

# Parrot

For other uses, see [Parrot \(disambiguation\)](#).

A **parrot** is a tameable passive mob that spawns in jungle biomes. Parrots imitate sounds of nearby monsters and can perch on the player's shoulders.

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## Spawning

Parrots naturally spawn in groups of 1–2 in jungles, bamboo jungles, and sparse jungles<sup>[BE only]</sup> above logs, leaves, grass blocks, or air.

Unlike most passive mobs, parrots cannot be bred.

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

Category: Creature	Java Edition			Bedrock Edition	
	Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight
Jungle	40/91	43.96%	1–2	40	1–2
Bamboo Jungle	40/170	23.53%	1–2	40	1–2
Sparse Jungle	—	—	—	40	1–2

## Drops

### On death

*Java Edition:*

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default		Looting I		Looting II		Looting III					
Feather	1–2	100.00%	1.50	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00

*Bedrock Edition:*

Decimal Fraction Distribution Expectation

Parrot	
Red	Blue
Blue	Green
Green	Cyan
Cyan	Gray
	
<a href="#">View other renders</a>	
Health points	6 (3/3)
Behavior	Passive
Mob type	Animal
In <a href="#">Java Edition</a> :	
Height: 0.9 blocks	
Width: 0.5 blocks	
In <a href="#">Bedrock Edition</a> :	
Height: 1.0 blocks	
Width: 0.5 blocks	
Speed	0.2
Spawn	 Jungle  Bamboo Jungle  Sparse Jungle <sup>[BE only]</sup>
Usable items	
 Wheat Seeds	
 Beetroot Seeds	
 Melon Seeds	
 Pumpkin Seeds	
 Torchflower Seeds	
 Pitcher Pod	
 Cookie (Toxic)	
 Lead	

Item	Quantity / Chance / Average											
	Default		Looting I		Looting II		Looting III					
 Feather	1–2	100.00%	1.50	1–2	100.00%	1.50	1–2	100.00%	1.50	1–2	100.00%	1.50

1–3 experience orbs are dropped when parrots are killed by a player or a tamed wolf.

## Behavior

Parrots fly around idly under normal circumstances, landing frequently to rest.<sup>[1]</sup> They take interest in any nearby mobs, including those that are hostile to them, and follow them around closely. When attacked, they rapidly fly upward several blocks to flee.

Parrots also flap their wings to swim, and to slow their falls and prevent fall damage.

Parrots can be tamed by feeding them wheat seeds, melon seeds, pumpkin seeds, beetroot seeds, torchflower seeds, or pitcher pods. Each item fed has a  $\frac{1}{10}$  chance of successfully taming them. Once tamed, interacting with a parrot makes it sit down and stand up.

A tamed parrot follows the player unless told to sit, and teleports if there is a distance of 12 blocks between it and the player (unless told to sit). A death message is displayed to a parrot's owner upon its death.

In *Java Edition*, attempting to feed a parrot a cookie deals  $2^{128}$  damage to it, emitting Poison particles as it dies. In *Bedrock Edition*, attempting to feed a parrot a cookie also instantly kills it, but Fatal Poison is emitted instead. This is a reference to the fact that chocolate is toxic to parrots.

Unlike most animal mobs, parrots cannot breed and baby parrots do not exist.

### Sitting on a shoulder

A tamed parrot on the ground can be made to perch on its player's shoulder by moving through the parrot. On its own, a tamed parrot can also fly to and perch on the player's shoulder, unless it has been told to sit. A player can have one parrot on each shoulder. Parrots always prefer a player's left shoulder first, if it is empty.

A parrot dismounts its player when the player:

- Lands on a higher surface ( $\frac{1}{2}$  block up or higher)
- drops off a ledge of higher than  $\frac{3}{4}$  of a block
- takes damage
- touches water
- touches powder snow
- is in creative flying mode
- starts gliding with an elytra<sup>[2]</sup>
- sleeps on a bed
- submerges the player's head in lava (the parrot dismounts and burns even if the player has Fire Resistance)



A player with a parrot on their shoulder.

Parrots on a shoulder always look in the same direction the player's head is looking.

A parrot riding on an entity cannot take any damage (except void and /kill).<sup>[Bedrock Edition only]</sup>

But it may get hurt as soon as it dismounts, as when dismounting a player submerged in lava.

A parrot sitting on the shoulder appears in the inventory interface.

In *Bedrock Edition*, a parrot sitting on a shoulder prevents the player from entering a nether portal.<sup>[3]</sup>

If a player uses an ender pearl while parrots are on their shoulder, the parrots teleport with the player.

### Imitating sounds

Parrots imitate the idle sounds of nearby monsters and in *Bedrock Edition*, a few neutral animals as well; they have a detection range of 20 blocks. The sound produced by the parrots is the same sound as the mob being mimicked at a higher pitch, the same pitch as the mob's baby variant. Occasionally, a parrot may imitate sounds of mobs that are not in the area.<sup>[4]</sup>

In *Bedrock Edition*, they can also imitate neutral mobs such as endermen, polar bears, wolves and zombified piglins. In *Java Edition*, they can also imitate piglins, hoglins and piglin brutes.

In *Java Edition*, parrots attempt to imitate happy ghosts, but without using the corresponding sound event.

