

Drowned

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

Drowned are common neutral underwater zombie variants that spawn in oceans, rivers, and dripstone caves, or when zombies drown. They usually attack through melee attacks, but may also come armed with tridents that they can throw at range.

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Drowned

[Adult](#) [Baby](#)



[Java Edition](#)



[Bedrock Edition](#)



[Health points](#) 20 ($\heartsuit \times 10$)

[Armor points](#) 2 (\diamond)

[Behavior](#) Neutral

Mob type	Undead Monster
--------------------------	-------------------

Attack strength	Melee: Easy: 2.5 ($\heartsuit \times 1.25$) Normal: 3 ($\heartsuit \heartsuit$) Hard: 4.5 ($\heartsuit \times 2.25$)
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Spawning

Natural generation

Drowned spawn naturally at water blocks that emit light level of 0 and internal sky light level being 7 and below in all ocean biomes, aquifers in the dripstone caves biome, and river biomes. They spawn at higher rates in rivers and dripstone caves than in ocean biomes.

In *Java Edition*, drowned spawn individually inside flowing water or source water that is 2 blocks or taller (this can include waterlogged blocks or bubble columns). In ocean biomes and dripstone caves, drowned spawn at Y < 58; this restriction does not apply to rivers meaning they can also spawn during the day in that biome as long as it is deep enough for the sky light level to reach 7 and below.

In *Bedrock Edition*, drowned spawn in groups of 2-4 in oceans, frozen rivers, and dripstone caves while they spawn individually in rivers inside flowing water or source water of any depth, but they spawn at higher rates in water that is 2 blocks or taller. [more information needed] They spawn only on the surface that is on the highest spawnable block at any given X, Z coordinate. They count toward the monster population control cap and also have their own density caps of 5 in oceans and 2 in rivers. They can spawn during the day as long as the water is deep enough for the sky light level to reach 7 and below.

Drowned have a chance to spawn with either a trident or a fishing rod in their main hand, and occasionally with a nautilus shell in their offhand. In *Java Edition*, when spawned as a baby drowned they also have a small chance to spawn riding a chicken, creating a drowned chicken jockey. They are the only Overworld zombie variant within the game that cannot spawn naturally with any armor.

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

 Trident: [BE only]

Easy: 6.5 ( × 3.25)

Normal: 11 ( × 5.5)

Hard: 16.5 ( × 8.25)

Ranged:

 Trident:

In *Java Edition*:

Easy: 5 ( 

Normal: 8 ( 

Hard: 12 ( × 6)

In *Bedrock Edition*:

Always 8 (  

In *Java Edition*:

Adult:

Height: 1.95 blocks

Width: 0.6 blocks

Baby:

Height: 0.975 blocks

Width: 0.3 blocks

In *Bedrock Edition*:

Adult:

Height: 1.9 blocks

Width: 0.6 blocks

Baby:

Height: 0.95 blocks

Width: 0.3 blocks

Speed 0.23

Knockback resistance 0%–5%

When a zombie drowns.
When another drowned spawns a reinforcement.
[JE only]

 River

 Frozen River

 Cold Ocean

 Deep Cold Ocean

 Frozen Ocean

 Deep Frozen Ocean

 Lukewarm Ocean

 Deep Lukewarm Ocean

 Ocean

 Deep Ocean

 Warm Ocean

 Dripstone Caves

 Ocean Ruins

Natural equipment

 Trident (6.25% chance in *Java Edition* and 15% chance in *Bedrock Edition*) may be

enforced
 Fishing Rod (3.75% chance in <i>Java Edition</i> and 0.85% chance in <i>Bedrock Edition</i>)
 Nautilus Shell (3% chance in <i>Java Edition</i> and 8% chance in <i>Bedrock Edition</i> ; only appears in offhand)
 Carved Pumpkin (22.5% chance, only during Halloween) [JE only]
 Jack o'Lantern (2.5% chance, only during Halloween) [JE only]

Category: Monster	Java Edition			Bedrock Edition	
	Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight
 River	100/615	16.26%	1	100	1
 Dripstone Caves[note 1]	95/610	15.57%	4	100	2–4
 Warm Ocean[note 2]	5/520	0.96%	1	100	2–4
 Deep Lukewarm Ocean[note 1]	5/520	0.96%	1	100	2–4
 Cold Ocean[note 1]	5/520	0.96%	1	100	2–4
 Deep Frozen Ocean[note 1]	5/520	0.96%	1	100	2–4
 Deep Cold Ocean[note 1]	5/520	0.96%	1	100	2–4
 Deep Ocean[note 1]	5/520	0.96%	1	100	2–4
 Lukewarm Ocean[note 1]	5/520	0.96%	1	100	2–4
 Frozen Ocean[note 1]	5/520	0.96%	1	100	2–4
 Ocean[note 1]	5/520	0.96%	1	100	2–4
 Frozen River	1/516	0.19%	1	5	2–4

1. Adult drowned wielding a trident have a 50% chance of spawning mounted on a zombie nautilus.
2. Adult drowned wielding a trident have a 50% chance of spawning mounted on a coral zombie nautilus.

