

# Camel

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▼ ▶ For the undead variant, see [Camel Husk](#).

A **camel** is a large passive mob found in deserts. They can be saddled and ridden by up to two players at once. When standing, it is tall enough that its riders cannot be reached by most melee-attacking mobs on the ground.

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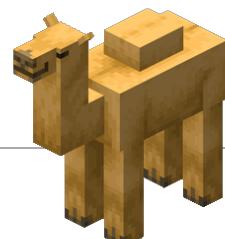
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### Camel

Standing Sitting Saddled



[View all renders](#)

**Health points** 32 ( × 16)

**Behavior** Passive

**Mob type** Animal

#### Adult:

Height: 2.375 blocks

Width: 1.7 blocks

#### Adult (sitting):

Height: 0.945 blocks

Width: 1.7 blocks

#### Baby:

Height: 1.1875 blocks

Width: 0.85 blocks

#### Baby (sitting):

Height: 0.4725 blocks

Width: 0.85 blocks

### Hitbox size

### Spawn

Desert village

Desert

### Usable items

Saddle

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Cactus



Lead

# Spawning

One camel spawns in the center of each desert village during world generation. They can also spawn uncommonly in deserts in any light level [Java Edition only] or a light level of 7 and below [Bedrock Edition only].

Camel spawns in: [\[hide\]](#)

Category: Creature	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Desert	$\frac{1}{13}$	7.69%	1	1	1

# Drops

## On death

1–3 experience orbs drop when camels are killed by a player or tamed wolf [BE only]. A saddle is dropped if the camel was already equipped with one. Killing a baby camel yields neither items nor experience.

## Breeding

Upon successful breeding, 1–7 is dropped.

# Behavior

A camel wanders aimlessly, avoiding hazards and obstacles, and occasionally sits for two to seven seconds before standing up again. In Bedrock Edition, camels get up immediately once the player rides them with a saddle while sitting; in Java Edition, they get up once the player moves forwards. Camels immediately flee after being harmed, even when sitting. A sitting camel cannot be pushed by players or mobs.<sup>[1]</sup> Sitting camels do not stand up if there are solid blocks above them, as doing so would inflict suffocation damage.

Camels can safely fall 6 blocks before they begin to accumulate fall damage, unlike most mobs, which can safely fall 3 blocks. Camels also take half of the normal fall damage (rounded up) that most other mobs take ( $0.5 (\heartsuit \times 0.25)$  damage per block over the safe distance instead of 1 ( $\heartsuit$ )). If an entity is riding a camel, they receive the same fall damage as the camel.



A camel sitting in a desert village.

Camels are healed by 2 ( $\heartsuit$ ) health points each time they are fed a cactus. Camels also heal slowly on their own over time.

Even though camels are bred with cacti, touching a cactus block still harms them like any other mob. As with other mobs, camels do not avoid cacti when they pathfind.

Camels have the unique ability to step up 1.5 blocks, allowing them to surmount fences and walls with ease. This is in contrast to horses, donkeys and mules, which can't automatically step up more than one block without jumping.

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

## Riding

*Main article: [Riding](#)*

Camels are naturally tame, and can always be ridden by players. Up to two players can ride one camel. While riding, the player in the back seat cannot hurt the player driving or the camel itself.

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

Once a camel 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 second passenger then takes control of the camel.

