Pufferfish   ~~Share~~ re article feedback

v t *This article is about the mob. For the food item, see Pufferfish (item). For other uses, see Fish (disambiguation).*

Pufferfish are bucketable aquatic neutral mobs found in oceans. Although they never seek out mobs to attack, they defensively inflate themselves when approached too closely by players, axolotls, or non-aquatic mobs, dealing damage and inflicting Poison on them.

Contents

Pufferfish		
Small Medium Large		

Java Edition

Bedrock Edition

Health points	3 (❤❤)	
Behavior	Neutral	
Mob type	🐾 Animal 🐟 Aquatic	
Attack strength	**Semi-puffed:** Easy and normal: 2 (❤) Hard: 3 (❤❤) ☠ Poison for 3 sec, total 2 (❤) **Fully puffed:** **In *Java Edition*:** Easy: 2.5 (❤ × 1.25)	

Spawning

In *Java Edition*, pufferfish spawn in groups of 1-3 in warm, lukewarm, and deep lukewarm ocean biomes, subject to fish spawning requirements. If trying to spawn inside a waterlogged solid block, the pufferfish uses the bigger "puffed" size to determine if it collides with anything solid.

In *Bedrock Edition*, pufferfish spawn underwater at around 12–32 blocks away from the player in groups of 3–5 in warm ocean biomes, and only on the surface; that is, there must not be a spawnable block above the spawn location with a non-solid block on top. They are considerably rarer than tropical fish, with only $\frac{1}{5}$ of fish groups or $\frac{2}{9}$ individual fish (within the warm ocean biome) spawning as pufferfish.

Pufferfish spawns in: [hide]

	Normal: 3 (❤)
	Hard: 4.5 (❤ × 2.25)
	🟢 Poison for 6 sec, total 4 (❤❤)
	In *Bedrock Edition*:
	Easy and normal: 2 (❤)
	Hard: 3 (❤❤)
	🟢 Poison for 10 sec, total 7 (❤❤❤❤)
Hitbox size	**In *Java Edition*:** **Unpuffed:** Height: 0.35 blocks Width: 0.35 blocks **Semi-puffed:** Height: 0.49 blocks Width: 0.49 blocks **Fully puffed:** Height: 0.7 blocks Width: 0.7 blocks **In *Bedrock Edition*:** Height: 0.96 blocks Width: 0.96 blocks
Speed	0.7
Spawn	🟦 Lukewarm Ocean 🟦 Deep Lukewarm Ocean 🟦 Warm Ocean
Usable items	🪣 Water Bucket 🪣 Bucket [*BE only*]

Category: Water ambient[*JE only*] Water creature[*BE only*]	*Java Edition*			*Bedrock Edition*	
Spawn area	**Spawn weight**	**Spawn chance**	**Group size**	**Spawn weight**	**Group size**
🟦 Warm Ocean	$\frac{15}{40}$	37.5%	1–3	25	3–5
🟦 Deep Lukewarm Ocean	$\frac{5}{38}$	13.16%	1–3	—	—
🟦 Lukewarm Ocean	$\frac{5}{45}$	11.11%	1–3	—	—

Drops

On death

Java Edition:

Decimal Fraction Distribution   Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
Pufferfish	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

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
Pufferfish	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

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

Behavior

Unlike other fish, pufferfish don't swim in schools.

Pufferfish inflate themselves when approached by the player, most mobs, including tripod cameras[BE & edu only] and armor stands.[1][2]

The player may collect a fish by using a water bucket on it, giving the player a bucket of pufferfish. Fish placed with buckets do not despawn naturally. Using the bucket against a block empties the bucket, placing water with that fish swimming in it. An empty bucket may be used as well.[Bedrock Edition only]

Pufferfish can not be bred and only spawn in designated biomes.

Weaknesses

Like other fish, pufferfish cannot survive out of water. Outside of water, they flop around like guardians for a while until they start suffocating and then die like squid. In *Bedrock Edition*, they rotate when flopping. Fish cannot swim or breathe in cauldron water.[3]

The Impaling enchantment affects pufferfish due to being aquatic[Java Edition only] or simply being in water[Bedrock Edition only].