Parrots don't imitate the sounds of skeleton horses.<sup>[5]</sup>

Mobs that are imitated by parrots:

- |   |   |   |
|---|---|---|
| ▪  Blaze                         | ▪  Endermite                       | ▪  Piglin Brute <sup>[JE only]</sup> |
| ▪  Bogged                        | ▪  Evoker                          | ▪  Pillager                          |
| ▪  Breeze                        | ▪  Ghast                           | ▪  Polar Bear <sup>[BE only]</sup>   |
| ▪  Camel Husk                    | ▪  Guardian                        | ▪  Ravager                           |
| ▪  Cave Spider                   | ▪  Hoglin <sup>[JE only]</sup>     | ▪  Shulker                           |
| ▪  Creeking                      | ▪  Husk                            | ▪  Silverfish                        |
| ▪  Creeping                      | ▪  Illusioner <sup>[JE only]</sup> | ▪  Skeleton                          |
| ▪  Drowned                       | ▪  Magma Cube                      | ▪  Slime                             |
| ▪  Elder Guardian                | ▪  Parched                         | ▪  Spider                            |
| ▪  Ender Dragon                  | ▪  Phantom                         | ▪  Stray                             |
| ▪  Enderman <sup>[BE only]</sup> | ▪  Piglin <sup>[JE only]</sup>     | ▪  Vex                               |
|   |   | ▪  Vindicator                        |

### Dancing

Parrots dance near a jukebox if a music disc is inside it. Parrots even have the ability to dance while on a player's shoulder.<sup>[BE only]</sup> This is a reference to the Party Parrot meme.<sup>[6]</sup> They stop dancing when the track ends.<sup>[7]</sup>

The dancing radius is 3 blocks from the jukebox. If they dance and then fly beyond this radius, they stop dancing. A parrot does not dance if the music disc was inserted prior to it spawning, dismounting, or being within the 3 blocks range.<sup>[8]</sup>

## Sounds

### Generic

*Java Edition:*

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
Parrot talks	Friendly Mobs	Randomly		entity.parrot.ambient	subtitles.entity.parrot.ambient	0.7	0.8-1.2	16	
Parrot eats	Friendly Mobs	When a parrot eats a non-cookie item		entity.parrot.eat	subtitles.entity.parrot.eats	1.0	0.8-1.2	16	
Parrot dies	Friendly Mobs	When a parrot dies		entity.parrot.death	subtitles.entity.parrot.death	1.0	varies [sound 1]	16	
Parrot hurts	Friendly Mobs	When a parrot is damaged		entity.parrot.hurt	subtitles.entity.parrot.hurts	1.0	varies [sound 2]	16	
Parrot flutters	Friendly Mobs	While a parrot is flying		entity.parrot.fly	subtitles.entity.parrot.fly	0.15	1.0	16	
<i>None</i> [sound 3]	Friendly Mobs	While a parrot is walking		entity.parrot.step	<i>None</i> [sound 3]	0.15	1.0	16	

1. 0.72-1.08 for all sounds except death4, which is 0.56-0.84

2. 0.72-1.08 for all sounds except hurt1, which is 0.64-0.96

3. MC-184616

*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.parrot.idle	?	0.7	0.8-1.2	
?	Friendly Mobs	When a parrot eats an item		mob.parrot.eat	?	1.0	0.8-1.2	
?	Friendly Mobs	When a parrot dies		mob.parrot.death	?	1.0	0.8-1.0	
?	Friendly Mobs	When a parrot is damaged		mob.parrot.hurt	?	1.0	0.8-1.0	
?	Friendly Mobs	While a parrot is flying		mob.parrot.fly	?	1.0	0.8-1.2	
?	Friendly Mobs	While a parrot is walking		mob.parrot.step	?	1.0	0.8-1.2	

### Limitations



This article is missing information about: Sounds of parrots imitating zombie horses and zombie nautiluses

Please expand the article to include this information. Further details may exist on the [talk page](#).

Note that these are the original mob sounds, and not the pitched up ones heard from parrots in-game. When making their ambient sound, parrots have a chance to trigger a random sound from this list if the difficulty is not Peaceful.

