

Parched

re article feedback

For related mobs, see [Skeleton \(disambiguation\)](#) and [Husk \(disambiguation\)](#).

A **parched** is a [skeleton](#) variant that spawns in [deserts](#). Parched behave similarly to skeletons, but have less [health](#), do not burn in [sunlight](#), fire their [bows](#) more slowly, take freeze damage and cannot convert to [strays](#), and shoot [tipped arrows](#) of [Weakness](#).

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Spawning

Parched can [spawn](#) in [deserts](#) at night, replacing some

Parched

Idle

Aiming



Java Edition



Bedrock Edition



Health points16 (♥ × 8)

Armor points0 (🛡)

BehaviorHostile

Mob type

 Undead

 Monster


skeletons.

In *Java Edition*, parched spawn directly under the sky in groups of 4 in place of 50% of all skeletons spawned in desert biomes.

In *Bedrock Edition*, parched spawn on the surface in groups of 2-4 in place of $\frac{1}{3}$ (~33%) of all skeletons spawned in desert biomes.

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

Attack strength	Ranged:  Bow: In <i>Java Edition</i>: Easy: 2 (♥) - 4 (♥♥) Normal: 3 (♥♥) – 5 (♥♥♥) Hard: 4 (♥♥) - 8 (♥♥♥♥) In <i>Bedrock Edition</i>: Easy and Normal: 1 (♥) - 4 (♥♥), depending on proximity Hard: 1 (♥) - 5 (♥♥♥), depending on proximity  Arrow of Weakness :  Weakness for 30 seconds
Hitbox size	Java: Height: 1.99 blocks Width: 0.6 blocks Bedrock: Height: 1.9 blocks Width: 0.6 blocks
Spawn	 Desert at night or during thunderstorms. When a <u>camel husk jockey</u> spawns, as a passenger.
Natural equipment	 Bow (right hand: 95%; left hand: 5% <i>[JE only]</i> ; may be enchanted)  Armor (occasionally, may be enchanted)  Carved Pumpkin (22.5% chance, only during Halloween) <i>[JE only]</i>  Jack o'Lantern (2.5% chance, only during Halloween) <i>[JE only]</i>

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
 Desert	50 ⁰ / ₅₁₅	9.71%	4	40	1–2

Camel husk jockeys

When a husk spawns naturally and spawns in a space that does not block the collision box required for a camel husk, it has a 10% chance to spawn as a camel husk jockey, i.e. riding a camel husk, and spawning a parched as the second passenger.

Spider jockeys

This feature is exclusive to Bedrock Edition.




Spiders and cave spiders spawned in deserts have a 1% chance to spawn as a spider jockey, with an 80% chance of the rider being a parched.

Drops

On death

Java Edition:




Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
	<u>Bone</u>	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
	<u>Arrow</u>	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
	<u>Arrow of Weakness</u> ^[A]	0–1	50.00%	0.50	0–1	75.00%	0.75	0–1	87.50%	0.88	0–1	91.67%	0.92

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		
	<u>Bone</u>	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	<u>Arrow</u>	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
	<u>Arrow of Weakness</u> ^[A]	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25

A. Only when killed by a player.

- Any picked-up equipment has a 100% chance of dropping and drops with the same damage level it had when picked up.
- Any naturally spawned equipment, including the bow, has an 8.5% chance of dropping (9.5% with Looting I, 10.5% with Looting II and 11.5% with Looting III). It is damaged and may be enchanted.
- 5 experience orbs when killed by a player or tamed wolf and an extra 1–3 if the parched has armor.

Behavior

Parched mostly behave like normal skeletons but shoot extended arrows of Weakness instead of normal arrows. Their cooldown between each bow shot is longer than normal skeletons at every 3.5 seconds on Easy and Normal and every 2.5 seconds on Hard. Parched do not burn in sunlight. Parched are unaffected by the Weakness effect, although this does not usually affect them anyway, since they attack using projectiles.

In *Bedrock Edition*, parched ride camel husks when pushed into one.

In *Bedrock Edition*, the eyes of parched are emissive when Vibrant Visuals is enabled.

