

**u t** For other uses, see *Husk* (disambiguation).

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## References

Hitbox size

**In *Java Edition*:**

**Adult:**  
Height: 1.95 blocks  
Width: 0.6 blocks

**Baby:**  
Height: 0.975 blocks  
Width: 0.3 blocks

**In *Bedrock Edition*:**

External links

Navigation


## Spawning

Husks spawn at a light level of 0 in the desert, mostly replacing zombies in these biomes.

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

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

Husk spawns in: [hide]

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

- Husks have a 10% chance of spawning mounted on a camel husk, which also spawns a parched as a passenger.<sup>[*Java Edition* only]</sup>

### Camel husk jockeys

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

### Trial spawners

Husks have a <sup>1</sup>⁄<sub>3</sub> chance to be selected as the "melee" mob for trial spawners in trial chambers.

### Reinforcements

*Main article: Zombie § Reinforcements*

**This feature is exclusive to *Java Edition*.**

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

## Variants

**Adult:**



Height: 1.9 blocks  
Width: 0.6 blocks

**Baby:**








Height: 0.95 blocks  
Width: 0.3 blocks

**Knockback resistance** 0%–5%

**Spawn**

 Desert at night or during thunderstorms.  
When another husk spawns a reinforcement.<sup>[*JE* only]</sup>  
 Trial Chambers: from trial spawners.

**Natural equipment**

 Iron Shovel (occasionally, right hand: 95%; left hand: 5%<sup>[*JE* only]</sup>; may be enchanted)  
 Iron Sword (occasionally, right hand: 95%; left hand: 5%<sup>[*JE* only]</sup>; may be enchanted)  
 Iron Spear (occasionally, right hand: 95%; left hand: 5%<sup>[*JE* only]</sup>; may be enchanted)  
 Diamond Sword (occasionally in ominous trials, right hand: 95%; left hand: 5%<sup>[*JE* only]</sup>)  
 Armor (occasionally, may be enchanted)  
 Carved Pumpkin (22.5% chance, only during Halloween)<sup>[*JE* only]</sup>  
 Jack o'Lantern (2.5% chance, only during Halloween)<sup>[*JE* only]</sup>

## Baby husks and jockeys

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

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

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

Husks spawn with random values of knockback resistance between 0% and 5%.

## Camel husk jockeys

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

## Geared husks

*Main article: Geared mobs*

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

Chances of husks wearing or picking up armor, per difficulty

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



Three adult husks and one baby husk.



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

- Value is based on the regional difficulty.
- Enchantment is the same as on an enchantment table at level 5–22.<sup>[*note 1*]</sup>
- 1⁄6 chance of an iron sword, 1⁄6 chance of an iron spear, 4⁄6 chance of an iron shovel

If a husk does spawn with armor, the chances of specific armor are as follows:

Chances of different armor pieces, per difficulty

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

The chances of it being of a particular material are:

Chances of different armor types

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

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

Husks also have a natural armor rating of 2 (⅔), giving 1.6 to 8% damage reduction from most sources. Husks can also wear mob heads, although they need to be dropped by the player before the husk can pick one up and put it on.







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

## Drops

### On death

*Java Edition*:

**Decimal**
Fraction
Distribution
Expectation

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

A. Only when killed by a player or a tamed wolf.







B. Only when *not* on fire and *not* killed with a weapon enchanted with Fire Aspect.

C. Only when on fire or killed with a weapon enchanted with Fire Aspect.

D. Only if riding a camel husk.

*Bedrock Edition:*

## Decimal Fraction Distribution Expectation

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

A. Only when killed by a player or a tamed wolf.

B. Only if riding a camel husk.

C. Only if it is a baby and is riding a chicken.






D. Zombie villagers and husks unintentionally drop the Lava Chicken Music Disc. See MCPE-224103. It inherits the zombie's loot table in the game's code.

## Taken equipment

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

## Naturally-spawned equipment

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

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

Additionally, in *Bedrock Edition*, all naturally spawned equipment always drops at full durability when the husk converts to a zombie.

## Experience

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

## Behavior

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

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

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

Husks have a chance to spawn with the ability to break down doors on Hard difficulty.

Husks seek out any nearby turtle eggs and trample them.

