

# Tropical Fish

This article is about the mob in Minecraft. For the item, see [Tropical Fish \(item\)](#). For other uses, see [Fish \(disambiguation\)](#).

**Tropical fish** are common bucketable aquatic passive mobs found in warm or lukewarm oceans, mangrove swamps and lush caves. There are 2,700 naturally occurring variants of tropical fish of different colors and shapes with unique names in [Bedrock Edition](#) and 3,072 in [Java Edition](#).<sup>[1]</sup>

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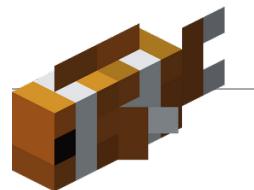
### See also

### References

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## Tropical Fish

Small Large



[View all renders](#)

Health points 3 (♥)

Behavior Passive

Mob type Animal  
 Aquatic

In [Java Edition](#):

Height: 0.4 blocks

Width: 0.5 blocks

In [Bedrock Edition](#):

Height: 0.52 blocks

Width: 0.52 blocks

Speed 0.7

Mangrove Swamp

Lukewarm Ocean

Deep Lukewarm Ocean

Warm Ocean

Lush Caves

Usable items Water Bucket

## Navigation

# Spawning

In *Java Edition*, random varieties of tropical fish spawn in groups of 8 in lukewarm or warm oceans (as well as their deep variants) and mangrove swamps at Y-level 50 to 63, and in lush caves in aquifers at any Y-level. They are subject to fish spawning requirements.

In *Bedrock Edition*, tropical fish spawn underwater at 12-32 blocks away from the player. Tropical fish spawn only in warm, lukewarm, deep lukewarm ocean biomes; lush caves, in groups of 3-5 for the same preset pattern, and in groups of 1-3 for a random pattern; and mangrove swamps. In addition, tropical fish in warm, lukewarm, and deep ocean variants can spawn only at Y levels between 50 and 64 and must be on the surface (i.e., there must not be a spawnable block above the spawn location with a non-solid block on top). Tropical fish in lush caves can spawn on aquifers at any Y levels but require underground.

Tropical Fish spawns in: [hide]

Category: Water ambient <sup>[JE only]</sup> Water creature <sup>[BE only]</sup>	Java Edition			Bedrock Edition	
	Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight
Lush Caves <sup>[note 1]</sup>	25/25	100%	8	75	3–5
Mangrove Swamp <sup>[note 1]</sup>	25/25	100%	8	25	3–5
Deep Lukewarm Ocean <sup>[note 1]</sup>	25/38	65.79%	8	75	3–5
Warm Ocean <sup>[note 1]</sup>	25/40	62.5%	8	75	3–5
Lukewarm Ocean <sup>[note 1]</sup>	25/45	55.56%	8	75	3–5
Mangrove Swamp <sup>[note 1]</sup>	—	—	—	25	1–3
Lush Caves <sup>[note 1]</sup>	—	—	—	25	1–3
Lukewarm Ocean <sup>[note 1]</sup>	—	—	—	25	1–3
Deep Lukewarm Ocean <sup>[note 1]</sup>	—	—	—	25	1–3
Warm Ocean <sup>[note 1]</sup>	—	—	—	25	1–3

1. Tropical fish are spawned twice. *[Bedrock Edition only]*

# Drops

## On death

*Java Edition:*

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
Tropical Fish	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		
	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
 Tropical Fish	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 tamed wolf.

## Behavior

Tropical fish tend to swim in schools of fish with a maximum of 7 tropical fish per school. Tropical fish are also able to go against the water flow.

The player may collect a tropical fish by using a water bucket on it, which gives the player a bucket of tropical fish. Using that fish bucket against a block empties the bucket, placing water with that fish swimming in it. Tropical fish placed via buckets do not despawn naturally.

Tropical fish cannot be bred, but only spawn in designated biomes.

