Nautilus

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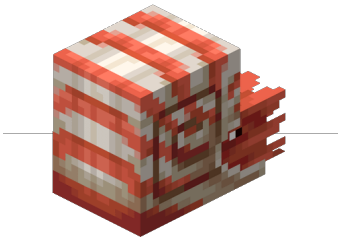
v t *This article is about the living mob. For the undead version, see Zombie Nautilus. For other uses, see Nautilus (disambiguation).*

A **nautilus** is a neutral mob that can be tamed, saddled, and ridden as an underwater mount that can dash and protects the rider from drowning. With no rider, it uses its dash to hunt pufferfish and to briefly retaliate if attacked. It can also be equipped with nautilus armor.

Nautilus	
Adult Baby Saddled	
	
Health points	15 (♥ × 7.5)
Armor points	0 (🛡)
Behavior	Neutral (untamed) Passive (baby or tamed)
Mob type	Animal Aquatic
Attack strength	Easy: 2.5 (♥ × 1.25) Normal: 3 (♥♥) Hard: 4.5 (♥ × 2.25)
Hitbox size	**Adult:** Height: 0.95 blocks Width: 0.875 blocks **Baby:** **In *Java Edition*:** Height: 0.475 blocks Width: 0.4375 blocks **In *Bedrock Edition*:** Height: 0.5 blocks Width: 0.44 blocks
Speed	6.5 m/s
Spawn	Cold Ocean Deep Cold Ocean Lukewarm Ocean Deep Lukewarm Ocean Ocean Deep Ocean Frozen Ocean Deep Frozen Ocean Warm Ocean
Usable items	Saddle Nautilus Armor Lead Shears Raw Fish Cooked Fish Buckets of Fish

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Spawning

Nautiluses spawn in all ocean biomes, in groups of 1-3. Nautiluses spawn between levels 38 and 58.

In *Bedrock Edition*, nautiluses have a 10% chance to spawn as a baby.

Nautiluses count towards the "water creature" mob cap and can despawn like other such mobs until the first time any player interacts with it, which at that point it becomes persistent and no longer counts towards any mob cap.

Nautilus spawns in: [hide]

Category: Water creature[JE only] Creature[BE only]	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Frozen Ocean	3/6	50%	1	8	1
Cold Ocean	3/6	50%	1–3	8	1–3
Deep Cold Ocean	3/6	50%	1–3	8	1–3
Deep Frozen Ocean	3/6	50%	1–3	8	1–3
Warm Ocean	10/22	45.45%	1–3	8	1–3
Deep Ocean	1/3	33.33%	1–3	8	1–3
Ocean	1/3	33.33%	1–3	8	1–3
Deep Lukewarm Ocean	2/12	16.67%	1–3	8	1–3
Lukewarm Ocean	2/14	14.29%	1–3	8	1–3

Drops

On death

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	Nautilus Shell	0–1	5.00%	0.05	0–1	6.00%	0.06	0–1	7.00%	0.07	0–1	8.00%	0.08

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

Behavior

Like its real-world namesake, a nautilus's mouth and tentacles face backward with respect to their movement direction. Being an aquatic mob, they are affected by the Impaling enchantment in *Java Edition*.

Nautiluses follow players holding any fish or bucket of fish within a 10-block radius.

Nautiluses are immune to the Poison effect.

Tamed[verify] nautiluses randomly swim around up to 32 blocks away, or 16 blocks if saddled.[verify][more information needed]

Attacking

Nautiluses occasionally dash toward and attack nearby pufferfish. They also retaliate against players and mobs if provoked, using their dash attack. When dashing toward a target on land, 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.

When they are hostile, nautiluses cannot be leashed.

Taming

Nautiluses can be tamed by being fed pufferfish or buckets of pufferfish. Each pufferfish or bucket of pufferfish has a 1/3 chance of taming the nautilus.

Healing and breeding

Adult nautiluses can be healed (or bred if at full health) by being fed any fish or any bucket of fish.