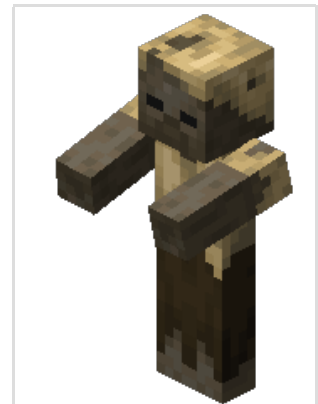
Husks can pick up items if the game rule mobGriefing is set to true, which prevents them from despawning.

Husks attempt to avoid water, only entering it when there is no other path to their target.

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

Being an undead mob, they are:

- Damaged by the status effect Instant Health and healed by the status effect Instant Damage.
- Unaffected by the status effects Regeneration and Poison.
- Ignored by the wither.
- Affected by the Smite enchantment.
- Unable to swim in water, but do not drown.



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

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

## Sounds

*Java Edition:*

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

- MC-226770
- "[MC-218122] Unused sound event: minecraft:entity.zombie.attack\_iron\_door - Jira" (https://bugs.mojang.com/browse/MC/issues/MC-218122) – Mojira, March 8, 2021.


*Bedrock Edition:*

Sounds <span>[hide]</span>							
Sound	Closed captions <sup>[upcoming: BE 26.0]</sup>	Source	Description	Identifier	Translation key <sup>[upcoming: BE 26.0]</sup>	Volume	Pitch
	?	Hostile Mobs	Randomly	mob.husk.ambient	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Hostile Mobs	When a husk is damaged	mob.husk.hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Hostile Mobs	When a husk dies	mob.husk.death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Hostile Mobs	While a husk is walking	mob.husk.step	?	0.35	1.0 (Baby: 1.5)
	?	Hostile Mobs	While a husk is breaking a wooden door	mob.zombie.wood	?	1.0	1.0
	?	Hostile Mobs	When a husk breaks a wooden door	mob.zombie.woodbreak	?	1.0	1.0
	?	Players	When a husk is jumping on turtle eggs	fall.egg	?	0.5	0.9-1.0
	?	Hostile Mobs	When a husk is drowned, converting to a zombie	mob.husk.convert_to_zombie	?	1.0	0.8-1.2


## Data values

### ID

*Java Edition:*

Name	Identifier	Entity tags	Translation key <span>[hide]</span>
 Husk	husk	can_breathe_under_water ignores_poison_and_regen inverted_healing_and_harm no_anger_from_wind_charge undead with_friends zombies sensitive_to_smite	entity.minecraft.husk

*Bedrock Edition:*

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

### Entity data

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

*Java Edition:*



## Entity data

### Tags common to all mobs

- Bedrock Edition:

## Achievements

### Achievements that apply to all mobs:

## Advancements

2026-01-06, 07:18




Advancements that apply to all mobs:

[\[show\]](#)




## History

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*Java Edition*

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

## Bedrock Edition

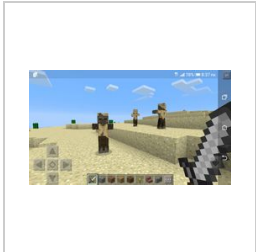
<b><u>Pocket Edition Alpha</u></b> <span>[hide]</span>		
<b><u>v0.15.0</u></b>	<b><u>build 1</u></b>	 Added husks and baby husks.
<b><u>v0.16.0</u></b>	<b><u>build 5</u></b>	Husks now have their own sounds.
<b><u>Pocket Edition</u></b> <span>[hide]</span>		
<b><u>1.0.4</u></b>	<b><u>alpha 1.0.4.0</u>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