Ocean ruins

Drowned spawn during the generation of certain ocean ruin structures. These drowned do not naturally despawn unless the world is set to Peaceful difficulty.

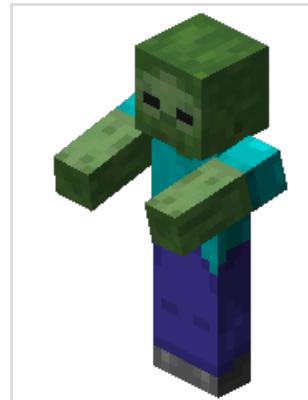
When spawning mounted on a zombie nautilus, the zombie nautilus is also persistent (does not despawn).

Conversion

If a zombie's head (not the legs) is submerged in water continuously for 30 seconds, it begins the process of converting to a drowned. The zombie begins shaking, similar to the effect seen while a zombie villager is being cured. At this point, the process cannot be stopped, and 15 seconds later the zombie becomes drowned. The drowned appears with full health even if the previous zombie did not.

In *Bedrock Edition* only, an item being held or worn by a zombie when it transforms into drowned, whether it was picked up or naturally equipped, is automatically dropped with an 100% drop rate. In *Java Edition*, the converted drowned keeps the equipped items.

Only normal zombies can transform into drowned, while zombie villagers and zombified piglins cannot. For husks, they first transform into a regular zombie, and subsequently convert to a drowned in the usual fashion. The zombie that is converted from a husk always has full health even if converted from a damaged husk.



A zombie converting into a drowned.

Zombie nautilus jockeys

When an adult drowned spawns outside of (frozen) river biomes, either naturally or as part of a structure, and is wielding a trident in its main hand, it has a 50% chance to spawn riding a zombie nautilus, i.e. as a zombie nautilus jockey.

Reinforcements

Main article: [Zombie § Reinforcements](#)

This feature is exclusive to Java Edition.

On Hard difficulty, all drowned have a 0-10% chance to spawn other drowned as reinforcements when receiving damage while targeting an entity. Additionally, up to 5% of drowned spawn as leaders, getting a 50-75% boost to that chance. Reinforcements can only spawn in at least 2 block tall water.

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average												
	Default			Looting I			Looting II			Looting III			
	Rotten Flesh	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
	Copper Ingot ^[A]	0–1	11.00%	0.11	0–1	13.00%	0.13	0–1	15.00%	0.15	0–1	17.00%	0.17

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

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average												
	Default			Looting I			Looting II			Looting III			
	Rotten Flesh	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	Copper Ingot ^[A]	0–1	11.00%	0.11	0–1	13.00%	0.13	0–1	15.00%	0.15	0–1	17.00%	0.17

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

Adult drowned drop 5 and an additional 1–3 per naturally-spawned equipment if killed by a player, axolotl or tamed wolf. Baby drowned drop 12 and an additional 1–3 per naturally-spawned equipment if killed by a player,

axolotl or tamed wolf.

- 1 Helmet, Chestplate, Leggings, and/or Boots. [Bedrock Edition only]

Any picked-up equipment has a 100% chance of dropping, and drops without changing the damage that has accumulated on it.

Equipment

Java Edition

For naturally-spawned drowned:

- In the main hand (mutually exclusive):
 - Each drowned has a 6.25% chance to spawn with a trident [upcoming BE 26.0]. May be enchanted. [more information needed]
 - Each drowned has a 3.75% chance to spawn with a fishing rod [upcoming BE 26.0]. May be enchanted. [more information needed]
- In the offhand:
 - Each drowned has a 3% chance to spawn with a nautilus shell.

A drowned holding a trident has an 8.5% chance to drop it when killed by a player or tamed wolf. The chance is increased by 1% per level of Looting, up to a max of 11.5% with Looting III. This means that killing 8 drowned with tridents without the Looting enchantment or 6 with Looting III, will have a greater than 50% chance of getting a trident.

