Dolphin ⚙ re article feedback

v t *For other uses, see Dolphin (disambiguation).*

Dolphins are aquatic neutral mobs that live in non-frozen oceans. They grant a speed boost to players that swim near them and follow the player while swimming.

Dolphin	
Health points	10 (❤❤❤❤❤)
Behavior	Neutral (adult) Passive (baby)
Mob type	🐾 Animal 🐟 Aquatic
Attack strength	Easy: 2.5 (❤ × 1.25) Normal: 3 (❤❤) Hard: 4.5 (❤ × 2.25)
Hitbox size	**Adult:** Height: 0.6 blocks Width: 0.9 blocks **Baby:** Height: 0.39 blocks Width: 0.585 blocks
Speed	1.2
Spawn	Lukewarm Ocean Deep Lukewarm Ocean Ocean Deep Ocean Warm Ocean
Usable items	Lead Raw Cod Raw Salmon Tropical Fish Pufferfish

Contents

Spawning

Dolphins are found in groups (pods) of 1-2[*JE only*] or

3-5[BE only] in all ocean biomes, excluding frozen oceans and cold oceans[JE only]. They spawn exclusively between levels 50 and 64. Dolphins continuously spawn as long as their spawn requirements are met, and naturally despawn if no players are near by, similar to squid and nautiluses.

In *Java Edition*, dolphins, squids, and nautiluses together make up the water creatures mob cap.

Dolphins have a 10% chance to spawn as a baby.

Dolphin spawns in: [hide]

Category: Water creature[JE only] Creature[BE only]	Java Edition			Bedrock Edition	
Spawn area	**Spawn weight**	**Spawn chance**	**Group size**	**Spawn weight**	**Group size**
Deep Ocean	$\frac{1}{3}$	33.33%	1–2	7	3–5
Ocean	$\frac{1}{3}$	33.33%	1–2	7	3–5
Deep Lukewarm Ocean	$\frac{2}{12}$	16.67%	1–2	7	3–5
Lukewarm Ocean	$\frac{2}{14}$	14.29%	1–2	7	3–5
Warm Ocean	$\frac{2}{22}$	9.09%	1–2	7	3–5
Cold Ocean	—	—	—	7	3–5
Deep Cold Ocean	—	—	—	7	3–5

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
Raw Cod[A]	0–1	50.00%	0.50	0–2	75.00%	1.00	0–3	87.50%	1.50	0–4	91.67%	2.00
Cooked Cod[B]	0–1	50.00%	0.50	0–2	75.00%	1.00	0–3	87.50%	1.50	0–4	91.67%	2.00

 A. Only when *not* on fire and *not* killed with a weapon enchanted with Fire Aspect.
 B. Only when on fire or killed with a weapon enchanted with Fire Aspect.

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
Raw Cod[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
Cooked Cod[B]	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 *not* on fire.
B. Only when on fire.

- 1–3, if kill credit is given to the player.

Killing a baby dolphin yields neither items nor experience.

Behavior

Dolphins normally swim in pods, occasionally leaping out of the water to get air. They are also able to jump from one body of water to another. Additionally, they chase after players in boats but don't give the speed boost effect.

Players who sprint-swim within a 9 block spherical radius of a dolphin receive a swimming speed boost for 5 seconds, replenished as long as the player continues to sprint-swim within a 15 block spherical radius of a dolphin. Invisibility reduces both of these ranges like normal, based on the amount of armor the player is wearing. In *Java Edition*, the speed boost is granted by the Dolphin's Grace effect, while in

Dolphins jumping in water.

Bedrock Edition the player simply gets the speed boost without a status effect. The dolphin keeps following the player as long as they are sprint-swimming, allowing the player to swim under the speed boost for long distances.

In *Java Edition*, dolphins are lured by dropped items that are inside nearby water blocks, knocking them around and chasing them. If the dolphin can not find a path to a dropped item, the dolphin may stay underwater to the point of drowning.[1] If the dolphin is in, or on, a waterlogged bottom slab or chest with an air block above, or a bubble column, the dolphin is prevented from drowning.

