

Zombie Nautilus

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.^[1]

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Rotten Flesh ^[A]	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		
 Rotten Flesh	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

 Cold Ocean
 Deep Cold Ocean
 Lukewarm Ocean
 Deep Lukewarm Ocean
 Ocean
 Deep Ocean
 Frozen Ocean
 Deep Frozen Ocean
 Warm Ocean
 Dripstone Caves
 Ocean Ruins
 Saddle
 Nautilus Armor
 Lead (only when dismounted)
 Shears
 Raw Fish
 Cooked Fish
 Buckets of Fish

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 $\frac{1}{3}$ 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		
Bucket of Salmon	1 (1)	
Bucket of Pufferfish		
Bucket of Tropical Fish		
Pufferfish	2 (2)	Does not inflict Hunger, Poison, or Nausea.
Tropical Fish		
Raw Cod	4 (4)	
Raw Salmon		
Cooked Cod	10 (10)	
Cooked Salmon	12 (12)	

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. [upcoming BE 26.0]



Bedrock Edition

Drowned: 20 (10 x 10)

Health points **Zombie**
Nautilus: 15 (10 x 7.5)

Behavior Hostile

Drowned:

Natural equipment
Trident
Nautilus Shell
(occasionally, only appears in offhand)

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.^[2]

Java Edition:

Sounds									[hide]
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 [sound 1]</i>	Friendly Mobs	While riding a zombie nautilus underwater	entity.nautilus.riding	<i>None</i> [sound 1]	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.nautilus_saddle_equip	subtitles.item.nautilus_saddle_equip	1.0	1.0	16		
Saddle equips	Friendly Mobs	When a saddle is equipped to a zombie nautilus underwater	item.nautilus_saddle_underwater_equip	subtitles.item.nautilus_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/?jql=project%20%3D%20MC%20AND%20resolution%20%3D%20Unresolved%20AND%20text%20~%20%22sound%20missing%22>).

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.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	[hide]
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_impalings sensitive_to_smite undead wither_friends zombies	entity.minecraft.zombie_nautilus	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
Zombie Nautilus	zombie_nautilus	150	aquatic mob monster ^[upcoming BE 26.0] 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

Additional fields for mobs that can be tamed by players

Tags common to all entities

Tags common to all mobs

variant: the variant of the nautilus. [\[note 1\]](#)

minecraft:warm for the coral variant, minecraft:temperate or anything else for the temperate variant.

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
		Free Diver	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 nautilus/zombie nautilus underwater for 2 minutes.	20	Silver
		Sleep with the Fishes	Spend a day underwater.	Spend 20 minutes underwater without any air. Can be done with a conduit, water breathing potions, bubble columns, nautiluses, or zombie nautiluses.	30	Silver
		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 <i>all</i> 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. <i>See also: Tutorial:Advancement guide/Nether tab § How Did We Get Here?</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>	
	Monster Hunter	Kill any hostile monster	Kill <i>one</i> 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 <i>any</i> mob that drops <u>experience</u> 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 <i>each</i> of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	
	Best Friends Forever	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 ride command.	

Advancements that apply to all mobs:

[\[show\]](#)

Videos

History

Reveal

September 27, 2025 (https://www.youtube.com/watch?v=AEHc8jrcc6g)	Zombie nautiluses (and zombie nautilus jockeys) are revealed at Minecraft LIVE – September 2025
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Java Edition

		Java Edition	[hide]
1.21.11	25w41a	 Added zombie nautiluses, along with zombie nautilus jockeys.	
	25w42a	Zombie nautiluses no longer despawn in Peaceful difficulty. Zombie nautiluses can now be controlled on land. Zombie nautiluses can now despawn. Riding a zombie nautilus underwater now plays an ambient sound.	
	25w43a	Zombie nautiluses can no longer be placed in <u>boats</u> . Zombie nautiluses no longer suffocate out of water, like how other <u>undead mobs</u> do not drown in water. Equipping a saddle to a zombie nautilus now plays a unique sound () rather than the standard sound ().	
	25w44a	Zombie nautiluses now retaliate against any mob, not just against players. Zombie nautiluses now have unique swimming sounds () rather than fish swimming sounds (). Equipping a saddle to a zombie nautilus now plays a different sound depending on whether the zombie nautilus is underwater () or not ().	
	25w45a	 Added coral zombie nautiluses, a variant which spawns in warm oceans in place of temperate zombie nautiluses.	
	25w46a	Now becomes <u>persistent</u> with any interaction from a player, not just riding them. Zombie nautiluses now play a dash sound when they perform their dash attack. Added inventory UI for the zombie nautilus.	
	pre1	The zombie nautilus head now clips less through its shell. Added ambient, dash, recovering, hurting and dying sounds for when zombie nautiluses are on land. Changed the swimming sounds (from to).	
	pre4	Dispensers can now equip saddles and nautilus armor on tamed zombie nautiluses. The rotten flesh drop of zombie nautiluses is now affected by <u>Looting</u> . Dismounting a zombie nautilus while on land no longer places the player inside the zombie nautilus if there is a valid block to place the player on.	