A drowned holding a nautilus shell always drops it.

Zombies converted to drowned are never equipped with new items. They keep any equipment the zombie had before conversion.

On Halloween, a drowned may spawn wearing a carved pumpkin or jack o'lantern. However, they do not drop them, even when killed with Looting.

Bedrock Edition

For naturally-spawned drowned:

- In the main hand (mutually exclusive):
 - Each drowned has a 15% chance to spawn with a trident. May be enchanted. [more information needed]
 - Each drowned has a 0.85% chance to spawn with a fishing rod. May be enchanted. [more information needed]
- In the offhand:
 - Each drowned has an 8% chance to spawn with a nautilus shell.

A drowned holding a trident has a 25% chance to drop it when killed by a player or tamed wolf. This chance is increased by 1% per level of Looting, up to a max of 28% with Looting III. This means that killing 3 drowned with tridents without the Looting enchantment or 2 with Looting III, will have a greater than 50% chance of getting a trident.

For converted drowned:

- 1% spawn with a fishing rod in the main hand.
- 8% spawn with a nautilus shell in the offhand (same as naturally-spawned drowned).

Zombies converted to drowned are never equipped with tridents. Any equipment the zombie had before conversion is dropped.

Farming

Main article: [Tutorial:Drowned farming](#)

Farms that convert zombies into drowned produce all of naturally-spawned equipment dropped by [zombies](#), as well as fishing rods, copper ingots, and (in *Bedrock Edition*) [nautilus shells](#).

A drowned farm must be designed to harvest naturally-spawned drowned to produce [tridents](#) in all game editions and [nautilus shells](#) in *Java Edition*.

Behavior

During the day, drowned stay on the floor of the body of water they are in, unless provoked.

If on land during the daytime, drowned seek out nearby water or shade. They sometimes step onto land but quickly return to the water.

Drowned seek out [turtle eggs](#) within 10 blocks in *Bedrock Edition* and 24 blocks in *Java Edition*. They stomp on turtle eggs until the eggs break. Drowned can even jump over a 1-block gap to reach a turtle egg successfully, even if the egg is raised 1 block higher than the gap.

Drowned are passive^[JE only] or neutral^[BE only] during the day if no player in range is touching the [water](#).

They are immune to [guardians](#) or [elder guardians](#) attacks. They also have a small chance to be immune to knockback when damaged.^[1]

Drowned can be damaged by a fully-powered [conduit](#) within a distance of 8 blocks.

Like [spiders](#) and [endermen](#), drowned have eyes (in addition to their noses and mouths) that appear to glow in *Bedrock Edition*, although they do not produce light. With [Vibrant Visuals](#), all bright parts in the first layer are emissive and glow in the dark.



A drowned swimming in *Java Edition*.

Attacking

Generic

Main article: [Zombie § Attacking](#)

They are always hostile toward [axolotls](#). Like other zombie variants, they chase and attack [villagers](#), [wandering traders](#), [snow golems](#),^[BE only] [baby turtles](#), and [iron golems](#), but only at night or in dark areas.

If a drowned kills a [villager](#), either with a melee attack or with a trident, the villager has a chance of turning into a [zombie villager](#) (a 0% chance on Easy difficulty, a 50% chance on Normal, and a 100% chance on Hard).

Drowned-specific

During the day, drowned ignore [players](#) on land and in [boats](#), only attacking if the player enters the water.

In *Java Edition*, a drowned is also neutral if it is equipped with a [trident](#) during the daytime, only attacking the player if provoked. During the night or in [thunderstorms](#), they become hostile and attack any [player](#) or baby turtle they see, without provocation.

Every drowned has a melee attack, and if it spawns with a [trident](#), the trident is used as a ranged [weapon](#). A drowned with a trident can throw it every 1.5 seconds, sending it up to 20 blocks away. Thrown tridents cannot be picked up by the player, just like [arrows](#) shot by [skeletons](#). In *Bedrock Edition*, a drowned with a trident also uses a melee attack if their target is within a 3 blocks [distance](#).

A drowned's trident can be [enchanted](#). The [Loyalty](#), [Impaling](#), and [Channeling](#) enchantments work the same as they would for a player, while [Riptide](#) has no effect for drowned.

