

Salmon

re article feedback

For other uses, see *Fish (disambiguation)*.

Salmon are common bucketable aquatic passive mobs found in oceans and rivers that are a source of raw salmon and, occasionally, bones^[*Bedrock Edition only*] or bone meal.^[*Java Edition only*]

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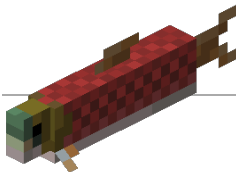
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Navigation

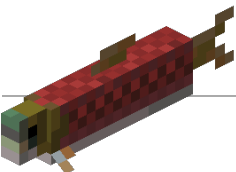
Spawning

Salmon spawn in small, normal, and large sizes. 31.6% spawn as small, 52.6% spawn as normal, and 15.8% spawn as large.

Salmon



Java Edition



Bedrock Edition



Health points 3 (♥♥)

Behavior Passive

Mob type Animal Aquatic

Hitbox size

In *Java Edition*:

Small salmon:

Height: 0.2 blocks

Width: 0.35 blocks

Medium salmon:

Height: 0.4 blocks

Width: 0.7 blocks

Large salmon:

Height: 0.6 blocks

Width: 1.05 blocks

In *Bedrock Edition*:

Small salmon:

Height: 0.25 blocks

Width: 0.25 blocks

Medium salmon:

Height: 0.5 blocks

Width: 0.5 blocks

Large salmon:

Height: 0.75 blocks


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


Width: 0.75 blocks


Speed


0.7


Spawn


 [River](#)


 [Frozen River](#)


 [Cold Ocean](#)


 [Deep Cold Ocean](#)


 [Frozen Ocean](#)

 [Deep Frozen Ocean](#)


 [Ocean](#)^[BE only]


 [Deep Ocean](#)^[BE only]











 [Lukewarm Ocean](#)^[BE only]

 [Deep Lukewarm Ocean](#)^{[E}

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 |
|  Frozen River | 5⁄5 | 100% | 1–5 | 16 | 3–5 |
|  Deep Frozen Ocean | 15⁄15 | 100% | 1–5 | 26 | 3–5 |
|  Frozen Ocean | 15⁄15 | 100% | 1–5 | 26 | 3–5 |
|  River | 5⁄5 | 100% | 1–5 | 16 | 3–5 |
|  Cold Ocean | 15⁄30 | 50% | 1–5 | 26 | 3–5 |
|  Deep Cold Ocean | 15⁄30 | 50% | 1–5 | 26 | 3–5 |
|  Deep Ocean | — | — | — | 26 | 3–5 |
|  Ocean | — | — | — | 26 | 3–5 |
|  Lukewarm Ocean | — | — | — | 26 | 3–5 |
|  Deep Lukewarm Ocean | — | — | — | 26 | 3–5 |

Java Edition

Salmon spawn in groups of 1–5 in cold or frozen oceans, as well as their deep variants, subject to [fish spawning requirements](#). They also spawn in rivers and frozen rivers.




Bedrock Edition

Salmon spawn underwater at 12–32 blocks away from the player. They spawn in groups of 3–5 in lukewarm, cold, normal, frozen oceans, their deep variants, and rivers (including frozen rivers). In addition, salmon spawn on the surface (that is, there must not be a spawnable block above the spawn location with a non-solid block on top).

Drops

Java Edition:

Decimal Fraction Distribution Expectation





| Item | | Quantity / Chance / Average | | | | | | | | | | | |
|---|-------------------------------------|-----------------------------|---------|------|-----------|---------|------|------------|---------|------|-------------|---------|------|
| | | Default | | | Looting I | | | Looting II | | | Looting III | | |
|  | <u>Raw Salmon</u> ^[A] | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 |
|  | <u>Cooked Salmon</u> ^[B] | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 |
|  | <u>Bone Meal</u> | 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 | | |
|  | <u>Raw Salmon</u> ^[A] | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 |
|  | <u>Cooked Salmon</u> ^[B] | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 | 1 | 100.00% | 1.00 |
|  | <u>Bone</u> ^[C] | 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 |
|  | <u>Bone</u> ^[D] | 0–2 | 25.00% | 0.38 | 0 / 2–4 | 26.00% | 0.78 | 0 / 3–6 | 27.00% | 1.22 | 0 / 4–8 | 28.00% | 1.68 |

A. Only when *not* on fire.

B. Only when on fire.

C. Only if salmon size is small or medium.

D. Only if salmon size is large.

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

Behavior

Salmon tend to swim in schools with a maximum of 7 salmon per school.

They can swim up approximately 4–5 blocks in waterfalls, emulating the behavior of real-world salmon that leap into and over small waterfalls to reach their spawning ground.