## Weaknesses

Tropical fish cannot survive out of water. Outside of water, they flop around for a while until eventually they suffocate and die. In Bedrock Edition, they rotate when flipping. Fish cannot swim or breathe in cauldron water.<sup>[2]</sup>

Fish have a weakness to weapons that have the Impaling enchantment, which also affects squid, turtles, guardians, elder guardians, and dolphins.<sup>[Java Edition only]</sup>

## Varieties

### **Java Edition**

When tropical fish spawn in the wild, 90% of the time they appear as schools of one of the 22 varieties seen on the right, and the other 10% of the time their patterns, shape, and colors are completely random, drawn from any of 2 shapes, 6 patterns, 16 base colors, and 16 pattern colors. The color black is not supposed to appear on any naturally-spawned tropical fish, since the eyes are usually hard to see<sup>[3]</sup>, but due to a bug<sup>[1]</sup> black can be chosen randomly. This results in 3,072 naturally-occurring combinations, instead of the intended 2,880.

Tropical fish can be summoned with black as one or both of their colors, and/or without any visible pattern, [more information needed] though even without the pattern they can still have a pattern color, causing a further 884 possible combinations, 480 of which look the same due to the missing pattern.

### **Bedrock Edition**

Tropical fish do not have common varieties in Bedrock Edition. Instead, naturally spawned tropical fish have 2 spawn attempts: the first chooses one of the 22 preset variants, and the other uses randomly chosen patterns, sizes, shapes, and colors (except black). Tropical fish spawned from a spawn egg use randomly chosen patterns,

sizes, shapes, and colors (except black). By using commands, tropical fish may be spawned as one of the 22 preset variants (due to [MCPE-117477](#), Yellowtail Parrot Fish do not spawn, therefore only 21 preset variants exist on Bedrock Edition).

## Names

Tropical fish variants in buckets have names that are assigned based on their colors and type. In *Bedrock Edition*, the names are in the name of the bucket, giving names like "Bucket of Dottyback", "Bucket of Sky-Orange Snooper", or "Bucket of Orange-Lime Dasher". In *Java Edition*, the type, and colors are displayed as additional lines in the item tooltip.

In *Bedrock Edition*, the following colors are renamed from their defaults when they refer to tropical fish. Parentheses indicate default name and color id - see § Entity data.

- ■ Sky (Light Blue; 3)
- ■ Rose (Pink; 6)
- ■ Silver (Light Gray; 8)
- ■ Teal (Cyan; 9)
- ■ Plum (Purple; 10)

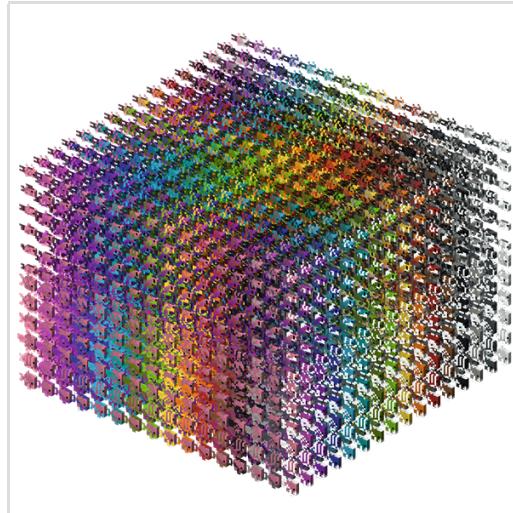
The base color is first, and the pattern color is next if it is different.

The fish type is determined according to the shape and pattern of the fish:



The 22 uniquely-named varieties of tropical fish in *Java Edition*. From top to bottom and left to right:

1. Anemone, Black Tang, Blue Tang, Butterflyfish, Cichlid, Clownfish
2. Cotton Candy Betta, Dottyback, Emperor Red Snapper, Goatfish, Moorish Idol, Ornate Butterflyfish
3. Parrotfish, Queen Angelfish, Red Cichlid, Red Lipped Blenny, Red Snapper, Threadfin
4. Tomato Clownfish, Triggerfish, Yellowtail Parrotfish, Yellow Tang

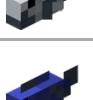


All possible tropical fish variants.