A drowned equipped with a trident continues throwing it at the player even after the player leaves the water, or gets a long distance away.^[2] It also attacks any player that attacks it or another drowned. However, it is not provoked by a player killing another drowned in one hit.^{[JE only][3]}

If one drowned is hit by another drowned's thrown trident, the attacked drowned ignores it. ^[JE only]

Sometimes, ^[more information needed] drowned do not immediately become aggressive toward a player when the player first enters the water. However these are not "passive" drowned, but slow or non-movers which more-often will melee attack when the player draws closely.

Breaking doors

Up to 10% of drowned (depending on regional difficulty in Java Edition) spawn with the ability to break wooden and copper doors on Hard difficulty.

Picking up items

Some drowned spawn with the ability to pick up loot that is on the ground. That includes armor and weapons or tools just like regular zombies. Unlike zombies however, they can also pick up tridents, which they always prefer over anything else.

Mob type

Being an undead mob, they are:

- Damaged by the status effect Instant Health and healed by the status effect Instant Damage.
- Unaffected by the status effects Regeneration and Poison.
- Ignored by the wither.
- Affected by the Smite enchantment.
- Threatening to armadillos, causing them to hide in their shell.

Swimming

 This feature is exclusive to Bedrock Edition.

 This section would benefit from the addition of more images.

Please remove this notice once you have added suitable images to the article.

The specific instructions are: *Render showing the boat-riding pose*

Drowned use a swimming animation similar to the player. They use this animation whenever they try to pathfind to a player that is either below or above them; if the player is on the same ground level, the drowned simply walk toward them. Drowned also use this animation if they are tracking a player while they are not standing on a solid block. Their hitbox does not change when using this animation.

If they hold a nautilus shell or anything else in their offhand, their arms are in the same posture as a player's. When attacking, they use the player's attacking animation. Still, they use the same swimming animation when tracking a player underwater.

Drowned have a unique boat-riding pose. When a drowned enters a boat, it does not sit like other mobs. Instead, it switches to a special pose where its upper body is angled forward and raised, giving the appearance that it is climbing up from the water onto the back or side of the boat. This pose is distinct from both the standard riding pose used by other mobs.



A drowned swimming in Bedrock Edition.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Drowned gurgles	Hostile Mobs	Randomly while on land	entity.drowned.ambient	subtitles.entity.drowned.ambient	0.9	0.8-1.2 (Baby: 1.3-1.7)	16	
	Drowned gurgles	Hostile Mobs	Randomly while in water	entity.drowned.ambient_water	subtitles.entity.drowned.ambient_water	0.9	0.8-1.2 (Baby: 1.3-1.7)	16	
	Drowned hurts	Hostile Mobs	When a drowned is damaged while on land	entity.drowned.hurt	subtitles.entity.drowned.hurt	0.9	0.8-1.2 (Baby: 1.3-1.7)	16	
	Drowned hurts	Hostile Mobs	When a drowned is damaged while in water	entity.drowned.hurt_water	subtitles.entity.drowned.hurt	0.9	0.8-1.2 (Baby: 1.3-1.7)	16	
	Drowned dies	Hostile Mobs	When a drowned dies while on land	entity.drowned.death	subtitles.entity.drowned.death	0.9	0.8-1.2 (Baby: 1.3-1.7)	16	
	Drowned dies	Hostile Mobs	When a drowned dies while in water	entity.drowned.death_water	subtitles.entity.drowned.death	0.9	0.8-1.2 (Baby: 1.3-1.7)	16	
	Footsteps	Hostile Mobs	While a drowned is walking on land	entity.drowned.step	subtitles.block.generic.footsteps	0.15 [sound 1]	1.0 [sound 1]	16	
	Drowned swims	Hostile Mobs	While a drowned is swimming	entity.drowned.swim	subtitles.entity.drowned.swim	Around 0.003 [sound 2]	0.6-1.4	16	
	Drowned throws Trident	Hostile Mobs	When a drowned throws a trident	entity.drowned.shoot	subtitles.entity.drowned.shoot	1.0	5/6-1.25	16	
	Zombie infects	Hostile Mobs	When a drowned infects a villager	entity.zombie.infect	subtitles.entity.zombie.infect	2.0	0.8-1.2	16	
	Door shakes	Hostile Mobs	While a drowned 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 drowned 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 drowned is jumping on turtle eggs	entity.zombie.destroy_egg	subtitles.entity.zombie.destroy_egg	0.5	0.9-1.1	16	
	Zombie converts to Drowned	Hostile Mobs	When a zombie converts to a drowned	entity.zombie.converted_to_drowned	subtitles.entity.zombie.converted_to_drowned	2.0	0.8-1.2	16	