Pufferfish are actively hunted down by axolotls, nautiluses and zombie nautiluses.

Defenses

A pufferfish inflates when approached by a player in Survival or Adventure mode, a drowned, an axolotl, or any non-water mob within 2 blocks of its hitbox, going from unpuffed, then semi-puffed, to fully puffed. Going

near a semi-puffed or fully puffed pufferfish inflicts the player/mob with three or six seconds of 🟢 Poison based on the inflation level, and touching one in its puffed or semi-puffed form deals damage separate from the Poison.

Pufferfish also instantly inflate to their fullest form after taking any kind of damage.[*Bedrock Edition only*] After inflating, they slowly deflate to their normal shape as long as a threat is out of range. If the player/mob leaves the radius while the pufferfish is in its semi-puffed stage, it deflates back to normal.

Undead mobs are unaffected by the Poison effect, but they still take damage when they come into contact with pufferfish.

A pufferfish that inflicts damage on a mob other than a creeper or a ghast by touching it provokes that mob to retaliate.

In Peaceful difficulty, pufferfish do not inflict damage or Poison to player.[*Java Edition only*]

Pufferfish can deal damage to players at a longer distance compared to mobs.[4]

Sounds

Java Edition:

Sounds								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Pufferfish stings	Friendly Mobs	When a pufferfish attacks something	entity .puffer_fish .sting	subtitles .entity .puffer_fish .sting	1.0	1.0	16
	Pufferfish deflates	Friendly Mobs	When a pufferfish deflates	entity .puffer_fish .blow_out	subtitles .entity .puffer_fish .blow_out	0.7	0.8-1.2	16
	Pufferfish inflates	Friendly Mobs	When a pufferfish is threatened and inflates	entity .puffer_fish .blow_up	subtitles .entity .puffer_fish .blow_up	0.45	0.8-1.2	16
	Pufferfish dies	Friendly Mobs	When a pufferfish dies	entity .puffer_fish .death	subtitles .entity .puffer_fish .death	1.0	0.8-1.2	16
	Pufferfish hurts	Friendly Mobs	When a pufferfish is damaged	entity .puffer_fish .hurt	subtitles .entity .puffer_fish .hurt	1.0	0.8-1.2	16
	Pufferfish flops	Friendly Mobs	While a pufferfish is on land	entity .puffer_fish .flop	subtitles .entity .puffer_fish .flop	0.3	0.8-1.2	16
	Splashes	Friendly Mobs	While a pufferfish is swimming	entity.fish .swim	subtitles .entity.fish .swim	0.0-1.0 [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)

Bedrock Edition:

Sounds							[hide]
Sound	**Closed captions** [*upcoming: BE 26.0*]	**Source**	**Description**	**Identifier**	**Translation key** [*upcoming: BE 26.0*]	**Volume**	**Pitch**
	?	Friendly Mobs	When a pufferfish dies	`mob.fish .hurt`	?	1.0	0.8-1.2
	?	Friendly Mobs	When a pufferfish is damaged	`mob.fish .hurt`	?	1.0	0.8-1.2
	?	Friendly Mobs	While a pufferfish is on land	`mob.fish .flop`	?	1.0	1.0
	?	Friendly Mobs	While a pufferfish is swimming	`mob.fish .step`	?	0.15	1.0

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key	[hide]

🐡 Pufferfish	pufferfish	`aquatic`
		`axolotl_hunt_targets`
		`can_breathe_under_water`
		`nautilus_hostiles`
		`not_scary_for_pufferfish`
		`sensitive_to_impaling`
			`entity.minecraft.pufferfish`	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]

🐡 Pufferfish	pufferfish	108	`aquatic`
			`fish`
			`pufferfish`
				`entity.pufferfish.name`	

Entity data

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

Java Edition:

   Main article: *Entity format*

  Entity data
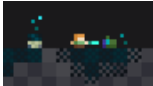| **Tags common to all entities** |
|---|
| **Tags common to all mobs** |

└─ **FromBucket**: 1 or 0 (`true`/`false`) - if `true`, the fish has been released from a bucket.
└─ **PuffState**: A value from 0–2.
  └─ 0 means the fish is deflated
  └─ 1 means it is halfway puffed-up
  └─ 2 means it is fully puffed-up

A pufferfish's damage and Poison time are directly related to its current `PuffState` data value, which can be changed using the `/data` command.