Flopper	Stripey	Glitter	Blockfish	Betty	Clayfish	Kob	Sunstreak <sup>[n 1]</sup>	Snooper	Dasher	Brinely	Spotty

Some varieties of tropical fish don't follow the normal naming system; instead, they reference real-life fish species. In *Java Edition*, these unique fish are limited to the 22 common varieties. In *Bedrock Edition*, there are also 22 uniquely-named tropical fish, though they are not all the same as in *Java Edition*. These uniquely-named tropical fish aren't different from regular tropical fish in terms of design or behavior.

These varieties are:

Name	Type	Image [hide]
Anemone	Orange-Gray Stripey	
Black Tang	Gray Flopper	
Blue Tang <sup>[JE only]</sup>	Gray-Blue Flopper	
Blue Dory <sup>[BE only]</sup>	Gray-Sky SunStreak	
Butterflyfish <sup>[JE only]</sup>	White-Gray Clayfish	
Butterfly Fish <sup>[BE only]</sup>	White-Gray Brinely	
Cichlid	Blue-Gray Sunstreak <sup>[JE only]</sup> Blue-Gray SunStreak <sup>[BE only]</sup>	
Clownfish	Orange-White Kob	
Cotton Candy Betta	Pink-Light Blue Spotty <sup>[JE only]</sup> Rose-Sky Spotty <sup>[BE only]</sup>	
Dottyback	Purple-Yellow Blockfish <sup>[JE only]</sup> Plum-Yellow Blockfish <sup>[BE only]</sup>	
Emperor Red Snapper	White-Red Clayfish	
Goatfish	White-Yellow Spotty	
Moorish Idol	White-Gray Glitter	
Ornate Butterflyfish <sup>[JE only]</sup> Ornate Butterfly <sup>[BE only]</sup>	White-Orange Clayfish	
Parrotfish	Cyan-Pink Dasher <sup>[JE only]</sup> Teal-Rose Dasher <sup>[BE only]</sup>	

Queen Angelfish [JE only] Queen Angel Fish [BE only]	Lime-Light Blue Brinely [JE only] Lime-Sky Brinely [BE only]	
Red Cichlid	Red-White Betty	
Red Lipped Blenny	Gray-Red Snooper	
Red Snapper	Red-White Blockfish	
Threadfin	White-Yellow Flopper	
Tomato Clownfish [JE only]	Red-White Kob	
Tomato Clown [BE only]	Red-White SunStreak	
Triggerfish	Gray-White Sunstreak [JE only] Gray-White SunStreak [BE only]	
Yellowtail Parrotfish [JE only] Yellowtail Parrot [BE only]	Cyan-Yellow Dasher [JE only] Teal-Yellow Dasher [BE only]	
Yellow Tang	Yellow Flopper [JE only]	
	Yellow Stripey [BE only]	

1. Sunstreak in *Java Edition*, SunStreak in *Bedrock Edition*.

## Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
None	None	Friendly Mobs	Randomly	entity.tropical_fish.ambient	None	1.0	0.8-1.2	16	
	Tropical Fish dies	Friendly Mobs	When a tropical fish dies	entity.tropical_fish.death	subtitles.entity.tropical_fish.death	1.0	0.64-0.96	16	
	Tropical Fish hurts	Friendly Mobs	When a tropical fish is damaged	entity.tropical_fish.hurt	subtitles.entity.tropical_fish.hurt	1.0	0.8-1.2	16	
	Tropical Fish flops	Friendly Mobs	When a tropical fish is outside of water	entity.tropical_fish.flop	subtitles.entity.tropical_fish.flop	0.3	0.8-1.2	16	
	Splashes	Friendly Mobs	While a tropical fish 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 tropical fish dies	mob.fish.hurt	?	1.0	0.8-1.2	
	?	Friendly Mobs	When a tropical fish is damaged	mob.fish.hurt	?	1.0	0.8-1.2	
	?	Friendly Mobs	While a tropical fish is on land	mob.fish.flop	?	1.0	1.0	
	?	Friendly Mobs	While a tropical fish is swimming	mob.fish.step	?	0.15	1.0	

## Data values

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### ID

#### Java Edition:

Name	Identifier	Entity tags	Translation key	[hide]
🐟 Tropical Fish	tropical_fish	aquatic axolotl_hunt_targets can_breathe_under_water not_scary_for_pufferfish sensitive_to_impalings	entity.minecraft.tropical_fish	

#### Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
Tropical Fish	tropicalfish	111	aquatic fish tropicalfish	entity.tropicalfish.name	

## Entity data

Tropical fish have entity data associated with them that contains various properties.