1. This variable is block-dependent, and varies depending upon the block

2. Depends on the drowned's velocity, around 0.003 when moving around underwater with no target. The precise equation is the smaller of 1.0 or $0.35 \times (\text{the momentum of the drowned, with the horizontal axes multiplied by 0.2})$

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
?	Hostile Mobs	Randomly while on land	mob.drowned.say	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Hostile Mobs	Randomly while in water	mob.drowned.say_water	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Hostile Mobs	When a drowned is damaged while on land	mob.drowned.hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Hostile Mobs	When a drowned is damaged while in water	mob.drowned.hurt_water	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Hostile Mobs	When a drowned dies while on land	mob.drowned.death	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Hostile Mobs	When a drowned dies while in water	mob.drowned.death_water	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Hostile Mobs	While a drowned is walking on land	mob.drowned.step	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Hostile Mobs	While a drowned is swimming	mob.drowned.swim	?	1.0	0.8-1.2		
?	Hostile Mobs	When a drowned throws a trident	mob.drowned.shoot	?	1.0	0.8-1.2		
?	Hostile Mobs	While a drowned is breaking a wooden door	mob.zombie.wood	?	1.0	1.0		
?	Hostile Mobs	When a drowned breaks a wooden door	mob.zombie.woodbreak	?	1.0	1.0		
?	Players	When a drowned is jumping on turtle eggs	fall.egg	?	0.5	0.9-1.0		
?	Hostile Mobs	Unused sound event [sound 1]	entity.zombie_CONVERTED_TO_DROWNED	?	1.0	1.0		
None	None [sound 2]	None	Undefined sound event [sound 1]	mob.zombie_CONVERTED_TO_DROWNED	None [sound 2]	1.0-2.0	0.3-1.0	

1. [MCPE-53297](#)

2. Empty events do not have this parameter set.

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Drowned	drowned	axolotl_always_hostiles burn_in_daylight can_breathe_under_water ignores_poison_and_regen inverted_healing_and_harm undead wither_friends zombies sensitive_to_smite	entity.minecraft.drowned

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Drowned	drowned	110	drowned mob monster undead zombie	entity.drowned.name

Entity data

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

Java Edition:

Main article: [Entity format](#)

Entity data

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

- **CanBreakDoors**: 1 or 0 (true/false) - true if the zombie can break doors (default value is 0).
- **DrownedConversionTime**: The number of ticks until this zombie converts to a drowned, or husk to zombie. (default value is -1, when no conversion is under way).
- **InWaterTime**: The number of ticks this zombie or husk has been under water, used to start the drowning conversion. (default value is -1, when no conversion is under way).
- **IsBaby**: 1 or 0 (true/false) - true if this zombie is a baby. May be absent.

Bedrock Edition:

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

Achievements

[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Monster Hunter	Attack and destroy a monster.	Kill one of these 41 monsters: [show] Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	Not Today, Thank You	Deflect a projectile with a Shield	Block any projectile with a <u>shield</u> .	
	Monster Hunter	Kill any hostile monster	Kill <u>one</u> of these 41 <u>monsters</u> : [show] Other mobs may be killed, but are ignored for this advancement.	
	It Spreads	Kill a mob near a Sculk Catalyst	Kill <u>any</u> mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. <u>Mobs that drop no experience</u> are ignored for this advancement.	
	Monsters Hunted	Kill one of every hostile monster	Kill <u>each</u> of these 41 <u>monsters</u> : [show] Other mobs may be killed, but are ignored for this advancement.	

Advancements that apply to all mobs:

[\[show\]](#)

