

Camel Husk

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▼ For the living variant, see [Camel](#). For other uses, see [Husk \(disambiguation\)](#).



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:

Camel husk with saddle animations

A **camel husk** is an [undead](#) variant of the [camel](#) that rarely spawns at [night](#) or during [thunderstorms](#) in [deserts](#) as a [hostile mob](#), being ridden and controlled by an [iron spear-wielding husk](#) with a [parched](#) passenger, known as a **camel husk jockey**. It does not burn in [sunlight](#), and is [passive](#) once separated from its riders.

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Camel Husk

Standing [Sitting](#) [Saddled](#)



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Health points 32 (× 16)

Behavior [Passive](#)[note 1]

Mob type [Undead](#)

[Monster](#)

[Animal](#)

Attack strength Does not deal direct damage, only acting as support for its riders

Hitbox size

Standing:

Height: 2.375 blocks

Width: 1.7 blocks

Sitting:

Height: 0.945 blocks

Width: 1.7 blocks

Baby:

Height: 1.1875 blocks

[Screenshots](#)[Textures](#)[In other media](#)

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Spawning

In *Java Edition*, when a husk spawns naturally and spawns in a space that does not block the collision box required for a camel husk, it has a 10% chance to spawn as a **camel husk jockey**, i.e. riding a camel husk, and spawning a parched as the second passenger. Within a spawning pack of husks, only one of them can spawn as a camel husk jockey. If the husk is a baby husk and was supposed to spawn as chicken jockey, the chicken will be spawned (and can despawn), but the baby husk will ride the camel husk.

In *Bedrock Edition*, camel husks spawn by weight on their own and always spawn as a **camel husk jockey**. The husk spawned on the camel husk is not always an adult.

In this state, the camel husk's movement is controlled by the front passenger. This will initially be the husk; if the husk dismounts or is killed, the parched will instead take control. When both passengers are killed or dismount the camel husk, it becomes passive. It can then subsequently be ridden by players like a regular camel.

Camel husks 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.

Camel husks do not spawn in Peaceful difficulty, like other monsters. Baby camel husks cannot spawn naturally and are only accessible through commands.

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	2–3	100.00%	2.50	2–3	100.00%	2.50	2–3	100.00%	2.50

- 1–3 when killed by a player or tamed wolf.
- These are the drops for the camel husk. Any passengers need to die separately, and drop items separately, like other jockeys.

Killing a baby camel husk yields no items or experience.

Behavior

Camel husks behave similarly to regular camels, but cannot breed, and are under two other different categories, monster and undead. In Bedrock Edition, camel husks get up immediately once the player rides them with a saddle while sitting; in Java Edition, they get up once the player moves forwards.

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

Rabbit's feet can be used to tempt and heal camel husks.

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.

Unlike most undead mobs, camel husks do not burn in sunlight.

Camel Husk Jockey



Husk: 20 ( × 10)

Health points Parched: 16 ( × 8)

Camel Husk: 32 ( × 16)

Behavior Hostile

Husk:

 Iron Spear (may be enchanted)
 Armor (occasionally, may be enchanted)

Natural equipment

Parched:

 Bow (may be enchanted)
 Armor (occasionally, may be enchanted)

As they are also monsters, camel husks count towards the hostile mob cap. However, once a player gets onto a camel husk for the first time, it stops counting towards any mob cap and will no longer despawn, similar to having a name tag applied.

As they are considered monsters, parrots can imitate them.

In Bedrock Edition, camel husks prevent the player from sleeping and are killed by the conduit like the other undead mounts.

Riding

Main article: [Riding](#)

Camel husks can be ridden as long as there are not already two riders. The riding behavior of camel husks is identical to regular camels.

Camel husks have one slot in their inventory for equipping a saddle. A saddle can be placed on a camel husk by holding it and then using it on the camel, or by accessing its inventory. A camel husk's inventory can be accessed by mounting the camel husk and using inventory control, or by sneaking and then using or pressing the "open inventory" button^[Bedrock Edition only] on the camel husk.

Once a camel husk is saddled, the player can control it with standard directional controls, jump, and the mouse. The player dismounts using the dismount control. A second player can then ride as a passenger. If the controlling passenger disembarks, then the second passenger takes control of the camel husk.

Camel husks move at the same speed as regular camels. They gradually gain speed while moving in a straight line, up to a walking speed of 3.885 blocks/s, and can also manually sprint at a speed of 8.203 blocks/s by double tapping forward or by holding the sprint control while moving forward.

Saddled camel husks also have the ability of "dashing". When the player rides them, the experience bar on the HUD is replaced by a dash charging bar, similar to the jump charging bar for horses. Dashing is done using the jump control, and holding the control charges for a longer dashing. Camel husks can dash every 2.75 seconds. When dashing, the camel husk launches up to 12 blocks forward and one block upward. For a short time after dashing, the camel husk cannot sprint.

