

Salmon

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▼ 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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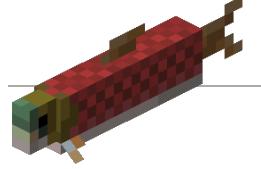
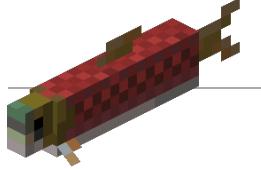
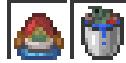
References

External links

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 [BE only]
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
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		
	Raw Salmon[A]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
	Cooked Salmon[B]	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 Salmon[A]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
	Cooked Salmon[B]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
	Bone[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
	Bone[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	
None	None ^[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	

1. "[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.
2. 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	
	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 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

<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 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.
<u>October 5, 2012 (https://twitter.com/Dinnerbone/status/253954758489038848)</u>	Fish were jokingly teased in the fake snapshot 12marc40awesome , along with coral and "fish blocks".
<u>April 13, 2013 (https://reddit.com/r/Minecraft/comments/s7ri6/i_am_jon_k%C3%A5gst%C3%B6m_developer_of_minecraft_ask_me/c4bs6d1?context=3)</u>	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 (https://reddit.com/r/Minecraft/comments/xfzdg/i_am_markus_persson_aka_notch_creator_of/)</u>	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 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 item drops, if killed while on fire.	
1.13.1	18w31a	Salmon now have a 5% chance of dropping bone meal 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 experience 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%20MC%20AND%20resolution%20is%20EMPTY%20OR%20resolution%20in%20281%2C%20206%29%20AND%20summary%20~%20%22Salmon%22%29%20ORDER%20BY%20resolution%20DESC). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20MC%20AND%20resolution%20is%20EMPTY%20OR%20resolution%20in%20281%2C%20206%29%20AND%20summary%20~%20%22Salmon%22%29%20ORDER%20BY%20resolution%20DESC>).

Gallery

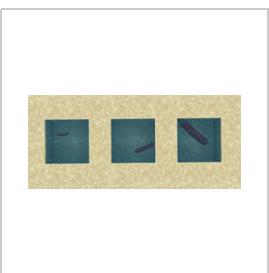
Screenshots



A school of 3 salmon.



A school of 4 salmon swimming in a frozen river.

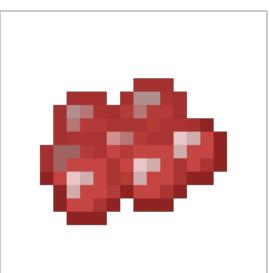


The three different sizes of salmon.

Other

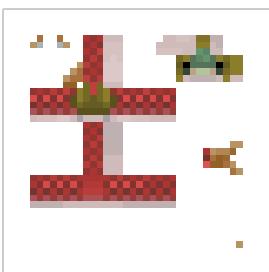


A recreation of an early salmon spawn egg design.^[3]



The salmon spawn egg in Bedrock Edition beta 1.2.14.2.

Textures



Salmon texture file.

See also

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

References

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

2. MC-126091 — Fish mobs have 20 health — resolved as "Fixed".
3. "Update Aquatic: Ten Things You Probably Didn't Know About Minecraft" (<https://youtube.com/watch?v=z8fF4yb0aGc>) – Minecraft on YouTube, June 28, 2019

External links

- [Salmonidae article on Wikipedia](#)
- [Mob Menagerie: Salmon](https://www.minecraft.net/en-us/article/mob-menagerie--salmon) (<https://www.minecraft.net/en-us/article/mob-menagerie--salmon>) — Minecraft.net on April 22, 2024

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	
Neutral	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	
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 Jockey Camel Husk Chicken Hoglin Ravager Skeleton Horseman	
Other	Spider Strider Zombie Horseman Zombie Nautilus) Mob variants Mob conversion	
Other entities Unimplemented Joke		[show] [show] [show]

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