

Parrot For other uses, see *Parrot* (disambiguation).

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Spawning

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

Unlike most passive mobs, parrots cannot be bred.

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

Drops

On death


Java Edition:

Decimal	Fraction	Distribution	Expectation
0.0	0/10	0.0000	0.0000
0.1	1/10	0.0909	0.0909
0.2	2/10	0.1818	0.1818
0.3	3/10	0.2727	0.2727
0.4	4/10	0.3636	0.3636
0.5	5/10	0.4545	0.4545
0.6	6/10	0.5454	0.5454
0.7	7/10	0.6363	0.6363
0.8	8/10	0.7272	0.7272
0.9	9/10	0.8181	0.8181
1.0	10/10	0.9090	0.9090

Bedrock Edition:

Decimal	Fraction	Distribution	Expectation
0.0000	0/1000	0.0000	0.0000
0.0001	1/1000	0.0001	0.0001
0.0002	2/1000	0.0002	0.0002
0.0003	3/1000	0.0003	0.0003
0.0004	4/1000	0.0004	0.0004
0.0005	5/1000	0.0005	0.0005
0.0006	6/1000	0.0006	0.0006
0.0007	7/1000	0.0007	0.0007
0.0008	8/1000	0.0008	0.0008
0.0009	9/1000	0.0009	0.0009
0.0010	10/1000	0.0010	0.0010
0.0011	11/1000	0.0011	0.0011
0.0012	12/1000	0.0012	0.0012
0.0013	13/1000	0.0013	0.0013
0.0014	14/1000	0.0014	0.0014
0.0015	15/1000	0.0015	0.0015
0.0016	16/1000	0.0016	0.0016
0.0017	17/1000	0.0017	0.0017
0.0018	18/1000	0.0018	0.0018
0.0019	19/1000	0.0019	0.0019
0.0020	20/1000	0.0020	0.0020
0.0021	21/1000	0.0021	0.0021
0.0022	22/1000	0.0022	0.0022
0.0023	23/1000	0.0023	0.0023
0.0024	24/1000	0.0024	0.0024
0.0025	25/1000	0.0025	0.0025
0.0026	26/1000	0.0026	0.0026
0.0027	27/1000	0.0027	0.0027
0.0028	28/1000	0.0028	0.0028
0.0029	29/1000	0.0029	0.0029
0.0030	30/1000	0.0030	0.0030
0.0031	31/1000	0.0031	0.0031
0.0032	32/1000	0.0032	0.0032
0.0033	33/1000	0.0033	0.0033
0.0034	34/1000	0.0034	0.0034
0.0035	35/1000	0.0035	0.0035
0.0036	36/1000	0.0036	0.0036
0.0037	37/1000	0.0037	0.0037
0.0038	38/1000	0.0038	0.0038
0.0039	39/1000	0.0039	0.0039
0.0040	40/1000	0.0040	0.0040
0.0041	41/1000	0.0041	0.0041
0.0042	42/1000	0.0042	0.0042
0.0043	43/1000	0.0043	0.0043
0.0044	44/1000	0.0044	0.0044
0.0045	45/1000	0.0045	0.0045
0.0046	46/1000	0.0046	0.0046
0.0047	47/1000	0.0047	0.0047
0.0048	48/1000	0.0048	0.0048
0.0049	49/1000	0.0049	0.0049
0.0050	50/1000	0.0050	0.0050
0.0051	51/1000	0.0051	0.0051
0.0052	52/1000	0.0052	0.0052
0.0053	53/1000	0.0053	0.0053
0.0054	54/1000	0.0054	0.0054
0.0055	55/1000	0.0055	0.0055
0.0056	56/1000	0.0056	0.0056
0.0057	57/1000	0.0057	0.0057
0.0058	58/1000	0.0058	0.0058
0.0059	59/1000	0.0059	0.0059
0.0060	60/1000	0.0060	0.0060
0.0061	61/1000	0.0061	0.0061
0.0062	62/1000	0.0062	0.0062
0.0063	63/1000	0.0063	0.0063
0.0064	64/1000	0.0064	0.0064
0.0065	65/1000	0.0065	0.0065
0.0066	66/1000	0.0066	0.0066
0.0067	67/1000	0.0067	0.0067
0.0068	68/1000	0.0068	0.0068
0.0069	69/1000	0.0069	0.0069
0.0070	70/1000	0.0070	0.0070
0.0071	71/1000	0.0071	0.0071
0.0072	72/10		