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

Baby nautiluses require 20 minutes (24000 game ticks) to grow up into adult nautiluses. This process can be sped up using any fish or any bucket of fish:

- in *Bedrock Edition*, it takes 10 fish or bucket of fish for a baby nautilus to become an adult;
- in *Java Edition*, each fish or bucket of fish fed to a baby nautilus reduces its remaining growth time by 10%.

Weaknesses

Nautiluses take suffocation damage on land, like most other aquatic mobs. Similarly to squid, nautiluses on land remain stationary rather than flopping around like fish. They can be controlled and even dash when on land, with their movement being much slower.

Usage

See also: Transportation

Tamed and saddled nautiluses can be used as a means of underwater transportation. When ridden, the player is granted the Breath of the Nautilus effect, which pauses the oxygen bar while underwater, making it so resurfacing for air is no longer needed. The effect is ambient, meaning that the effect on the HUD has a blue outline, similar to effects from beacons.

A nautilus being ridden by Steve

Equipment

Tamed adult nautiluses have two equipment slots:

- Saddle slot: for equipping a saddle.
- Nautilus armor slot: for equipping nautilus armor.

Baby nautiluses cannot be equipped, as they cannot be ridden.

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

The equipment can be removed by two methods:

- Removing the equipment from their slots in the nautilus's inventory.
- Using shears on the 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 nautilus is tamed and saddled, the player can control it with the standard directional controls; pressing forward moves the 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 nautilus.

A nautilus gradually gains speed while moving in a straight line, up to a swimming speed of 6.5 m/s. A nautilus can still move on land when controlled by a player, but is significantly slower, moving at a maximum of 0.88 m/s.

Saddled 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 nautilus launches up to about 12 blocks forward. A nautilus can dash every 2 seconds. Dashing while moving upward near the surface results in a quick breach, wherein the nautilus and its rider break the surface briefly.

Sounds

Adult sounds

Java Edition:

Sounds [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Nautilus clacks	Friendly Mobs	Randomly when underwater	`entity.nautilus.ambient`	`subtitles.entity.nautilus.ambient`	1.0	1.0	16
	Nautilus clacks	Friendly Mobs	Randomly when on land	`entity.nautilus.ambient_land`	`subtitles.entity.nautilus.ambient_land`	1.0	1.0	16
	Nautilus swims	Friendly Mobs	When a nautilus swims	`entity.nautilus.swim`	`subtitles.entity.nautilus.swim`	1.0	1.0	16
	None [sound 2]	Friendly Mobs	While riding a nautilus underwater[sound 1]	`entity.nautilus.riding`	*None*[sound 2]	1.0	1.0	16
	Nautilus eats	Friendly Mobs	When a nautilus is fed	`entity.nautilus.eat`	`subtitles.entity.nautilus.eat`	1.0	1.0	16
	Nautilus jets	Friendly Mobs	When a nautilus dashes underwater	`entity.nautilus.dash`	`subtitles.entity.nautilus.dash`	1.0	1.0	16
	Nautilus jets	Friendly Mobs	When a nautilus dashes on land	`entity.nautilus.dash_land`	`subtitles.entity.nautilus.dash_land`	1.0	1.0	16
	Nautilus recovers	Friendly Mobs	When a nautilus' dash ability resets underwater	`entity.nautilus.dash_ready`	`subtitles.entity.nautilus.dash_ready`	1.0	1.0	16
	Nautilus recovers	Friendly Mobs	When a nautilus' dash ability resets on land	`entity.nautilus.dash_ready_land`	`subtitles.entity.nautilus.dash_ready_land`	1.0	1.0	16
	Nautilus hurts	Friendly Mobs	When a nautilus is damaged underwater	`entity.nautilus.hurt`	`subtitles.entity.nautilus.hurt`	1.0	1.0	16
	Nautilus hurts	Friendly Mobs	When a nautilus is damaged on land	`entity.nautilus.hurt_land`	`subtitles.entity.nautilus.hurt_land`	1.0	1.0	16
	Nautilus dies	Friendly Mobs	When a nautilus dies underwater	`entity.nautilus.death`	`subtitles.entity.nautilus.death`	1.0	1.0	16
	Nautilus dies	Friendly Mobs	When a nautilus dies on land	`entity.nautilus.death_land`	`subtitles.entity.nautilus.death_land`	1.0	1.0	16
	Saddle equips	Friendly Mobs	When a saddle is equipped to a 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 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 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 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 nautilus	`subtitles.item.armor.unequip_nautilus`	`subtitles.item.armor.unequip_nautilus`	1.0	1.0	16