## Legacy Console Edition

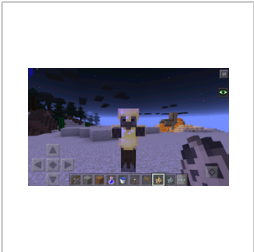
Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
<u>TU46</u>	<u>CU36</u>	<u>1.38</u>	<u>1.38</u>	<u>1.38</u>	<u>Patch 15</u>	<u>1.0.1</u>	 Added husks and baby husks.
<u>TU54</u>	<u>CU44</u>	<u>1.52</u>	<u>1.52</u>	<u>1.52</u>	<u>Patch 24</u>	<u>1.0.4</u>	Added husk <u>spawn eggs</u> , which husks can be spawned from.
							Husks can no longer spawn from zombie spawn eggs used in the desert.
<u>TU60</u>	<u>CU51</u>	<u>1.64</u>	<u>1.64</u>	<u>1.64</u>	<u>Patch 30</u>	<u>1.0.11</u>	Baby husks now have a 15% chance of becoming a <u>jockey</u> . Before becoming a jockey, upon nearing the <u>player</u> , they check for one of the following to mount prior attacking: adult <u>chickens</u> , adult <u>ocelots</u> , adult <u>wolves</u> , adult <u>zombies</u> , <u>cows</u> , <u>pigs</u> , <u>sheep</u> , <u>spiders</u> or <u>cave spiders</u> .
<u>TU69</u>		<u>1.76</u>	<u>1.76</u>	<u>1.76</u>	<u>Patch 38</u>		Husks now sink underwater.
							 Husks now convert into <u>zombies</u> when submerged.
							Husks now try to stomp <u>turtle eggs</u> .
							Baby husks can now ride adult stray <u>cats</u> and <u>pandas</u> .
			<u>1.83</u>				Baby husks can now ride adult stray <u>cats</u> and <u>pandas</u> .
			<u>1.91</u>				Husks are now hostile toward <u>wandering traders</u> .

### New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
<u>0.1.0</u>		Added husks and baby husks.



First image of husks in *Bedrock Edition*.



A husk wearing gold armor in *Pocket Edition*.

### Data history

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

## Issues

Issues relating to "Husk" are maintained on the bug tracker. Issues should be reported and viewed there (https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMP

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

## Trivia

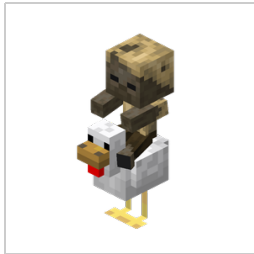
- The husk was created by Jason Mayer at a game jam and shown to [Jens Bergensten](#).<sup>[5]</sup>
- Husks are slightly taller than regular [zombies](#).
- Their hitbox is ever so slightly higher than 2 meters in *[Bedrock Edition](#)* but is exactly 2 meters in *[Java Edition](#)*.

## Gallery

### Renders



A husk wielding an [iron spear](#)

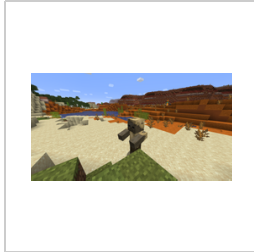


Husk Chicken Jockey

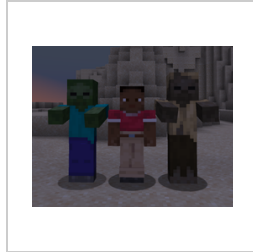
### Screenshots



Three adult husks and a baby husk.



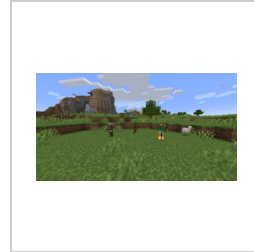
A naturally spawned husk in a [desert](#) biome.



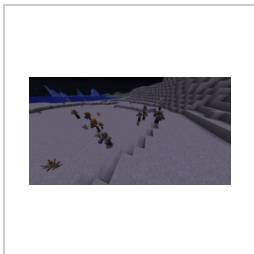
Zuri, zombie and husk size comparison.



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



A baby zombie standing next to a baby husk.



Multiple husks wearing pumpkins on Halloween.

### Mojang images



Alex fighting a husk with a mace.



Several husks in a trial chamber.

## Textures

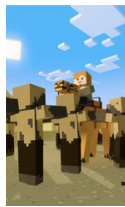


Husk texture file.

## In other media



A husk sneezing on a magma cube.



Husks trying to overwhelm a camel.<sup>[6]</sup>



Lego Minecraft husk.



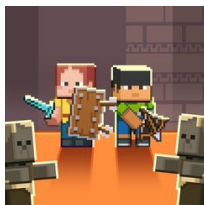
A blanket for *Minecraft Dungeons*, featuring husks.



Steve running from two husks.



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



Ari and Sunny fighting husks in a trial chamber.



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





Husks as they appear in the *Timeless Trails* DLC.



The poisonous potato husk from 24w14potato.

## See also

- Zombie

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




























































































































## References

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

## External links

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

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