*Bedrock Edition:*

See [Bedrock Edition level format/Entity format](#).

*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.

**Variant:** A 4-byte integer.

- The least significant byte has a value of either 0 for a small fish, or 1 for a large fish. Values above 1 result in an invisible fish.
- The next byte has a value from 0–5, representing the pattern on the fish. Values above 5 result in a fish with no pattern.
- The next byte has a value from 0–15, representing the color of the fish's body.
- The most significant byte has a value from 0–15, representing the color of the fish's pattern.

Color	Data value	[Expand]
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The fish sizes and patterns are depicted in the following table, with white body color and dark-gray pattern color.

		second-least byte					
		0	1	2	3	4	5
least byte	1	Flopper	Glitter	Betty			
	1	Stripey	Blockfish	Clayfish			
	0						
	0	Kob	Snooper	Brinely			
	0	Sunstreak	Dasher	Spotty			

The 22 varieties of tropical fish most commonly found throughout the world have Variant tag values from the following table, which also lists what color/shape/patterns come from that value.

Shape	Pattern	Base color	Pattern color	Variant	Type	Name
0	0	1	0	65536	Orange-White Kob	<i>Clownfish</i>
0	1	7	0	459008	Gray-White Sunstreak	<i>Triggerfish</i>
0	0	14	0	917504	Red-White Kob	<i>Tomato Clownfish</i>
1	3	14	0	918273	Red-White Blockfish	<i>Red Snapper</i>
1	4	14	0	918529	Red-White Betty	<i>Red Cichlid</i>
1	5	0	1	16778497	White-Orange Clayfish	<i>Ornate Butterflyfish</i>
0	4	5	3	50660352	Lime-Light Blue Brinely	<i>Queen Angelfish</i>
0	5	6	3	50726144	Pink-Light Blue Spotty	<i>Cotton Candy Betta</i>
1	0	0	4	67108865	White-Yellow Flopper	<i>Threadfin</i>
0	5	0	4	67110144	White-Yellow Spotty	<i>Goatfish</i>
1	0	4	4	67371009	Yellow Flopper	<i>Yellow Tang</i>
0	3	9	4	67699456	Cyan-Yellow Dasher	<i>Yellowtail Parrotfish</i>
1	3	10	4	67764993	Purple-Yellow Blockfish	<i>Dottyback</i>
0	3	9	6	101253888	Cyan-Pink Dasher	<i>Parrotfish</i>
1	2	0	7	117441025	White-Gray Glitter	<i>Moorish Idol</i>
1	5	0	7	117441793	White-Gray Clayfish	<i>Butterflyfish</i>
1	1	1	7	117506305	Orange-Gray Stripey	<i>Anemone</i>
1	0	7	7	117899265	Gray Flopper	<i>Black Tang</i>
0	1	11	7	118161664	Blue-Gray SunStreak	<i>Cichlid</i>
1	0	7	11	185008129	Gray-Blue Flopper	<i>Blue Tang</i>
1	5	0	14	234882305	White-Red Clayfish	<i>Emperor Red Snapper</i>
0	2	7	14	235340288	Gray-Red Snooper	<i>Red Lipped Blenny</i>

The variant number is the sum of the most significant byte  $\times 2^{24}$  + second most significant byte  $\times 2^{16}$  + second least significant byte  $\times 2^8$  + least significant byte.

## 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]
	<a href="#">It Spreads</a>	Kill a mob near a Sculk Catalyst	Kill <u>any</u> mob that drops <u>experience</u> near a <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . Mobs that drop no experience are ignored for this advancement.	
	<a href="#">Tactical Fishing</a>	Catch a <u>Fish</u> ... without a <u>Fishing Rod</u> !	Use a <u>water bucket</u> on any fish mob.	