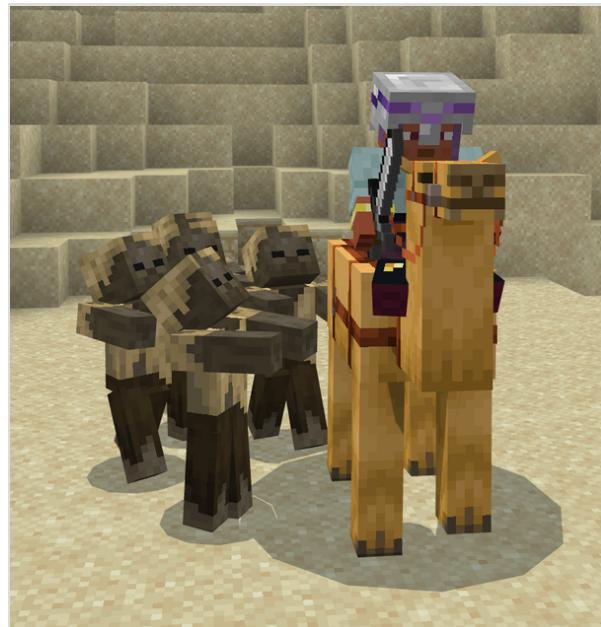
Camels are less maneuverable than other mounts, with their turning and strafing speed being slower. They gradually gain speed while moving in a straight line, up to a walking speed of 3.885 blocks/s, and can also manually sprint at a speed of 8.203 blocks/s by double tapping forward or by holding the sprint control while moving forward.

Saddled camels also have the ability of "dashing". When the player rides them, the experience bar on 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. Camels can dash every 2.75 seconds. When dashing, the camel launches up to 12 blocks forward and one block upward. For a short time after dashing, the camel cannot sprint.

Camels are tall enough that most melee hostile mobs such as [zombies](#), [vindicators](#), [hoglins](#), [silverfish](#), [endermites](#) and [golden sword-wielding piglins](#) cannot reach mounted players to attack them. [Spiders](#), [wolves](#), [slimes](#) and [magma cubes](#) can still attack successfully because they jump or climb while attacking. Most mobs never deliberately attack camels under any circumstance, even to reach players riding one; the only exceptions being mobs that attack most or all other mobs, these being [zoglins](#), [wardens](#), [withers](#), and [vindicators](#) named "Johnny".

Baby camels cannot be equipped or ridden.



Several [husks](#) trying to attack Efe riding a camel.

## Breeding

*Main article: [Breeding](#)*

Camels follow players holding [cactus](#) but stop following when separated from the player by at least 10 blocks<sup>[Java Edition only]</sup> / 16 blocks<sup>[Bedrock Edition only]</sup>. Sitting camels immediately start to stand up and follow once they notice the player holding cactus. Additionally, baby camels follow adults.

A player can [breed](#) camels by using [cactus](#). After breeding, a baby camel spawns and 1–7 experience is generated. The parents cannot be bred again for 5 minutes.

Baby camels take 24000 ticks (20 minutes) to grow up, but the growth time can be accelerated using cactus. Each use takes 10 seconds off the remaining time to grow up.

## Sounds

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*Java Edition:*

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Camel grunts	Friendly Mobs	Randomly	entity .camel .ambient	subtitles .entity .camel .ambient	varies [sound 1]	0.8–1.2 (Baby: 1.3–1.7)	16	
	Camel dies	Friendly Mobs	When a camel dies	entity .camel .death	subtitles .entity .camel .death	0.8	0.8–1.2 (Baby: 1.3–1.7)	16	
	Camel hurts	Friendly Mobs	When a camel is damaged	entity .camel.hurt	subtitles .entity .camel.hurt	0.8	0.8–1.2 (Baby: 1.3–1.7)	16	
	Camel sits down	Friendly Mobs	When a camel sits	entity .camel.sit	subtitles .entity .camel.sit	0.24	0.8–1.2 (Baby: 1.3–1.7)	16	
	Camel stands up	Friendly Mobs	When a camel stands	entity .camel .stand	subtitles .entity .camel .stand	0.24	0.8–1.2 (Baby: 1.3–1.7)	16	
	Camel eats	Friendly Mobs	When a camel is fed a cactus	entity .camel.eat	subtitles .entity .camel.eat	varies [sound 2]	0.8–1.2	16	
	Camel yeets	Friendly Mobs	When a camel dashes	entity .camel.dash	subtitles .entity .camel.dash	0.8	0.8–1.2 (Baby: 1.3–1.7)	16	
	Camel recovers	Friendly Mobs	When a camel's dash ability resets	entity .camel .dash_ready	subtitles .entity .camel .dash_ready	0.25	1.0	16	
	Something fell	Friendly Mobs	When a camel falls from more than 1 block	entity .horse.land	subtitles .entity .generic .big_fall	0.4	1.0	16	
	Footsteps	Friendly Mobs	While a camel is walking	entity .camel.step	subtitles .block .generic .footsteps	0.5	1.0	16	
	Footsteps	Friendly Mobs	While a camel is walking on sand, red sand, concrete powder, or suspicious sand [sound 3]	entity .camel .step_sand	subtitles .block .generic .footsteps	0.45	1.0	16	