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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.^[1] 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 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 2¹²⁸ 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 (1⁄2 block up or higher)
- drops off a ledge of higher than 3⁄4 of a block
- takes damage
- touches water
- touches powder snow
- is in creative flying mode
- starts gliding with an elytra^[2]
- sleeps on a bed
- submerges the player's head in lava (the parrot dismounts and burns even if the player has Fire Resistance)

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).^[*Bedrock Edition only*]

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.^[3]

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.^[4]

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.^[5]

Mobs that are imitated by parrots:

- | | | | |
|---|---|--|--|
| <ul style="list-style-type: none"> Blaze Bogged Breeze Camel Husk Cave Spider Creaking Creeper Drowned Elder Guardian Ender Dragon Enderman^[<i>BE only</i>] | <ul style="list-style-type: none"> Endermite Evoker Ghast Guardian Hoglin^[<i>JE only</i>] Husk Illusioner^[<i>JE only</i>] Magma Cube Parched Phantom Piglin^[<i>JE only</i>] | <ul style="list-style-type: none"> Piglin Brute^[<i>JE only</i>] Pillager Polar Bear^[<i>BE only</i>] Ravager Shulker Silverfish Skeleton Slime Spider Stray Vex Vindicator | <ul style="list-style-type: none"> Warden Witch Wither Wither Skeleton Wolf^[<i>BE only</i>] Zoglin Zombie Zombie Horse Zombie Nautilus Zombie Villager Zombified Piglin^[<i>BE only</i>] |
|---|---|--|--|

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.^[*BE only*] This is a reference to the Party Parrot meme.^[6] They stop dancing when the track ends.^[7]

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.^[8]



A player with a parrot on their shoulder.

