

Frog More article feedback

For the baby version, see [Tadpole](#). For other uses, see [Frog \(disambiguation\)](#).

A **frog** is a [passive mob](#) found in [swamps](#) and [mangrove swamps](#). It performs large jumps, swims, and uses its long tongue to eat small [slimes](#) and small [magma cubes](#). [Froglights](#) are created when frogs eat magma cubes; different frog types create different froglight colors.

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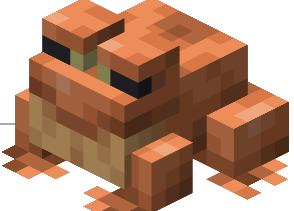
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Frog	
Temperate	Cold Warm
	
Health points	10 (██████████)
Behavior	Passive
Mob type	 Animal
Eating a mob:	
Attack strength	Instant kill, ignores health (Used only on small slimes and magma cubes)
Hitbox size	Height: 0.5 blocks Width: 0.5 blocks
Speed	1
Spawn	 Swamp  Mangrove Swamp When a Tadpole grows up
Usable items	 Slimeball  Lead

[Mojang images](#)[Screenshots](#)[Textures](#)[In other media](#)

References

External links

Navigation

Spawning

Frogs spawn in groups of two to five in [swamp](#) and [mangrove swamp](#) biomes.

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

Category: Creature	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Mangrove Swamp	10/10	100%	2–5	10	2–5
Swamp	10/50	20%	2–5	10	2–5

Variants

"Frog variant" redirects here. For the definition of frog variants in data packs, see [Mob variant definitions § Frog](#).

Frogs have three variants: temperate, cold, and warm. The variant is determined by the biome the frog spawns in, both naturally and when growing from a [tadpole](#).

Natural spawning		
Temperate	Warm	Cold
Swamp	Mangrove Swamp	Frogs do not naturally spawn within cold biomes, but cold frogs can spawn naturally in a swamp or mangrove swamp bordering a cold biome, and a tadpole can grow up in a cold biome.
Other ^[variants 1]		[show]

Notes

- When a frog is grown from a [tadpole](#) or summoned using a [spawn egg](#) or [commands](#).

Drops

On death

Frogs drop 1–3 when killed by a [player](#) or tamed [wolf](#).

Breeding

1–7 is dropped upon successful [breeding](#).

Behavior

On land, frogs slowly wander, jumping at random. They can jump up to 8 blocks high and take 5 (less damage from falling than most other mobs. They prefer jumping on [lily pads](#) and [big drip leaves](#), and usually jump to places that are higher up.

In water, frogs swim and move much faster. They generally swim upward and remain at the water's surface, but can swim downward if lured by a player. Frogs do not take [drowning](#) damage.

Occasionally, they may croak and inflate their vocal sac.

Breeding

Main article: [Tutorial:Frog farming](#)

Frogs follow any player holding a [slimeball](#) within 6 blocks of them.

Feeding two frogs a slimeball causes them to enter [love mode](#), causing one of the frogs to become pregnant, similar to [turtles](#). The pregnant frog then searches for a water block with at least one adjacent water block (flowing or source) with air above to lay their eggs, known as [frogspawn](#). After 3-10 minutes, the frogspawn hatches and 2-5 [tadpoles](#) are spawned, which grow into frogs after 20 minutes.

Unlike all other mobs with baby variants, the tadpole is treated by the game as a completely different mob from the frog.

Furthermore, the biome in which the tadpoles grow into frogs determines their variant type, regardless of their parental variant type, a unique characteristic specific to frogs.

Attacking

Frogs attack by using their tongue to pull certain mobs into their mouth and eat them, whereupon the mob instantly despawns without a death animation.

Frogs attack small [slimes](#), which drop [slimeballs](#) when killed.