Baby camel husks cannot be equipped or ridden.

Sounds

Despite being monsters, camel husks use the "Friendly Mobs" sound category.^[1]

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Camel Husk grumphs	Friendly Mobs	Randomly	entity .camel_husk .ambient	subtitles .entity .camel_husk .ambient	1.0	1.0	16	
	Camel Husk hurts	Friendly Mobs	When a camel husk is damaged	entity .camel_husk .hurt	subtitles .entity .camel_husk .hurt	1.0	1.0	16	
	Camel Husk dies	Friendly Mobs	When a camel husk dies	entity .camel_husk .death	subtitles .entity .camel_husk .death	1.0	1.0	16	
	Camel Husk sits down	Friendly Mobs	When a camel husk sits	entity .entity .camel_husk .sit	subtitles .entity .camel_husk .sit	1.0	1.0	16	
	Camel Husk stands up	Friendly Mobs	When a camel husk stands	entity .entity .camel_husk .stand	subtitles .entity .camel_husk .stand	1.0	1.0	16	
	Camel Husk eats	Friendly Mobs	When a camel husk eats	entity .camel_husk .eat	subtitles .entity .camel_husk .eat	1.0	1.0	16	
	Camel Husk yeets	Friendly Mobs	When a camel husk dashes	entity .camel_husk .dash	subtitles .entity .camel_husk .dash	1.0	1.0	16	
	Camel Husk recovers	Friendly Mobs	When a camel husk's dash ability resets	entity .camel_husk .dash_ready	subtitles .entity .camel_husk .dash_ready	1.0	1.0	16	
	Something fell	Friendly Mobs	When a camel husk falls from more than 1 block	entity .horse.land	subtitles .entity .generic .big_fall	1.0	1.0	16	
	Footsteps	Friendly Mobs	While a camel husk is walking	entity .camel_husk .step	subtitles .block .generic .footsteps	0.3	1.0	16	
	Footsteps	Friendly Mobs	While a camel is walking on sand, red sand, concrete powder, or suspicious sand <small>[sound 1]</small>	entity .camel_husk .step_sand	subtitles .block .generic .footsteps	0.3	1.0	16	

	Saddle equips	Friendly Mobs	When a saddle is equipped to a camel husk	entity .camel_husk .saddle	subtitles .entity .camel_husk .saddle	1.0	1.0	16
	Saddle snips away	Friendly Mobs	When a saddle is removed from a camel husk using shears	item.saddle .unequip	subtitles .item .saddle .unequip	1.0	1.0	16

1. Blocks in the #camel_sand_step_sound_blocks tag.

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 .camel_husk .ambient	?	0.90	0.80-1.20	
	?	Friendly Mobs	When a camel husk is damaged	mob .camel_husk .hurt	?	1.0	0.80-1.20	
	?	Friendly Mobs	When a camel husk dies	mob .camel_husk .death	?	1.0	0.80-1.20	
	?	Friendly Mobs	When a camel husk sits	mob.entity .camel_husk .sit	?	0.60	1.0	
	?	Friendly Mobs	When a camel husk stands	mob.entity .camel_husk .stand	?	0.60	1.0	
	?	Friendly Mobs	When a camel husk eats	mob .camel_husk .eat	?	0.20	0.80-1.20	
	?	Friendly Mobs	When a camel husk dashes	mob .camel_husk .dash	?	1.0	1.0	
	?	Friendly Mobs	When a camel husk's dash ability resets	mob .camel_husk .dash_ready	?	0.250	0.80-1.20	
	?	Friendly Mobs	When a camel husk falls from more than 1 block	mob.horse .land	?	1.0	1.0	
	?	Friendly Mobs	While a camel husk is walking	mob .camel_husk .step	?	0.70	0.80-1.20	
	?	Friendly Mobs	While a camel is walking on sand, red sand, concrete powder, or suspicious sand	mob .camel_husk .step_sand	?	0.60	0.80-1.20	
	?	Friendly Mobs	When a saddle is equipped to a camel husk	mob.horse .leather	?	1.0	0.80-1.20	
	?	Friendly Mobs	When a saddle is removed from a camel husk using shears	mob.unsaddle	?	1.0	1.0	

Data values

ID

Java Edition:

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

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
Camel Husk	camel_husk	152	camel_husk mob undead	entity.camel_husk.name	

Entity data

Camel husks have entity data associated with them that contain various properties.

Java Edition:

Main article: Entity format

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.

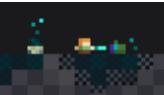
LastPoseTick: The tick when the camel husk started changing its pose.

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]
	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]		
1.21.11	25w44a	 Added camel husks, along with camel husk jockeys.
	25w45a	The camel husk's <u>rotten flesh</u> drop is now affected by <u>Looting</u> .
	25w46a	Now becomes persistent with any interaction from a player, not just riding them.
	pre1	Camel husks no longer panic if controlled by other mobs.
Camel husks can no longer be ridden underwater, making their riding functionality identical to normal <u>camels</u> .		