1. Unlike in *Bedrock Edition*, this sound is only produced when riding a nautilus underwater.
2. 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[*until BE 1.21.130*]:

Sounds [hide]							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
	None[sound 2]	Friendly Mobs	Randomly	`mob.nautilus.ambient`	*None*[sound 2]	1.0	1.0
	None[sound 2]	Friendly Mobs	When a nautilus swims	`mob.fish.step`	*None*[sound 2]	1.0	1.0
	None[sound 2]	Friendly Mobs	While riding a nautilus[sound 1]	`mob.nautilus.ride`	*None*[sound 2]	1.0	1.0
	None[sound 2]	Friendly Mobs	When a nautilus is fed	`mob.nautilus.eat`	*None*[sound 2]	1.0	1.0
	None[sound 2]	Friendly Mobs	When a nautilus dashes	`mob.nautilus.dash`	*None*[sound 2]	1.0	1.0
	None[sound 2]	Friendly Mobs	When a nautilus' dash ability resets	`mob.nautilus.dash_ready`	*None*[sound 2]	1.0	1.0
	None[sound 2]	Friendly Mobs	When a nautilus is damaged	`mob.nautilus.hurt`	*None*[sound 2]	1.0	1.0
	None[sound 2]	Friendly Mobs	When a nautilus dies	`mob.nautilus.death`	*None*[sound 2]	1.0	1.0
	None[sound 2]	Friendly Mobs	When a saddle is equipped to a nautilus	`mob.nautilus.nautilus_saddle`	*None*[sound 2]	3.0	1.0
	None[sound 2]	Friendly Mobs	When a saddle is removed from a nautilus using shears	`mob.unsaddle`	*None*[sound 2]	0.5	1.0
	None[sound 2]	Friendly Mobs	When a nautilus armor is equipped to a nautilus	`armor.equip_wolf`	*None*[sound 2]	1.0	1.0
	None[sound 2]	Friendly Mobs	When a nautilus armor is unequipped from a nautilus	`armor.unequip_wolf`	*None*[sound 2]	1.0	1.0

1. Unlike in *Java Edition*, riding a nautilus outside of water also procudes this sound.
2. 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[upcoming BE 26.0]:

Sounds [hide]							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
	Nautilus clacks	Friendly Mobs	Randomly when underwater	mob.nautilus.ambient.in.water	subtitles.entity.nautilus.ambient	1.0	1.0
	Nautilus clacks	Friendly Mobs	Randomly when on land	mob.nautilus.ambient	subtitles.entity.nautilus.ambient_land	1.0	1.0
	Nautilus swims	Friendly Mobs	When a nautilus swims	mob.nautilus.swim	subtitles.entity.nautilus.swim	0.4	1.0
	None[sound 2]	Friendly Mobs	While riding a nautilus[sound 1]	mob.nautilus.ride	*None*[sound 2]	0.4	1.0
	Nautilus eats	Friendly Mobs	When a nautilus is fed	mob.nautilus.eat	subtitles.entity.nautilus.eat	1.0	1.0
	Nautilus jets	Friendly Mobs	When a nautilus dashes	mob.nautilus.dash	subtitles.entity.nautilus.dash	0.4	1.0
	Nautilus recovers	Friendly Mobs	When a nautilus' dash ability resets	mob.nautilus.dash_ready	subtitles.entity.nautilus.dash_ready	1.0	1.0
	Nautilus hurts	Friendly Mobs	When a nautilus is damaged on water	mob.nautilus.hurt.in.water	subtitles.entity.nautilus.hurt	1.0	1.0
	Nautilus hurts	Friendly Mobs	When a nautilus is damaged on land	mob.nautilus.hurt	subtitles.entity.nautilus.hurt_land	1.0	1.0
	Nautilus dies	Friendly Mobs	When a nautilus dies in water	mob.nautilus.death.in.water	subtitles.entity.nautilus.death	1.0	1.0
	Nautilus dies	Friendly Mobs	When a nautilus dies on land	mob.nautilus.death	subtitles.entity.nautilus.death_land	1.0	1.0
	Saddle equips	Friendly Mobs	When a saddle is equipped to a nautilus	mob.nautilus.nautilus_saddle	subtitles.item.nautilus_saddle_equip	3.0	1.0
	None[sound 2]	Friendly Mobs	When a saddle is removed from a nautilus using shears	mob.unsaddle	*None*[sound 2]	0.5	1.0
	Gear equips	Friendly Mobs	When a nautilus armor is equipped to a nautilus	armor.equip_generic	subtitles.item.armor.equip	1.0	1.0
	Horse Armor snips away	Friendly Mobs	When a nautilus armor is unequipped from a nautilus	mob.nautilus.armor_unequip	subtitles.item.horse_armor.unequip	1.0	1.0

