

# Cod

See article feedback

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

Not to be confused with [Commands/code](#).

**Cod** are common [bucketable](#) aquatic [passive mobs](#) found in oceans, a source of [raw cod](#) and, occasionally, [bones](#)[Bedrock Edition only] or [bone meal](#).[Java Edition only]

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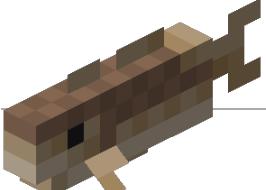
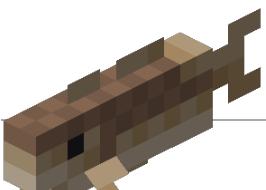
[Other](#)

### See also

### References

### External links

### Navigation

|  |   |
|--|---|
| <b>Cod</b>   |   |
| <br><b>Java Edition</b>   |   |
| <br><b>Bedrock Edition</b>  |   |
|    |   |
| <b>Health points</b>   | 3 (3)   |
| <b>Behavior</b>  | Passive   |
| <b>Mob type</b>  |  <a href="#">Animal</a><br> <a href="#">Aquatic</a> |
| <b>In Java Edition:</b><br>Height: 0.3 blocks<br>Width: 0.5 blocks   |   |
| <b>Hitbox size</b>   |   |
| <b>In Bedrock Edition:</b><br>Height: 0.3 blocks<br>Width: 0.6 blocks  |   |
| <b>Speed</b>   | 0.7   |
|  <a href="#">Cold Ocean</a><br> <a href="#">Deep Cold Ocean</a><br> <a href="#">Lukewarm Ocean</a><br> <a href="#">Deep Lukewarm Ocean</a><br> <a href="#">Ocean</a><br> <a href="#">Deep Ocean</a><br> <a href="#">Frozen Ocean</a> <small>[BE only]</small><br> <a href="#">Deep Frozen Ocean</a> <small>[BE o</small> |   |
| <b>Spawn</b>   |   |

# Spawning

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

**Usable items**  Water Bucket  
 Bucket [BE only]

| Category:<br>Water ambient [JE only]<br>Water creature [BE only]                                      | Java Edition |              |              | Bedrock Edition |              |
|---|--------------|--------------|--------------|-----------------|--------------|
|   | Spawn area   | Spawn weight | Spawn chance | Group size      | Spawn weight |
|  Deep Ocean          | 10/10        | 100%         | 3–6          | 75              | 4–7          |
|  Ocean               | 10/10        | 100%         | 3–6          | 75              | 4–7          |
|  Cold Ocean          | 15/30        | 50%          | 3–6          | 75              | 4–7          |
|  Deep Cold Ocean     | 15/30        | 50%          | 3–6          | 75              | 4–7          |
|  Lukewarm Ocean      | 15/45        | 33.33%       | 3–6          | 75              | 4–7          |
|  Deep Lukewarm Ocean | 8/38         | 21.05%       | 3–6          | 75              | 4–7          |
|  Deep Frozen Ocean   | —            | —            | —            | 75              | 4–7          |
|  Frozen Ocean        | —            | —            | —            | 75              | 4–7          |

## Java Edition

Cod spawn underwater in normal, cold, and lukewarm oceans, and their deep variants, in groups of 3–6, subject to fish spawning requirements.

## Bedrock Edition

Cod spawn underwater 12–32 blocks away from the player in normal, cold, frozen, lukewarm oceans, and their deep variants, in groups of 4–7. In addition, cod spawn only on the surface; that is, there must not be a spawnable block above the spawn location with a non-solid block on top.

## Drops

### On death

Java Edition:

Decimal Fraction Distribution Expectation

| Item  | Quantity / Chance / Average |         |      |           |         |      |            |         |      |             |         |      |
|---|-----------------------------|---------|------|-----------|---------|------|------------|---------|------|-------------|---------|------|
|   | Default                     |         |      | Looting I |         |      | Looting II |         |      | Looting III |         |      |
|  Raw Cod <sup>[A]</sup>    | 1                           | 100.00% | 1.00 | 1         | 100.00% | 1.00 | 1          | 100.00% | 1.00 | 1           | 100.00% | 1.00 |
|  Cooked Cod <sup>[B]</sup> | 1                           | 100.00% | 1.00 | 1         | 100.00% | 1.00 | 1          | 100.00% | 1.00 | 1           | 100.00% | 1.00 |
|  Bone Meal                 | 0–1                         | 5.00%   | 0.05 | 0–1       | 5.00%   | 0.05 | 0–1        | 5.00%   | 0.05 | 0–1         | 5.00%   | 0.05 |