Advancements that apply to all mobs:

[\[show\]](#)

## History

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### Announcement

<a href="#">June 28, 2010</a>	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."
<a href="#">October 4, 2010</a>	Fish were a passive <u>mob</u> 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.
<a href="#">October 5, 2012 (<a href="https://twitter.com/Dinnerbone/status/253954758489038848">https://twitter.com/Dinnerbone/status/253954758489038848</a>)</a>	Fish were jokingly teased in the fake snapshot <u>12marc40awesome</u> , along with <u>coral</u> and "fish blocks".
<a href="#">April 13, 2013 (<a href="https://reddit.com/r/Minecraft/comments/s7ri6/i_am_jon_k%C3%A5gstr%C3%B6mDeveloper_of_minecraft_ask_me/c4bs6d1?context=3">https://reddit.com/r/Minecraft/comments/s7ri6/i_am_jon_k%C3%A5gstr%C3%B6mDeveloper_of_minecraft_ask_me/c4bs6d1?context=3</a>)</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."
<a href="#">July 31, 2013 (<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>)</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!"
<a href="#">November 18, 2017 (<a href="https://youtube.com/watch?v=mAapz_nIC_Y">https://youtube.com/watch?v=mAapz_nIC_Y</a>)</a>	 Two fish <u>mobs</u> , presumably early tropical fish, were shown off in a clip presented at MineCon Earth.
<a href="#">March 1, 2018</a>	ThorsHand11 states on the official <u>Minecraft</u> Discord about the addition of "more than a handful" of tropical fish.

### Java Edition

<b><u>Java Edition</u></b>			[hide]
<u>1.13</u>	<u>18w10a</u>	Added tropical fish.	
	<u>18w10b</u>	Tropical fish now make sounds and no longer use the player damage sound.	
<u>1.13.1</u>	<u>18w31a</u>	Fish now have a 5% chance of dropping bone meal when killed.	
<u>1.17</u>	<u>20w51a</u>	Tropical fish are now attacked by axolotls.	
	<u>21w13a</u>	Tropical fish spawned from buckets in the creative inventory now spawn as only white kobs. <sup>[4]</sup>	
<u>1.17.1</u>	<u>pre2</u>	Tropical fish spawned from buckets in the creative inventory no longer spawn only as white kobs.	
<u>1.18</u>	<u>21w40a</u>	Tropical fish now spawn only between y=50 and y=64, with the exception of lush caves in which they can spawn at any height.	
<u>1.18.2</u>	<u>22w07a</u>	By fixing MC-244683, tropical fish now also require above a full water block to spawn.	
<u>1.19</u>	<u>22w15a</u>	Tropical fish now spawn in mangrove swamps.	
<u>1.19.3</u>	?	Black is now a valid base and pattern color for tropical fish. <sup>[3]</sup>	

## **Bedrock Edition**

<b><u>Bedrock Edition</u></b>			[hide]
<u>1.4.0</u>	<u>beta 1.2.14.2</u>	Added all 4 variants of fish mobs.	
<u>1.8.0</u>	<u>beta 1.8.0.8</u>	Tropical fish are now slightly bigger.	
<u>1.13.0</u>	<u>beta 1.13.0.9</u>	Tropical fish now drop experience when killed.	
<u>1.17.0</u>	<u>beta 1.16.230.52</u>	Tropical fish are now attacked by axolotls.	
<u>1.18.0</u>	<u>beta 1.18.0.21</u>	Tropical fish now spawn only between y=50 and y=64, with the exception of lush caves in which they can spawn at any height.	
<u>1.18.0</u>	<u>beta 1.18.0.22</u>	Tropical fish can now spawn in lukewarm ocean biomes.	
<u>1.19.10</u>	Preview <u>1.19.10.23</u>	The health of tropical fish has been changed to 3 (💔).	

## **Legacy Console Edition**

<b><u>Legacy Console Edition</u></b>							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
<u>TU69</u>		<u>1.76</u>	<u>1.76</u>	<u>1.76</u>	<u>Patch 38</u>		Added fish mobs.