1. Unlike in *Java Edition*, riding a nautilus outside of water also procudes this sound.
2. 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).

Baby sounds

Java Edition:

Sounds [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Baby Nautilus chitters	Friendly Mobs	Randomly underwater	entity.baby_nautilus.ambient	subtitles.entity.baby_nautilus.ambient	1.0	1.0	16
	Baby Nautilus chitters	Friendly Mobs	Randomly on land	entity.baby_nautilus.ambient_land	subtitles.entity.baby_nautilus.ambient_land	1.0	1.0	16
	Baby Nautilus swims	Friendly Mobs	When a baby nautilus swims	entity.baby_nautilus.swim	subtitles.entity.baby_nautilus.swim	1.0	1.0	16
	Baby Nautilus eats	Friendly Mobs	When a baby nautilus is fed	entity.baby_nautilus.eat	subtitles.entity.baby_nautilus.eat	1.0	1.0	16
	Baby Nautilus hurts	Friendly Mobs	When a baby nautilus is damaged underwater	entity.baby_nautilus.hurt	subtitles.entity.baby_nautilus.hurt	1.0	1.0	16
	Baby Nautilus hurts	Friendly Mobs	When a baby nautilus is damaged on land	entity.baby_nautilus.hurt_land	subtitles.entity.baby_nautilus.hurt_land	1.0	1.0	16
	Baby Nautilus dies	Friendly Mobs	When a baby nautilus dies underwater	entity.baby_nautilus.death	subtitles.entity.baby_nautilus.death	1.0	1.0	16
	Baby Nautilus dies	Friendly Mobs	When a baby nautilus dies on land	entity.baby_nautilus.death_land	subtitles.entity.baby_nautilus.death_land	1.0	1.0	16

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.baby_nautilus.ambient`	?	1.0	1.0
	?	Friendly Mobs	When a baby nautilus swims	`mob.fish.step`	?	1.0	1.0
	?	Friendly Mobs	When a baby nautilus is fed	`mob.baby_nautilus.eat`	?	1.0	1.0
	?	Friendly Mobs	When a baby nautilus is damaged	`mob.baby_nautilus.hurt`	?	1.0	1.0
	?	Friendly Mobs	When a baby nautilus dies	`mob.baby_nautilus.death`	?	1.0	1.0

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]

Nautilus	`nautilus`	`aquatic`
		`can_breathe_under_water`
		`can_equip_saddle`
		`can_wear_nautilus_armor`
		`not_scary_for_pufferfish`
		`sensitive_to_impaling`
			`entity.minecraft.nautilus`

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]

Nautilus	`nautilus`	149	`aquatic`
			`nautilus`
			`mob`
				`entity.nautilus.name`

Entity data

Nautiluses 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

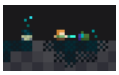
Tags common to all mobs

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					
		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 *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?* *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.*
	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.
	The Parrots and the Bats	Breed two animals together	Breed a pair of *any* of these 27 animals: [show] A mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.
	Best Friends Forever	Tame an animal	Tame *one* of these 11 tameable animals: Cat Donkey Horse Llama Mule Nautilus Parrot Trader Llama Wolf Zombie Horse Zombie Nautilus Skeleton Horse can be tamed in the same way as a regular horse to gain this advancement with the ride command.
	Two by Two	Breed all the animals!	Breed a pair of *each* of these 26 animals: [show] A trader llama does not count as a llama, and a mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.