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




















Imitations



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	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	7 ^{[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	
	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 ^{[BE only]}	mob.imitate.polarbear	N/A	0.7	0.8	N/A
	Parrot grunts	Friendly Mobs	 Ravager	entity.parrot.imitate.ravager ^{[JE only]}	subtitles.entity.parrot.imitate.ravager	0.14 ^{[JE only]}	1.44-2.16 ^{[JE only]}	16
	N/A			mob.imitate.ravager ^{[BE only]}	N/A	0.7 ^{[BE only]}	1.7 ^{[BE only]}	N/A
	Parrot lurks	Friendly Mobs	 Shulker	entity.parrot.imitate.shulker ^{[JE only]}	subtitles.entity.parrot.imitate.shulker	0.28 ^{[JE only]}	1.36-2.04 ^{[JE only]}	16
	N/A			mob.imitate.shulker ^{[BE only]}	N/A	0.4 ^{[BE only]}	1.7 ^{[BE only]}	N/A
	Parrot hisses	Friendly Mobs	 Silverfish	entity.parrot.imitate.silverfish ^{[JE only]}	subtitles.entity.parrot.imitate.silverfish	0.49 ^{[JE only]}	1.44-2.16 ^{[JE only]}	16
	N/A			mob.imitate.silverfish ^{[BE only]}	N/A	0.7 ^{[BE only]}	1.8 ^{[BE only]}	N/A
	Parrot rattles	Friendly Mobs	 Skeleton	entity.parrot.imitate.skeleton ^{[JE only]}	subtitles.entity.parrot.imitate.skeleton	0.7 ^{[JE only]}	1.36-2.04 ^{[JE only]}	16
	N/A			mob.imitate.skeleton ^{[BE only]}	N/A	1.0 ^{[BE only]}	1.7 ^{[BE only]}	N/A
	Parrot squishes	Friendly Mobs	 Slime	entity.parrot.imitate.slime ^{[JE only]}	subtitles.entity.parrot.imitate.slime	0.42 ^{[JE only]}	1.44-2.16 ^{[JE only]}	16
	N/A			mob.imitate.slime ^{[BE only]}	N/A	0.6 ^{[BE only]}	1.8 ^{[BE only]}	N/A
	Parrot hisses	Friendly Mobs	 Spider	entity.parrot.imitate.spider ^{[JE only]}	subtitles.entity.parrot.imitate.spider	7 ^{[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 rattles	Friendly Mobs	 Stray	entity.parrot.imitate.stray ^{[JE only]}	subtitles.entity.parrot.imitate.stray	0.42 ^{[JE only]}	1.28-1.92 ^{[JE only]}	16
	N/A			mob.imitate.stray ^{[BE only]}	N/A	0.6 ^{[BE only]}	1.6 ^{[BE only]}	N/A
	Parrot vexes	Friendly Mobs	 Vex	entity.parrot.imitate.vex ^{[JE only]}	subtitles.entity.parrot.imitate.vex	0.56 ^{[JE only]}	1.28-1.92 ^{[JE only]}	16
	N/A			mob.imitate.vex ^{[BE only]}	N/A	0.8 ^{[BE only]}	1.6 ^{[BE only]}	N/A
^{[JE only]}	Parrot mutters	Friendly Mobs	 Vindicator	entity.parrot.imitate.vindicator ^{[JE only]}	subtitles.entity.parrot.imitate.vindicator	0.42 ^{[JE only]}	1.36-2.04 ^{[JE only]}	16
^{[BE only]}	N/A			mob.imitate.vindicator ^{[BE only]}	N/A	0.6 ^{[BE only]}	1.7 ^{[BE only]}	N/A
	Parrot whines	Friendly Mobs	 Warden	entity.parrot.imitate.warden ^{[JE only]}	subtitles.entity.parrot.imitate.warden	0.56 ^{[JE only]}	1.6-2.4 ^{[JE only]}	16
	N/A			mob.imitate.warden ^{[BE only]}	N/A	0.8 ^{[BE only]}	1.8 ^{[BE only]}	N/A
	Parrot giggles	Friendly Mobs	 Witch	entity.parrot.imitate.witch ^{[JE only]}	subtitles.entity.parrot.imitate.witch	0.35 ^{[JE only]}	1.44-2.16 ^{[JE only]}	16
	N/A			mob.imitate.witch ^{[BE only]}	N/A	0.5 ^{[BE only]}	1.8 ^{[9] [BE only]}	N/A
	Parrot angers ^{[10]}	Friendly Mobs	 Wither	entity.parrot.imitate.wither ^{[JE only]}	subtitles.entity.parrot.imitate.wither	0.14 ^{[JE only]}	1.44-2.16 ^{[JE only]}	16
	N/A			mob.imitate.wither ^{[BE only]}	N/A	0.2 ^{[BE only]}	1.8 ^{[BE only]}	N/A
	Parrot rattles	Friendly Mobs	 Wither Skeleton	entity.parrot.imitate.wither_skeleton ^{[JE only]}	subtitles.entity.parrot.imitate.wither_skeleton	0.49 ^{[JE only]}	1.44-2.16 ^{[JE only]}	16
	N/A			mob.imitate.wither_skeleton ^{[BE only]}	N/A	0.7 ^{[BE only]}	1.8 ^{[BE only]}	N/A
	N/A	Friendly Mobs	 Wolf ^{[BE only]}	mob.imitate.wolf	N/A	0.6	1.8	N/A
	Parrot growls	Friendly Mobs	 Zoglin	entity.parrot.imitate.zoglin ^{[JE only]}	subtitles.entity.parrot.imitate.zoglin	0.42 ^{[JE only]}	1.52-2.28 ^{[JE only]}	16
	N/A			mob.imitate.zoglin ^{[BE only]}	N/A	0.7 ^{[BE only]}	1.7 ^{[BE only]}	N/A
	Parrot groans	Friendly Mobs	 Zombie	entity.parrot.imitate.zombie ^{[JE only]}	subtitles.entity.parrot.imitate.zombie	0.42 ^{[JE only]}	1.44-2.16 ^{[JE only]}	16
	N/A			mob.imitate.zombie ^{[BE only]}	N/A	0.6 ^{[BE only]}	1.8 ^{[BE only]}	N/A
	Parrot groans	Friendly Mobs	 Zombie Villager	entity.parrot.imitate.zombie_villager ^{[JE only]}	subtitles.entity.parrot.imitate.zombie_villager	0.42 ^{[JE only]}	1.44-2.16 ^{[JE only]}	16
	N/A			mob.imitate.zombie_villager ^{[BE only]}	N/A	0.6 ^{[BE only]}	1.8 ^{[BE only]}	N/A
	N/A	Friendly Mobs	 Zombified Piglin ^{[BE only]}	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

