooden_door	subtitles.entity.zombie.attack_wooden_door	2.0	0.8-1.2	16	
	Door breaks	Hostile Mobs	When a husk breaks a wooden door	entity.zombie.break_wooden_door	subtitles.entity.zombie.break_wooden_door	2.0	0.8-1.2	16	
	Turtle Egg stomped	Hostile Mobs	When a husk is jumping on turtle eggs	entity.zombie.destroy_egg	subtitles.entity.zombie.destroy_egg	0.5	0.9-1.1	16	
	Husk converts to Zombie	Hostile Mobs	When a husk is drowned, converting to a zombie	entity.husk.converted_to_zombie	subtitles.entity.husk.converted_to_zombie	1.6	0.8-1.2	16	
	Block broken [sound 1]	?	<i>Unused sound event</i> [sound 2]	entity.zombie.attack_iron_door	subtitles.block.generic.break [sound 1]	<i>None</i>	<i>None</i>	<i>None</i>	

1. [MC-226770](#)
2. "[MC-218122] Unused sound event: minecraft:entity.zombie.attack_iron_door - Jira" (<https://bugs.mojang.com/browse/MC/issues/MC-218122>) – Mojira, March 8, 2021.

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	
	?	Hostile Mobs	Randomly	mob.husk.ambient	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	When a husk is damaged	mob.husk.hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	When a husk dies	mob.husk.death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Hostile Mobs	While a husk is walking	mob.husk.step	?	0.35	1.0 (Baby: 1.5)	
	?	Hostile Mobs	While a husk is breaking a wooden door	mob.zombie.wood	?	1.0	1.0	
	?	Hostile Mobs	When a husk breaks a wooden door	mob.zombie.woodbreak	?	1.0	1.0	
	?	Players	When a husk is jumping on turtle eggs	fall.egg	?	0.5	0.9-1.0	
	?	Hostile Mobs	When a husk is drowned, converting to a zombie	mob.husk.convert_to_zombie	?	1.0	0.8-1.2	

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Husk	husk	can_breathe_under_water ignores_poison_and_regen inverted_healing_and_harm no_anger_from_wind_charge undead wither_friends zombies sensitive_to_smite	entity.minecraft.husk

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Husk	husk	47	baby_husk husk mob monster undead zombie	entity.husk.name

Entity data

Husks have entity data associated with them that contains various properties.

Java Edition:

Main article: [Entity format](#)

Entity data

Tags common to all entities

Tags common to all mobs

- CanBreakDoors:** 1 or 0 (true/false) - true if the zombie can break doors (default value is 0).
- DrownedConversionTime:** The number of ticks until this zombie converts to a drowned, or husk to zombie. (default value is -1, when no conversion is under way).
- InWaterTime:** The number of ticks this zombie or husk has been under water, used to start the drowning conversion. (default value is -1, when no conversion is under way).
- IsBaby:** 1 or 0 (true/false) - true if this zombie is a baby. May be absent.

Bedrock Edition:

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

Achievements

[[hide](#)]

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		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
		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]
	How Did We Get Here?	Have every effect applied at the same time	Have all of these 34 status effects applied to the player at the same time: [show] The source of the effects is irrelevant for the purposes of this advancement. Other status effects may be applied to the player, but are ignored for this advancement. See also: Tutorial:Advancement guide/Nether tab § How Did We Get Here? <i>This is a hidden advancement, meaning that it can be viewed by the player only after completing it, regardless of if its child advancement(s), if any, have been completed.</i>	
	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.	