Frogs also attack small magma cubes, producing a froglight block. When a magma cube gets targeted, the frog walks toward it at a faster pace before attacking. The color of froglight that drops depends on the variant of frog that eats the magma cube:

Frog variant	Froglight color
 Temperate	 Ochre
 Warm	 Pearlescent
 Cold	 Verdant

Frogs cannot be harmed by slimes or magma cubes, regardless of their size.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Frog croaks	Friendly Mobs	Randomly	entity.frog.ambient	subtitles.entity.frog.ambient	varies [sound 1]	0.8-1.2 [sound 2]	16	
	Frog dies	Friendly Mobs	When a frog dies	entity.frog.death	subtitles.entity.frog.death	1.0	0.8-1.2	16	
	Frog hurts	Friendly Mobs	When a frog is damaged	entity.frog.hurt	subtitles.entity.frog.hurt	1.0	0.8-1.2	16	
	Footsteps	Friendly Mobs	While a frog is walking	entity.frog.step	subtitles.block.generic.footsteps	0.15	1.0	16	
	Footsteps	Friendly Mobs	When a frog lands from a long jump	entity.frog.step	subtitles.block.generic.footsteps	2.0	1.0	16	
	Frog jumps	Friendly Mobs	When a frog long jumps	entity.frog.long_jump	subtitles.entity.frog.long_jump	0.12	varies [sound 3]	16	
	Frog eats	Friendly Mobs	When a frog tries to eat a mob or a slimeball	entity.frog.eat	subtitles.entity.frog.eat	1.2	varies [sound 4]	16	
	Frog lays spawn	Blocks	When a frog lays <u>frogspawn</u>	entity.frog.lay_spawn	subtitles.entity.frog.lay_spawn	0.25	1.0	16	
	Tadpole grows up	Friendly Mobs	When a tadpole grows up into a frog	entity.tadpole.grow_up	subtitles.entity.tadpole.grow_up	0.1125	1.2	16	
	<u>None</u> [sound 5]	Friendly Mobs	When a frog eats a mob	entity.frog.tongue	<u>None</u> [sound 5]	1.0	1.0	16	

1. `idle8` is 0.3; `idle7` is 0.7; `idle1` and `4` are 0.8; `idle5` is 0.85; `idle3` and `6` are 0.9; `idle2` is 1.0;
2. Multiplied by 0.9 except for `idle1` and `idle4`, which are 0.95
3. Can be 0.8 or 1.0 for each sound
4. Can be 0.9 or 1.0 for each sound
5. [MC-249080](#)

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: <i>BE 26.0</i>]	Source	Description	Identifier	Translation key [upcoming: <i>BE 26.0</i>]	Volume	Pitch	
	?	Friendly Mobs	Randomly	mob.frog.ambient	?	0.82	1.0	
	?	Friendly Mobs	When a frog dies	mob.frog.death	?	0.65	1.0	
	?	Friendly Mobs	When a frog is damaged	mob.frog.hurt	?	0.65	1.0	
	?	Friendly Mobs	While a frog is walking	mob.frog.step	?	1.0	1.0	
	?	Friendly Mobs	When a frog long jumps	mob.frog.jump_to_block	?	1.0	1.0	
	?	Friendly Mobs	When a frog tries to eat a mob	mob.frog.eat	?	1.0	1.0	
	?	Hostile Mobs	When a frog eats a mob	mob.frog.tongue	?	1.0	1.0	

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Frog	frog	can_breathe_under_water	entity.minecraft.frog

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Frog	frog	132	frog mob	entity.frog.name

Entity data

Frogs have entity data associated with them that contain various properties.

Java Edition:

Main article: Entity format

Entity data

Additional fields for mobs that can breed

Tags common to all entities

Tags common to all mobs

variant: ID of the frog's variant.

Variant

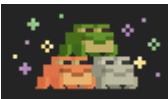
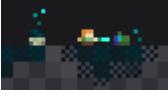
Data value [[Expand](#)]

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					
		<u>With Our Powers Combined!</u>	Have all 3 froglights in your inventory	Acquire at least one of each pearlescent, verdant, and ochre froglights in your inventory at the same time.	30	Gold
		<u>It Spreads</u>	Kill a mob next to a catalyst	Kill any mob that drops <u>experience</u> near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop <u>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> . Mobs that drop <u>no experience</u> are ignored for this advancement.	
	The Parrots and the Bats	Breed two animals together	Breed a pair of <i>any</i> of these 27 animals: [show] A <u>mule</u> must be the result of breeding a <u>horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.	
	Two by Two	Breed all the animals!	Breed a pair of <i>each</i> of these 26 animals: [show] A <u>trader llama</u> does not count as a <u>llama</u> , and a <u>mule</u> must be the result of breeding a <u>horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.	
	When the Squad Hops into Town	Get each <u>Frog</u> variant on a <u>Lead</u>	The frogs don't need to be leashed at the same time.	