Sounds									[Collapse]
Sound	Subtitles [JE only]	Source	Mob	Resource location	Translation key [JE only]	Volume	Pitch	Attenuation distance [JE only]	
Parrot breathes	Friendly Mobs	 Blaze		entity.parrot.imitate.blaze [JE only]	subtitles.entity.parrot.imitate.blaze	1.0 [JE only]	1.36-2.04 [JE only]	16	
N/A				mob.imitate.blaze [BE only]	N/A	0.4 [BE only]	1.80 [BE only]	N/A	
Parrot rattles	Friendly Mobs	 Bogged		entity.parrot.imitate.bogged [JE only]	subtitles.entity.parrot.imitate.bogged	1.0 [JE only]	1.36-2.04 [JE only]	16	
N/A				mob.imitate.bogged [BE only]	N/A	0.7 [BE only]	1.70 [BE only]	N/A	
Parrot whirs	Friendly Mobs	 Breeze		entity.parrot.imitate.breeze [JE only]	subtitles.entity.parrot.imitate.breeze	0.7	1.7	16	
N/A				mob.breeze.idle_ground [BE only]	N/A			N/A	
Parrot grumphs	Friendly Mobs	 Camel Husk		entity.parrot.imitate.camel_husk [JE only]	subtitles.entity.parrot.imitate.camel_husk	0.7 [JE only]	2.0 [JE only]	16	
N/A				mob.imitate.camel_husk [BE only]	N/A	N/A	N/A	N/A	
Parrot hisses	Friendly Mobs	 Cave Spider		entity.parrot.imitate.spider [JE only]	subtitles.entity.parrot.imitate.spider	? [JE only]	1.44-2.16 [JE only]	16	
N/A				mob.imitate.spider [BE only]	N/A	0.6 [BE only]	1.8 [BE only]	N/A	
Parrot creaks	Friendly Mobs	 Creaking		entity.parrot.imitate.creaking	subtitles.entity.parrot.imitate.creaking	0.7	0.8-1.2	16	
N/A				mob.imitate.creaking [BE only]	N/A	1.0	1.0	N/A	
Parrot hisses	Friendly Mobs	 Creeper		entity.parrot.imitate.creeper [JE only]	subtitles.entity.parrot.imitate.creeper	0.42 [JE only]	1.44-2.16 [JE only]	16	
N/A				imitate.fuse [BE only]	N/A	0.6 [BE only]	1.8 [BE only]	N/A	
Parrot gurgles	Friendly Mobs	 Drowned		entity.parrot.imitate.drowned [JE only]	subtitles.entity.parrot.imitate.drowned	0.42 [JE only]	1.44-2.16 [JE only]	16	
N/A				mob.imitate.drowned [BE only]	N/A	0.6 [BE only]	1.8 [BE only]	N/A	
[JE only] Parrot moans	Friendly Mobs	 Elder Guardian		entity.parrot.imitate.elder_guardian [JE only]	subtitles.entity.parrot.imitate.elder_guardian	0.49 [JE only]	1.44-2.16 [JE only]	16	
[BE only]	N/A			mob.imitate.guardian [BE only]	N/A	0.7 [BE only]	1.7 [BE only]	N/A	
Parrot roars	Friendly Mobs	 Ender Dragon		entity.parrot.imitate.ender_dragon [JE only]	subtitles.entity.parrot.imitate.ender_dragon	0.14 [JE only]	1.44-2.16 [JE only]	16	
N/A				mob.imitate.enderdragon [BE only]	N/A	1.6 [BE only]	1.8 [BE only]	N/A	
N/A	Friendly Mobs	 Enderman [BE only]		mob.imitate.endermen	N/A	0.5	1.7	N/A	
Parrot scuttles	Friendly Mobs	 Endermite		entity.parrot.imitate.endermite [JE only]	subtitles.entity.parrot.imitate.endermite	0.49 [JE only]	1.44-2.16 [JE only]	16	
N/A				mob.imitate.endermite [BE only]	N/A	0.7 [BE only]	1.8 [BE only]	N/A	
[JE only] Parrot murmurs	Friendly Mobs	 Evoker		entity.parrot.imitate.evoker [JE only]	subtitles.entity.parrot.imitate.evoker	0.42 [JE only]	1.44-2.16 [JE only]	16	
[BE only]	N/A			mob.imitate.evocation_illager [BE only]	N/A	0.6 [BE only]	1.8 [BE only]	N/A	
Parrot cries	Friendly Mobs	 Ghast		entity.parrot.imitate.ghast [JE only]	subtitles.entity.parrot.imitate.ghast	0.49 [JE only]	1.44-2.16 [JE only]	16	
N/A				mob.imitate.ghast [BE only]	N/A	0.35 [BE only]	1.8 [BE only]	N/A	
Parrot moans	Friendly Mobs	 Guardian		entity.parrot.imitate.guardian [JE only]	subtitles.entity.parrot.imitate.guardian	0.28 [JE only]	1.44-2.16 [JE only]	16	
N/A				mob.imitate.guardian [BE only]	N/A	0.7 [BE only]	1.8 [BE only]	N/A	
Parrot growls	Friendly Mobs	 Hoglin [JE only]		entity.parrot.imitate.hoglin	subtitles.entity.parrot.imitate.hoglin	0.42	1.52-2.28	16	
Parrot groans	Friendly Mobs	 Husk		entity.parrot.imitate.husk [JE only]	subtitles.entity.parrot.imitate.husk	0.42 [JE only]	1.44-2.16 [JE only]	16	
N/A				mob.imitate.husk [BE only]	N/A	0.6 [BE only]	1.8 [BE only]	N/A	
[JE only] Parrot murmurs	Friendly Mobs	 Illusioner [JE only]		entity.parrot.imitate.illusioner [JE only]	subtitles.entity.parrot.imitate.illusioner	0.49 [JE only]	1.44-2.16 [JE only]	16	
[BE only]	N/A			mob.imitate.illusioner [BE only]	N/A	0.6 [BE only]	1.8 [BE only]	N/A	
Parrot squishes	Friendly Mobs	 Magma cube		entity.parrot.imitate.magma_cube [JE only]	subtitles.entity.parrot.imitate.magma_cube	0.42 [JE only]	1.44-2.16 [JE only]	16	
N/A				mob.imitate.magmaCube [BE only]	N/A	0.6 [BE only]	1.8 [BE only]	N/A	
Parrot screeches	Friendly Mobs [JE only]	 Phantom		entity.parrot.imitate.phantom [JE only]	subtitles.entity.parrot.imitate.phantom	0.42 [JE only]	1.36-2.04 [JE only]	16	
N/A				mob.imitate.phantom [BE only]	N/A	0.7 [BE only]	1.5 [BE only]	N/A	
Parrot crackles	Friendly Mobs	 Parched		entity.parrot.imitate.parched [JE only]	subtitles.entity.parrot.imitate.parched	1.8 [JE only]	0.7 [JE only]	16	
N/A				mob.imitate.parched [BE only]	N/A	N/A	N/A	N/A	
Parrot snorts	Friendly Mobs	 Piglin [JE only]		entity.parrot.imitate.piglin	subtitles.entity.parrot.imitate.piglin	0.42	1.44-2.16	16	
Parrot snorts	Friendly Mobs	 Piglin Brute [JE only]		entity.parrot.imitate.piglin_brute	subtitles.entity.parrot.imitate.piglin_brute	0.42	1.44-2.16	16	
Parrot murmurs	Friendly Mobs	 Pillager		entity.parrot.imitate.pillager [JE only]	subtitles.entity.parrot.imitate.pillager	0.28 [JE only]	1.44-2.16 [JE only]	16	
N/A				mob.imitate.pillager [BE only]	N/A	0.7 [BE only]	1.8 [BE only]	N/A	