Being an undead mob, they are:

- Damaged by the status effect Instant Health and healed by the status effect Instant Damage.
- Unaffected by the status effects Regeneration and Poison.
- Ignored by the wither.
- Affected by the Smite enchantment.
- Unable to swim in water, but do not drown.
- A threat to armadillos, causing them to hide in their shell.

As they are also under the "skeletons" entity type tag^[*Java Edition only*], if a parched kills a creeper, the creeper drops a music disc, randomly selected from 13, cat, blocks, chirp, far, mall, mellohi, stal, strad, ward, 11, and wait. They will also run away from wild and tamed wolves similar to other skeleton variants.

Similar to bogged, parched take freezing damage and do not convert into strays.^[1] Unlike husks, parched do not turn into skeletons when submerged in water for too long.

Sounds

Java Edition:

Sounds [hide]								
Sound	 Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Parched crackles	Hostile Mobs	Randomly	entity.parched.ambient	subtitles.entity.parched.ambient	1.0	1.0	16
	Parched hurts	Hostile Mobs	When a parched is damaged	entity.parched.hurt	subtitles.entity.parched.hurt	1.0	1.0	16
	Parched dies	Hostile Mobs	When a parched dies	entity.parched.death	subtitles.entity.parched.death	1.0	1.0	16
	Footsteps	Hostile Mobs	When a parched walks	entity.parched.step	subtitles.block.generic footsteps	1.0	1.0	16


Bedrock Edition:

Sounds [hide]							
Sound	 Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
	?	Hostile Mobs	Randomly	mob.parched.ambient	?	1.0	1.0
	?	Hostile Mobs	When a parched is damaged	mob.parched.hurt	?	1.0	1.0
	?	Hostile Mobs	When a parched dies	mob.parched.death	?	1.0	1.0
	?	Hostile Mobs	When a parched walks	mob.parched.step	?	1.0	1.0


Data values

ID



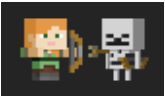

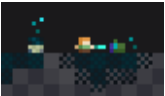
Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Parched	parched	can_breathe_under_water ignores_poison_and_regen inverted_healing_and_harm sensitive_to_smite skeletons undead wither_friends	entity.minecraft.parched

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Parched	parched	151	mob monster parched skeleton undead	entity.parched.name





Achievements

[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		<u>Monster Hunter</u>	Attack and destroy a monster.	Kill <i>one</i> of these 41 monsters: [show] Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		<u>Sniper Duel</u>	Kill a Skeleton with an arrow from more than 50 meters.	Use a launched arrow to kill a <u>skeleton</u> , <u>wither skeleton</u> , <u>stray</u> , <u>bogged</u> , or <u>parched</u> from 50 or more blocks away, horizontally.	30	Bronze
		<u>It Spreads</u>	Kill a mob next to a <u>catalyst</u>	Kill any mob that drops <u>experience</u> near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no experience</u> 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]
	<u>Not Today, Thank You</u>	Deflect a projectile with a Shield	Block any projectile with a <u>shield</u> .
	<u>Monster Hunter</u>	Kill any hostile monster	Kill <i>one</i> of these 41 <u>monsters</u> : [show] Other mobs may be killed, but are ignored for this advancement.
	<u>It Spreads</u>	Kill a mob near a Sculk Catalyst	Kill <i>any</i> 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.
	<u>Monsters Hunted</u>	Kill one of every hostile monster	Kill <i>each</i> 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

<i>Java Edition</i> [hide]		
1.21.11	<u>25w44a</u>	 Added parched.
		Parched are now immune to the <u>Weakness</u> effect.
	<u>25w46a</u>	 Updated the parched leg UV by moving it by 1 pixel.
	<u>pre1</u>	Parched can no longer pick up spears.