The player may collect salmon by using a water bucket on it, which gives the player a bucket of salmon. Salmon placed with buckets do not despawn naturally. When the bucket of salmon is used against a block, it empties the bucket, placing water with the salmon swimming in it. An empty bucket may be used as well.

[Bedrock Edition only]

Salmon cannot be bred; they spawn naturally.

Weaknesses

Salmon cannot survive out of water. Outside of water, they flop around for a while until they die from suffocation. Salmon flip around on their sides. In *Bedrock Edition*, they rotate when flipping. Salmon also cannot swim or breathe in cauldron water.^[1]

In *Java Edition*, salmon have a weakness to weapons that have the Impaling enchantment, which also affects other fish and water mobs except drowned.

Axolotls always attack salmon on sight.

Sounds

Java Edition

| Sounds [hide] | | | | | | | | |
|----------------------------|----------------------------------|---------------|------------------------------------|-----------------------|-------------------------------|------------------------------|-----------|----------------------|
| Sound | Closed captions | Source | Description | Identifier | Translation key | Volume | Pitch | Attenuation distance |
| <i>None</i> | <i>None</i> ^[sound 1] | Friendly Mobs | Randomly | entity.salmon.ambient | <i>None</i> | 1.0 | 0.8-1.2 | 16 |
| | Salmon dies | Friendly Mobs | When a salmon dies | entity.salmon.death | subtitles.entity.salmon.death | 1.0 | 0.64-0.96 | 16 |
| | Salmon hurts | Friendly Mobs | When a salmon takes damage | entity.salmon.hurt | subtitles.entity.salmon.hurt | 1.0 | 0.64-0.96 | 16 |
| | Salmon flops | Friendly Mobs | When a salmon is flopping on land | entity.salmon.flop | subtitles.entity.salmon.flop | 0.3 | 0.64-0.96 | 16 |
| | Splashes | Friendly Mobs | When a salmon is swimming in water | entity.fish.swim | subtitles.entity.fish.swim | 0.0-1.0 ^[sound 2] | 0.6-1.4 | 16 |

- "^[MC-97521] Missing sound for event: minecraft:entity.cod.ambient, minecraft:entity.salmon.ambient, minecraft:entity.snowman.ambient - Jira" (https://bugs.mojang.com/browse/MC/issues/MC-97521) – Mojira, February 18, 2016.
- The fish's momentum, with the horizontal axes' velocities multiplied by 0.2 (capped at 1.0)


Bedrock Edition

| Sounds [hide] | | | | | | | |
|----------------------------|---|---------------|------------------------------------|---------------|---|--------|---------|
| Sound | <div>Closed captions<div><i>[upcoming: BE 26.0]</i></div></div> | Source | Description | Identifier | Translation key <div><i>[upcoming: BE 26.0]</i></div> | Volume | Pitch |
| | Salmon dies | Friendly Mobs | When a salmon dies | mob.fish.hurt | ? | 1.0 | 0.8-1.2 |
| | Salmon hurts | Friendly Mobs | When a salmon takes damage | mob.fish.hurt | ? | 1.0 | 0.8-1.2 |
| | Salmon flops | Friendly Mobs | When a salmon is flopping on land | mob.fish.flop | ? | 1.0 | 1.0 |
| | Swimming | Friendly Mobs | When a salmon is swimming in water | mob.fish.step | ? | 0.15 | 1.0 |


Data values

ID

Java Edition:

| Name | Identifier | Entity tags | Translation key [hide] |
|--|------------|---|-------------------------------------|
|  Salmon | salmon | aquatic axolotl_hunt_targets can_breathe_under_water not_scary_for_pufferfish sensitive_to_impaling | entity.minecraft.salmon |

Bedrock Edition:

| Name | Identifier | Numeric ID | Family | Translation key [hide] |
|--|------------|------------|---------------------------|-------------------------------------|
|  Salmon | salmon | 109 | aquatic fish salmon | entity.salmon.name |

Entity data

Salmon 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 |




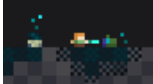
- FromBucket:** 1 or 0 (true/false) - Whether the fish had ever been released from a bucket.
- type:** Can be small, medium, or large. The size of the salmon.