N/A	Friendly Mobs	Polar Bear <sup>[BE only]</sup>	mob.imitate.polarbear	N/A	0.7	0.8	N/A
Parrot grunts	Friendly Mobs	Ravager	entity.parrot.imitate.ravager <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.ravager	0.14 <sup>[JE only]</sup>	1.44-2.16 <sup>[JE only]</sup>	16
			mob.imitate.ravager <sup>[BE only]</sup>	N/A	0.7 <sup>[BE only]</sup>	1.7 <sup>[BE only]</sup>	N/A
Parrot lurks	Friendly Mobs	Shulker	entity.parrot.imitate.shulker <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.shulker	0.28 <sup>[JE only]</sup>	1.36-2.04 <sup>[JE only]</sup>	16
			mob.imitate.shulker <sup>[BE only]</sup>	N/A	0.4 <sup>[BE only]</sup>	1.7 <sup>[BE only]</sup>	N/A
Parrot hisses	Friendly Mobs	Silverfish	entity.parrot.imitate.silverfish <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.silverfish	0.49 <sup>[JE only]</sup>	1.44-2.16 <sup>[JE only]</sup>	16
			mob.imitate.silverfish <sup>[BE only]</sup>	N/A	0.7 <sup>[BE only]</sup>	1.8 <sup>[BE only]</sup>	N/A
Parrot rattles	Friendly Mobs	Skeleton	entity.parrot.imitate.skeleton <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.skeleton	0.7 <sup>[JE only]</sup>	1.36-2.04 <sup>[JE only]</sup>	16
			mob.imitate.skeleton <sup>[BE only]</sup>	N/A	1.0 <sup>[BE only]</sup>	1.7 <sup>[BE only]</sup>	N/A
Parrot squishes	Friendly Mobs	Slime	entity.parrot.imitate.slime <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.slime	0.42 <sup>[JE only]</sup>	1.44-2.16 <sup>[JE only]</sup>	16
			mob.imitate.slime <sup>[BE only]</sup>	N/A	0.6 <sup>[BE only]</sup>	1.8 <sup>[BE only]</sup>	N/A
Parrot hisses	Friendly Mobs	Spider	entity.parrot.imitate.spider <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.spider	? <sup>[JE only]</sup>	1.44-2.16 <sup>[JE only]</sup>	16
			mob.imitate.spider <sup>[BE only]</sup>	N/A	0.6 <sup>[BE only]</sup>	1.8 <sup>[BE only]</sup>	N/A
Parrot rattles	Friendly Mobs	Stray	entity.parrot.imitate.stray <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.stray	0.42 <sup>[JE only]</sup>	1.28-1.92 <sup>[JE only]</sup>	16
			mob.imitate.stray <sup>[BE only]</sup>	N/A	0.6 <sup>[BE only]</sup>	1.6 <sup>[BE only]</sup>	N/A
Parrot vexes	Friendly Mobs	Vex	entity.parrot.imitate.vex <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.vex	0.56 <sup>[JE only]</sup>	1.28-1.92 <sup>[JE only]</sup>	16
			mob.imitate.vex <sup>[BE only]</sup>	N/A	0.8 <sup>[BE only]</sup>	1.6 <sup>[BE only]</sup>	N/A
[JE only]	Parrot mutters	Vindicator	entity.parrot.imitate.vindicator <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.vindicator	0.42 <sup>[JE only]</sup>	1.36-2.04 <sup>[JE only]</sup>	16
	N/A		mob.imitate.vindicator <sup>[BE only]</sup>	N/A	0.6 <sup>[BE only]</sup>	1.7 <sup>[BE only]</sup>	N/A
[BE only]	Parrot whines	Warden	entity.parrot.imitate.warden <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.warden	0.56 <sup>[JE only]</sup>	1.6-2.4 <sup>[JE only]</sup>	16
	N/A		mob.imitate.warden <sup>[BE only]</sup>	N/A	0.8 <sup>[BE only]</sup>	1.8 <sup>[BE only]</sup>	N/A
Parrot giggles	Friendly Mobs	Witch	entity.parrot.imitate.witch <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.witch	0.35 <sup>[JE only]</sup>	1.44-2.16 <sup>[JE only]</sup>	16
			mob.imitate.witch <sup>[BE only]</sup>	N/A	0.5 <sup>[BE only]</sup>	1.8 <sup>[BE only]</sup>	N/A
Parrot angers <sup>[10]</sup>	Friendly Mobs	Wither	entity.parrot.imitate.wither <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.wither	0.14 <sup>[JE only]</sup>	1.44-2.16 <sup>[JE only]</sup>	16
			mob.imitate.wither <sup>[BE only]</sup>	N/A	0.2 <sup>[BE only]</sup>	1.8 <sup>[BE only]</sup>	N/A
Parrot rattles	Friendly Mobs	Wither Skeleton	entity.parrot.imitate.wither_skeleton <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.wither_skeleton	0.49 <sup>[JE only]</sup>	1.44-2.16 <sup>[JE only]</sup>	16
			mob.imitate.wither_skeleton <sup>[BE only]</sup>	N/A	0.7 <sup>[BE only]</sup>	1.8 <sup>[BE only]</sup>	N/A
N/A	Friendly Mobs	Wolf <sup>[BE only]</sup>	mob.imitate.wolf	N/A	0.6	1.8	N/A
Parrot growls	Friendly Mobs	Zoglin	entity.parrot.imitate.zoglin <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.zoglin	0.42 <sup>[JE only]</sup>	1.52-2.28 <sup>[JE only]</sup>	16
			mob.imitate.zoglin <sup>[BE only]</sup>	N/A	0.7 <sup>[BE only]</sup>	1.7 <sup>[BE only]</sup>	N/A
Parrot groans	Friendly Mobs	Zombie	entity.parrot.imitate.zombie <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.zombie	0.42 <sup>[JE only]</sup>	1.44-2.16 <sup>[JE only]</sup>	16
			mob.imitate.zombie <sup>[BE only]</sup>	N/A	0.6 <sup>[BE only]</sup>	1.8 <sup>[BE only]</sup>	N/A
Parrot groans	Friendly Mobs	Zombie Villager	entity.parrot.imitate.zombie_villager <sup>[JE only]</sup>	subtitles.entity.parrot.imitate.zombie_villager	0.42 <sup>[JE only]</sup>	1.44-2.16 <sup>[JE only]</sup>	16
			mob.imitate.zombie_villager <sup>[BE only]</sup>	N/A	0.6 <sup>[BE only]</sup>	1.8 <sup>[BE only]</sup>	N/A
N/A	Friendly Mobs	Zombified Piglin <sup>[BE only]</sup>	mob.imitate.zombiepig	N/A	0.4	1.8	N/A