Advancements that apply to all mobs:

[\[show\]](#)

Videos

History

Announcement

January 5, 2016 (https://twitter.com/rgo_major/status/684487013483941888)	Jason Major showed interest in adding frogs to <i>Pocket Edition</i> .
September 23, 2019 (https://youtu.be/v=Anv-lZc0pIM)	 The swamp is announced as a contender for the Biome Vote at MINECON Live 2019. Frogs, boats with chests, and mangrove trees are announced.
September 28, 2019 (https://youtu.be/v=UHoZQ-LwUU)	The swamp comes in second place in the Biome Vote, setting the release date of new swamp content further than new mountain content.
October 16, 2021 (https://youtube.com/watch?v=w6zLprHHZOk&t=7470)	 Frogs are announced at <i>Minecraft Live 2021</i> .

Java Edition

Java Edition			[hide]
1.19	22w11a		Added frogs.
Frogs can be tempted and bred using slimeballs .			
1.21.2	24w33a	Frogs now make eating sounds when fed slimeballs. ^[1]	

Bedrock Edition

Bedrock Edition			[hide]
1.18.10 Experiment Wild Update	beta 1.18.10.24		Added frogs.
		Frogs can be tempted and bred using seagrass . This is confirmed to be a placeholder.	
	beta 1.18.10.26	When they are hit, they make the same sound as the player.	
		Frogs now have their unique sounds.	
		Frogs now attack small magma cubes and drop a froglight depending on the type of frog.	
1.18.30 Experiment Wild Update	beta 1.18.20.21	Frogs that spawn on meadow biomes are now of the temperate rather than cold variety.	
		Frogs can no longer eat goats	
	Preview 1.18.20.24	Frogs can now be bred and tempted by using slimeballs instead of seagrass and spawn in groups of two to five instead of one to four.	
	Preview 1.19.0.21	Frogs are now available without enabling experimental gameplay.	

Data history

Java Edition		[hide]
1.21.5	25w04a	Frog variants are now data-driven.

Issues

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

Trivia

- The warm frog is based on the [grey foam-nest tree frog](#), a real-life species of frog native to Africa.^[2]
- The temperate frog is based on brown [bullfrogs](#).^{[3][4]}
- Originally, frogs were meant to eat [fireflies](#), but this was scrapped as in real life some fireflies are poisonous to some frogs. Instead, now they can eat small slimes and small magma cubes.^[5]
- During the frog's early development, the developers didn't know what the frog was going to eat, so they made the mouth huge. Some early ideas for what the frog was going to eat included [bees](#).^[6]
- At one point in Bedrock Edition's development, in [beta 1.18.10.26](#), frogs could eat [goats](#). However, this was later removed as it was leftover prototype code.^[7] This was later referenced in the trailer for [Minecraft Live 2022](#), where a frog eats a goat.
- In [Minecraft](#), all frogs are genderless and have [vocal sacs](#). In real life, only male frogs can have vocal sacs.
- Frogs were first in the 2019 biome vote for swamps, but lost to the Mountains and swamp gained second place, then 2 years later at [Minecraft Live 2021](#) they were announced to be coming to the game, and came to the game part of The Wild Update in 2022 3 years after being declined in the 2019 biome vote.

Gallery

Renders

Temperate



Croaking temperate frog.



Walking temperate frog.



Tongue temperate frog.



Jumping temperate frog.



Swimming temperate frog.



Idling temperate frog.

Warm



Croaking warm frog.



Walking warm frog.



Tongue warm frog.



Jumping warm frog.



Swimming warm frog.



Idling warm frog.

Cold



Croaking cold frog.



Walking cold frog.



Tongue cold frog.



Jumping cold frog.



Swimming cold frog.