Bedrock Edition:

> See Bedrock Edition level format/Entity format.

Achievements

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)	[hide]
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]
	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.	
	Tactical Fishing	Catch a Fish... without a Fishing Rod!	Use a water bucket on any fish mob.	

Advancements that apply to all mobs:

[show]

History

Development

June 28, 2010	Notch mentioned that fish 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."
October 4, 2010	Fish were a passive mob that Notch showed interest in adding. In the promotional graphic for the Halloween Update, Notch indicated he would add fish. However, they were added only as an item; there was no code for a fish mob.
October 5, 2012 (https://twitter.com/Dinnerb one/status/253954758489038848)	Fish were jokingly teased in the fake snapshot 12marc40awesome, along with coral and "fish blocks".
April 13, 2013 (https://reddit.com/r/Minecraf t/comments/s7ri6/i_am_jon_k%C3%A5gst r%C3%B6m_developer_of_minecraft_ask_ me/c4bs6d1?context=3)	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."
July 31, 2013 (https://reddit.com/r/Minecraf t/comments/xfzdg/i_am_markus_persson_a ka_notch_creator_of/)	During Notch's AMA on Reddit, when asked about what happened to his plans of adding fish as a mob, he responded, "Oh yeah, the fish!"

Java Edition

Java Edition				[hide]
1.13	**18w08b**		Added "puffer fish".	
			Puffer fish have 20 (❤ × 10) health.	
	18w10a		The health of puffer fish has been changed to 3 (❤❤).[5]	
	18w19a		"Puffer Fish" has been corrected to "Pufferfish".[6]	
1.13.1	**18w31a**		Pufferfish now have a 5% chance of dropping bone meal when killed.	
1.18	**21w40a**		Pufferfish now spawn between y=50 and y=63.	
1.21.2	**24w33a**		The spike models of the medium pufferfish has been changed as a fix for MC-166880.	

Bedrock Edition

Bedrock Edition			[hide]
1.4.0	**beta 1.2.14.2**	Added pufferfish mobs.	
1.13.0	**beta 1.13.0.9**	Pufferfish now drop experience when killed.	
1.16.0	**beta 1.15.0.51**	Pufferfish now semi-puff when the player draws near, and fully puff when the player is up against it.	
1.18.0	**beta 1.18.0.21**	Pufferfish now spawn between y=50 and y=64.	
1.19.10	**Preview 1.19.10.23**	The health of pufferfish has been changed to 3 (❤❤).	
1.21.130	**Preview 1.21.130.20**	Pufferfish can now spawn in Lukewarm Ocean and Deep Lukewarm 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 pufferfish mobs.

Minecraft Education

Minecraft Education		[hide]
1.4.0		Added pufferfish mobs.

Issues

Issues relating to "Pufferfish" 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%28resolut ion%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28 summary%20~%20%22Pufferfish%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- In real life, pufferfish use their spikes for intimidation purposes and not to inject venom. Their flesh is toxic, which is reflected accurately in-game.
- There are three textures for the three different `PuffState` data values in *Minecraft*. A `PuffState` value greater than 2 does not visually increase the pufferfish size, but does create a bigger shadow on the ground. All sizes of pufferfish textures are contained in the same texture file.
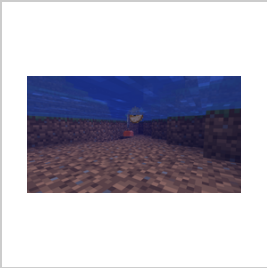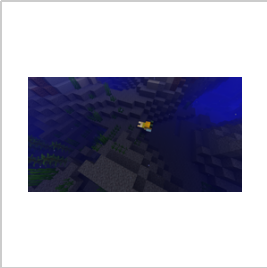
Gallery

Screenshots
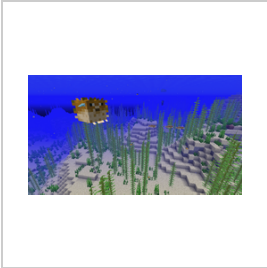
A fully inflated pufferfish, with six deflated pufferfish and a school of cod behind it.
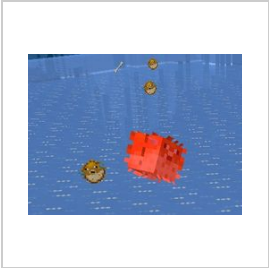
A dying pufferfish in *Bedrock Edition*.

