

# Zombie Nautilus re article feedback

**This article is about the undead mob. For the living version, see *Nautilus*. For other uses, see *Zombie (disambiguation)* and *Nautilus (disambiguation)*.**



**This article would benefit from the addition of isometric renders.**  
Please remove this notice once you have added suitable isometric renders to the article.  
**The specific instructions are:**  
*Coral Zombie Nautilus Jockey from Java Edition*

A **zombie nautilus** is an undead variant of the nautilus that spawns being ridden and controlled by a trident-wielding drowned, forming a **zombie nautilus jockey**. Once separated from the jockey, it behaves like a regular nautilus, but burns in sunlight instead of suffocating while not in water.

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## Spawning

When an adult drowned spawns outside of river or frozen river biomes, either naturally or as

### Zombie Nautilus

#### Temperate Coral



Normal



Saddled



**Health points** 15 (♥ × 7.5)

**Armor points** 0 (🛡)

**Behavior** Neutral (untamed)  
Passive (tamed)

**Mob type** Undead  
Aquatic  
Monster  
Animal

**Attack strength** Easy: 2.5 (♥ × 1.25)  
Normal: 3 (♥♥)  
Hard: 4.5 (♥ × 2.25)

**Hitbox size** Height: 0.95 blocks  
Width: 0.875 blocks

**Speed** 7.15 m/s

part of a structure (i.e. an underwater ruin), and is wielding a [trident](#) in its main hand, it has a 50% chance to spawn as a **zombie nautilus jockey**, riding a zombie nautilus. Zombie nautilus jockeys thus spawn in dripstone caves and various ocean [biomes](#); those that spawn in [warm oceans](#) will become the **coral zombie nautilus** variant, which only differs in appearance.

In this state, the zombie nautilus's movement is controlled by the jockey. When the drowned rider is dismounted or killed, the zombie nautilus becomes neutral. It can then subsequently be tamed and ridden by the player.

Zombie nautiluses count towards the "monster" [mob cap](#) and can despawn like most hostile mobs (unless they spawned as part of a structure) until the first time any player interacts with it. At that point it becomes persistent and no longer counts towards any mob cap either.


Zombie nautiluses do not naturally spawn in the Peaceful [difficulty](#) except during [world generation](#) as part of [ocean ruins](#).<sup>[1]</sup>

## Drops

### On death

*Java Edition:*


**Decimal** [Fraction](#) [Distribution](#) [Expectation](#)

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 <a href="#">Rotten Flesh</a> <sup>[A]</sup>	0–3	75.00%	1.50	0–4	87.50%	2.00	0–5	93.75%	2.50	0–6	95.83%	3.00

A. Only when killed by a [player](#) or a tamed [wolf](#).

*Bedrock Edition:*

**Decimal** [Fraction](#) [Distribution](#) [Expectation](#)

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 <a href="#">Rotten Flesh</a>	0–3	75.00%	1.50	0–4	75.00%	1.88	0–5	75.00%	2.25	0–6	75.00%	2.62

- 1–3 when killed by a [player](#) or tamed [wolf](#).
- If equipped with a [saddle](#) or [nautilus armor](#), they drop those items.

## Behavior

Zombie nautiluses behave like regular [nautiluses](#), drifting through the ocean. They move backward, propelling themselves and leaving [bubble particles](#) behind.

Zombie nautiluses follow players holding any [fish](#) or [bucket of fish](#) within a 10-block radius.

Unlike the [nautilus](#), zombie nautiluses cannot be bred.



















When ridden by a hostile mob, as in the case of a zombie nautilus jockey, the hostile mob controls the movement of the zombie nautilus.

When [Vibrant Visuals](#) are enabled, their eyes emit a surrounding glow that does not illuminate objects, just like the glowing eyes of other mobs such as [endermen](#) and [drowned](#).

As they are [monsters](#), zombie nautiluses count towards the hostile mob cap.