	Saddle equips	Friendly Mobs	When a saddle is equipped to a camel	entity .camel .saddle	subtitles .entity .horse .saddle	0.5	0.8	16
	Saddle snips away	Friendly Mobs	When a saddle is removed from a camel using shears	item.saddle .unequip	subtitles .item .saddle .unequip	1.0	1.0	16

1. 0.36 for ambient1 and ambient2, 0.4 for ambient3 through ambient6, and 0.24 for ambient7 and ambient8

2. 0.1, 0.2, or 0.3

3. Blocks in the #camel\_sand\_step\_sound\_blocks tag

Bedrock Edition:

Sounds								<a href="#">[hide]</a>
Sound	Closed captions [upcoming: <i>BE 26.0</i> ]	Source	Description	Identifier	Translation key [upcoming: <i>BE 26.0</i> ]	Volume	Pitch	
	?	Friendly Mobs	Randomly	mob.camel.ambient	?	<i>varies</i> [sound 1]	0.8–1.2 (Baby: 1.3–1.7)	
	?	Friendly Mobs	When a camel dies	mob.camel.death	?	1.0	0.8–1.2 (Baby: 1.3–1.7)	
	?	Friendly Mobs	When a camel is damaged	mob.camel.hurt	?	1.0	0.8–1.2 (Baby: 1.3–1.7)	
	?	Friendly Mobs	When a camel sits	mob.camel.sit	?	0.3	1.0 [sound 2]	
	?	Friendly Mobs	When a camel stands	mob.camel.stand	?	0.3	1.0 [sound 2]	
	?	Friendly Mobs	When a camel is fed a cactus	mob.camel.eat	?	0.2	0.8–1.2	
	?	Friendly Mobs	When a camel dashes	mob.camel.dash	?	1.0	1.0	
	?	Friendly Mobs	When a camel's dash ability resets	mob.camel.dash_ready	?	0.25	1.0	
	?	Friendly Mobs	While a camel is walking	mob.camel.step	?	0.5	0.8–1.2 (Baby: 1.3–1.7)	
	?	Friendly Mobs	While a camel is walking on sand, red sand, concrete powder, or suspicious sand	mob.camel.step_sand	?	0.45	0.8–1.2 (Baby: 1.3–1.7)	
	?	Friendly Mobs	When a saddle is equipped to a camel	mob.horse.leather	?	1.0	0.8–1.2	
	?	Friendly Mobs	When a saddle is removed from a camel using shears	mob.unsaddle	?	1.0	1.0	

1. 0.45 for ambient1 and ambient2, 0.5 for ambient3 through ambient6, and 0.3 for ambient7 and ambient8
2. [MCPE-169568](#) — Baby camel sit and stand sounds are not higher pitched

## Data values

## ID

### Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Camel	camel	dismounts_underwater followable_friendly_mobs	entity.minecraft.camel

### Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Camel	camel	138	camel mob	entity.camel.name

## Entity data

Camels 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 started changing its pose.

### Bedrock Edition:

See [Bedrock Edition level format/Entity format](#).

## Achievements

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[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Overkill	Deal nine hearts of damage in a single hit.	Damage can be dealt to any mob, even those that do not have nine hearts of health overall.	30	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
		Over-Overkill	Deal 50 hearts of damage in a single hit using the Mace	Damage can be dealt to any mob, even those that do not have 50 hearts of health overall.	20	Silver
		Mob Kabob	Hit five mobs in the same Charge attack using the Spear.	Armor stands and players also count for this achievement as they are technically mobs.	10	Bronze

## Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	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.
	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

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## History

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### Announcement

**October 15, 2022 (<https://youtube.com/watch?v=yZR XmHiEh7U&t>)**



Camels are announced at [Minecraft Live 2022](#). Minecraft's camels are more specifically based on the dromedary, a species of camel that has one hump on its back.