						[hide]
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other		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
						

Achievements that apply to all mobs:

[show]

Advancements

				[hide]
Icon	Advancement	In-game description	Actual requirements (if different)	
	Is It a Bird?	Look at a Parrot through a Spyglass	—	
	It Spreads	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 . Mobs that drop <u>no experience</u> are ignored for this advancement.	
	Best Friends Forever	Tame an animal	Tame <i>one</i> of these 11 tameable animals: <div>  Cat  Donkey  Horse  Llama  Mule  Nautilus  Parrot  Trader Llama  Wolf  Zombie Horse  Zombie Nautilus </div>  Skeleton Horse can be tamed in the same way as a regular horse to gain this advancement with the <code>ride</code> command.	

Advancements that apply to all mobs:





[show]

History


Development

March 23, 2017 (https://twitter.com/MiaLem_n/status/844829306685554688)	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. ^[1]
March 26, 2017 (https://twitter.com/MiaLem_n/status/846006386517520385)	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. ^[2]
March 28, 2017 (https://twitter.com/MiaLem_n/status/846974672663130113)	Maria tweets another image of parrots, showcasing their ability to fly and slowly drift downward.
March 30, 2017 (https://twitter.com/MiaLem_n/status/847371388641923072)	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". ^[3] In real life, parrots should <i>not</i> be fed chocolate chip cookies, as chocolate is toxic to parrots.






Java Edition

<i>Java Edition</i>			[hide]
1.12	17w13a	 Added parrots.	
	17w13b	 Added gray-yellow parrot.	
	17w14a	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.	
		 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.	
	17w15a	 Parrots no longer cycle through the variants while dancing.	
	17w16a	Parrots now dismount whenever the player is not touching the ground. This makes it impossible to keep the parrots on the shoulder while gliding. ^[14] Previously they only dismounted when moving upwards.	
	pre3	Parrots are now tamed with seeds, instead of cookies, after a post on Reddit (https://web.archive.org/web/20170518214733/https://www.reddit.com/r/Minecraft/comments/6b0fkx/d ear_mojang_please_remove_feeding_chocolate_to/). 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 <i>Minecraft</i> , 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!" ^[15]	
	pre5	Killing a parrot by feeding it a cookie now counts as if the parrot was killed by the player who fed it. This affects death messages, causes the parrot to drop experience, take knockback and causes the looting enchantment to take affect.	
	pre6	Parrots no longer dismount the player when simply not touching the ground. Now the player needs to fall at least about 0.75 blocks. ^[more information needed]	
1.13	18w19a	Parrots now imitate <u>phantoms</u> and <u>drowned</u> .	
1.14	19w11a	Parrots can now imitate ravagers, pillagers and pandas.	
1.14.2	pre1	Parrots no longer spawn on grass, but on grass blocks instead.	
1.15	19w40a	Parrots can now sit on a player's shoulder even while the player is riding something.	
	19w41a	Parrots no longer imitate pandas.	
	19w44a	Parrots no longer imitate polar bears, wolves, and zombie pigmen.	
	19w45a	Parrots no longer imitate endermen.	
1.16	20w12a	Parrots now imitate hostile mobs less often.	
		Parrots no longer imitate hostile mobs when the difficulty is on Peaceful.	
1.18	pre5	The bottom texture of all parrots' wings has been flipped.	
1.19	Deep Dark Experimental Snapshot 1	Parrots can now imitate wardens.	
1.19.4 — Experiment — Update 1.20	pre1	Parrots can now be fed using torchflower seeds. ^[16]	
1.20	15w31a	Parrots can now be fed using pitcher pods.	
1.20.5 — Experiment — Update 1.21	24w07a	Parrots can now imitate <u>bogged</u> .	
1.20.5	24w11a	Adjusted their flying behavior to keep them from overshooting their position when flying up and down.	
1.21.2 — Experiment — Winter Drop	24w40a	Parrots can now imitate creakings.	
1.21.11	25w44a	Parrots can now imitate camel husks, parched, zombie horses and zombie nautiluses.	