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 <sup>[A]</sup>    | 1                           | 100.00% | 1.00 | 1         | 100.00% | 1.00 | 1          | 100.00% | 1.00 | 1           | 100.00% | 1.00 |
|  Cooked Cod <sup>[B]</sup> | 1                           | 100.00% | 1.00 | 1         | 100.00% | 1.00 | 1          | 100.00% | 1.00 | 1           | 100.00% | 1.00 |
|  Bone                      | 0–1                         | 25.00%  | 0.25 | 0 / 2–3   | 26.00%  | 0.65 | 0 / 3–5    | 27.00%  | 1.08 | 0 / 4–7     | 28.00%  | 1.54 |

A. Only when *not* on fire.

B. Only when on fire.

- 1–3 experience when killed by a player or tamed wolf.

## Behavior

Cod tend to swim in schools with a maximum of 9 cod per school.

The player may collect a cod by using a water bucket on it, which gives the player a bucket of cod. Cod placed with buckets do not despawn naturally. When that fish bucket is used on a block, it empties the bucket, placing water with the cod swimming in it. An empty bucket may be used as well.<sup>[Bedrock Edition only]</sup>

Cod can not be bred, but only spawn in designated biomes.

## Weaknesses

A cod cannot survive outside of water. Outside of water, they flip around on their sides like guardians for a while trying to get back into the water until, after 10 seconds of time, they start taking suffocation damage and die. In Bedrock Edition, fish out of water rotate while flipping. They cannot swim or breathe in cauldron water.<sup>[1]</sup> They can swim in, but cannot survive in waterlogged blocks, most noticeably waterlogged slabs and stairs.

In Java Edition, cod are vulnerable to weapons that have the Impaling enchantment, which also affects other fish and aquatic mobs except drowned.

## Sounds

### Java Edition:

| Sounds |                   |               |                         |                    |                            |                      |         |                      | <a href="#">[hide]</a> |
|--------|-------------------|---------------|-------------------------|--------------------|----------------------------|----------------------|---------|----------------------|------------------------|
| Sound  | Closed captions   | Source        | Description             | Identifier         | Translation key            | Volume               | Pitch   | Attenuation distance |                        |
| None   | None<br>[sound 2] | Friendly Mobs | Randomly                | entity.cod.ambient | None<br>[sound 2]          | 1.0                  | 0.8-1.2 | 16                   |                        |
|        | Cod dies          | Friendly Mobs | When a cod dies         | entity.cod.death   | subtitles.entity.cod.death | 1.0                  | 0.8-1.2 | 16                   |                        |
|        | Cod hurts         | Friendly Mobs | When a cod is damaged   | entity.cod.hurt    | subtitles.entity.cod.hurt  | 1.0                  | 0.8-1.2 | 16                   |                        |
|        | Cod flops         | Friendly Mobs | While a cod is on land  | entity.cod.flop    | subtitles.entity.cod.flop  | 0.3                  | 0.8-1.2 | 16                   |                        |
|        | Splashes          | Friendly Mobs | While a cod is swimming | entity.fish.swim   | subtitles.entity.fish.swim | 0.0-1.0<br>[sound 1] | 0.6-1.4 | 16                   |                        |

1. The fish's momentum, with the horizontal axes' velocities multiplied by 0.2 (capped at 1.0)

2. [MC-97521](#)

*Bedrock Edition:*

| Sounds |   |               |                         |               |   |        |         | <a href="#">[hide]</a> |
|--------|---|---------------|-------------------------|---------------|---|--------|---------|------------------------|
| Sound  | Closed captions<br>[upcoming: BE<br>26.0] | Source        | Description             | Identifier    | Translation key<br>[upcoming: BE<br>26.0] | Volume | Pitch   |                        |
|        | ?   | Friendly Mobs | When a cod dies         | mob.fish.hurt | ?   | 1.0    | 0.8-1.2 |                        |
|        | ?   | Friendly Mobs | When a cod is damaged   | mob.fish.hurt | ?   | 1.0    | 0.8-1.2 |                        |
|        | ?   | Friendly Mobs | While a cod is on land  | mob.fish.flop | ?   | 1.0    | 1.0     |                        |
|        | ?   | Friendly Mobs | While a cod is swimming | mob.fish.step | ?   | 0.15   | 1.0     |                        |