### Java Edition

<i><b>Java Edition</b></i>		
<a href="#">[hide]</a>		
<b>1.19.3</b> <b>Experiment</b> <b>Update 1.20</b>	<b>22w42a</b>	 Added camels behind the "Update 1.20" experimental data pack.
	<b>22w43a</b>	The camel's walking animation has been tweaked to more closely mirror how real camels walk.
<b>1.20</b>	<b>23w12a</b>	Camels are now available without using the "Update 1.20" experimental data pack.
<b>1.20.2</b>	<b>23w31a</b>	Camels no longer stand up when opaque blocks are placed over them, preventing them from taking suffocation damage as they stand up. <sup>[2]</sup>
		Camels dashing, standing up, or sitting down emit an entity_action vibration of frequency 4. <sup>[3][4]</sup>
		Camels are now able to panic when attached to leads. <sup>[5]</sup>
		The pitch values for baby camels for getting up and laying down are now correct. <sup>[6]</sup>
		Camels walking on suspicious sand, red sand, or concrete powder now plays the sound specific to sand blocks, instead of the generic stepping sound. <sup>[7]</sup> The translation key has also been changed accordingly, from subtitles.entity.camel.step_sand to subtitles.block.generic.footsteps.
	<b>23w32a</b>	The subtitle for the generic stepping sounds of various mobs, including camels, have now been corrected. <sup>[8]</sup> The translation key has also been changed accordingly, from subtitles.entity.camel.step to subtitles.block.generic.footsteps.
		Camels eating cactus emit an eat vibration of frequency 8.
<b>1.21.5</b>	<b>25w03a</b>	The camel's saddle is now an overlay texture, separate from the camel main texture.
		Saddles now show up on invisible camels.
		Saddles now show the enchantment glint on the camel when enchanted.
	<b>25w07a</b>	Camels can now spawn in deserts, outside of villages.
<b>1.21.6</b>	<b>25w20a</b>	Saddles can now be removed from camels using shears.
<b>1.21.11</b>	<b>25w44a</b>	Camels no longer sink in water while ridden by a player.
	<b>25w46a</b>	Camels no longer panic if controlled by other mobs.

## ***Bedrock Edition***

<b><i>Bedrock Edition</i></b>		
<b>[hide]</b>		
<b>1.19.50</b> Experiment <b>Next Major Update</b>	<b>Preview</b> <b>1.19.50.21</b>	 Added camels behind the "Next Major Update" experimental toggle.
	<b>Preview</b> <b>1.19.50.22</b>	Camels now heal over time.
		The camel's walking animation has been tweaked to more closely mirror how real camels walk.
	<b>Preview</b> <b>1.19.60.20</b>	 Updated camels' texture and model to match <i>Java Edition</i> . <sup>[9]</sup>
	<b>Preview</b> <b>1.19.60.25</b>	Camels no longer get pulled into rideable entities.
<b>1.20.0</b>	<b>Preview</b> <b>1.20.0.21</b>	Camels are now available without using the "Next Major Update" experimental toggle.
<b>1.20.30</b>	<b>Preview</b> <b>1.20.20.21</b>	Camels now make sand stepping sounds for suspicious sand, [verify for Bedrock Edition] red sand, and concrete powder. <sup>[10]</sup>
<b>1.21.70</b>	<b>Preview</b> <b>1.21.70.23</b>	Camels can now spawn in deserts, outside of villages.
<b>1.21.130</b>	<b>Preview</b> <b>1.21.130.22</b>	Camels now take fall damage starting 4 blocks higher when walking or dashing.
<b>1.21.130</b>	<b>Preview</b> <b>1.21.130.24</b>	Camels no longer sink in water while being ridden by a player.