## **Minecraft Education**

<b><u>Minecraft Education</u></b>		[hide]
<u>1.4.0</u>	Added all 4 variants of fish mobs.	

## **Issues**

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

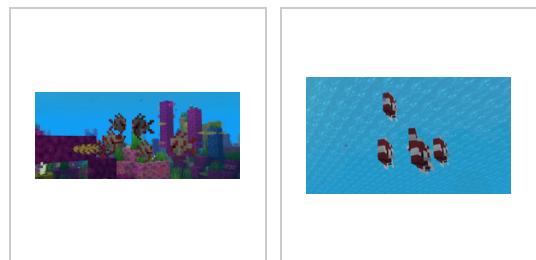
## **Gallery**

## Renders





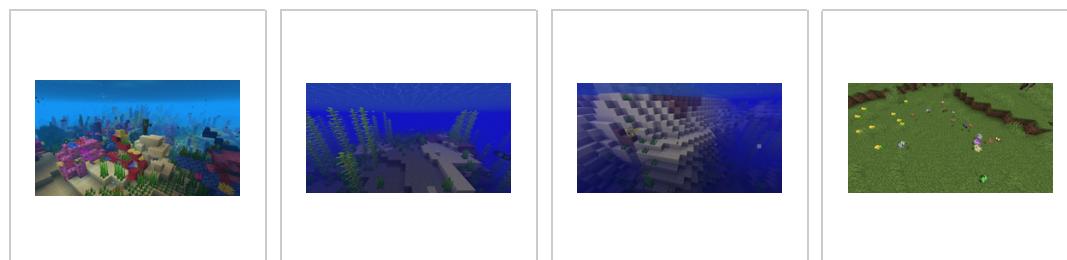
### Mojang screenshots



A school of fish in a coral reef.

Five tropical fishes swimming through a body of water.

### Screenshots



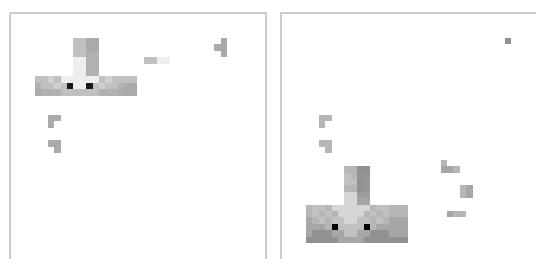
An ocean with some fish visible.

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

A screenshot of tropical fish up close.

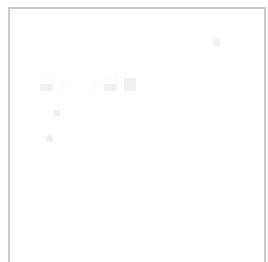
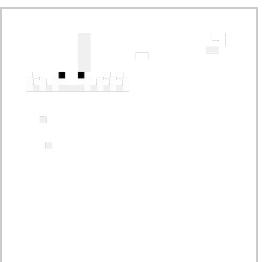
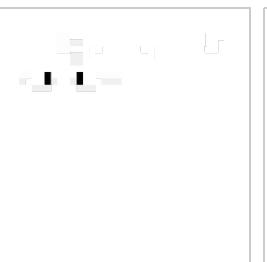
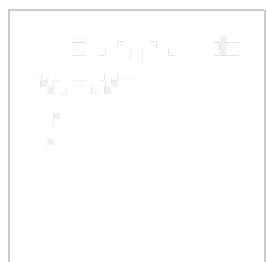
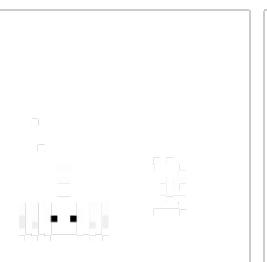
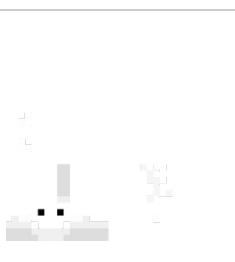
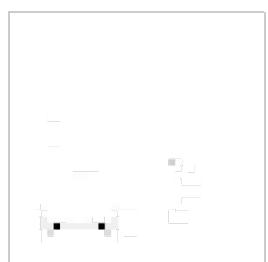
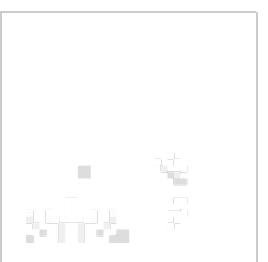
Some tropical fish jumping on land.