### Attacking

Zombie nautiluses are [neutral](#), attacking only when provoked. Like regular nautiluses, they attack by dashing into their target. Zombie nautiluses occasionally dash toward and attack

Spawn	 <a href="#">Cold Ocean</a>
	 <a href="#">Deep Cold Ocean</a>
	 <a href="#">Lukewarm Ocean</a>
	 <a href="#">Deep Lukewarm Ocean</a>
	 <a href="#">Ocean</a>
	 <a href="#">Deep Ocean</a>
	 <a href="#">Frozen Ocean</a>
	 <a href="#">Deep Frozen Ocean</a>
	 <a href="#">Warm Ocean</a>
	 <a href="#">Dripstone Caves</a>
Usable items	 <a href="#">Ocean Ruins</a>
	 <a href="#">Saddle</a>
	 <a href="#">Nautilus Armor</a>
	 <a href="#">Lead</a> (only when dismounted)
	 <a href="#">Shears</a>
	 <a href="#">Raw Fish</a>
	 <a href="#">Cooked Fish</a>
	 <a href="#">Buckets of Fish</a>

### Zombie Nautilus Jockey

[Temperate](#) [Coral](#)



*Java Edition*

nearby pufferfish.

When dashing toward a target on land, zombie nautiluses can launch themselves out of the water and accidentally become beached on land, where they are unable to move.

They may also unintentionally attack a mob or player that stands between them and their target.

A zombie nautilus can also perform dash attacks when being ridden by a mob, such as when part of a zombie nautilus jockey. It performs dash attacks on its own accord, temporarily taking control of the jockey's movement.

Unlike drowned, zombie nautiluses are ignored by [axolotls](#).

When they are hostile or mounted by a drowned, zombie nautiluses cannot be leashed.











## Taming

Zombie nautiluses can be tamed by being [fed](#) pufferfish or buckets of pufferfish. Each pufferfish or bucket of pufferfish has a <sup>1</sup>⁄<sub>3</sub> chance of taming the zombie nautilus.

These items can also be used to tempt them.

## Healing

Zombie nautiluses can be healed by being [fed](#) any [fish](#) or any [bucket of fish](#).

Food	Heals	Notes
 Bucket of Cod	1 (♥)	
 Bucket of Salmon		
 Bucket of Pufferfish		
 Bucket of Tropical Fish		
 Pufferfish	2 (♥)	Does not inflict Hunger, Poison, or Nausea.
 Tropical Fish		
 Raw Cod	4 (♥♥)	
 Raw Salmon		
 Cooked Cod	10 (♥♥♥♥♥)	
 Cooked Salmon	12 (♥ × 6)	

## 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 nautiluses also burn in direct sunlight. They are protected from burning when wearing nautilus armor, similar to other undead mobs wearing [helmets](#). As nautilus armor has no [durability](#), it does not break from absorbing the damage like helmets do.

Being an [aquatic](#) mob, they are affected by the [Impaling](#) enchantment in [Java Edition](#). Unlike the normal nautilus, zombie nautiluses don't suffocate outside of the water, as they are undead monsters.



[Parrots](#) can also imitate them, like other hostile mobs.

In [Bedrock Edition](#), zombie nautiluses:

- Prevent the player from sleeping if not on [Peaceful](#).
- Are killed by [conduits](#) if in water or rain.
- Are targeted by [iron golems](#) and [snow golems](#).<sup>[*upcoming BE 26.0*]</sup>



*Bedrock Edition*

	<b>Drowned:</b> 20 (♥ × 10)
<b>Health points</b>	<b>Zombie Nautilus:</b> 15 (♥ × 7.5)
<b>Behavior</b>	Hostile
<b>Natural equipment</b>	<b>Drowned:</b> <ul style="list-style-type: none"><li> Trident</li><li> Nautilus Shell (occasionally, only appears in offhand)</li></ul>

## Weaknesses



Like regular nautiluses, they can be controlled and even dash on land, but their movement is much slower than in water.

## Usage

Tamed and saddled zombie nautiluses can be used as a means of underwater [transportation](#). When ridden, the player is granted the [Breath of the Nautilus](#) status effect, which pauses the [oxygen bar](#) while the player rides the zombie nautilus. As with other zombies, they can be killed to obtain rotten flesh.

## Equipment

Tamed zombie nautiluses have two equipment slots:

-  Saddle slot: for equipping a [saddle](#).
-  Nautilus armor slot: for equipping [nautilus armor](#).

Equipment can be placed on a zombie nautilus by holding it and then pressing the [use](#) control on the zombie nautilus, or by accessing the zombie nautilus's inventory. This can be done by pressing the [use](#) control on the zombie nautilus while [sneaking](#), or by mounting the zombie nautilus and pressing the [inventory](#) control. A [dispenser](#) can also place a saddle or nautilus armor if it is [facing](#) a tamed zombie nautilus.