When a player or another mob hits a dolphin (unless the dolphin is killed in one hit in *Java Edition*), the whole pod retaliates, attacking all at once, similar to wolves and zombified piglins. Hostile dolphins remain hostile even if they are fed fish. Hostile dolphins are far more vicious in *Bedrock Edition*.

Feeding dolphins raw cod or raw salmon improves their "trust" and interactions with the player, depending on the amount of fish fed.

When dolphins are fed raw cod or raw salmon, they swim to the nearest shipwreck or ocean ruins; in *Java Edition*, the structures a dolphin can locate are defined in the dolphin_located tag. Dolphins also avoid guardians and elder guardians.

Unlike most "animal" mobs, dolphins cannot breed. Baby dolphins can only be found when they naturally spawn. A baby dolphin eventually turns into an adult after 24000 ticks (20 minutes), and its growth time can be accelerated by 10% each time it is fed fish. A baby dolphin fed a fish once per second grows up in

approximately 48 seconds using 47 fish.

Dolphins do not deal any damage in Peaceful difficulty and are completely passive.

Unlike other neutral mobs, dolphins don't count towards the AngryAt tag.[2][3][4]

Weaknesses

If a dolphin leaves the water in dry weather, it starts taking suffocation damage after two minutes, and eventually dies. It takes no damage out of water during rain. Regardless of weather, a dolphin on land actively seeks out a body of water, or seeks its target if in a hostile state.

They cannot survive without air, so if they stay submerged for about four minutes, they begin drowning. The water breathing effect prevents them from drowning.

Like most other aquatic mobs, dolphins cannot ride boats.[*Bedrock Edition only*]

Dolphins can be towed by a lead.

In *Java Edition*, the dolphin is an aquatic mob, and is affected by the Impaling enchantment. In *Bedrock Edition*, it is only affected when in the water, since all mobs are affected by Impaling when in the water (in *Bedrock Edition*).

Breeding

Dolphins cannot be bred by the player. Baby dolphins only occur through natural spawning in the wild.

Sounds

Java Edition:

					Sounds			[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**
	Dolphin chirps	Friendly Mobs	Randomly while on land	`entity.dolphin.ambient`	`subtitles.entity.dolphin.ambient`	1.0	0.8-1.2 (Baby: 1.3-1.7)	16
	Dolphin whistles	Friendly Mobs	Randomly while in water	`entity.dolphin.ambient_water`	`subtitles.entity.dolphin.ambient_water`	1.0 [sound 1]	0.8-1.2 (Baby: 1.3-1.7)	16
	Dolphin eats	Friendly Mobs	When a fish is fed to a dolphin	`entity.dolphin.eat`	`subtitles.entity.dolphin.eat`	0.75	1.0	16
	Dolphin attacks	Friendly Mobs	When a dolphin attacks something	`entity.dolphin.attack`	`subtitles.entity.dolphin.attack`	1.0	1.0	16
	Dolphin dies	Friendly Mobs	When a dolphin dies	`entity.dolphin.death`	`subtitles.entity.dolphin.death`	1.0	0.8-1.2 (Baby: 1.3-1.7)	16
	Dolphin hurts	Friendly Mobs	When a dolphin is damaged	`entity.dolphin.hurt`	`subtitles.entity.dolphin.hurt`	1.0	0.8-1.2 (Baby: 1.3-1.7)	16
	Dolphin jumps	Friendly Mobs	When a dolphin jumps	`entity.dolphin.jump`	`subtitles.entity.dolphin.jump`	0.75	1.0	16
	Dolphin plays	Friendly Mobs	Randomly when a dolphin finds an item	`entity.dolphin.play`	`subtitles.entity.dolphin.play`	1.0	1.0	16
	Dolphin splashes	Friendly Mobs	When a dolphin enters water	`entity.dolphin.splash`	`subtitles.entity.dolphin.splash`	Around 0.1 or 0.02[sound 2]	0.6-1.4	16
	Dolphin swims	Friendly Mobs	While a dolphin is swimming	`entity.dolphin.swim`	`subtitles.entity.dolphin.swim`	Around 0.03[sound 3]	0.8-1.2	16