Advancements that apply to all mobs:

[show]

Videos

History

Announcement

September 26, 2025	Nautiluses are teased in a series of social media teasers.
September 27, 2025 (https://www.youtube.com/watch?v=AEHc8jrcc6g)	Nautiluses are revealed at Minecraft LIVE – September 2025.

Java Edition

Java Edition			[hide]
1.21.11	25w41a	Added nautiluses.	
	25w42a	Nautiluses can now be controlled on land.	
		Nautiluses can now despawn.	
		Baby nautiluses can now be fed any type of fish.	
		Riding a nautilus underwater now plays an ambient sound.	
	25w43a	Nautiluses can no longer be placed in boats.	
		Equipping a saddle to a nautilus now plays a unique sound ( ) rather than the standard sound ( ).	
	25w44a	Nautiluses now retaliate against any mob, not just against players.	
		Adult nautiluses now have unique swimming sounds ( ) rather than fish swimming sounds ( ); baby nautiluses still use the fish swimming sounds.	
		Equipping a saddle to a nautilus now plays a different sound depending on whether the nautilus is underwater ( ) or not ( ).	
	25w45a	Now becomes persistent with any interaction from a player, not just riding them.	
	25w46a	Nautiluses now play a dash sound when they perform their dash attack.	
		Added inventory UI for the nautilus.	
	pre1	The nautilus head now clips less through its shell.	
		Removed `baby_nautilus_ambient7.ogg` ( ).	
		Added ambient, dash, recovering, hurting and dying sounds for when nautiluses and baby nautiluses are on land.	
		Changed the adult nautilus swimming sounds (from to).	
		Baby nautiluses now play nautilus swimming sounds rather than fish swimming sounds.	
		The nautilus shell drop of nautiluses is now affected by Looting.	
	pre4	Dispensers can now equip saddles and nautilus armor on tamed nautiluses.	
		Dismounting a nautilus while on land no longer places the player inside the 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 nautiluses.	
	Preview 1.21.130.22	A tamed nautilus will now be tempted by all fish. This includes buckets of fish.	
	Preview 1.21.130.24	Nautiluses now retaliate against any mob, not just against players.	
	Preview 1.21.130.26	The nautilus and baby nautilus model has been fixed to match *Java Edition*.	
	Preview 1.21.130.27	Equipping a saddle to a nautilus now plays a unique sound ( ) rather than the standard sound ( ).	
Upcoming *Bedrock Edition*			[hide]
26.0	Preview 26.0.23	Nautiluses now have swim sounds ( ).	
		Nautiluses now also have alternative ambient ( ), hurt ( ), and death ( ) sounds when on land.	
		Baby nautiluses now have unique swim sounds ( ), including alternative ambient ( ), hurt ( ), and death ( ) sounds when on land.	

Issues

Issues relating to "Nautilus", "Nautiluses", or "Nautili" 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%22Nautilus%22%20OR%20summary%20~%20%22Nautiluses%22%20OR%20summary%20~%20%22Nautili%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- Prior to their addition to the game, in a 2023 *Taking Inventory* article on Minecraft.net, Duncan Geere stated that nautiluses may have once existed in the *Minecraft* world but possibly became extinct.[1]
- While named after real-life nautiluses, the mob in the game is intended to be a "fantasy creature,"[2] with its design being inspired by ammonites and the pre-existing nautilus shell item.[3]

- The reasoning given for nautiluses pausing players' oxygen meters through the Breath of the Nautilus effect is that they eat pufferfish, which are used to brew potions of Water Breathing,[4] despite the fact that the fish is poisonous to their real-life namesakes.