## Data history

<b><i>Java Edition</i></b>		
<b>[hide]</b>		
<b>1.21.5</b>	<b>25w03a</b>	Unified the <b>SaddleItem</b> into the new <b>equipment.saddle</b> slot.

## Issues

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

## Trivia

- The camel's design pitch was made by developer [Ulraf](#).<sup>[11]</sup>
- *Minecraft* camels are specifically based on the one-humped [dromedary camel](#), though the first model was based on the two-humped [Bactrian camel](#).<sup>[12]</sup>
- According to [Agnes Larsson](#), the camel has an [easter egg](#) related to its ears.<sup>[13]</sup>

## Gallery

## Animations



**This section needs to be updated.**

Please update this section to reflect recent updates or newly available information.

**Reason:** JE1 BE2 texture (Camel's chest and hoof soles)



A camel.



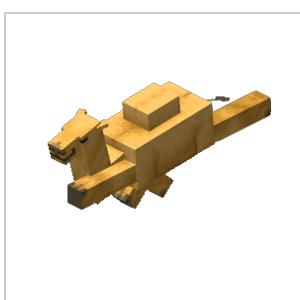
A camel sitting.



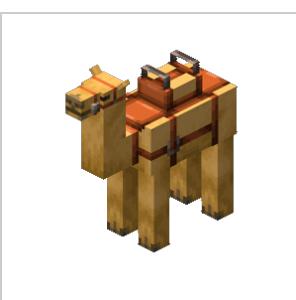
A camel standing up.



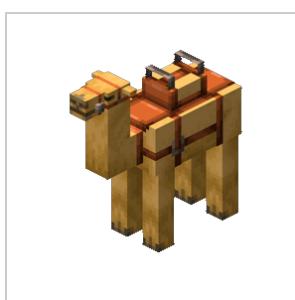
A camel walking.



A camel dashing.



A saddled camel.



A saddled camel sitting.



A saddled camel standing up.



A saddled camel walking.



A saddled camel dashing.

## Development images



A prototype version of the camel in Java Edition.



Four prototype camels looking at the player in Bedrock Edition.



Bugged camel's walking animation.



A table made of camels.



Late Development.

## Recreations



Recreation of a prototype camel, resembling a llama.



Recreation of a prototype camel wearing a chest.

## Mojang screenshots



A camel watching the sunset.



Different angle of a camel watching the sunset.

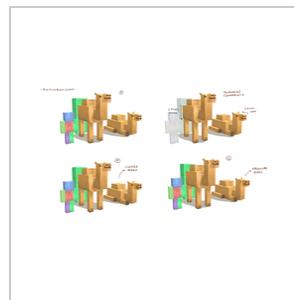
## Concept artwork



Concept art of the camel showcasing the different coloring and face shapes considered during development.



Concept art of the camel showcasing the many designs of its face.

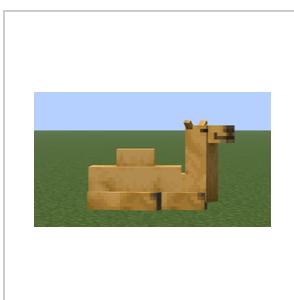


Concept art of the camel showcasing the camel's height next to a player and three blocks.

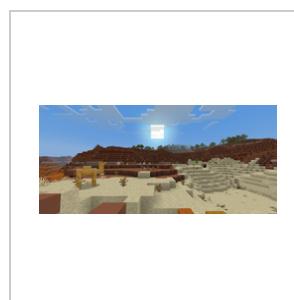
## Screenshots



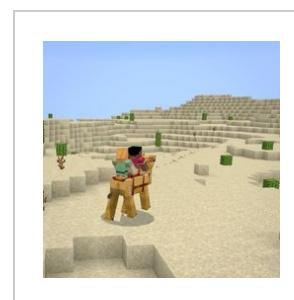
A camel in a desert.



A camel sitting on grass.



A wandering camel.



Alex and Zuri riding a camel.



Steve riding a camel out of the sunset.



Kai parking a camel.



Comparison of a camel and a camel husk.