1. Except `idle_water1` and 10, which are 0.8, and `idle_water7` and 8, which are 0.75
2. Depends on the dolphin's motion, usually around 0.1 or 0.02.
3. Depends on the dolphin's motion, usually around 0.03

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 while on land	`mob.dolphin .idle`	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	Randomly when in water	`mob.dolphin .idle_water`	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	*Unused sound event*[5]	`mob.dolphin .attack`	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	Randomly while on land	`mob.dolphin .blowhole`	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a dolphin dies	`mob.dolphin .death`	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a fish is fed to a dolphin	`mob.dolphin .eat`	?	0.7	1.0
	?	Friendly Mobs	When a dolphin is damaged	`mob.dolphin .hurt`	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	*Unused sound event*[5]	`mob.dolphin .jump`	?	0.7	1.0
	?	Friendly Mobs	*Unused sound event*[5]	`mob.dolphin .play`	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a dolphin enters water	`mob.dolphin .splash`	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	While a dolphin is swimming	`mob.dolphin .swim`	?	1.0	0.8-1.2 (Baby: 1.3-1.7)

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key	[hide]
🐬 Dolphin	dolphin	`aquatic` `not_scary_for_pufferfish` `sensitive_to_impaling`	`entity.minecraft.dolphin`	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
▪ Dolphin	dolphin	31	aquatic dolphin mob	entity.dolphin.name

Entity data

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

Java Edition:

  Main article: Entity format
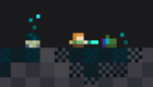
  Entity data

Additional fields for mobs that can breed
Tags common to all entities
Tags common to all mobs

⌐ **Moistness**: How moist this dolphin is. Set to 2400 when in water or rain. Decreases by 1 every tick otherwise. The dolphin takes damage when 0 or below.
⌐ **GotFish**: 1 or 0 (true/false) - if true, this dolphin got fish from a player.

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**					
		Echolocation	Feed a dolphin fish to have it lead you to treasure	Feed a dolphin cod or salmon and have it lure you to treasure.	20	Silver
		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
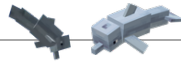
Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	How Did We Get Here?	Have every effect applied at the same time	Have *all* of these 34 status effects applied to the player at the same time: [show] The source of the effects is irrelevant for the purposes of this advancement. Other status effects may be applied to the player, but are ignored for this advancement. *See also: Tutorial:Advancement guide/Nether tab § How Did We Get Here?* *This is a hidden advancement, meaning that it can be viewed by the player only after completing it, regardless of if its child advancement(s), if any, have been completed.*	
	It Spreads	Kill a mob near a Sculk Catalyst	Kill *any* mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this advancement.	

Advancements that apply to all mobs:

[show]

History

Announcement

November 18, 2017 (https://www.youtube.com/watch?v=mAapz_nIC_Y)	Dolphins were shown in a video clip during MineCon Earth.

Java Edition

Java Edition			[hide]
1.13	**18w15a**	Added dolphins.	
	18w19a	Dolphins now swim to the surface, if drowning.	
		Dolphins now give the player the "Dolphin's Grace" status effect that allows the player to swim faster, if the player swims near them.	
	18w19b	Dolphins now drop experience.[6]	
	18w20c	Dolphins on land now jump to try to get back into the water.	
		Dolphins now survive for two minutes out of water, instead of ten seconds.	
	18w21a	Dolphins now lead players to buried treasure.	
		Dolphins can no longer wear armor.[7]	
	pre2	Dolphins can no longer sit in boats.[8]	
	pre6	Dolphins now bring the player to buried treasure more accurately.	
1.14	**19w08a**	Dolphins can no longer have armor equipped onto them with a dispenser.	
1.16	**20w10a**	Firework damage now provokes dolphins.[9]	
1.18	**21w40a**	Dolphins now spawn only between Y=50 and Y=64.	
1.21.2	**24w33a**	Added baby variants of dolphins, to match parity with Bedrock Edition.	