The equipment can be removed by two methods:

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

## Riding

*Main article: [Riding](#)*

Once a zombie nautilus is tamed and saddled, the player can control it with the standard directional controls; pressing [forward](#) moves the zombie nautilus in the direction the player is facing. The player dismounts using the [dismount](#) control. In [Bedrock Edition](#), it is impossible for a player to use a [Nether portal](#) or [End portal](#) while on a zombie nautilus.

Zombie nautiluses are 10% faster than nautiluses when swimming. A zombie nautilus gradually gains speed while moving in a straight line, up to a swimming speed of 7.15 m/s. A zombie nautilus can still move on land when controlled by a player, but is significantly slower, moving at a maximum of 0.97 m/s.

Saddled zombie nautiluses also have the ability to dash. When the player rides them, the experience bar on the [HUD](#) is replaced by a dash charging bar. Dashing is done using the [jump](#) control: holding the control charges for a longer dash. When dashing, a zombie nautilus launches up to about 13 blocks forward. A zombie nautilus can dash every 2 seconds. Dashing while moving upward near the surface results in a quick breach, wherein the zombie nautilus and its rider break the surface briefly.

## Sounds



**This article would benefit from the addition of more sounds.**

Please remove this notice once you have added suitable sounds to the article.

The specific instructions are: *26.0 zombie nautilus sounds*.

Despite being monsters, zombie nautiluses use the "Friendly Mobs" sound category.<sup>[2]</sup>

*Java Edition:*

Sounds <span>[hide]</span>								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Zombie Nautilus burbles	Friendly Mobs	Randomly when underwater	entity.zombie_nautilus.ambient	subtitles.entity.zombie_nautilus.ambient	1.0	1.0	16
	Zombie Nautilus burbles	Friendly Mobs	Randomly when on land	entity.zombie_nautilus.ambient_land	subtitles.entity.zombie_nautilus.ambient_land	1.0	1.0	16
	Zombie Nautilus swims	Friendly Mobs	When a zombie nautilus swims	entity.zombie_nautilus.swim	subtitles.entity.zombie_nautilus.swim	1.0	1.0	16
	<i>None</i> <sup>[sound 1]</sup>	Friendly Mobs	While riding a zombie nautilus underwater	entity.nutilus.riding	<i>None</i> <sup>[sound 1]</sup>	1.0	1.0	16
	Zombie Nautilus eats	Friendly Mobs	When a zombie nautilus is fed	entity.zombie_nautilus.eat	subtitles.entity.zombie_nautilus.eat	1.0	1.0	16
	Zombie Nautilus jets	Friendly Mobs	When a zombie nautilus dashes underwater	entity.zombie_nautilus.dash	subtitles.entity.zombie_nautilus.dash	1.0	1.0	16
	Zombie Nautilus jets	Friendly Mobs	When a zombie nautilus dashes on land	entity.zombie_nautilus.dash_land	subtitles.entity.zombie_nautilus.dash_land	1.0	1.0	16
	Zombie Nautilus recovers	Friendly Mobs	When a zombie nautilus' dash ability resets underwater	entity.zombie_nautilus.dash_ready	subtitles.entity.zombie_nautilus.dash_ready	1.0	1.0	16
	Zombie Nautilus recovers	Friendly Mobs	When a zombie nautilus' dash ability resets on land	entity.zombie_nautilus.dash_ready_land	subtitles.entity.zombie_nautilus.dash_ready_land	1.0	1.0	16
	Zombie Nautilus hurts	Friendly Mobs	When a zombie nautilus is damaged underwater	entity.zombie_nautilus.hurt	subtitles.entity.zombie_nautilus.hurt	1.0	1.0	16
	Zombie Nautilus hurts	Friendly Mobs	When a zombie nautilus is damaged on land	entity.zombie_nautilus.hurt_land	subtitles.entity.zombie_nautilus.hurt_land	1.0	1.0	16
	Zombie Nautilus dies	Friendly Mobs	When a zombie nautilus dies underwater	entity.zombie_nautilus.death	subtitles.entity.zombie_nautilus.death	1.0	1.0	16
	Zombie Nautilus dies	Friendly Mobs	When a zombie nautilus dies on land	entity.zombie_nautilus.death_land	subtitles.entity.zombie_nautilus.death_land	1.0	1.0	16
	Saddle equips	Friendly Mobs	When a saddle is equipped to a zombie nautilus	item.nutilus_saddle_equip	subtitles.item.nutilus_saddle_equip	1.0	1.0	16
	Saddle equips	Friendly Mobs	When a saddle is equipped to a zombie nautilus underwater	item.nutilus_saddle_underwater_equip	subtitles.item.nutilus_saddle_underwater_equip	1.0	1.0	16