Publicity

- *Minecraft*'s Instagram had used a freeze frame of the first upload of Nautilus BE1 JE1.gif in one of its posts.[5]

Gallery

Renders

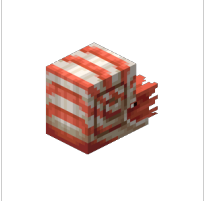
Nautilus back side

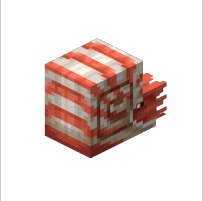
Nautilus back side with a saddle equipped

Baby nautilus back side in *Java Edition*

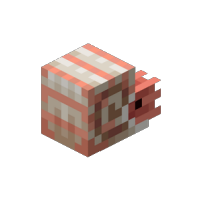
Baby nautilus back side in *Bedrock Edition*

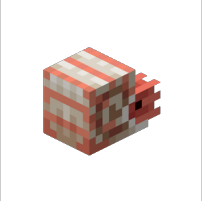
Animations

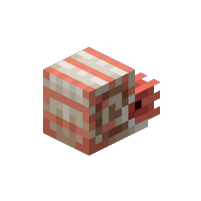

Nautilus breathing and swimming


Nautilus swimming[*BE only*]

Nautilus charging (this animation is not used in-game)[*BE only*]


Baby nautilus breathing and swimming[*JE only*]


Baby nautilus breathing[*BE only*]


Baby nautilus swimming[*BE only*]

Nautilus with nautilus armor

Nautilus with copper nautilus armor swimming

Saddled nautilus with copper nautilus armor swimming

Nautilus with iron nautilus armor swimming

Saddled nautilus with iron nautilus armor swimming

Nautilus with golden nautilus armor swimming

Saddled nautilus with golden nautilus armor swimming

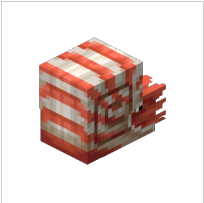
Nautilus with diamond nautilus armor swimming

Saddled nautilus with diamond nautilus armor swimming

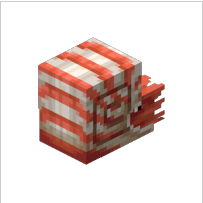
Nautilus with netherite nautilus armor swimming

Saddled nautilus with netherite nautilus armor swimming

Development renders

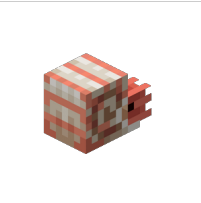


Nautilus breathing (model used in Bedrock Edition from preview 1.21.130.20 to 1.21.130.26)

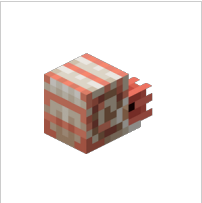


Nautilus swimming (model used in Bedrock Edition from preview 1.21.130.20 to 1.21.130.26)

Nautilus charging (this animation is not used in-game and model used in Bedrock Edition from preview 1.21.130.20 to 1.21.130.26)

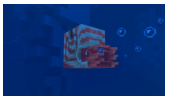


Baby nautilus breathing (model used in Bedrock Edition from preview 1.21.130.20 to 1.21.130.26)

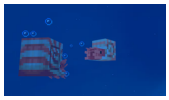


Baby nautilus swimming (model used in Bedrock Edition from preview 1.21.130.20 to 1.21.130.26)

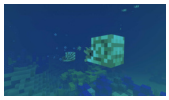
Mojang images



A nautilus underwater



An adult nautilus and baby nautilus

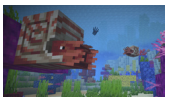


A baby nautilus with a nautilus in the background

A nautilus swimming in a kelp forest

Zuri riding on a nautilus underwater

Zuri escaping from a group of drowned while riding a nautilus



Multiple nautiluses swimming around a coral reef.