### Textures

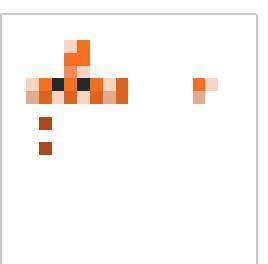


Tropical fish A texture file.

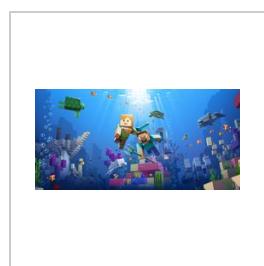
Tropical fish B texture file.

Tropical fish A pattern  
1Tropical fish A pattern  
2Tropical fish A pattern  
3Tropical fish A pattern  
4Tropical fish A pattern  
5Tropical fish A pattern  
6Tropical fish B pattern  
1Tropical fish B pattern  
2Tropical fish B pattern  
3Tropical fish B pattern  
4Tropical fish B pattern  
5Tropical fish B pattern  
6

## Other

The tropical fish  
spawn egg in  
Bedrock Edition beta  
1.2.14.2.Unused clownfish  
textureA recreated render of  
the unused clownfish  
mob.

## In other media



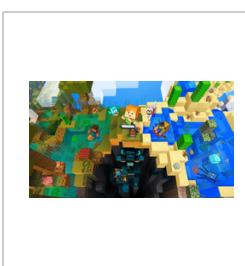
Tropical Fish as shown in the [Update Aquatic](#) artwork.



Tropical Fish from [Update Aquatic](#) artwork.



Tropical Fish in promotional artwork for the first [Caves & Cliffs](#) update.



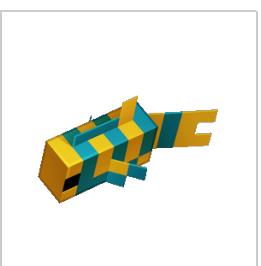
Tropical fish in official artwork for [The Wild Update](#).



Ornate butterflyfish art.



Clownfish art.



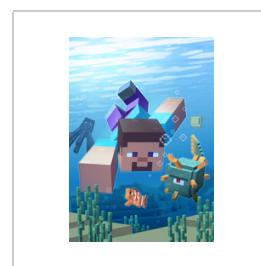
Yellowtail parrotfish art.



Yellow tang art.



Teal-lime kob art.



Artwork of a clownfish entity, predating the [Update Aquatic](#).

## See also

- Cod
- Salmon
- Pufferfish

## References

1. MC-261096 — Tropical fish spawn with black colors since 1.19.3
2. MC-126819 – "fish bouncing and suffocating on top of the cauldron which fills with water" resolved as "Won't Fix"
3. MC-169763 — Black-colored tropical fish never spawn naturally or using spawn eggs — resolved as "Works As Intended".
4. MC-221656

## External links

- [Saltwater fish article on Wikipedia](#)
- ["Taking Inventory: Tropical fish"](https://www.minecraft.net/en-us/article/tropical-fish) (<https://www.minecraft.net/en-us/article/tropical-fish>) by Duncan Geere – Minecraft.net, June 27, 2025.

## 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		
	<b>BE &amp; edu only</b>	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
	Zombie	Zombie Villager					Zoglin
Bosses	Ender Dragon	Wither					
Mob types	Animal	Aquatic	Arthropod	Illager	Monster	Undead	
	Jockey	( Camel Husk)	Chicken	Hoglin	Ravager	Skeleton Horseman	
Other	Spider	Strider	Zombie Horseman	Zombie Nautilus	( Mob variants)		
	Mob conversion						
		Other entities					<a href="#">[show]</a>
		Unimplemented					<a href="#">[show]</a>
		Joke					<a href="#">[show]</a>

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