	Saddle snips away	Friendly Mobs	When a saddle is removed from a zombie nautilus using shears	item.saddle.unequip	subtitles.item.saddle.unequip	0.5	1.0	16
	Nautilus Armor equips	Friendly Mobs	When a nautilus armor is equipped to a zombie nautilus	item.armor.equip_nautilus	subtitles.item.armor.equip_nautilus	1.0	1.0	16
	Nautilus Armor unequips	Friendly Mobs	When a nautilus armor is unequipped from a zombie nautilus	subtitles.item.armor.unequip_nautilus	subtitles.item.armor.unequip_nautilus	1.0	1.0	16

1. Reports on Mojira (<https://bugs.mojang.com/issues/?q=project%20%3D%20MC%20AND%20resolution%20%3D%20Unresolved%20AND%20text%20~%20%22sound%20missing%22>).


*Bedrock Edition:*

Sounds								<a href="#">[hide]</a>
Sound	Closed captions <i>[upcoming: BE 26.0]</i>	Source	Description	Identifier	Translation key <i>[upcoming: BE 26.0]</i>	Volume	Pitch	
	?	Friendly Mobs	Randomly	mob.zombie_nautilus.ambient	?	3.0	1.0	
	?	Friendly Mobs	When a zombie nautilus swims	mob.fish.step	?	1.0	1.0	
	?	Friendly Mobs	While riding a zombie nautilus underwater	mob.nautilus.ride	?	0.4	1.0	
	?	Friendly Mobs	When a zombie nautilus is fed	mob.zombie_nautilus.eat	?	3.0	1.0	
	?	Friendly Mobs	When a zombie nautilus dashes	mob.zombie_nautilus.dash	?	0.4	1.0	
	?	Friendly Mobs	When a zombie nautilus' dash ability resets	mob.zombie_nautilus.dash_ready	?	3.0	1.0	
	?	Friendly Mobs	When a zombie nautilus is damaged	mob.zombie_nautilus.hurt	?	3.0	1.0	
	?	Friendly Mobs	When a zombie nautilus dies	mob.zombie_nautilus.death	?	3.0	1.0	
	?	Friendly Mobs	When a saddle is equipped to a zombie nautilus	mob.nautilus.nautilus_saddle	?	3.0	1.0	
	?	Friendly Mobs	When a saddle is removed from a zombie nautilus using shears	mob.unsaddle	?	0.5	1.0	
	?	Friendly Mobs	When a nautilus armor is unequipped from a nautilus	mob.nautilus.armor_unequip	?	3.0	1.0	


Data values

ID

*Java Edition:*

Name	Identifier	Entity tags	Translation key <span>[hide]</span>
 Zombie Nautilus	zombie_nautilus	aquatic burn_in_daylight can_breathe_under_water can_equip_saddle can_wear_nautilus_armor ignores_poison_and_regen inverted_healing_and_harm not_scary_for_pufferfish sensitive_to_impaling sensitive_to_smite undead wither_friends zombies	entity.minecraft.zombie_nautilus

*Bedrock Edition:*

Name	Identifier	Numeric ID	Family	Translation key <span>[hide]</span>
 Zombie Nautilus	zombie_nautilus	150	aquatic mob monster <sup>[<i>upcoming BE 26.0</i>]</sup> undead zombie_nautilus	entity.zombie_nautilus.name

Entity data

Zombie nautiluses have entity data associated with them that contains various properties.