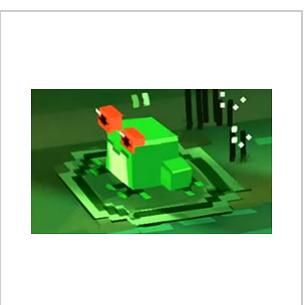


Idling cold frog.

Development images



An early model of the frog.

Old model and texture for a frog.^[8]

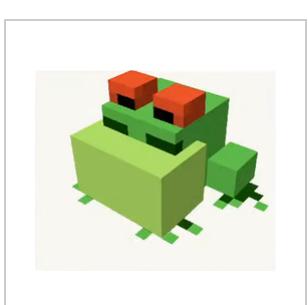
Concept art of the frog.



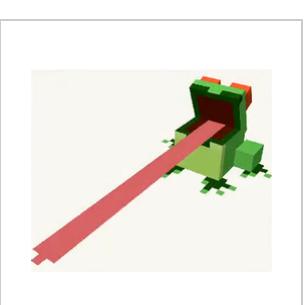
An early model of the frog.



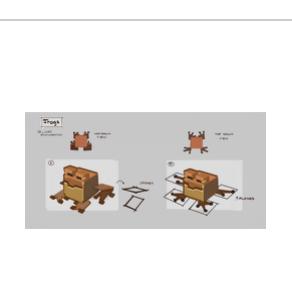
Ditto.



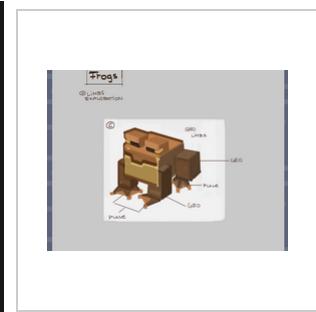
An early model of the frog croaking.



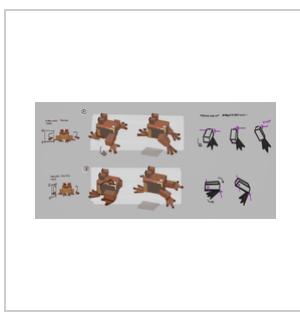
An early model of the frog flicking its tongue.



Concept art for the frog.



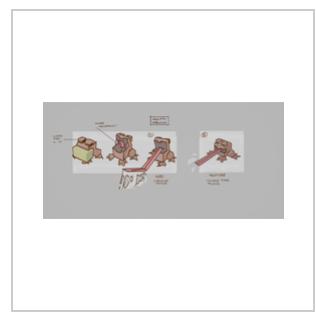
Concept art for the frog's limbs.



Concept art for the frog's legs and movement.



An unused concept of
a blue frog.



Concept art for the frog with closed eyes and tongue function.



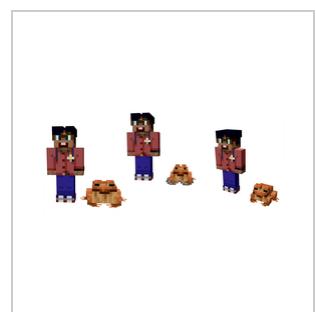
An early models of the frog.



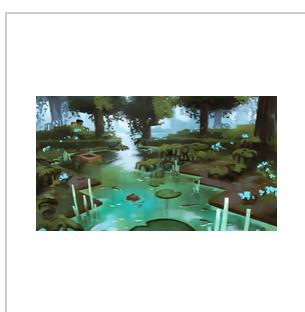
Another early model
of the frog.



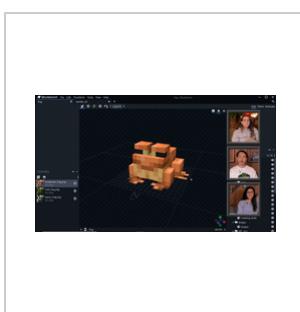
Model with new texture.



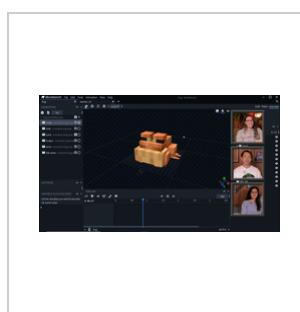
Early models of the frog compared to the player.