## Data values

### ID

Java Edition:

Name	Identifier	Entity tags	Translation key	[hide]
Parrot	parrot	fall_damage immune followable_friendly_mobs	entity.minecraft.parrot	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
Parrot	parrot	30	mob_parrot_tame parrot_wild	entity.parrot.name	

### Entity data

Parrots have entity data associated with them that contain various properties.

Java Edition:

Main article: Entity format

Entity data

Additional fields for mobs that can be tamed by players

**Tags common to all entities****Tags common to all mobs**

**Variant:** Specifies the color variant of the parrot, default is 0.

**Variant** **Numerical ID** **Identifier** [Expand]

When a parrot is resting on the player's shoulder, it ceases to be a distinct entity and its entity data is stored in the player's `ShoulderEntityLeft` or `ShoulderEntityRight` NBT. See also `Player.dat` format.

**Bedrock Edition:**

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

**Achievements**

<a href="#">[hide]</a>						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other	<a href="#">It Spreads</a>	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)	<a href="#">[hide]</a>
	<a href="#">Is It a Bird?</a>	Look at a Parrot through a Spyglass	—	
	<a href="#">It Spreads</a>	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.	
	<a href="#">Best Friends Forever</a>	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.	

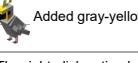
Advancements that apply to all mobs:

[show]

**History****Development**

<a href="#">March 23, 2017 (https://twitter.com/MiaLem_n/status/844829306685554688)</a>	Maria Lemón tweets that her new mob, created with the help of RazzleberryFox, will be showcased in the next snapshot. "It's flytastic!" Later the same day, she revealed that the new mob is the parrot. <sup>[11]</sup>
<a href="#">March 26, 2017 (https://twitter.com/MiaLem_n/status/846006386517520385)</a>	Maria reveals that parrots can copy the sounds of other mobs around it. Later the same day, she tweets an image of Steve "the parrot king" carrying parrots on his shoulder. <sup>[12]</sup>
<a href="#">March 28, 2017 (https://twitter.com/MiaLem_n/status/846974672663130113)</a>	Maria tweets another image of parrots, showcasing their ability to fly and slowly drift downward.
<a href="#">March 30, 2017 (https://twitter.com/MiaLem_n/status/847371388641923072)</a>	Shortly before the snapshot was released, Maria revealed that parrots are attracted to cookies. This is a reference to the popular phrase "Polly wants a cracker". <sup>[13]</sup> In real life, parrots should <i>not</i> be fed chocolate chip cookies, as chocolate is toxic to parrots.

**Java Edition**

Java Edition		
[hide]		
1.12	<a href="#">17w13a</a>	 Added parrots.
	<a href="#">17w13b</a>	 Added gray-yellow parrot.
	<a href="#">17w14a</a>	The right-click action has been changed: right-clicking on a tamed parrot now tells it to sit.
		Having a parrot sit on the player's shoulders now require the player to walk through the parrot.
	<a href="#">17w15a</a>	 Parrots now dance and cycle through the variants if music is playing on a nearby jukebox.
		Parrots now make sounds when sitting on the player's shoulders.
	<a href="#">17w16a</a>	Parrots now dismount whenever the player is not touching the ground. This makes it impossible to keep the parrots on the shoulder while gliding. <sup>[14]</sup> Previously they only dismounted when moving upwards.
	<a href="#">pre3</a>	Parrots are now tamed with seeds, instead of cookies, after a post on Reddit ( <a href="https://web.archive.org/web/20170518214733/https://www.reddit.com/r/Minecraft/comments/6b0fh/d/ear_mojang_please_remove_feeding_chocolate_to/">https://web.archive.org/web/20170518214733/https://www.reddit.com/r/Minecraft/comments/6b0fh/d/ear_mojang_please_remove_feeding_chocolate_to/</a> ).
	<a href="#">pre5</a>	Attempting to feed cookies to a parrot now instantly kills the parrot, causing it to emit poison particles. In an e-mail to Motherboard, Jens Bergensten explained: "Our reasoning for originally using cookies was twofold; it gave cookies a reason to exist within Minecraft, and it was a subtle reference to the Nirvana song 'Polly.' However, we didn't consider what the chocolate ingredient would mean to real life parrots!" <sup>[15]</sup>
	<a href="#">pre6</a>	Killing a parrot by feeding it a cookie now counts as if the parrot was killed by the player who fed it. This affects <u>death messages</u> , causes the parrot to drop <u>experience</u> , take knockback and causes the <u>looting</u> enchantment to take effect.
1.13	<a href="#">18w19a</a>	Parrots now imitate phantoms and drowned.
1.14	<a href="#">19w11a</a>	Parrots can now imitate ravagers, pillagers and pandas.
1.14.2	<a href="#">pre1</a>	Parrots no longer spawn on grass, but on grass blocks instead.
1.15	<a href="#">19w40a</a>	Parrots can now sit on a player's shoulder even while the player is riding something.
	<a href="#">19w41a</a>	Parrots no longer imitate pandas.
	<a href="#">19w44a</a>	Parrots no longer imitate polar bears, wolves, and zombie pigmen.
	<a href="#">19w45a</a>	Parrots no longer imitate endermen.
1.16	<a href="#">20w12a</a>	Parrots now imitate hostile mobs less often.
		Parrots no longer imitate hostile mobs when the difficulty is on Peaceful.
1.18	<a href="#">pre5</a>	The bottom texture of all parrots' wings has been flipped.
1.19	<a href="#">Deep Dark Experimental Snapshot 1</a>	Parrots can now imitate wardens.
1.19.4 Experiment Update 1.20	<a href="#">pre1</a>	Parrots can now be fed using torchflower seeds. <sup>[16]</sup>
1.20	<a href="#">15w31a</a>	Parrots can now be fed using pitcher pods.
1.20.5 Experiment Update 1.21	<a href="#">24w07a</a>	Parrots can now imitate bogged.
1.20.5	<a href="#">24w11a</a>	Adjusted their flying behavior to keep them from overshooting their position when flying up and down.
1.21.2 Experiment Winter Drop	<a href="#">24w40a</a>	Parrots can now imitate creakings.
1.21.11	<a href="#">25w44a</a>	Parrots can now imitate camel husks, parched, zombie horses and zombie nautiluses.