Some nautiluses with armors in a coral reef.

Many nautiluses together

Three nautiluses, two being babies

Zuri riding a nautilus on the surface

Textures

Nautilus texture file

Baby nautilus texture file

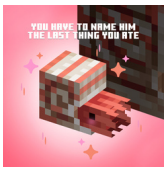
Nautilus saddle texture file

In other media

Nautilus in the ocean

Ditto but cutaway of pufferfish controlling the nautilus

Render of the nautilus used



A nautilus named Egg.

A nautilus statue at TwitchCon

References

1. "Taking Inventory: Nautilus Shell" (https://www.minecraft.net/en-us/article/nautilus-shell) by Duncan Geere – Minecraft.net, October 16, 2023.
2. "This was actually debated internally for a while, too. It was decided to make an exception, and turn a real-life animal to a fantasy creature in this case." (https://bsky.app/profile/jebox.bsky.social/post/3lzxfawssqc2s) – @jebox.bsky.social (https://bsky.app/profile/jebox.bsky.social) on Bluesky, September 29, 2025
3. "Was very inspired by ammonites and other creatures! Real world nautiluses are very unique looking but I had wanted to also reflect the nautilus shell item already in-game that players are familiar with." (https://bsky.app/profile/sarahboev.bsky.social/post/3lztk26noh22w) – @sarahboev.bsky.social (https://bsky.app/profile/sarahboev.bsky.social) on Bluesky, September 27, 2025
4. "FIRST LOOK : SPEAR AND NAUTILUS | Minecraft LIVE – September 2025" (https://youtube.com/watch?v=7Xib58aLHUU&t=252) – Minecraft on YouTube, September 27, 2025
5. "And inside a creeper is flint and steel held on a string above a block of TNT" (https://www.instagram.com/p/DQMswQmkeRc) @minecraft on Instagram, October 24, 2025

Navigation

New content [hide]

Mounts of Mayhem [hide]

Items	Nautilus Armor (Copper Iron Gold Diamond Netherite) Netherite Horse Armor Spears (Wooden Stone Copper Iron Golden Diamond Netherite) Spawn Eggs (Camel Husk Nautilus Parched Zombie Nautilus)
Mobs	Camel Husk (Jockey) Nautilus Parched Zombie Nautilus (Coral Jockey) Zombie Horse (Zombie Horseman)
Effects	Breath of the Nautilus
Enchantments	Lunge
Advancements	Mob Kabob
Achievements	Mob Kabob
Versions	Java Edition 1.21.11 Bedrock Edition 1.21.130

Other [show]

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

Entities [hide]

Mobs [hide]

Passive	Allay Armadillo Axolotl Bat Camel Camel Husk Cat Chicken Cod Copper Golem Cow Donkey Frog Glow Squid Happy Ghast Horse Mooshroom Mule Ocelot Parrot Pig Rabbit Salmon Sheep Skeleton Horse Sniffer Snow Golem Squid Strider Tadpole Tropical Fish Turtle Villager Wandering Trader Zombie Horse
	***BE* & *edu* only** Agent NPC
Neutral	Bee Cave Spider Dolphin Drowned Enderman Fox Goat Iron Golem Llama Nautilus Panda Piglin Polar Bear Pufferfish Spider Trader Llama Wolf Zombie Nautilus Zombified Piglin
Hostile	Blaze Bogged Breeze Creaking Creeper Elder Guardian Endermite Evoker Ghast Guardian Hoglin Husk Magma Cube Parched Phantom Piglin Brute Pillager Ravager Shulker Silverfish Skeleton Slime Stray Vex Vindicator Warden Witch Wither Skeleton Zoglin Zombie Zombie Villager
Bosses	Ender Dragon Wither
Mob types	Animal Aquatic Arthropod Illager Monster Undead
Other	Jockey (Camel Husk Chicken Hoglin Ravager Skeleton Horseman Spider Strider Zombie Horseman Zombie Nautilus) Mob variants Mob conversion

Other entities [show]

Unimplemented [show]

Joke [show]

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