Bedrock Edition

<i>Bedrock Edition</i>			[hide]
1.2.0	beta 1.2.0.2	 Added parrots.	
1.2.13	beta 1.2.13.8	Parrots can now imitate drowned sounds.	
	?	The sounds of the parrots have been changed to match Java Edition's.	
1.19.0	Preview 1.19.0.21	Parrots can now imitate wardens.	
1.21.20	Preview 1.21.10.20	Parrots can now imitate <u>bogged</u> .	
1.21.30	Preview 1.21.30.23	Parrots no longer imitate pandas.	
1.21.80	Preview 1.21.80.20	Parrots can now imitate guardians, phantoms, pillagers, ravagers, zoglins, and blazes.	
1.21.90	Preview 1.21.90.23	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	<div></div> 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

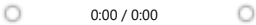
Java Edition			[hide]
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version. ^{[<i>more information needed</i>]}	

Issues

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

Trivia

- Red parrots are based on the real-life scarlet macaw (https://en.wikipedia.org/wiki/scarlet_macaw) "with a little Minecraft twist".^[17] Similarly, blue parrots are based on hyacinth macaws (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), green parrots are based on black-billed amazon parrots (https://en.wikipedia.org/wiki/Black-billed_amazon),^[18] 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.^[19]
- 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=9T1vIsHYiKY%7CSirocco>).
- The "idle6" sound of the parrot is the English word "hello".^[20]



Gallery

Renders

Sitting



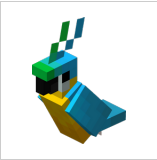
A sitting red parrot.



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.

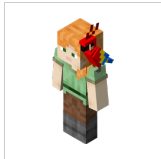


A dancing gray parrot.

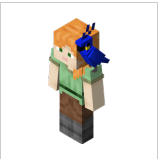


A dancing parrot in 17w14a.

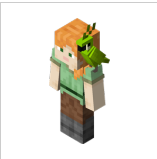
Sitting on the player



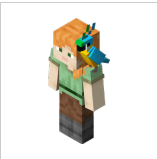
Alex with a red parrot on their left shoulder.



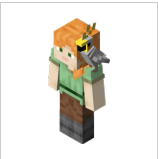
Alex with a blue parrot on their left shoulder.



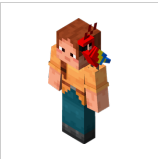
Alex with a green parrot on their left shoulder.



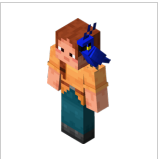
Alex with a cyan parrot on their left shoulder.



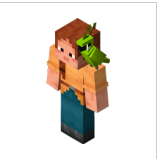
Alex with a grey parrot on their left shoulder.