Advancements that apply to all mobs:

[\[show\]](#)

History

Java Edition

<i>Java Edition</i>			
[hide]			
<u>1.10</u>	<u>16w20a</u>	 Added husks and baby husks.	
		Added husk spawn eggs, which husks can be spawned from.	
		Husks share the same entity ID as <u>zombies</u> .	
		<u>pre2</u> The husk spawn egg has been removed.	
<u>1.11</u>	<u>16w32a</u>	<u>release</u> Added exclusive sounds for husks: their sounds are a more raspy version of regular zombie sounds. Before this, husks used to sound like regular zombies.	
		The husk spawn egg has been re-added.	
		Husks now avoid <u>water</u> .	
<u>1.13</u>	<u>18w19a</u>	Husks can no longer spawn from zombie spawn eggs used in the desert.	
		Husks now sink underwater.	
	<u>18w21b</u>	Husks no longer drown underwater.	
		 Husks now convert into <u>zombies</u> when submerged for some time.	
<u>1.14</u>	<u>18w43a</u>	 The textures of husks and baby husks have been changed.	
<u>1.15</u>	<u>19w37a</u>	Mobs that spawn wearing carved pumpkins or jack o'lanterns on Halloween no longer drop them.	
	<u>19w46a</u>	Baby husks can now be spawned using their spawn egg on it. ^[1]	
<u>1.17</u>	<u>21w13a</u>	Husks drop <u>baked potatoes</u> instead of normal <u>potatoes</u> if on <u>fire</u> when killed or killed by a <u>fire source</u> .	
<u>1.17.1</u>	<u>pre1</u>	Husks no longer pick up <u>glow ink sacs</u> .	
<u>1.20.3</u> — Experiment — <u>Update 1.21</u>	<u>23w45a</u>	Husks now spawn in <u>trial chambers</u> behind the "Update 1.21" experimental <u>data pack</u> .	
<u>1.20.5</u> — Experiment — <u>Update 1.21</u>	<u>24w04a</u>	Husks no longer retaliate against attacks from the <u>breeze</u> .	
<u>1.21.2</u>	<u>24w33a</u>	Husks now spawn more husks as zombie reinforcements instead of regular zombies and can only do that in the overworld. ^[2]	
		Now naturally spawn with armor in the order of (most likely to least likely): helmet, chestplate, leggings, boots. ^[3]	
	<u>24w36a</u>	Zombies converted from husk now has equal percentage of health as the husk's before conversion.	
	<u>24w37a</u>	The change in 24w36a has been reverted	
<u>1.21.11</u>	<u>25w41a</u>	Husks can now use <u>spears</u> .	
		Husks can now spawn wielding an <u>iron spear</u> .	
<i>Upcoming Java Edition</i>			
[hide]			
<u>26.1</u>	<u>snap1</u>	Leader husks now spawn with their maximum health instead of 20 health. ^[4]	

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.15.0	build 1	 Added husks and baby husks.	
v0.16.0	build 5	Husks now have their own sounds .	
Pocket Edition			[hide]
1.0.4	alpha 1.0.4.0	Husks are now slightly taller than zombies .	
Bedrock Edition			[hide]
1.5.0	beta 1.5.0.0	Husks now sink underwater.	
		 Husks now convert into zombies when submerged.	
	beta 1.5.0.4	Husks now try to stomp turtle eggs .	
1.8.0	beta 1.8.0.8	Baby husks can now ride adult stray cats and pandas .	
1.10.0	beta 1.10.0.3	 The textures of husks and baby husks have been changed.	
		Husks are now hostile toward wandering traders .	
1.16.0	beta 1.16.0.51	Husks can now pick up items .	
1.17.30	beta 1.17.30.20	Husks no longer pick up glow ink sacs .	
1.20.30	Preview 1.20.30.21	Husks now have sounds when converting to zombies.	
1.20.60 — Experiment — Update 1.21	Preview 1.20.60.20	Husks now spawn in trial chambers behind the " Update 1.21 " experimental toggle.	
1.20.70 — Experiment — Update 1.21	Preview 1.20.70.21	Husks no longer retaliate against attacks from breezes .	
1.21.130	Preview 1.21.130.20	Husks can now spawn holding spears and use their charge attack.	
Upcoming Bedrock Edition			[hide]
26.0	Preview 26.0.23	Spawn events <code>minecraft:as_adult</code> , <code>minecraft:as_baby</code> , and <code>minecraft:as_baby_jockey</code> can now be applied to husks.	