Mangrove swamp concept art with a frog.



The frog model in Blockbench, in which it was made.



A screenshot in Blockbench showing the animation of the frog.



Old model and texture for a cold biome frog [9]

Mojang images



Animation of walking frogs posted on twitter by Brandon Pearce.

Noor feeding a temperate frog in a custom made fountain in the shape of a frog.

Two frogs in love.



A frog at [Minecraft Live 2021](#).

An image of the final stage of the frog types after development.

Frog doing the high jump.

Frogs in a superflat world.



"we have 3 new frogge friends!"

Screenshots



A temperate frog eating a slime.



Warm frogs standing on mud blocks, making them appear to sink into the ground.

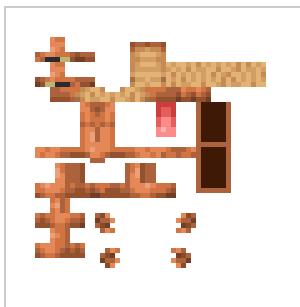


Dozens of frogs with different variants spawned in *Bedrock Edition* using repeating command blocks.

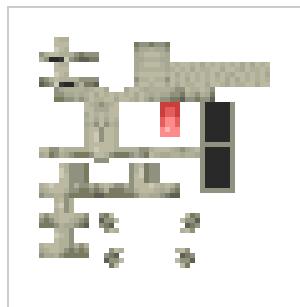
Textures



Cold frog texture file.



Temperate frog texture file.

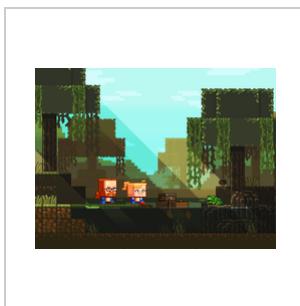


Warm frog texture file.

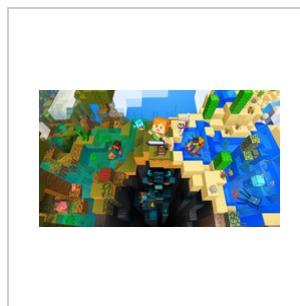
In other media



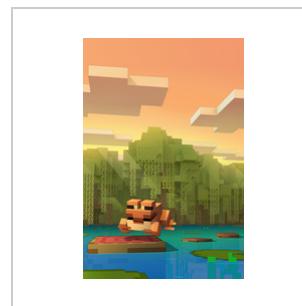
Frog from the biome vote video.



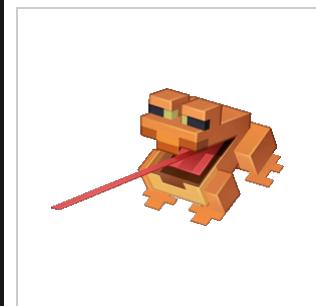
Ditto.



Frogs in official artwork for The Wild Update.



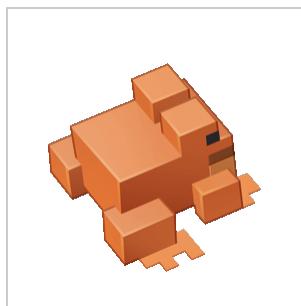
A frog on a tree stump.



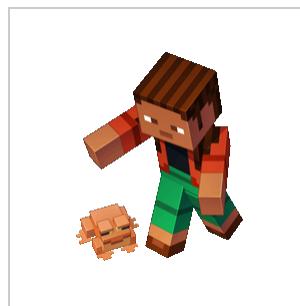
A temperate frog sticking its tongue out.



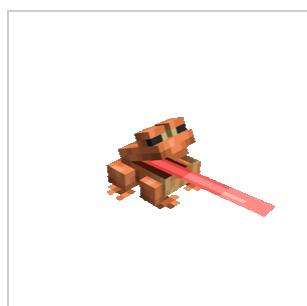
Render of a warm frog.



Render of a temperate frog from behind.