## Data values

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### ID

*Java Edition:*

| Name  | Identifier | Entity tags  | Translation key <a href="#">[hide]</a> |
|---|------------|--|--|
|  Cod | cod        | aquatic<br>axolotl_hunt_targets<br>can_breathe_under_water<br>not_scary_for_pufferfish<br>sensitive_to_impalings | entity.minecraft.cod                   |

*Bedrock Edition:*

| Name  | Identifier | Numeric ID | Family                 | Translation key [hide] |
|---|------------|------------|------------------------|------------------------|
|  Cod | cod        | 112        | aquatic<br>cod<br>fish | entity.cod.name        |

## Entity data

Cod have entity data associated with them that contain various properties.

Java Edition:

*Main article: Entity format*

Entity data

**Tags common to all entities**

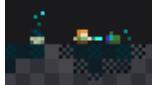
**Tags common to all mobs**

**FromBucket:** 1 or 0 (true/false) - Whether the fish had ever been released from a bucket.

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   |                         |                               |   |                   |                  |
|  |  | I am a Marine Biologist | Collect a fish in a bucket    | Use a water bucket on any fish mob.   | 20                | 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>It Spreads</u>       | 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. |
|  | <u>Tactical Fishing</u> | Catch a Fish... without a Fishing Rod! | Use a water bucket on any fish mob.   |

Advancements that apply to all mobs:

[\[show\]](#)

## History

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### Development

|   |   |
|---|---|
| <u>June 28, 2010</u>  | Notch mentioned that <u>fish</u> might be a feature of coral, if he were able to add coral: "... I do know that the corals will have tiny fish particles around them."  |
| <u>October 4, 2010</u>  | Fish were a passive mob that Notch showed interest in adding. In the promotional graphic for the <u>Halloween Update</u> , Notch indicated he would add fish. However, they were added only as an <u>item</u> ; there was no code for a fish mob.       |
| <u>October 5, 2012</u> ( <a href="https://twitter.com/Dinnerbone/status/253954758489038848">https://twitter.com/Dinnerbone/status/253954758489038848</a> )  | Fish were jokingly teased in the fake snapshot <u>12marc40awesome</u> , along with <u>coral</u> and "fish blocks".  |
| <u>April 13, 2013</u> ( <a href="https://reddit.com/r/Minecraft/comments/s7ri6/i_am_jon_k%C3%A5gst%C3%B6mDeveloper_of_minecraft_ask_me/c4bs6d1?context=3">https://reddit.com/r/Minecraft/comments/s7ri6/i_am_jon_k%C3%A5gst%C3%B6mDeveloper_of_minecraft_ask_me/c4bs6d1?context=3</a> ) | When Jon Kågström was asked in his AMA on Reddit, "What mob would you like to implement into the game?" He responded, "I would like to add birds, fish and tree animals to make it more alive. However this will take some time before it can be done." |
| <u>July 31, 2013</u> ( <a href="https://reddit.com/r/Minecraft/comments/xfzdg/i_am_markus_persson_aka_notch_creator_of/">https://reddit.com/r/Minecraft/comments/xfzdg/i_am_markus_persson_aka_notch_creator_of/</a> )  | During Notch's AMA on Reddit, when asked about what happened to his plans of adding fish as a <u>mob</u> , he responded, "Oh yeah, the fish!"   |

### Java Edition

| <u>Java Edition</u>                       |                             | [hide]  |
|---|-----------------------------|---|
| 1.13                                      | <u>18w08b</u>               |  Added cod as a mob. |
|   | <u>18w10a</u>               | Cod have 20 (❤ × 10) health.  |
|   | <u>18w15a</u>               | The health of cod has been changed to 3 (❤️). [2]   |
|   | <u>1.13.1</u> <u>18w31a</u> | Cod now drop the cooked version of their item drops, if killed while on fire.                           |
| <u>1.18</u>                               | <u>21w40a</u>               | Cod now have a 5% chance of dropping bone meal when killed.   |
| Cod now only spawn between y=50 and y=64. |                             |   |