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU46	CU36	1.38	1.38	1.38	Patch 15	1.0.1		Added husks and baby husks.
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4		Added husk spawn eggs, which husks can be spawned from. Husks can no longer spawn from zombie spawn eggs used in the desert.
TU60	CU51	1.64	1.64	1.64	Patch 30	1.0.11		Baby husks now have a 15% chance of becoming a jockey. Before becoming a jockey, upon nearing the player, they check for one of the following to mount prior attacking: adult chickens, adult ocelots, adult wolves, adult zombies, cows, pigs, sheep, spiders or cave spiders.
TU69		1.76	1.76	1.76	Patch 38			Husks now sink underwater.
								Husks now convert into zombies when submerged.
								Husks now try to stomp turtle eggs.
								Baby husks can now ride adult stray cats and pandas.
								Husks are now hostile toward wandering traders.

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0		Added husks and baby husks.



First image of husks in *Bedrock Edition*.

A husk wearing gold armor in *Pocket Edition*.

Data history

Java Edition			[hide]
1.11	16w32a	Husks now have their own entity ID separate from zombies.	
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version. <small>[more information needed]</small>	
1.20.3	23w40a	Husks are now part of the #can_breathe_under_water, #undead and #zombies tags.	

Issues

Issues relating to "Husk" 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%20EMP>)

TY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Hus^k%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- The husk was created by Jason Mayer at a game jam and shown to [Jens Bergensten](#).^[5]
- Husks are slightly taller than regular [zombies](#).
- Their hitbox is ever so slightly higher than 2 meters in [Bedrock Edition](#) but is exactly 2 meters in [Java Edition](#).

Gallery

Renders



A husk wielding an iron spear

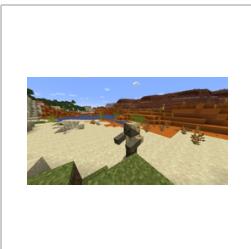


Husk Chicken Jockey

Screenshots



Three adult husks and a baby husk.



A naturally spawned husk in a [desert](#) biome.



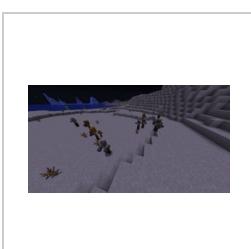
Zuri, zombie and husk size comparison.



A husk peering into a [village](#) building.

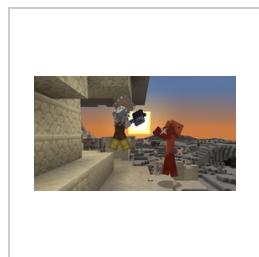


A baby zombie standing next to a baby husk.

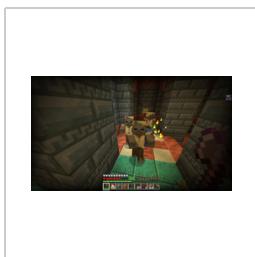


Multiple husks wearing pumpkins on Halloween.

Mojang images

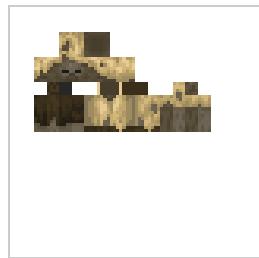


Alex fighting a husk with a mace.



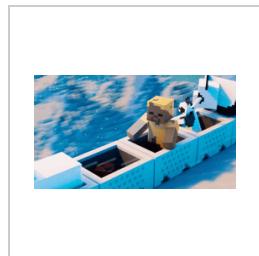
Several husks in a trial chamber.

Textures

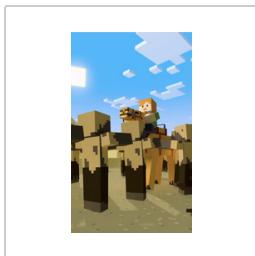


Husk texture file.

In other media



A husk sneezing on a magma cube.