## Official artwork



Camels with Sunny



Artwork of Alex with a camel.

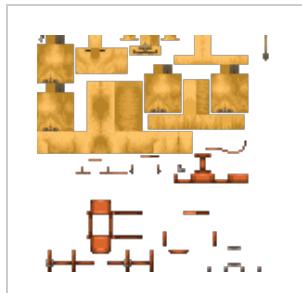


Artwork of Steve and Alex riding a camel.



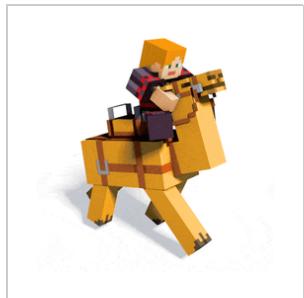
Wallpaper of Steve and Alex on a camel.

## Textures

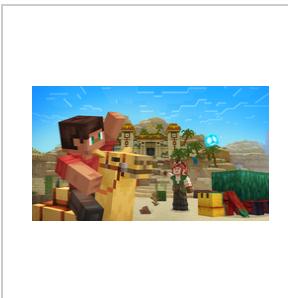


Camel texture file.

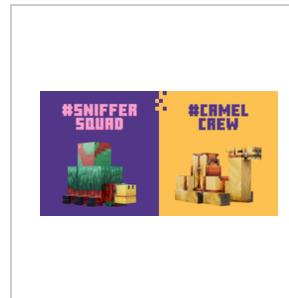
## In other media



Alex riding on a camel.<sup>[14]</sup>



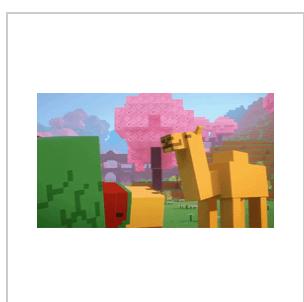
A camel on the key art for Timeless Trails.



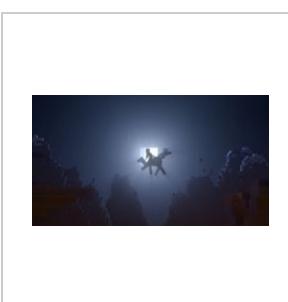
The camel Xbox giveaway.<sup>[15]</sup>



Render of the camel Xbox.



A camel with a sniffer.



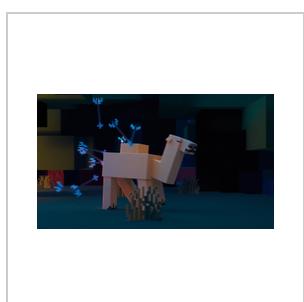
Steve and Alex dashing on a camel off a cliff, as depicted in the Trails & Tales trailer.



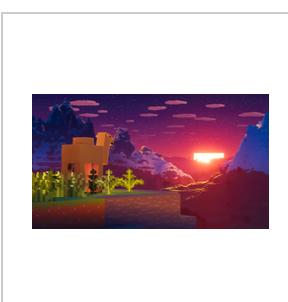
A camel and sniffler in a camp, in A Tale of Two Friends.



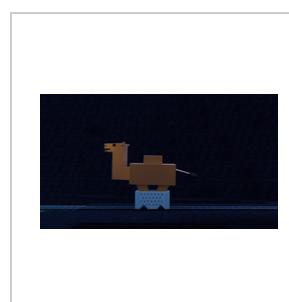
Camel dashing across a river.



A camel covered in arrows.



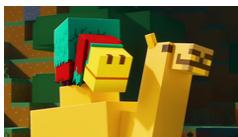
A camel watching the sunrise.



A camel riding in a minecart.



Camel resting on hay.



A camel with a snifflet, concluding *A Tale of Two Friends*.



A fox resting with a camel.<sup>[16]</sup>



Camels with a wandering trader.



Promotional artwork for *Trails & Tales* featuring camels on a map.<sup>[17]</sup>



Alex and Sunny riding a camel.