**Bedrock Edition**

Bedrock Edition		
[hide]		
1.2.0	<a href="#">beta 1.2.0.2</a>	 Added parrots.
1.2.13	<a href="#">beta 1.2.13.8</a>	Parrots can now imitate drowned sounds.
?		The sounds of the parrots have been changed to match Java Edition's.
1.19.0	<a href="#">Preview 1.19.0.21</a>	Parrots can now imitate wardens.
1.21.20	<a href="#">Preview 1.21.10.20</a>	Parrots can now imitate bogged.
1.21.30	<a href="#">Preview 1.21.30.23</a>	Parrots no longer imitate pandas.
1.21.80	<a href="#">Preview 1.21.80.20</a>	Parrots can now imitate guardians, phantoms, pillagers, ravagers, zoglins, and blazes.
1.21.90	<a href="#">Preview 1.21.90.23</a>	Parrots imitating wither skeletons now make wither skeleton sounds instead of skeleton sounds. Parrots imitating drowned now make drowned sounds instead of zombie sounds.

**Legacy Console Edition**

Legacy Console Edition									[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch			
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4		Added parrots.	
TU56	CU48	1.55	1.55	1.55	Patch 26	1.0.6		Players can no longer attack tamed parrots with player versus player disabled.	
TU57	CU49	1.57	1.56	1.56	Patch 27	1.0.7		Looking at a parrot while holding a cookie now shows the "feed" tooltip.	
TU62	CU52	1.66	1.66	1.66	Patch 31	1.0.12		Looking at a parrot while holding a cookie no longer shows the "feed" tooltip.	
		1.88						All parrots – even unnamed parrots – now display death messages to their owner.	

## Data history

Java Edition		[hide]
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version. <a href="#">[more information needed]</a>

## Issues

Issues relating to "Parrot" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jq=project%20in%20%28MC%2C%20MCPE%20AND%20resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Parrot%22%29%20ORDESC%20BY%20resolution%20DESC>).

## Trivia

- Red parrots are based on the real-life scarlet macaw ([https://en.wikipedia.org/wiki/scarlet\\_macaw](https://en.wikipedia.org/wiki/scarlet_macaw)) "with a little Minecraft twist"<sup>[17]</sup> Similarly, blue parrots are based on hyacinth macaws ([https://en.wikipedia.org/wiki/Hyacinth\\_macaw](https://en.wikipedia.org/wiki/Hyacinth_macaw)), cyan parrots are based on blue-and-yellow macaws ([https://en.wikipedia.org/wiki/Blue-and-yellow\\_macaw](https://en.wikipedia.org/wiki/Blue-and-yellow_macaw)), green parrots are based on black-billed amazon parrots ([https://en.wikipedia.org/wiki/Black-billed\\_amazon](https://en.wikipedia.org/wiki/Black-billed_amazon)),<sup>[18]</sup> and gray parrots are based on cockatiels (<https://en.wikipedia.org/wiki/cockatiel>).
- The Minecraft team uses various party parrot emojis when communicating with each other on discord.<sup>[19]</sup>
- The advancement obtained for breeding two animals is called "The Parrots and the Bats", even though neither parrots nor bats can breed.
- The parrot's dancing animation is based on the party parrot emojis (<https://knowyourmeme.com/memes/party-parrot>), that are in turn, based on the kākāpō (<https://www.youtube.com/watch?v=9T1vfHfYIKY%7CSirocco>).
- The "idle6" sound of the parrot is the English word "hello".<sup>[20]</sup>

0:00 / 0:00

## Gallery

### Renders

#### Sitting



A sitting red parrot. A sitting blue parrot. A sitting green parrot. A sitting cyan parrot. A sitting gray parrot.