History

Java Edition

Java Edition			[hide]
1.13	18w11a	 Added drowned mobs.	
	18w15a	Zombies now convert into drowned instead of dying from drowning.	
	18w16a	Drowned now spawn in underwater ruins.	
	18w22a	Drowned now have a swimming animation.	
1.14	18w43a	Drowned no longer spawn in swamps.	
	19w05a	Drowned are now hostile toward the new wandering traders.	
	19w06a	The drowned's trident throwing animation has been changed from  to  .	 
	19w07a	The drowned's trident throwing animation has been changed from  to  [4].	 
1.15	19w46a	Baby drowned can now be spawned by using the drowned spawn egg on it. [6]	
	1.16	Firework damage now provokes drowned with tridents. [7]	
	1.17	Drowned now drop copper ingots instead of gold ingots.	
	1.17.1	Increased the drop probability of copper ingots from 5% to 11%, and increased the drop probability of each level of Looting spell from 1% to 2%. Drowned no longer pick up glow ink sacs.	
1.18	21w37a	Drowned are now able to spawn in warm oceans. [8]	
	21w39a	Drowned are now able to spawn in aquifers inside dripstone caves.	
1.19.4	23w05a	Drowned now have a unique swimming animation again. [5]	
1.20.3	23w40a	Drowned are now part of the #can_breathe_under_water, #undead and #zombies tags.	
1.21	24w18a	Drowned can now use the Channeling enchantment. [9]	
	24w20a	Drowned can no longer use the Channeling enchantment.	
1.21.2	24w33a	Drowned can no longer spawn reinforcements. [10]	
	24w39a	Drowned can now use the Loyalty, Channeling, and Impaling enchantments.	
	24w45a	Drowned can again spawn reinforcements, spawning more drowned instead of zombies. [11]	
1.21.4	24w45a	Drowned now prefer to pick up tridents from the ground as opposed to other items.	
1.21.11	25w41a	 Drowned that don't spawn in rivers can now spawn as zombie nautilus jockeys.	
	pre1	Drowned can no longer pick up spears.	
Upcoming Java Edition			[hide]
26.1	snap1	Leader drowned now spawn with their maximum health instead of 20 health. [12]	

Bedrock Edition

<i>Bedrock Edition</i>			[hide]
<u>1.2.13</u> Experiment Experimental Gameplay	beta 1.2.13.8	 Added drowned mobs as part of "Experimental Gameplay".	
		 Drowned use lower-pitched <u>zombie</u> sounds as a placeholder.	
		 Due to a bug, the model is not consistent with <u>zombies</u> . ^[13]	
<u>1.4.0</u> Experiment Experimental Gameplay	beta 1.2.14.2	 Added baby drowned.	
		 The drowned's face now glows in the dark.	
	beta 1.2.20.1	 Drowned now have their own <u>sounds</u> .	
<u>1.5.0</u>	beta 1.5.0.0	 Drowned no longer drop <u>sponge</u> .	
		 Baby drowned now burn in <u>sunlight</u> .	
		 Zombies now turn into drowned when underwater.	
<u>1.10.0</u>	beta 1.10.0.3	 Drowned are now hostile toward the new <u>wandering traders</u> .	
		 The number of drowned mobs that spawn has been reduced.	
		 Drowned no longer spawn in <u>swamps</u> .	
<u>1.16.0</u>	beta 1.15.0.51	 A converted drowned can no longer generate with a trident.	
		 Drowned without tridents no longer drop a trident.	
	beta 1.16.0.51	 Drowned now have the ability to pick up <u>items</u> .	
<u>1.16.210</u> Experiment Caves and Cliffs	beta 1.16.210.57	 Drowned now drop <u>copper ingots</u> instead of <u>gold ingots</u> .	
	1.17.30	 Drowned no longer pick up <u>glow ink sacs</u> .	
<u>1.21.20</u>	Preview 1.21.10.22	 Drowned now spawn individually in rivers instead of in groups of two.	
		 Drowned now spawn in aquifers in dripstone caves. ^[14]	
<u>1.21.60</u>	Preview 1.21.60.21	 Baby drowned now move with the same speed as baby zombies and baby zombie villagers. ^[15]	
		 Drowned no longer drop their held <u>trident</u> in favor of a <u>nautilus shell</u> .	
<u>1.21.120</u>	Preview 1.21.120.23	 Drowned can now spawn with enchanted tridents.	
		 The drowned model's right arm position has been fixed. The missing pixels of the drowned's texture have been fixed.	
<u>1.21.130</u>	Preview 1.21.130.20	 Drowned can now apply vertical knockback to the player when dealing melee damage.	
		 Drowned that don't spawn in rivers can now spawn as <u>zombie nautilus jockeys</u> .	
<i>Upcoming Bedrock Edition</i>			[hide]
<u>26.0</u>	Preview 26.0.23	 The ratios for drowned spawning holding tridents and fishing rods have been adjusted to match <u>Java Edition</u> .	
		 Baby drowned can now spawn holding tridents.	
		 Baby drowned now drop items when killed. ^[16]	

Drowned can no longer pick up spears.