### Bedrock Edition

| <u>Bedrock Edition</u> |                           |  | [hide] |
|------------------------|---------------------------|--|--------|
| <u>1.4.0</u>           | <u>beta 1.2.14.2</u>      |  Added cod. |        |
| <u>1.13.0</u>          | <u>beta 1.13.0.9</u>      | Cod now drop experience when killed.   |        |
| <u>1.16.100</u>        | <u>beta 1.16.100.52</u>   | Cod now drop the cooked version of their item drops, if killed while on fire.                  |        |
| <u>1.18.0</u>          | <u>beta 1.18.0.21</u>     | Cod now only spawn between y=50 and y=64.  |        |
| <u>1.19.10</u>         | <u>Preview 1.19.10.23</u> | The max health of cod has been changed to 3 (❤️).  |        |

### 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 cod. |

## Minecraft Education

| Minecraft Education |  | [hide] |
|---------------------|--|--------|
| 1.4.0               |  Added cod. |        |

## Issues

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

## Trivia

- A cod in real life are any species of fish that belong in the genus Gadus, except for Alaska pollock which is the same genus but not called "cod".

## Gallery

### Render



How a [fish barrel](#) would look if the unused texture, appearing to be filled with cod, was on its top.

## Screenshots



A school of 6 cod swimming in an ocean.



A fully inflated pufferfish, with six deflated pufferfish and a school of cod behind it.



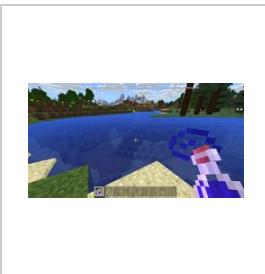
An ocean with some fish visible.



A dying cod next to a pufferfish that is also taking damage due to the absence of water around them.

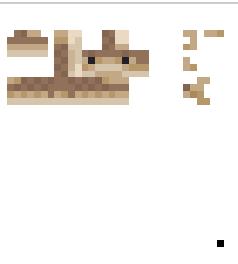


Cod and tropical fish, along with a turtle and squid.



First image of fish mobs in *Bedrock Edition*.

## Textures



Cod texture file.

## Other



The cod spawn egg  
in Bedrock Edition  
beta 1.2.14.2.

## See also

- [Salmon](#)
- [Tropical Fish](#)
- [Pufferfish](#)

## References

1. MC-126819 – "fish bouncing and suffocating on top of the cauldron which fills with water" resolved as "Won't Fix"
2. MC-126091 — Fish mobs have 20 health — resolved as "Fixed".

## External links

- [Cod article on Wikipedia](#)

## Navigation

|  |                | Entities     |            |                  |              |            |             |         |  |  |  |  |  |  |  |  |  |  |  |  |  | <a href="#">[hide]</a> |
|--|----------------|--------------|------------|------------------|--------------|------------|-------------|---------|--|--|--|--|--|--|--|--|--|--|--|--|--|------------------------|
|  |                | Mobs         |            |                  |              |            |             |         |  |  |  |  |  |  |  |  |  |  |  |  |  | <a href="#">[hide]</a> |
| 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    |                |              |            |                  |              |            |             |         |  |  |  |  |  |  |  |  |  |  |  |  |  |                        |
| 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                |                |              |            |                  |              |            |             |         |  |  |  |  |  |  |  |  |  |  |  |  |  |                        |
| Ender Dragon Wither  |                |              |            |                  |              |            |             |         |  |  |  |  |  |  |  |  |  |  |  |  |  |                        |
| Animal Aquatic Arthropod Illager Monster Undead              |                |              |            |                  |              |            |             |         |  |  |  |  |  |  |  |  |  |  |  |  |  |                        |

**Other**

 [Jockey](#) ( [Camel Husk](#))  [Chicken](#)  [Hoglin](#)  [Ravager](#)  [Skeleton Horseman](#)  
 [Spider](#)  [Strider](#)  [Zombie Horseman](#)  [Zombie Nautilus](#))  [Mob variants](#)

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