*Java Edition:*

Main article: *Entity format*

Entity data




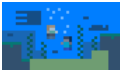

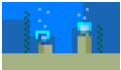

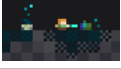
<b>Additional fields for mobs that can be tamed by players</b>
<b>Tags common to all entities</b>
<b>Tags common to all mobs</b>

<div><div><div></div><div><b>variant:</b> the variant of the nautilus.<sup>[<i>note 1</i>]</sup></div></div><div><div></div><div>minecraft:warm for the coral variant, minecraft:temperate or anything else for the temperate variant.</div></div></div>
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*Bedrock Edition:*

See *Bedrock Edition level format/Entity format*.


















Achievements

<span>[hide]</span>						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		<u>Monster Hunter</u>	Attack and destroy a monster.	Kill <i>one</i> of these 41 monsters: <span>[show]</span> Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		<u>Free Diver</u>	Stay underwater for 2 minutes	Drink a potion of water breathing that can last for 2 minutes or more, then jump into water; or activate a conduit; or sneak on a magma block underwater for 2 minutes; or ride a <u>nautilus</u> / <u>zombie nautilus</u> underwater for 2 minutes.	20	Silver
		<u>Sleep with the Fishes</u>	Spend a day underwater.	Spend 20 minutes underwater without any air. Can be done with a conduit, water breathing potions, <u>bubble columns</u> , <u>nautilus</u> es, or <u>zombie nautilus</u> es.	30	Silver
		<u>It Spreads</u>	Kill a mob next to a <u>catalyst</u>	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no 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) <span>[hide]</span>
	<a href="#">How Did We Get Here?</a>	Have every effect applied at the same time	Have <i>all</i> of these 34 status <a href="#">effects</a> applied to the player at the same time: <a href="#">[show]</a>  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.  <i>See also: <a href="#">Tutorial:Advancement guide/Nether tab § How Did We Get Here?</a></i> <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>
	<a href="#">Monster Hunter</a>	Kill any hostile monster	Kill <i>one</i> of these 41 <a href="#">monsters</a> : <a href="#">[show]</a> Other mobs may be killed, but are ignored for this advancement.
	<a href="#">It Spreads</a>	Kill a mob near a Sculk Catalyst	Kill <i>any</i> mob that drops experience near a sculk catalyst, with the sole exception of the <a href="#">ender dragon</a> . Mobs that drop <i>no</i> experience are ignored for this advancement.
	<a href="#">Monsters Hunted</a>	Kill one of every hostile monster	Kill <i>each</i> of these 41 <a href="#">monsters</a> : <a href="#">[show]</a> Other mobs may be killed, but are ignored for this advancement.
	<a href="#">Best Friends Forever</a>	Tame an animal	Tame <i>one</i> 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 <a href="#">ride</a> command.

Advancements that apply to all mobs:

[\[show\]](#)

## Videos

## History

### Reveal

<b>September 27, 2025</b> ( <a href="https://www.youtube.com/watch?v=AEHc8jrcc6g">https://www.youtube.com/watch?v=AEHc8jrcc6g</a> )	 <a href="#">Zombie nautilus</a> es (and <a href="#">zombie nautilus jockeys</a> ) are revealed at <a href="#">Minecraft LIVE – September 2025</a>
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### Java Edition





## Issues

Issues relating to "Zombie Nautilus" 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%20Nautilus%22%29%20ORDER%20BY%20resolution%20DESC>).

## Trivia

- The design of the zombie nautilus is inspired by escargots, a dish composed of cooked land snails with few herbs and greens on the inside.<sup>[3]</sup>

## Gallery

### Renders



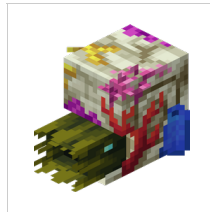
Zombie nautilus front side



Zombie nautilus back side



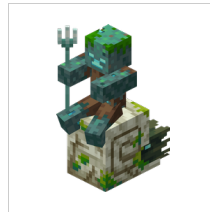
Coral zombie nautilus front side



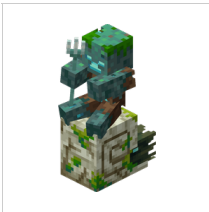
Coral zombie nautilus back side



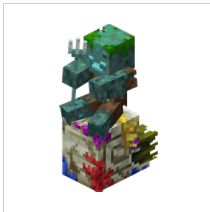
Zombie nautilus back side with a saddle equipped