Bedrock Edition

<u>Bedrock Edition</u> [hide]		
1.21.130	Preview <u>1.21.130.24</u>	 Added parched.
		When a parched detects a camel husk within 16 blocks, it waits 16 game ticks (0.8 seconds) before running toward it to ride it. This behavior takes priority over all other actions, including attacking players.
	Preview <u>1.21.130.26</u>	Parched no longer look for camel husks to mount. However, they can still mount one when pushed into one.
	Preview <u>1.21.130.27</u>	 Updated the parched leg UV by moving it by 1 pixel.
		Parched can now spawn as riders of <u>spider jockeys</u> when spawned in desert biomes. ^[2]
		Parched now deal a base damage amount of 2 (♥) instead of 3 (♥♥), matching <u>Java Edition</u> .
Parched now have the same vertical offsets in vehicles as other <u>skeleton</u> variants.		
<u>Upcoming Bedrock Edition</u> [hide]		
<u>26.0</u>	Preview <u>26.0.23</u>	Parched can no longer pick up <u>spears</u> .

Gallery

Renders



A parched ^[JE only]



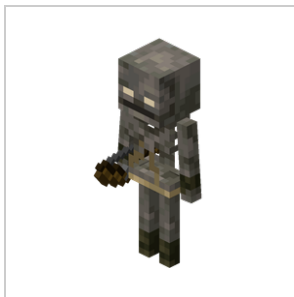
A parched ^[BE only]



A parched aiming ^[JE only]



A parched aiming ^[BE only]



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

Development renders

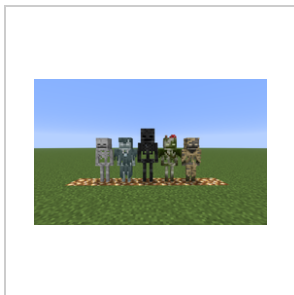


A parched (model used in *Bedrock Edition* from preview 1.21.130.24 to 1.21.130.27)

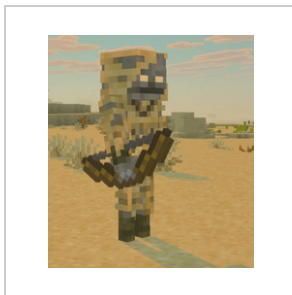


A parched aiming (model used in *Bedrock Edition* from preview 1.21.130.24 to 1.21.130.27)

Screenshots



A parched being compared to the other skeletons in *Java Edition*.



A parched

Mojang images



A camel husk jockey and two standalone parched



A camel husk jockey attacking



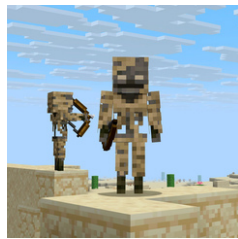
A camel husk jockey



A parched shooting

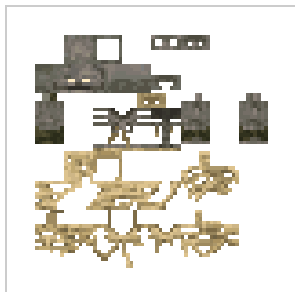


A parched aiming



Two parched.

Texture



Parched texture file

References

- MC-268579 — Bugged in powder snow freeze on death instead of converting to Stray — resolved as "Works As Intended".
- MCPE-230231 — Parched cannot spawn as riders of Spider Jockeys — resolved as "Fixed".

Navigation












































































































New content
Mounts of Mayhem

[\[hide\]](#)

[\[hide\]](#)

Items	Nautilus Armor ( Copper  Iron  Gold  Diamond  Netherite)  Netherite Horse Armor Spears ( Wooden  Stone  Copper  Iron  Golden  Diamond  Netherite) Spawn Eggs ( Camel Husk  Nautilus  Parched  Zombie Nautilus) Mobs  Camel Husk ( Jockey)  Nautilus  Parched  Zombie Nautilus  Coral  Jockey)  Zombie Horse ( Zombie Horseman) Effects  Breath of the Nautilus Enchantments Lunge Advancements Mob Kabob Achievements Mob Kabob Versions Java Edition 1.21.11 Bedrock Edition 1.21.130 Other [show]
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	Desert [hide]
Environment	 Pyramid  Village  Well
Blocks	 Sand  Sandstone  Cactus  Cactus Flower  Dead Bush  Short Dry Grass  Tall Dry Grass
Mobs	 Camel  Camel Husk  Husk  Parched  Rabbit

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

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