Husks trying to overwhelm a camel.
[6]



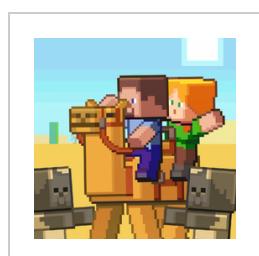
Lego Minecraft husk.



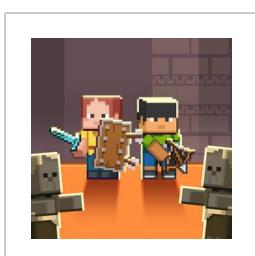
A blanket for Minecraft Dungeons, featuring husks.



Steve running from two husks.



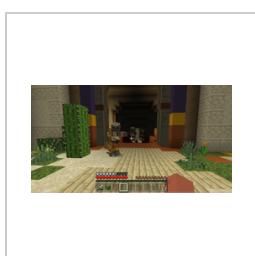
Steve and Alex riding a camel while fleeing from two husks.



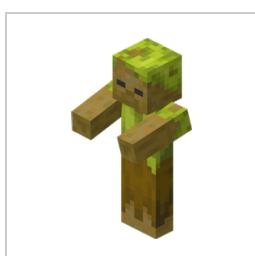
Ari and Sunny fighting husks in a trial chamber.



Target of a husk wearing a cowboy hat from the Universal Studios Event.



Husks as they appear in the Timeless Trails DLC.



The poisonous potato husk from 24w14potato.

See also

-  Zombie

-  Drowned
-  Camel Husk

References

1. MC-2871
2. MC-14800
3. "[MC-182478] Mob armor generates starting with boots rather than helmet - Jira" (<https://bugs.mojang.com/browse/MC/issues/MC-182478>) – Mojira, May 5, 2020.
4. MC-219981 — Leader zombie-type mobs spawn with 20 health despite having increased max health — resolved as "Fixed".
5. "Meet the Husk" (<https://www.minecraft.net/en-us/article/meet-husk>) – Minecraft.net.
6. "Adventure out safely aboard a camel! 🐾" (<https://www.instagram.com/p/CtzXrEKA0RG>) @Minecraft on Instagram, June 22, 2023

External links

- Meet the Husk (<https://www.minecraft.net/en-us/article/meet-husk>) – Minecraft.net on August 14, 2017

Navigation

Desert												[hide]	
Environment	 Pyramid	 Village	 Well										
Blocks	 Sand	 Sandstone	 Cactus	 Cactus Flower	 Dead Bush	 Short Dry Grass							
Mobs	 Tall Dry Grass	 Camel	 Camel Husk	 Husk	 Parched	 Rabbit							
Entities													
	Mobs												[hide]
Passive	 Allay	 Armadillo	 Axolotl	 Bat	 Camel	 Camel Husk	 Cat	 Chicken	 Cod				
	 Copper Golem	 Cow	 Donkey	 Frog	 Glow Squid	 Happy Ghast	 Horse						
Neutral	 Mooshroom	 Mule	 Ocelot	 Parrot	 Pig	 Rabbit	 Salmon	 Sheep					
	 Skeleton Horse	 Sniffer	 Snow Golem	 Squid	 Strider	 Tadpole	 Tropical Fish						
Hostile	 Turtle	 Villager	 Wandering Trader	 Zombie Horse									
	BE & edu only	 Agent	 NPC										
Bosses	 Bee	 Cave Spider	 Dolphin	 Drowned	 Enderman	 Fox	 Goat	 Iron Golem					
	 Llama	 Nautilus	 Panda	 Piglin	 Polar Bear	 Pufferfish	 Spider						
Mob types	 Trader Llama	 Wolf	 Zombie Nautilus	 Zombified Piglin									
	 Blaze	 Bogged	 Breeze	 Creaking	 Creeper	 Elder Guardian	 Endermite						
Other	 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												
Other entities												[show]	
Unimplemented												[show]	
Joke												[show]	

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