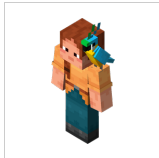
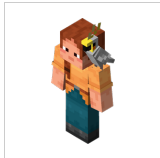
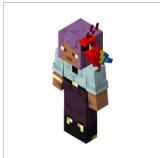
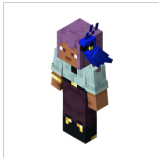
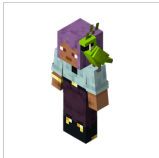
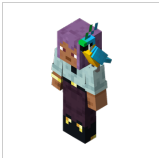
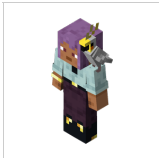
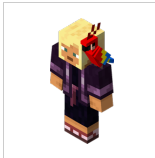
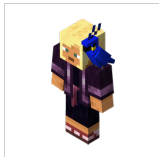
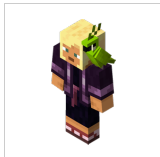
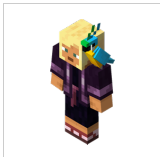
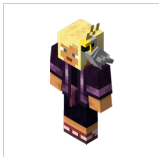
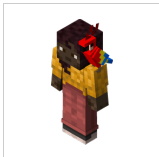
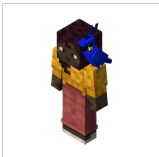
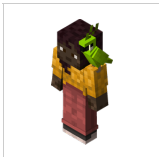
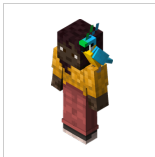
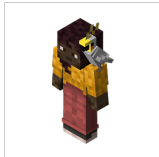
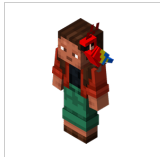
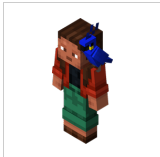
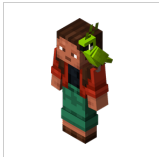
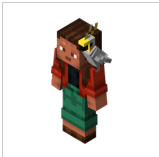
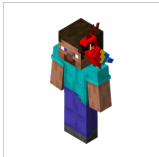
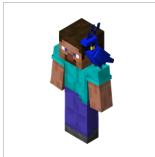
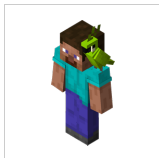
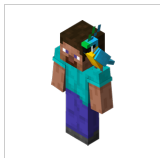
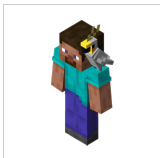
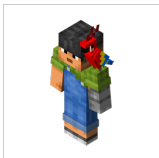
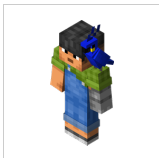
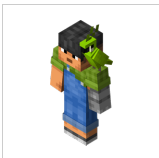
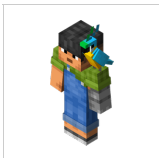
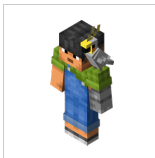
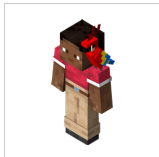
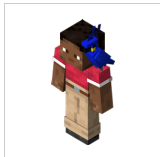
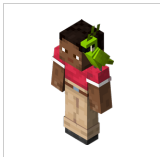
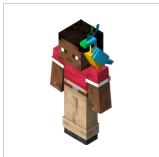
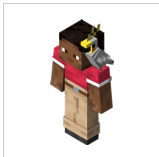
Ari with a red parrot on their left shoulder.



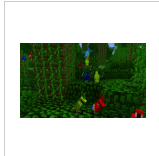
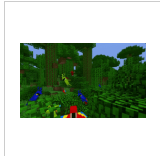
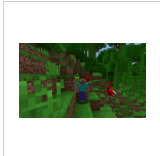
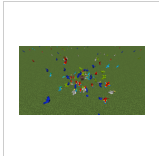


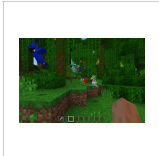
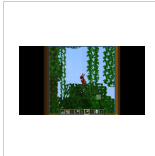
Ari with a blue parrot on their left shoulder.



Ari with a green parrot on their left shoulder.

							
Ari with a cyan parrot on their left shoulder.	Ari with a grey parrot on their left shoulder.	Efe with a red parrot on their left shoulder.	Efe with a blue parrot on their left shoulder.	Efe with a green parrot on their left shoulder.	Efe with a cyan parrot on their left shoulder.	Efe with a grey parrot on their left shoulder.	Kai with a red parrot on their left shoulder.
							
Kai with a blue parrot on their left shoulder.	Kai with a green parrot on their left shoulder.	Kai with a cyan parrot on their left shoulder.	Kai with a grey parrot on their left shoulder.	Makena with a red parrot on their left shoulder.	Makena with a blue parrot on their left shoulder.	Makena with a green parrot on their left shoulder.	Makena with a cyan parrot on their left shoulder.
							
Makena with a grey parrot on their left shoulder.	Noor with a red parrot on their left shoulder.	Noor with a blue parrot on their left shoulder.	Noor with a green parrot on their left shoulder.	Noor with a cyan parrot on their left shoulder.	Noor with a grey parrot on their left shoulder.	Steve with a red parrot on their left shoulder.	Steve with a blue parrot on their left shoulder.
							