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 <u>fish</u> in a bucket | Use a <u>water bucket</u> on any <u>fish</u> mob. | 20 | Bronze |
|  |  | It Spreads | Kill a mob next to a <u>catalyst</u> | Kill any mob that drops <u>experience</u> near a sculk catalyst, with the sole exception of the ender dragon. <u>Mobs that drop no experience are ignored for this achievement.</u> | 10 | Bronze |

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

[hide]

| Icon | Advancement | In-game description | Actual requirements (if different) |
|---|------------------|--|---|
|  | It Spreads | Kill a mob near a Sculk Catalyst | Kill <i>any</i> mob that drops experience near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no experience are ignored for this advancement.</u> |
|  | Tactical Fishing | Catch a Fish... without a <u>Fishing Rod</u> ! | Use a <u>water bucket</u> on any fish mob. |

Advancements that apply to all mobs:


[\[show\]](#)

History




Development

| | |
|--|---|
| <u>June 28, 2010</u> | 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." |
| <u>October 4, 2010</u> | Fish were a passive <u>mob</u> 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 <u>item</u> ; there was no code for a fish mob. |
| <u>October 5, 2012</u> (https://twitter.com/Dinnerbone/status/253954758489038848) | Fish were jokingly teased in the fake snapshot 12marc40awesome , along with coral and "fish blocks". |
| <u>April 13, 2013</u> (https://reddit.com/r/Minecraft/comments/s7ri6/i_am_jon_k%C3%A5gst%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." |
| <u>July 31, 2013</u> (https://reddit.com/r/Minecraft/comments/xfzdg/i_am_markus_persson_ak_a_notch_creator_of/) | 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

| Java Edition | | | [hide] |
|--------------|--------|---|--------|
| 1.13 | 18w08b |  Added salmon. | |
| | | Salmon have 20 (♥ × 10) health. | |
| | 18w10a | The health of salmon has been changed to 3 (♥♥).[2] | |
| | 18w15a | Salmon now drop the cooked version of their <u>item</u> drops, if killed while on <u>fire</u> . | |
| 1.13.1 | 18w31a | Salmon now have a 5% chance of dropping <u>bone meal</u> when killed. | |
| 1.18 | 21w40a | Salmon now spawn only between y=50 and y=64. | |
| 1.21.2 | 24w33a | Added small and large salmon sizes. | |


Bedrock Edition

| Bedrock Edition | | | [hide] |
|-----------------|--------------------|--|--------|
| 1.4.0 | beta 1.2.14.2 |    Added salmon mobs, which come in 3 sizes; small, medium and large. | |
| 1.13.0 | beta 1.13.0.9 | Salmon now drop <u>experience</u> when killed. | |
| 1.16.100 | beta 1.16.100.52 | Salmon now drop cooked salmon when killed on fire. | |
| 1.18.0 | beta 1.18.0.21 | Salmon now spawn only between y=50 and y=64. | |
| 1.19.10 | Preview 1.19.10.23 | The health of salmon 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 small, medium and large salmon mobs. | |

Minecraft Education

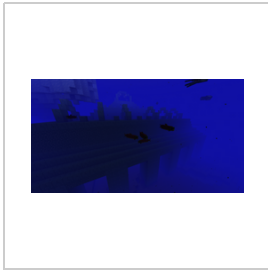
| Minecraft Education | | [hide] |
|---------------------|--|--------|
| 1.4.0 |  Added salmon mobs. | |

Issues

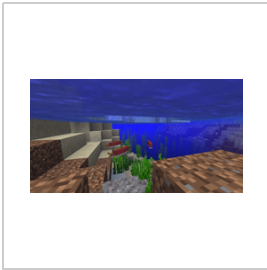
Issues relating to "Salmon" are maintained on the [bug tracker](https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Salmon%22%29%20ORDER%20BY%20resolution%20DESC). Issues 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%22Salmon%22%29%20ORDER%20BY%20resolution%20DESC>).

Gallery

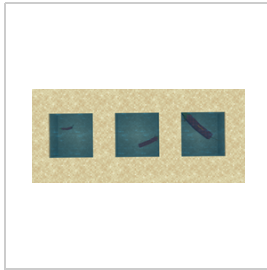
Screenshots



A school of 3 salmon.



A school of 4 salmon swimming in a frozen river.

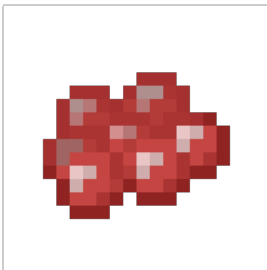


The three different sizes of salmon.

Other

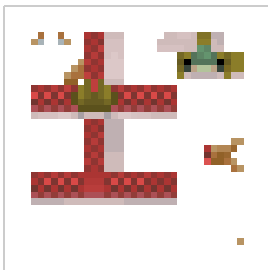


A recreation of an early salmon spawn egg design.^[3]



The salmon spawn egg in Bedrock Edition beta 1.2.14.2.

Textures



Salmon texture file.

See also

- Cod
- Tropical Fish
- Pufferfish

References

- MC-126819 — fish bouncing and suffocating on top of the cauldron which fill with water — resolved as "Won't Fix".

- ## External links

- ## Navigation

Retrieved from "<https://minecraft.wiki/w/Salmon?oldid=3315409>"

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