Bedrock Edition

Bedrock Edition			[hide]
1.4.0	**beta 1.2.20.1**	Added dolphins and baby dolphins.	
	beta 1.2.20.2	The models of dolphins have been updated with minor adjustments to the orientation of their fins.	
		Dolphins now have sounds.	
1.5.0	**beta 1.5.0.0**	Dolphins now lead players to shipwrecks and underwater ruins.	
1.16.100	**beta 1.16.100.51**	Dolphins now dry out at the same rate as they do in *Java Edition*; 120 seconds.	
		Dolphins on land now try to get back into the water.	
1.18.0	**beta 1.18.0.21**	Dolphins now spawn only between Y=50 and Y=64.	
1.21.130	**Preview 1.21.130.26**	Dolphins no longer spawn in cold ocean or deep cold ocean biomes.	

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 dolphins.	
							Baby dolphins can be spawned when the player uses its spawn egg on a dolphin.	
							The maximum number of dolphins in a world is 18.	

Data History

Java Edition			[hide]
1.13	**18w21a**	Added the `TreasurePosX`, `TreasurePosY`, `TreasurePosZ`, `GotFish` and `CanFindTreasure` tags.	
?	**?**	Removed `CanFindTreasure` tags.	
1.21.5	**25w07a**	Removed `TreasurePosX`, `TreasurePosY` and `TreasurePosZ` tags. They were used to store the dolphin's X,Y and Z coordinate destination when leading a player to a treasure.	

Issues

Issues relating to "Dolphin" 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%28reso lution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%2 0%28summary%20~%20%22Dolphin%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- To create the sounds that the dolphins make in the game, Mojang Studios' lead sound designer, Samuel Åberg, went to Kolmården Wildlife Park to record real dolphins.[10]
- Dolphins originally had a separate head and body when shown in a clip at MINECON 2017. It is also shown in artwork for Java Edition 1.13, the Bundles of Bravery trailer, and a video about AI (AI in general, not mob AI).[11]
- Real-life dolphins don't suffocate outside of water; they breathe air like all mammals, although they can die of dehydration out of water.
- In 2018, a prediction poll was held in which Chinese users could vote on which Chinese animal they expected to see in Minecraft, to promote the release of Minecraft China. One of the options for voting was the possibly extinct baiji dolphin. The panda won the poll and was announced days later at MINECON Earth 2018.[12]
- Mojang has considered and rejected the suggestion to allow dolphins to be tamed or ridden.[13]
  - They also decided against adding behaviors that deviate significantly from real-life dolphins, such as fleeing from drowned.[14]

Gallery

Screenshots
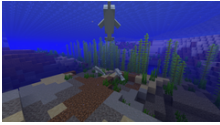
A pod of dolphins.

A dolphin taking damage because it is not in water.
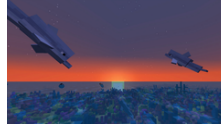
2 dolphins leaping above the ocean at sunset.

4 dolphins swimming above an ocean ravine and a coral reef.
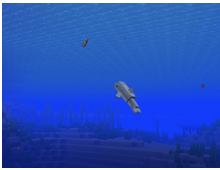
Dolphins chasing after a raw cod item.
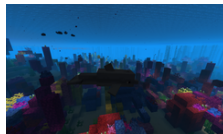
A Dolphin seen underwater.

Several dolphins attacking the player, after the player hit one of them.
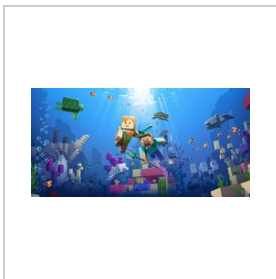

Dolphins swimming with the player.

