

Cod

re 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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Cod



Java Edition



Bedrock Edition



Health points

3 (♥♥)

Behavior

Passive

Mob type

 Animal

 Aquatic

Hitbox size

In *Java Edition*:
Height: 0.3 blocks
Width: 0.5 blocks
In *Bedrock Edition*:
Height: 0.3 blocks
Width: 0.6 blocks

Speed

0.7

Spawn

 Cold Ocean

 Deep Cold Ocean

 Lukewarm Ocean

 Deep Lukewarm Ocean

 Ocean

 Deep Ocean


 Frozen Ocean^[*BE* only]


 Deep Frozen Ocean^{[*BE* o}









Spawning

Cod spawns in: [hide]

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
 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 ^[A]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
	Cooked Cod ^[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		
	<u>Raw Cod</u> ^[A]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00
	<u>Cooked Cod</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>	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.^[*Bedrock Edition* only]

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.^[1] 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 [hide]								
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u>	Volume	Pitch	<u>Attenuation distance</u>
<i>None</i>	<i>None</i> ^[sound 2]	Friendly Mobs	Randomly	entity.cod.ambient	<i>None</i> ^[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 ^[sound 1]	0.6-1.4	16

- The fish's momentum, with the horizontal axes' velocities multiplied by 0.2 (capped at 1.0)
- MC-97521


Bedrock Edition:

Sounds [hide]							
Sound	<u>Closed captions</u> ^[upcoming: BE 26.0]	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u> ^[upcoming: BE 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

ID

Java Edition:

Name	<u>Identifier</u>	<u>Entity tags</u>	<u>Translation key</u> [hide]
 Cod	cod	aquatic axolotl_hunt_targets can_breathe_under_water not_scary_for_pufferfish sensitive_to_impaling	entity.minecraft.cod

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Cod	cod	112	aquatic cod 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




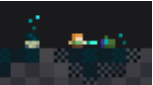
Tags common to all mobs

– **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 <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 <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no experience</u> 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 <i>any</i> mob that drops <u>experience</u> near a <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no experience</u> are ignored for this advancement.
	Tactical Fishing	Catch a <u>Fish...</u> without a <u>Fishing Rod!</u>	<u>Use a <u>water bucket</u></u> on any fish mob.

Advancements that apply to all mobs:


[\[show\]](#)

History


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 <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 <u>12marc40awesome</u> , along with <u>coral</u> 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_aka_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

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

Bedrock Edition

<i>Bedrock Edition</i> [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 <u>experience</u> 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 <u>fire</u> .
<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	
<u>TU69</u>		<u>1.76</u>	<u>1.76</u>	<u>1.76</u>	<u>Patch 38</u>		 Added cod.

Minecraft Education

Minecraft Education		[hide]
<u>1.4.0</u>		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".

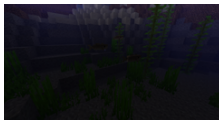
Gallery

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.



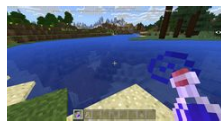
An ocean with some fish visible.



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.



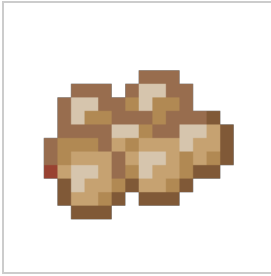
First image of fish mobs in *Bedrock Edition*.

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

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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