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU69		1.76	1.76	1.76	Patch 38		 Added drowned mobs.  Zombies now turn into drowned when underwater for too long. Drowned are now hostile toward the new wandering traders.
		1.91					

Issues

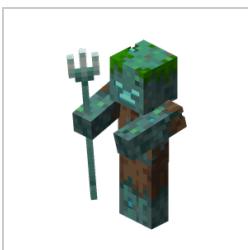
Issues relating to "Drowned" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTYPE%20OR%20resolution%20in%20%281%2C%202%2C%206%29%20AND%20%28summary%20~%20%22Drowned%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

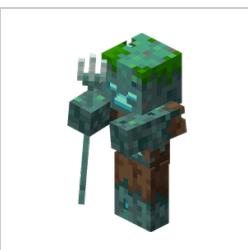
- Drowned are not considered as aquatic mobs, instead, they are considered as undead and are therefore unaffected by the Impaling enchantment. [Java Edition only]^[17]
- A drowned chicken jockey that spawns underwater floats to the surface because the chicken it is riding floats, causing the drowned riding it to burn in sunlight during the day, resulting in a chicken in the middle of the ocean or river where the drowned chicken jockey spawned in. [Java Edition only]
- In Bedrock Edition, drowned have a more inflated outer layers. This causes their heads and arms to look larger than in Java Edition and causes helmets to go inside their heads and their clothing goes off the sides of their leggings.
- The sounds for drowned were recorded by Samuel Åberg gurgling milk.^{[18][19]}

Gallery

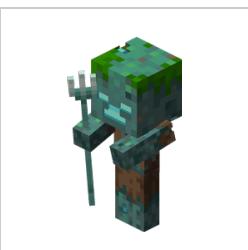
Renders



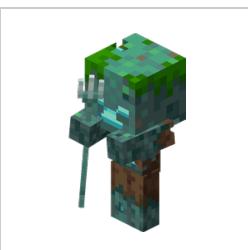
A drowned with a trident in Java Edition.



Ditto in Bedrock Edition.



A baby drowned with a trident in Java Edition.



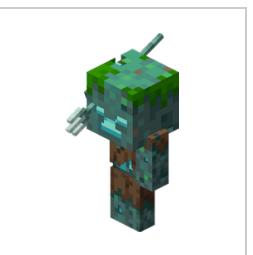
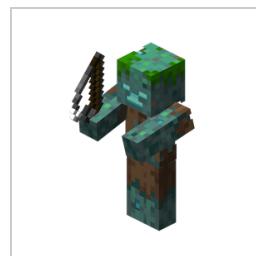
Ditto in Bedrock Edition.



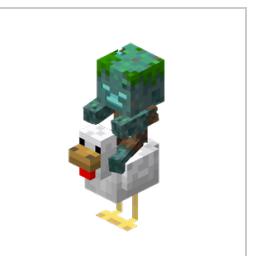
An unarmed drowned pursuing a target in Java Edition.



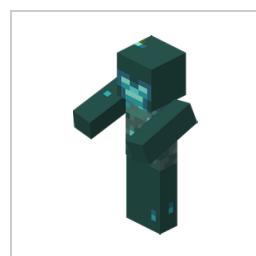
Ditto as a baby.

A drowned brandishing its trident in *Java Edition*.Ditto in *Bedrock Edition*.A baby drowned brandishing its trident in *Java Edition*.Ditto in *Bedrock Edition*.A drowned with a fishing rod in *Java Edition*.Ditto in *Bedrock Edition*.

A drowned holding both a trident and a nautilus shell.

Ditto in *Bedrock Edition*.

A drowned chicken jockey.

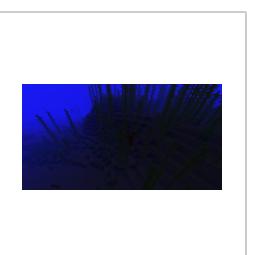


A drowned without its second layer (this state cannot be seen in vanilla gameplay).

Screenshots



A passive drowned during the day, standing in the shade.

A group of drowned that spawned naturally in an ocean biome.A group of drowned attacking the player.A drowned near an ocean ruin within a coral reef.

A drowned attacking a pufferfish after being attacked by it.



A drowned swimming in a river in *Bedrock Edition*.



Drowned can sometimes spawn in ocean ruins in positions that they can't get out of.



A drowned wearing armor. This occurs only on drowned converted from zombies, not naturally spawned drowned.
[Java Edition only]



A drowned with the same posture as a player, when holding a nautilus shell or anything else in their offhand.
[Bedrock Edition only]



Drowned wearing a pumpkin on Halloween.



A drowned chicken jockey.



A left-handed drowned holding its trident in the wrong direction.



Drowned with Loyalty trident gets swarmed by its own tridents.



A trident drowned in a savanna village.



A creeper and drowned mixed together.