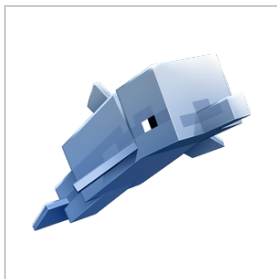A dolphin in bedrock edition.
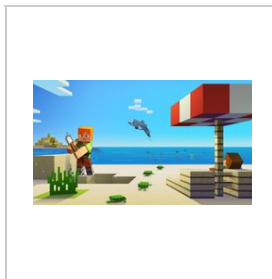
Textures

Dolphin texture file.

In other media

Dolphins in promotional artwork for the Update Aquatic.

Official dolphin artwork.

Animated dolphin artwork.

Dolphin in official artwork.
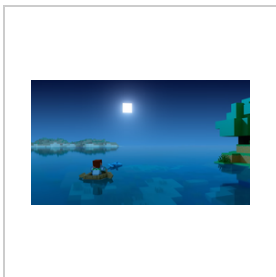
Ari following a dolphin.

Lego Minecraft Dolphin.
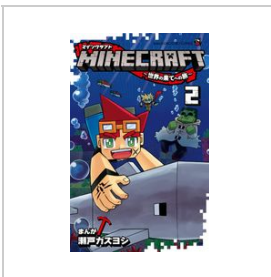
A dolphin on the cover of *Minecraft: The Manga*.
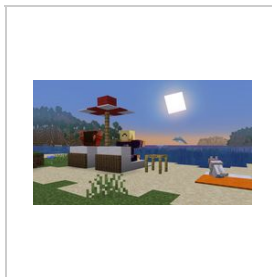
Noor and Kai watching several dolphins.[15]
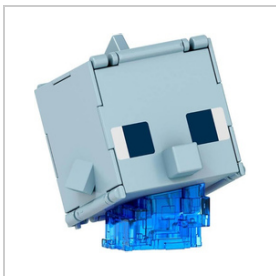
Dolphin figure of Flippin' Figs
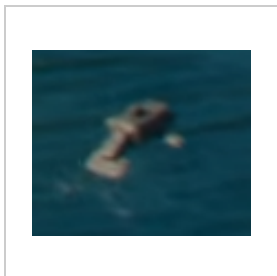
A dolphin as seen in *A Minecraft Movie*.

References

1. MC-221510
2. MC-256289 — AngryAt tag is not used by certain neutral mobs, causing them to forget their target upon reloading game
3. MC-195278 — If the "universalAnger" is set to true, certain neutral mobs don't fight back when you attack them
4. MC-187857 — New neutral mob behaviour improvements were not implemented for llamas, dolphins, and spiders in the daylight
5. MCPE-53297
6. MC-128681
7. MC-128493
8. MC-128241

9. MC-111498 — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".

10. "Talking Dolphins" (https://www.minecraft.net/en-us/article/talking-dolphins) by Marsh Davies – Minecraft.net, May 19, 2018.

11. "AI for Good: Solving Problems with AI" (https://youtube.com/watch?v=cpQVeaqdf9s) – Minecraft on YouTube, September 3, 2024

12. https://mc.163.com/pe/client/activity/voteforanimalpc/

13. "No taming and riding dolphins." (https://feedback.minecraft.net/hc/en-us/articles/360005029872-Previously-Considered-Suggestions) – Minecraft Feedback, May 7, 2020.

14. "Dolphin effects that are very far out of character for these creatures (example: fleeing from drowned)." (https://feedback.minecraft.net/hc/en-us/articles/360005029872-Previously-Considered-Suggestions) – Minecraft Feedback, May 7, 2020.

15. "It's the first day of summer! Stay cool & don't forget your water bucket 😎 🌞 " (https://twitter.com/Minecraft/status/1803913215933284637) – @Minecraft (https://twitter.com/Minecraft) (Minecraft) on X (formerly Twitter), June 20, 2024

External links

- Meet the Dolphin (https://www.minecraft.net/en-us/article/meet-dolphin) – Minecraft.net on April 19, 2018

Navigation

| Other | Jockey (Camel Husk Chicken Hoglin Ravager Skeleton Horseman Spider Strider Zombie Horseman Zombie Nautilus) Mob variants Mob conversion |

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Unimplemented	[show]
Joke	[show]