Steve with a green parrot on their left shoulder.	Steve with a cyan parrot on their left shoulder.	Steve with a grey parrot on their left shoulder.	Sunny with a red parrot on their left shoulder.	Sunny with a blue parrot on their left shoulder.	Sunny with a green parrot on their left shoulder.	Sunny with a cyan parrot on their left shoulder.	Sunny with a grey parrot on their left shoulder.
							
Zuri with a red parrot on their left shoulder.	Zuri with a blue parrot on their left shoulder.	Zuri with a green parrot on their left shoulder.	Zuri with a cyan parrot on their left shoulder.	Zuri with a grey parrot on their left shoulder.			

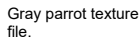
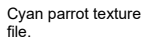
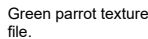
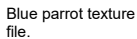
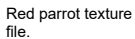
Screenshots

							
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 <i>Bedrock Edition</i> .	A parrot seen through a spyglass.

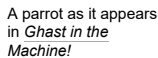
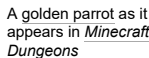
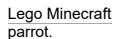
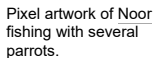
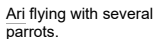
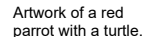
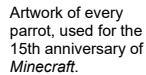
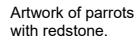
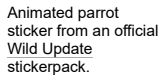
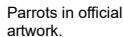
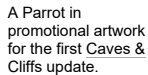
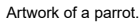


A gif of all parrot faces.

Textures



Parrots as shown in the World of Color Update artwork.



1. "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) – @MiaLem_n (https://twitter.com/MiaLem_n) (Maria Lemón) on X (formerly Twitter), March 29, 2017
2. MC-118003
3. MCPE-27950
4. MC-115509 — resolved as "Works as Intended".
5. MC-304373 — Parrots don't imitate skeleton horses, endermen and zombieified piglins
6. "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) – @MiaLem_n (https://twitter.com/MiaLem_n) (Maria Lemón) on X (formerly Twitter), April 5, 2017
7. MC-157412 — resolved as "Fixed".
8. MC-115446 — resolved as "Won't Fix".
9. Except for the second copy of idle5, which is 1.26
10. MC-212623
11. "Let me present the newest member of the Minecraft world! The parrot! Model by @RazzeberryFox" (https://twitter.com/MiaLem_n/status/844888692699385856) – @MiaLem_n (https://twitter.com/MiaLem_n) (Maria Lemón) on X (formerly Twitter), March 23, 2017

12. "Steve is the parrot king!" (https://twitter.com/MiaLem_n/status/846247154217877504) – @MiaLem_n (https://twitter.com/MiaLem_n) (Maria Lemón) on X (formerly Twitter), March 26, 2017
13. "xMichaël sheehan it's just a reference to "Polly wants a cracker"." (<https://www.youtube.com/watch?v=DA2pi7Kx9gQ&lc=z12j5inbiwheqwt504cd3siskmqstxa324.1490938502421634>) – slicedlime (<http://www.youtube.com/user/slicedlime>), March 31, 2017
14. MC-118003
15. "Minecraft' Is Patching the Game So Kids Won't Poison Their Pet Birds (https://motherboard.vice.com/en_us/article/minecraft-parrots-patch); Motherboard; May 16, 2017
16. MC-260035 – resolved as "Fixed".
17. "Macaws with a little Minecraft twist." (https://twitter.com/MiaLem_n/status/844956044170285057) – @MiaLem_n (https://twitter.com/MiaLem_n) (Maria Lemón) on X (formerly Twitter), March 23, 2017
18. "I based it off a black-billed amazon parrot! :)" (<https://twitter.com/RazzeberryFox/status/1816092906492400037>) – @RazzeberryFox (<https://twitter.com/RazzeberryFox>) (Mariana Graham) on X (formerly Twitter), July 24, 2024
19. "Really. We have over 20 different party parrot emojis. :D" – HelenAngel, April 5, 2017
20. "Growth & Evolution - Part 3 - 15 Years of Minecraft" (<https://youtube.com/watch?v=f0k7JNFGHms&t=6m>) – Minecraft on YouTube, June 5, 2024

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

[illegible]

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