Bedrock Edition

		Bedrock Edition	[hide]
1.21.130	Preview 1.21.130.20	 Added zombie nautiluses, along with zombie nautilus jockeys.	
	Preview 1.21.130.22	An untamed zombie nautilus can now be tempted by pufferfish and bucket of pufferfish. A tamed zombie nautilus will now be tempted by all <u>fish</u> . This includes <u>buckets of fish</u> .	
	Preview 1.21.130.24	Zombie nautiluses no longer suffocate out of water, like how other <u>undead mobs</u> do not drown in water. Zombie nautiluses now retaliate against any mob, not just against players. Untamed zombie nautiluses are now neutral instead of hostile. Zombie nautiluses now attack pufferfish.	
	Preview 1.21.130.26	Added coral zombie nautiluses, a variant which spawns in warm oceans in place of temperate zombie nautiluses.  The model of zombie nautiluses has been fixed to match <u>Java Edition</u> .	
	Preview 1.21.130.27	Equipping a <u>saddle</u> to a zombie nautilus now plays a unique sound () rather than the standard sound ().	

Upcoming Bedrock Edition

26.0	Preview 26.0.23	Attachable items no longer render when equipped to a zombie nautilus via commands. Zombie nautiluses now have swim sounds (). Zombie nautiluses now also have alternative ambient (), hurt (), and death () sounds when on land. Zombie nautiluses are now part of the <u>monster family</u> . Due to zombie nautiluses now being part of the <u>monster family</u> , they can now be attacked by golems.
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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%20MC%2C%20MCPE%29%20AND%20resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%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.^[3]

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 [JE only]

Zombie nautilus breathing [BE only]

Zombie nautilus swimming [BE only]

Zombie nautilus charging (this animation is not used in-game) [BE only]

Screenshots



A zombie nautilus jockey near warm ocean ruins

A 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

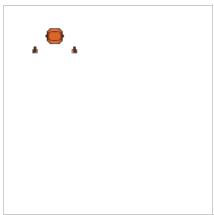
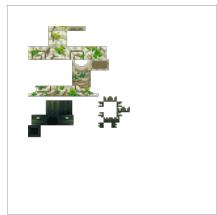
A zombie nautilus being tamed



Zuri fleeing several drowned and a zombie nautilus

Efe on a zombie nautilus

Textures

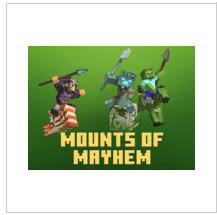
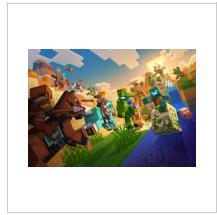


Zombie nautilus texture file

Coral zombie nautilus texture file

Nautilus saddle texture file

In other media



References

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

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)
Mobs	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

[\[show\]](#)

Ocean

[\[hide\]](#)

Biomes	Ocean (Deep) Frozen Ocean (Deep) Cold Ocean (Deep) Lukewarm Ocean (Deep)
	Warm Ocean
Environment	Ruins Monument Coral Reef
Blocks	Water Gravel Sand Ice Coral Coral Block Coral Fan Sea Pickle Seagrass Kelp

Mobs	Cod Tropical Fish Drowned Dolphin Pufferfish Nautilus Zombie Nautilus (Coral)
	Zombie Nautilus Jockey

Entities

Mobs

[\[hide\]](#)
[\[hide\]](#)

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

Bee Cave Spider Dolphin Drowned Enderman Fox Goat Iron Golem Llama Nautilus
Panda Piglin Polar Bear Pufferfish Spider Trader Llama Wolf Zombie Nautilus

Zombified Piglin

Blaze Bogged Breeze Creaking Creeper Elder Guardian Endermite Evoker Ghast
Guardian Hoglin Husk Magma Cube Parched Phantom Piglin Brute Pillager Ravager
Shulker Silverfish Skeleton Slime Stray Vex Vindicator Warden Witch Wither Skeleton
Zoglin Zombie Zombie Villager

Ender Dragon Wither

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

Joke

[\[show\]](#)
[\[show\]](#)

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