#### Dancing

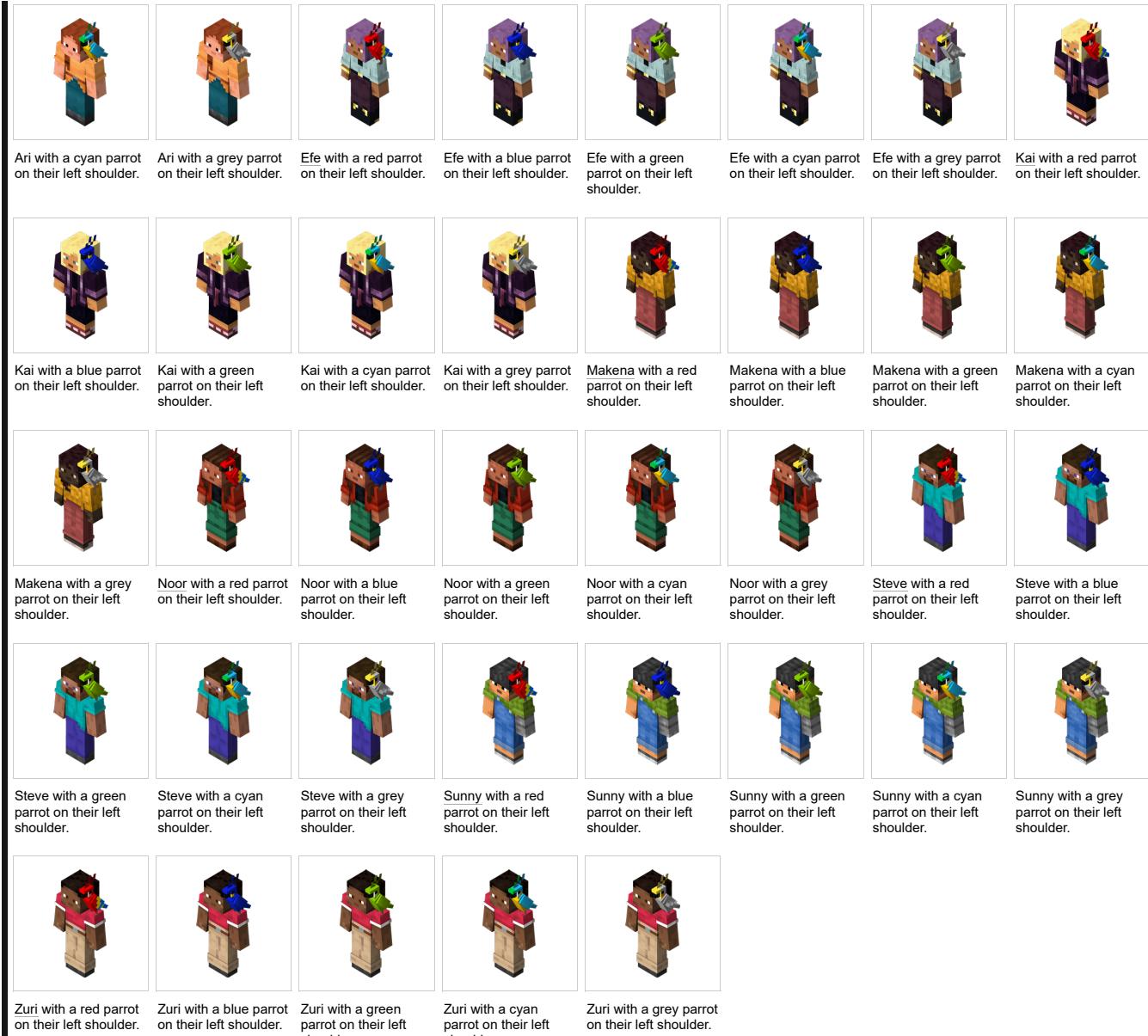


A dancing red parrot. A dancing blue parrot. A dancing green parrot. A dancing cyan parrot. A dancing gray parrot. A dancing parrot in 17w14a.

#### Sitting on the player



Alex with a red parrot on their left shoulder. Alex with a blue parrot on their left shoulder. Alex with a green parrot on their left shoulder. Alex with a cyan parrot on their left shoulder. Alex with a grey parrot on their left shoulder. Ari with a red parrot on their left shoulder. Ari with a blue parrot on their left shoulder. Ari with a green parrot on their left shoulder.



## Screenshots



The first image of parrots, tweeted by Maria Lemón.	Another image of parrots tweeted by Maria Lemón.	Parrots riding on the shoulders of Steve, "the parrot king", tweeted by Maria Lemón.	Note how the parrots crowd around the villager in a tight circle.	Parrots also crowd around hostile mobs, such as creepers.	Poison particles appear if the player feeds cookies to parrots.	Parrots in Bedrock Edition.	A parrot seen through a spyglass.
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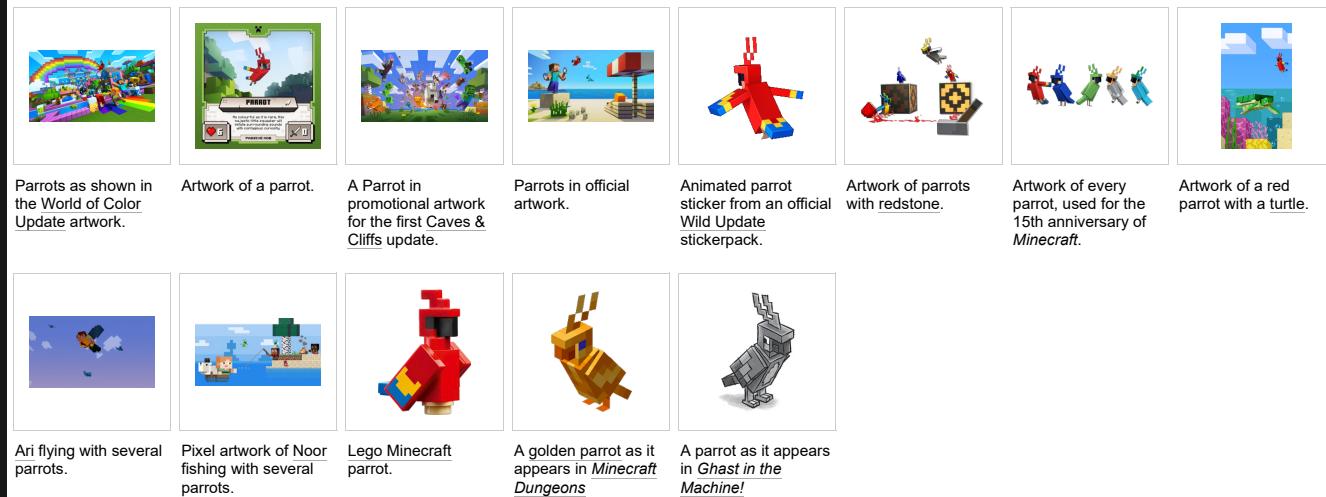


A gif of all parrot faces.