Sunny and Alex riding a camel in an advertisement for a Back to School sale.  
<sup>[18]</sup>



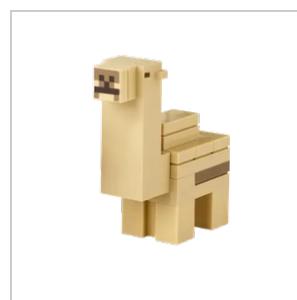
Artwork featuring Sunny and Alex riding a camel.



Lego camel



Diagram of a LEGO camel's articulation



Lego baby camel



Camel tumbler

## Trails & Tales Event



Camel Mask



Camel Hat



Camel Balloon



Camel Carousel



The Camel Carousel moving animation.

Balloon bundle, also featuring two sniffers.

The balloon bundle animated.



Secret Camel



The Camel Canyon cutout, featured in the Trails &amp; Tales Event.



The icon for the Camel Mask, an item in the Trails &amp; Tales event.



The icon for the Camel Hat, an item in the Trails &amp; Tales event.



The icon for the Camel Balloon, an item in the Trails &amp; Tales event.

## References

1. [MC-256538](#) — resolved as "Works As Intended".
2. [MC-256690](#) — resolved as "Fixed".
3. [MC-256482](#) — resolved as "Fixed".
4. [MC-257628](#) — resolved as "Fixed".
5. [MC-249109](#) — resolved as "Fixed".
6. [MC-259452](#) — resolved as "Fixed".
7. [MC-263322](#) — When a camel walks on suspicious sand, the sound produced is "camel steps" instead of "camel sands" — resolved as "Fixed".
8. [MC-177110](#) — resolved as "Fixed".
9. [MCPE-163350](#) — resolved as "Fixed".

10. MCPE-163497 — resolved as "Fixed".
11. <https://youtu.be/2cxUNoWNy50?t=3142>
12. "Minecraft's camels have just one hump – but originally, they had two! As revealed by Alexander Sandor in our developer diary, the first camel model in the game was "basically a teddy bear with two humps". "I shouldn't say it was ugly..." added Agnes Larsson. So, it got a redesign into the version you see today." (<https://www.minecraft.net/en-us/article/camel>) – Minecraft.net.
13. Making Minecraft Mobs: Meet the Camel! (<https://www.youtube.com/watch?v=2X8oVJUyqo4>)
14. "Minecraft: Trails & Tales" (<https://www.behance.net/gallery/176743459/Minecraft-Trails-Tales>) by Brikk Animation – Behance, August 2, 2023.
15. "To celebrate the Trails & Tales Update, we're giving away a custom art piece based on the newest mobs! But which one to give away: Are you part of the #SnifferSquad or #CamelCrew? 🤔" (<https://twitter.com/Minecraft/status/1662141670907953177>) – @Minecraft (<https://twitter.com/Minecraft>) (Minecraft) on X (formerly Twitter), May 27, 2023
16. "Soothing Minecraft Stories" (<https://www.minecraft.net/en-us/article/soothing-minecraft-stories>) by Sophie Austin – Minecraft.net, December 22, 2023.
17. "Hop on the camel! We're setting off on our @Minecraft Trails & Tales Update journey today" (<https://twitter.com/Xbox/status/1666505408653959176>) – @Xbox (<https://twitter.com/Xbox>) on X (formerly Twitter), June 7, 2023
18. "A new adventure awaits.. Time to update your inventory! Head to the Minecraft shop to check out everything you'll need to equip yourself for the epic journey of heading back to school! 🎒 http://linktr.ee/minecraft" (<https://twitter.com/Minecraft/status/1690423307089395712>) – @Minecraft (<https://twitter.com/Minecraft>) (Minecraft) on X (formerly Twitter), August 12, 2023

## External links

- [Camel article on Wikipedia](#)
- [Mob Menagerie: Camel](#) (<https://www.minecraft.net/en-us/article/camel>) – Minecraft.net on June 22, 2023
- ["A Tale of Two Friends | Trails & Tales"](#) (<https://youtube.com/watch?v=j8DVLpUId7E&t=367>) – Minecraft on YouTube, October 21, 2023

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