A dying pufferfish in *Java Edition*.

An up-close screenshot of a completely deflated pufferfish.

A player being damaged by a pufferfish.

An ocean with some fish visible.

A cod and pufferfish taking damage because they are not in water.
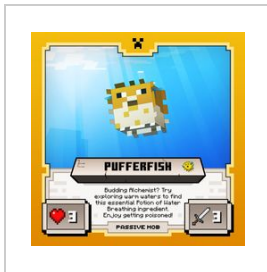

A gif of the pufferfish stages.

Textures

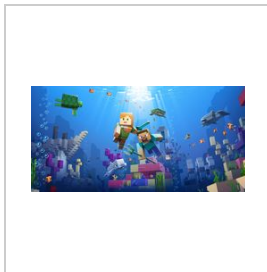Pufferfish texture file.

Other

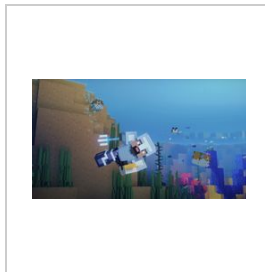The pufferfish spawn egg in Bedrock Edition beta 1.2.14.2.

In other media

Artwork of a pufferfish.

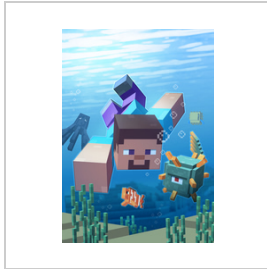Pufferfish in promotional artwork for the Update Aquatic.

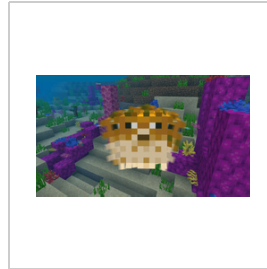Several pufferfish as they appear in the Trails & Tales trailer.

Official pufferfish artwork.

Lego Minecraft pufferfish.

Pufferfish artwork predating the actual addition of pufferfish mobs.

A pufferfish waving hello with its entire body.

See also

- Cod
- Salmon
- Tropical Fish

References

1. MC-132239 — resolved as "Works As Intended".
2. MCPE-35807 — resolved as "Works As Intended".
3. MC-126819 — fish bouncing and suffocating on top of the cauldron which fills with water — resolved as "Won't Fix".
4. MC-265281 — Pufferfish attack range is inconsistent between mobs and players — resolved as "Works As Intended".
5. MC-126091 — Pufferfish have 20 health — resolved as "Fixed".
6. MC-124190 — Some display names don't follow the id — resolved as "Invalid".

External links

- Pufferfish article on Wikipedia

Navigation

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

Neutral
Bee · Cave Spider · Dolphin · Drowned · Enderman · Fox · Goat · Iron Golem · Llama · Nautilus · Panda · Piglin · Polar Bear · Pufferfish · Spider · Trader Llama · Wolf · Zombie Nautilus · Zombified Piglin

Hostile
Blaze · Bogged · Breeze · Creaking · Creeper · Elder Guardian · Endermite · Evoker · Ghast · Guardian · Hoglin · Husk · Magma Cube · Parched · Phantom · Piglin Brute · Pillager · Ravager · Shulker · Silverfish · Skeleton · Slime · Stray · Vex · Vindicator · Warden · Witch · Wither Skeleton · Zoglin · Zombie · Zombie Villager

Bosses   Ender Dragon · Wither

Mob types   Animal · Aquatic · Arthropod · Illager · Monster · Undead

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

Other entities   [show]
Unimplemented   [show]
Joke   [show]

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