## Textures



## In other media



## References

- "Yes they fly, as high as they want to. :) But they do get tired and prefer to have somewhere to land." ([https://twitter.com/MiaLem\\_n/status/846995981208096768](https://twitter.com/MiaLem_n/status/846995981208096768)) – @MiaLem\_n ([https://twitter.com/MiaLem\\_n](https://twitter.com/MiaLem_n)) (Maria Lemón) on X (formerly Twitter), March 29, 2017
- MC-118003
- MCPE-27950
- MC-115509 — resolved as "Works as Intended".
- MC-304373 — Parrots don't imitate skeleton horses, endermen and zombified piglins
- "It took you no time at all to find the party parrot easter egg! But there is one more you haven't found..." ([https://twitter.com/MiaLem\\_n/status/849665440733429761](https://twitter.com/MiaLem_n/status/849665440733429761)) – @MiaLem\_n ([https://twitter.com/MiaLem\\_n](https://twitter.com/MiaLem_n)) (Maria Lemón) on X (formerly Twitter), April 5, 2017
- MC-157412 — resolved as "Fixed".
- MC-115446 — resolved as "Won't Fix".
- Except for the second copy of idle5, which is 1.26
- MC-212623
- "Let me present the newest member of the Minecraft world! The parrot! Model by @RazzleberryFox" ([https://twitter.com/MiaLem\\_n/status/844888692699385856](https://twitter.com/MiaLem_n/status/844888692699385856)) – @MiaLem\_n ([https://twitter.com/MiaLem\\_n](https://twitter.com/MiaLem_n)) (Maria Lemón) on X (formerly Twitter), March 23, 2017
- "Steve is the parrot king!" ([https://twitter.com/MiaLem\\_n/status/846247154217877504](https://twitter.com/MiaLem_n/status/846247154217877504)) – @MiaLem\_n ([https://twitter.com/MiaLem\\_n](https://twitter.com/MiaLem_n)) (Maria Lemón) on X (formerly Twitter), March 26, 2017
- "+Michael sheehan it's just a reference to "Polly wants a cracker"." (<https://www.youtube.com/watch?v=DA2p7Kx9gQ&lc=z12ji5nbweehtpw504cd3sikmqsttxa324.1490938502421634>) – slicedlime (<http://www.youtube.com/user/slicedlime>), March 31, 2017
- MC-118003
- 'Minecraft Is Patching the Game So Kids Won't Poison Their Pet Birds ([https://motherboard.vice.com/en\\_us/article/minecraft-parrots-patch](https://motherboard.vice.com/en_us/article/minecraft-parrots-patch))'; Motherboard; May 16, 2017
- MC-260035 — resolved as "Fixed".
- "Macaws with a little Minecraft twist." ([https://twitter.com/MiaLem\\_n/status/844956044170285057](https://twitter.com/MiaLem_n/status/844956044170285057)) – @MiaLem\_n ([https://twitter.com/MiaLem\\_n](https://twitter.com/MiaLem_n)) (Maria Lemón) on X (formerly Twitter), March 23, 2017
- "I based it off a black-billed amazon parrot! :)" (<https://twitter.com/RazzleberryFox/status/816092906492400037>) – @RazzleberryFox (<https://twitter.com/RazzleberryFox>) (Mariana Graham) on X (formerly Twitter), July 24, 2024
- "Really. We have over 20 different party parrot emojis. :D" – HelenAngel, April 5, 2017
- "Growth & Evolution - Part 3 - 15 Years of Minecraft" (<https://youtube.com/watch?v=f0k7JNFGhms&t=6m>) – Minecraft on YouTube, June 5, 2024

## External links

- "Mob Menagerie: Parrot" (<https://www.minecraft.net/en-us/article/parrot>) by Duncan Geere – Minecraft.net, February 2, 2024.

## Navigation

		Entities																				<a href="#">[hide]</a>	<a href="#">[hide]</a>
<b>Mobs</b>		Alay	Armadillo	Axolotl	Bat	Camel	Camel Husk	Cat	Chicken	Cod	Copper Golem	Cow	Donkey	Frog	Glow Squid								
<b>Passive</b>		Happy Ghast	Horse	Mushroom	Mule	Ocelot	Parrot	Pig	Rabbit	Salmon	Sheep	Skeleton Horse	Sniffer	Snow Golem									
<b>BE &amp; edu only</b>		Agent	NPC																				
<b>Neutral</b>		Bee	Cave Spider	Dolphin	Drowned	Enderman	Fox	Goat	Iron Golem	Llama	Nautilus	Panda	Piglin	Polar Bear	Pufferfish								
<b>Neutral</b>		Spider	Trader Llama	Wolf	Zombie Nautilus	Zombified Piglin																	
<b>Hostile</b>		Blaze	Bogged	Breeze	Creaking	Creeper	Elder Guardian	Endermite	Evoker	Ghast	Guardian	Hoglin	Husk	Magma Cube									
<b>Bosses</b>		Parched	Phantom	Piglin Brute	Pillager	Ravager	Shulker	Silverfish	Skeleton	Slime	Stray	Vex	Vindicator	Warden	Witch								
<b>Mob types</b>		Ender Dragon	Wither																				
<b>Other</b>		Animal	Aquatic	Arthropod	Illager	Monster	Undead	Jockey (Camel Husk)	Chicken	Hoglin	Ravager	Skeleton Horseman	Spider	Strider	Zombie Horseman	Zombie Nautilus	Mob variants						
<b>Other entities</b>																		<a href="#">[show]</a>	<a href="#">[show]</a>	<a href="#">[show]</a>			
<b>Unimplemented</b>																							
<b>Joke</b>																							

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