

Parched • [Edit 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 points 16 (× 8)

Armor points 0 (

Behavior Hostile

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]

Ranged:

 Bow:

In *Java Edition*:

Easy: 2 (♥) - 4 (♥♥)

Normal: 3 (♥♥) – 5 (♥♥♥)

Hard: 4 (♥♥) - 8 (♥♥♥♥)

In *Bedrock Edition*:

Easy and Normal: 1 (♥) - 4 (♥♥),

depending on proximity

Hard: 1 (♥) - 5 (♥♥♥),

depending on proximity

 Arrow of Weakness :

 Weakness for 30 seconds

Melee:

Easy: 2 (♥)

Normal: 2 (♥)

Hard: 3 (♥♥)

Java:

Height: 1.99 blocks

Width: 0.6 blocks

Bedrock:

Height: 1.9 blocks

Width: 0.6 blocks

Hitbox size

Spawn

 Desert at night or during thunderstorms.

When a *camel husk jockey* spawns, as a passenger.

Natural equipment

 Bow (right hand: 95%; left hand: 5% *[JE only]*; may be enchanted)

 Armor (occasionally, may be enchanted)

 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	Group size				
 Desert	50/515	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		
 Bone	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
 Arrow	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
 Arrow of Weakness[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		
 Bone	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
 Arrow	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
 Arrow of Weakness[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					
		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
		Sniper Duel	Kill a Skeleton with an arrow from more than 50 meters.	Use a launched arrow to kill a skeleton, wither skeleton, stray, bogged, or parched from 50 or more blocks away, horizontally.	30	Bronze
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this achievement.	10	Bronze

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 <u>one</u> 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 <u>any</u> mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. <u>Mobs</u> that drop no experience are ignored for this advancement.	
	<u>Monsters Hunted</u>	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

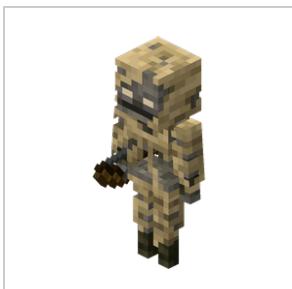
Java Edition			[hide]
1.21.11	<u>25w44a</u>		Added parched.
	<u>25w46a</u>		Parched are now immune to the Weakness effect.
	<u>pre1</u>		Updated the parched leg UV by moving it by 1 pixel.
			Parched can no longer pick up spears.

Bedrock Edition

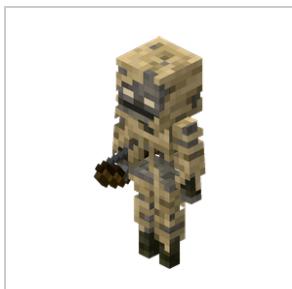
<u>Bedrock Edition</u>		
[hide]		
1.21.130	Preview 1.21.130.24	 Added parched. <p>When a parched detects a camel husk within 16 blocks, it waits 16 game ticks (0.8 seconds) before running toward it to ride it. This behavior takes priority over all other actions, including attacking players.</p>
	Preview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

Gallery

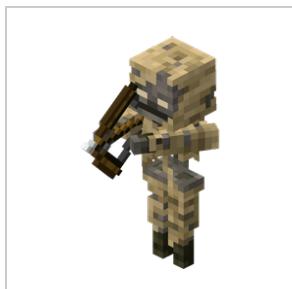
Renders



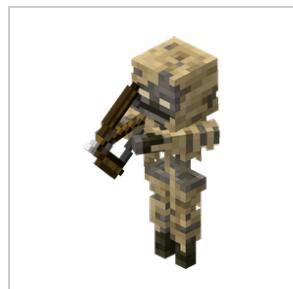
A parched [[JE only](#)]



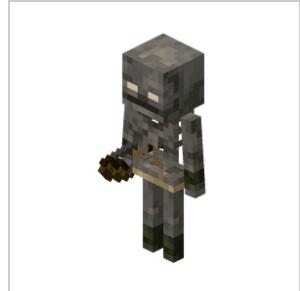
A parched [[BE only](#)]



A parched aiming
[[JE only](#)]

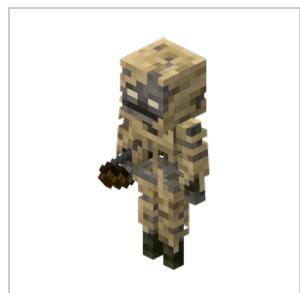


A parched aiming
[[BE only](#)]

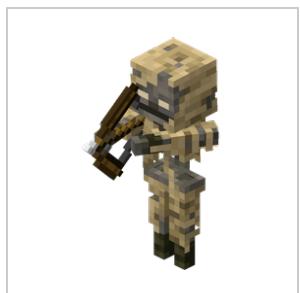


A parched without its second layer (this state cannot be seen in vanilla gameplay)

Development renders

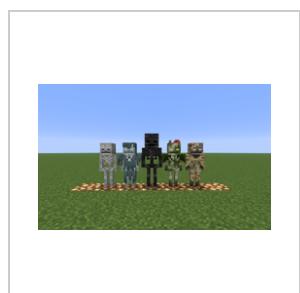


A parched (model used in *Bedrock Edition* from preview 1.21.130.24 to 1.21.130.27)



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*.

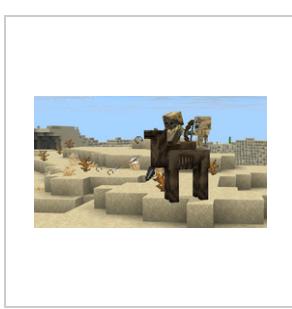


A parched

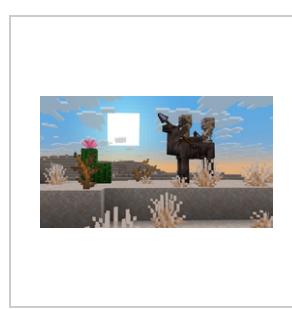
Mojang images



A camel husk jockey and two standalone parched



A camel husk jockey attacking



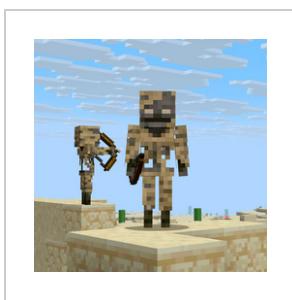
A camel husk jockey



A parched shooting

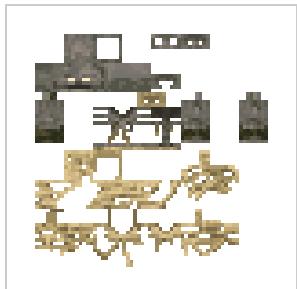


A parched aiming



Two parched.

Texture



Parched texture file

References

1. [MC-268579](#) — Bogged in powder snow freeze on death instead of converting to Stray — resolved as "Works As Intended".
2. [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
	[show]

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
	BE & edu only Agent NPC 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

Neutral

	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
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Hostile	Elder Guardian Enderman Fox Goat Guardian Hoglin Husk Hoglin Husk Pillager Pillager Slime Stray Vex Stray Vex Vex Zombie
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Bosses	Ender Dragon Wither
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Mob types	Animal Aquatic Arthropod Illager Monster Undead
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Other	Jockey (Camel Husk Chicken Hoglin Ravager Skeleton Horseman Spider Strider Zombie Horseman Zombie Nautilus) Mob variants Mob conversion
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Other entities[\[show\]](#)**Unimplemented**[\[show\]](#)**Joke**[\[show\]](#)

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