Zombie nautilus jockey in *Java Edition*



Zombie nautilus jockey in *Bedrock Edition*



Coral zombie nautilus jockey in *Bedrock Edition*

### Zombie nautilus with nautilus armor



Zombie nautilus with copper nautilus armor



Saddled zombie nautilus with copper nautilus armor



Zombie nautilus with iron nautilus armor



Saddled zombie nautilus with iron nautilus armor



Zombie nautilus with golden nautilus armor



Saddled zombie nautilus with golden nautilus armor



Zombie nautilus with diamond nautilus armor



Saddled zombie nautilus with diamond nautilus armor



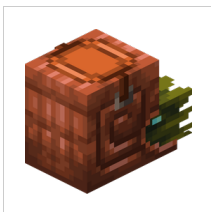
Zombie nautilus with netherite nautilus armor



Saddled zombie nautilus with netherite nautilus armor



Coral zombie nautilus with copper nautilus armor



Saddled coral zombie nautilus with copper nautilus armor



Coral zombie nautilus with iron nautilus armor



Saddled coral zombie nautilus with iron nautilus armor



Coral zombie nautilus with golden nautilus armor



Saddled coral zombie nautilus with golden nautilus armor



Coral zombie nautilus with diamond nautilus armor



Saddled coral zombie nautilus with diamond nautilus armor

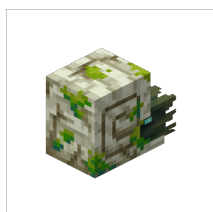
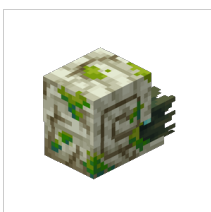
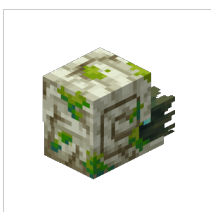
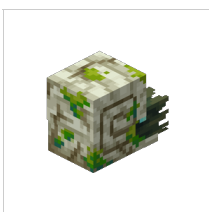


Coral zombie nautilus with netherite nautilus armor

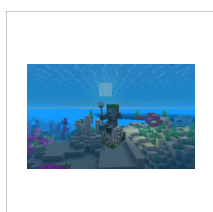
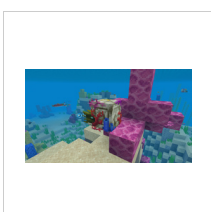
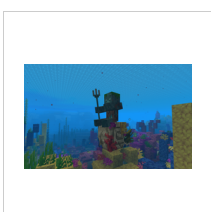


Saddled coral zombie nautilus with netherite nautilus armor

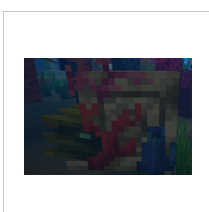
## Animations

Zombie nautilus breathing and swimming<sup>[JE only]</sup>Zombie nautilus breathing<sup>[BE only]</sup>Zombie nautilus swimming<sup>[BE only]</sup>Zombie nautilus charging (this animation is not used in-game)<sup>[BE only]</sup>

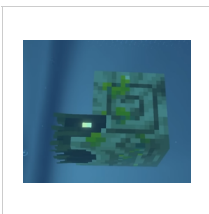
## Screenshots

A zombie nautilus jockey near warm ocean ruinsA coral zombie nautilus swimming in a coral reef

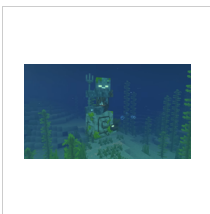
A zombie nautilus jockey featuring a coral zombie nautilus

Close up of a coral zombie nautilus in a coral reef

## Mojang images



A zombie nautilus



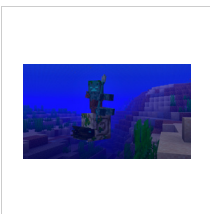
A zombie nautilus being ridden by a drowned



A zombie nautilus swimming in the water



Kai taming a zombie nautilus



Another image of a zombie nautilus being ridden by a drowned forming a zombie nautilus jockey