A drowned chasing the player while holding a fishing rod.

Mojang images

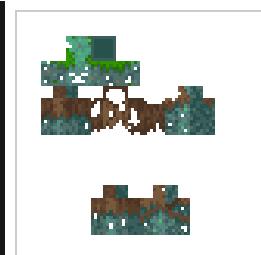


An unreleased drowned texture.

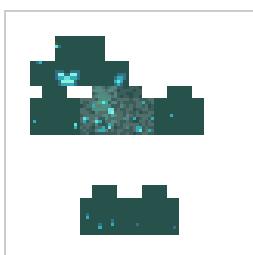


Diving contest!

Textures

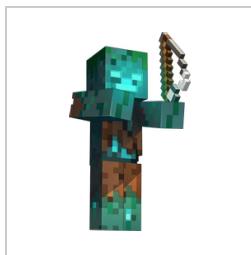


Drowned outer layer
texture file.

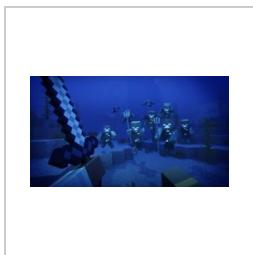


Drowned texture file.

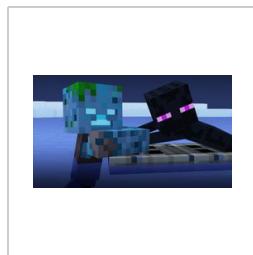
In other media



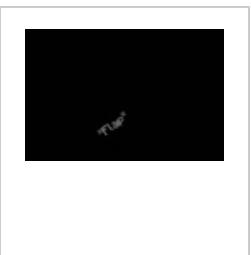
Artwork of a Drowned with a fishing rod, used on the *Minecraft* 15th anniversary page.^[20]



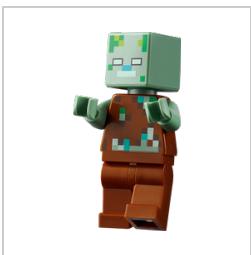
Efe fighting several drowned underwater.



An enderman and drowned embrace on a floating door in the middle of the ocean, parodying a shot from the film *Titanic*.^[21]



An animation of a zombie converting into a drowned.^[22]



LEGO Minecraft Drowned.



Acid Drowned, an official T-shirt design.

References

1. [MC-68605](#)
2. [MC-187536](#) — Drowned with tridents try to throw tridents at players from an infinite distance
3. [MC-2432](#) — resolved as "Works As Intended".
4. [MC-127296](#)
5. [MC-147711](#)
6. [MC-2871](#)
7. [MC-111498](#) — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".
8. [MC-159025](#) — Drowned do not spawn in warm ocean biomes — resolved as "Fixed".
9. [MC-271629](#)
10. [MC-14800](#)
11. [MC-275544](#)

12. [MC-219981](#) — Leader zombie-type mobs spawn with 20 health despite having increased max health — resolved as "Fixed".
13. [MCPE-82082](#) — Issue with the drowned model
14. [MCPE-144066](#)
15. [MCPE-34574](#) — Baby drowned does not have the same speed as other baby zombies — resolved as "Fixed".
16. [MCPE-93172](#) — Baby drowned don't drop anything — resolved as "Fixed".
17. [MC-128249](#) — resolved as "Works As Intended".
18. "Zombie + Milk = Drowned?" (<https://youtube.com/watch?v=FnmvKDxVQjM>) – Minecraft on YouTube, September 21, 2023
19. "Growth & Evolution - Part 3: 15 Years of Minecraft" (<https://youtube.com/watch?v=f0k7JNFGhms&t=485s>) – Minecraft on YouTube, June 5, 2024
20. "Shape your world" (<https://www.minecraft.net/en-us/15th-anniversary>) – Minecraft.net.
21. "Titanic Scene - "Promise me Now Rose, and Never Let Go of that Promise"" (<https://youtube.com/watch?v=KKY6-9cQ5l8>) – Titanic World on YouTube, August 7, 2017
22. "Poor zombies are constantly stumbling into Minecraft's oceans! But what happens to them down in the depths?" ([@minecraft on Instagram](https://www.instagram.com/p/Bku8MXaDXtV), July 2, 2018)

External links

- [DANGER: SCARY MOB SPOTTED IN SEAS](#) (<https://www.minecraft.net/en-us/article/danger-scary-mob-spotted-seas>) — Minecraft.net on July 2, 2018

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