Bedrock Edition

<i>Bedrock Edition</i>		
[hide]		
1.21.130	Preview 1.21.130.24	 Added camel husks, along with camel husk jockeys.
	Preview 1.21.130.27	A <u>husk</u> that spawns riding a camel husk now has a 50% chance of dropping a <u>rabbit foot</u> .
		Camel husks can no longer be leashed while being ridden by a <u>hostile mob</u> and can no longer enter a panicked state while it is being <u>ridden</u> .
<i>Upcoming Bedrock Edition</i>		
[hide]		
26.0	Preview 26.0.25	Camel husks no longer panic when hit.

Issues

Issues relating to "Camel Husk" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jqql=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%22Camel%20Husk%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- Camel husks are referred to by Mojang as neutral mobs, likely due to their status as hostile while being ridden by husks and parched.^[2]
- Unlike the regular camel, the camel husk saddle texture file is separated from the camel, instead of being together.
- In Java Edition, camel husks have an unused baby variant.
 - Feeding a baby camel husk a rabbit's foot accelerates the baby's growth by 10 seconds.

Gallery

Animations



A camel husk idling



A camel husk sitting



A camel husk standing up



A camel husk walking

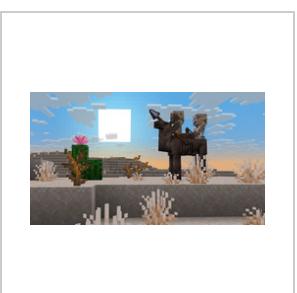


A camel husk dashing

Mojang images



Two jockeys riding a camel husk



Ditto



Ari riding a camel husk

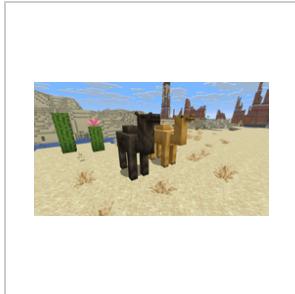


Camel husk in a sandstone cave



Two sets of jockeys

Screenshots



Comparison between a [camel](#) and a camel husk.

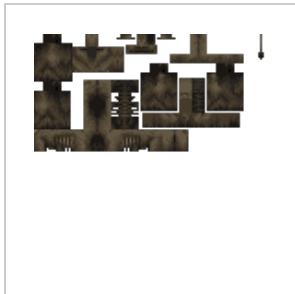


An unused baby camel husk spawned with commands.



A sitting camel husk jockey.

Textures

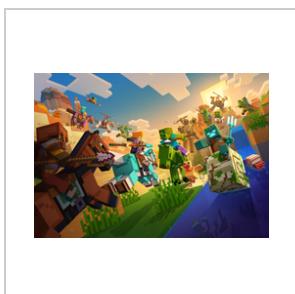


Camel husk texture file

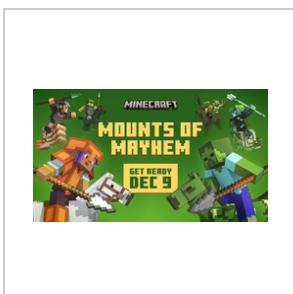


Camel husk saddle texture file

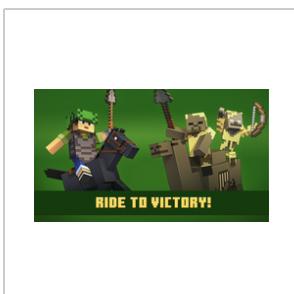
In other media



Two camel husks seen in the [Mounts of Mayhem](#) artwork.



Artwork used for the release date reveal showing camel husks as enemies.



Artwork of Sunny battling a camel husk.

See also

- [Camel](#)
- [Husk](#)

-  Parched

Notes

1. Passive by itself, but hostile as a jockey, as the two riders control its pathfinding, therefore making it hostile, despite camel husks 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. "TWO NEW MOBS INCOMING! | MINECRAFT MONTHLY" (<https://youtube.com/watch?v=BL1oYVfNMNY&t=247s>) – Minecraft on YouTube, October 28, 2025

Navigation

New content										[hide]
Mounts of Mayhem										[hide]
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	 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					
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Mobs	 Camel	 Camel Husk	 Husk	 Parched	 Rabbit					

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							

	Bee	Cave Spider	Dolphin	Drowned	Enderman	Fox	Goat
Neutral	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	
	Jockey	(Camel Husk)	Chicken	Hoglin	Ravager		
Other	Skeleton Horseman	Spider	Strider	Zombie Horseman			
	Zombie Nautilus	(Mob variants)	Mob conversion				
				Other entities			[show]
				Unimplemented			[show]
				Joke			[show]

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