A zombie nautilus being tamed

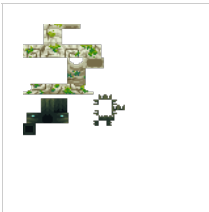


Zuri fleeing several drowned and a zombie nautilus

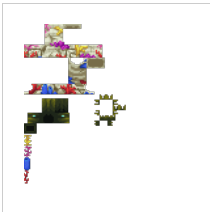


Efe on a zombie nautilus

Textures



Zombie nautilus texture file

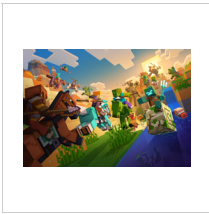


Coral zombie nautilus texture file

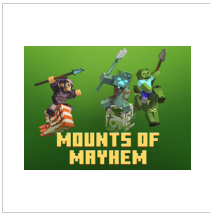


Nautilus saddle texture file

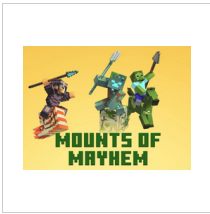
In other media



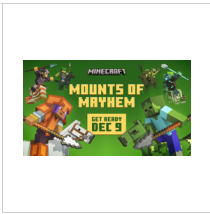
A zombie nautilus seen in the Mounts of Mayhem artwork.



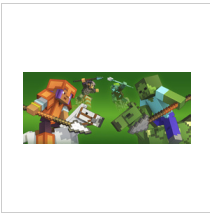
A Mounts of Mayhem artwork used in a Minecraft Monthly episode.



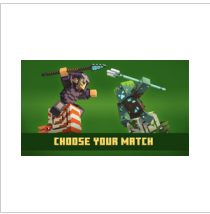
Alternate colors version.



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



Ditto.



Artwork of Kai battling a zombie nautilus.

References

- 1. MC-304858 — Zombie nautilus can spawn on peaceful by themselves, unlike skeleton/zombie horses and camel husks
- 2. MC-30324 — Zombie nautilus use the friendly mobs sound category, which is inconsistent with Bedrock Edition — resolved as "Working as Intended".
- 3. <https://youtu.be/HGAZVzza-Hc>

Navigation

**New content**

[\[hide\]](#)


**Mounts of Mayhem**[\[hide\]](#)

<b>Items</b>	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)
<b>Mobs</b>	 Camel Husk (  Jockey)  Nautilus  Parched  Zombie Nautilus (  Coral  Jockey)  Zombie Horse (  Zombie Horseman)
<b>Effects</b>	 Breath of the Nautilus
<b>Enchantments</b>	Lunge
<b>Advancements</b>	Mob Kabob
<b>Achievements</b>	Mob Kabob
<b>Versions</b>	Java Edition 1.21.11 <span> </span> Bedrock Edition 1.21.130

**Other**[\[show\]](#)**Ocean**[\[hide\]](#)

<b>Biomes</b>	 Ocean (  Deep)  Frozen Ocean (  Deep)  Cold Ocean (  Deep)  Lukewarm Ocean (  Deep)  Warm Ocean
<b>Environment</b>	 Ruins  Monument  Coral Reef
<b>Blocks</b>	 Water  Gravel  Sand  Ice  Coral  Coral Block  Coral Fan  Sea Pickle  Seagrass  Kelp  Magma Block
<b>Mobs</b>	 Cod  Tropical Fish  Drowned  Dolphin  Pufferfish  Nautilus  Zombie Nautilus (  Coral  Zombie Nautilus Jockey)

**Entities**[\[hide\]](#)**Mobs**[\[hide\]](#)

<b>Passive</b>	 Allay  Armadillo  Axolotl  Bat  Camel  Camel Husk  Cat  Chicken  Cod  Copper Golem  Cow  Donkey  Frog  Glow Squid  Happy Ghost  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
<b>BE &amp; edu only</b>	 Agent  NPC
<b>Neutral</b>	 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
<b>Hostile</b>	 Blaze  Bogged  Breeze  Creaking  Creeper  Elder Guardian  Endermite  Evoker  Ghost  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
<b>Bosses</b>	 Ender Dragon  Wither
<b>Mob types</b>	 Animal  Aquatic  Arthropod  Illager  Monster  Undead
<b>Other</b>	 Jockey (  Camel Husk  Chicken  Hoglin  Ravager  Skeleton Horseman  Spider  Strider  Zombie Horseman  Zombie Nautilus)  Mob variants  Mob conversion

**Other entities**[\[show\]](#)**Unimplemented**[\[show\]](#)**Joke**[\[show\]](#)

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