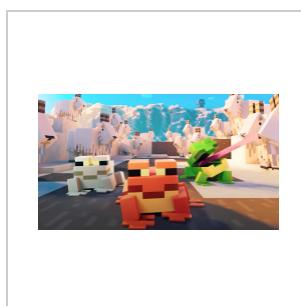
Noor with a frog.



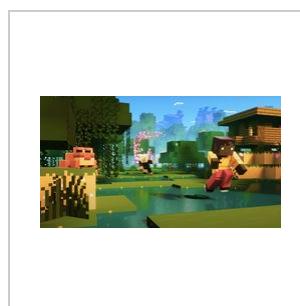
A gif of a frog spinning while sticking its tongue out.



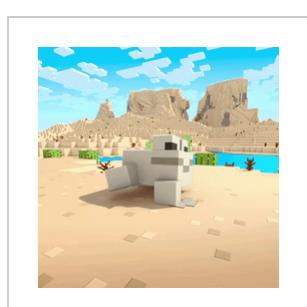
An animation of three frogs playing together.^[10]



A frog eating a goat, from the Minecraft Live 2022 trailer.



Kai and Makena running past a frog.



A montage of frogs waddling.^[11]



Frog sticker from [15 Year Journey](#).



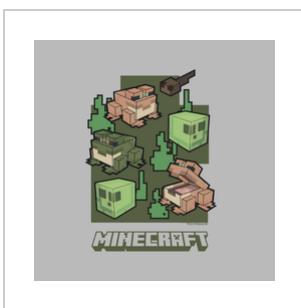
[Lego Minecraft](#) temperate frog.



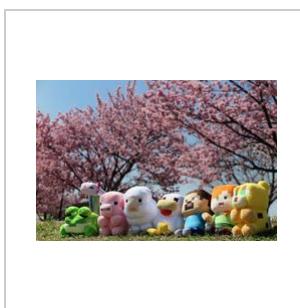
[Lego Minecraft](#) warm frog



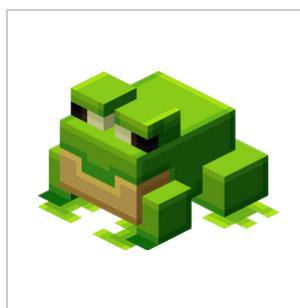
Lego Minecraft cold frog



An official T-Shirt eponymously named after and featuring frogs.



A collection of official plush toys, including one of a frog.



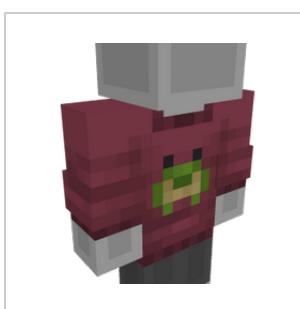
Frog Hat, featured in the [2023 Mob Vote Event](#).



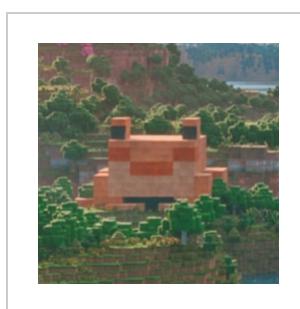
Several frogs dancing, from the [2023 Mob Vote Event](#).



Plastic texture pack



Froggy Shirt



A statue of a frog from [A Minecraft Movie](#).

References

1. [MC-249901](#) — Frogs don't play the frog eating sound when given a slime ball
2. "Minecraft Live 2021 @2:08:19" (<https://youtube.com/watch?v=w6zLprHHZOk&t=7699s>) – Minecraft on YouTube, October 16, 2021
3. "Minecraft Now: Wild Update and Farlands ft AntVenom! @10:19" (<https://youtube.com/watch?v=n9TpuPGH9hk&t=619s>) – Minecraft on YouTube, May 19, 2022
4. "Minecraft Now: Wild Update and Farlands ft AntVenom! @12:02" (<https://youtube.com/watch?v=n9TpuPGH9hk&t=722s>) – Minecraft on YouTube, May 19, 2022
5. "Most fireflies are actually poisonous for frogs, that's why we are currently not having frogs eating fireflies." (<https://twitter.com/Badgerisi/status/1478879118766886913>) – [@Badgerisi](#) (<https://twitter.com/Badgerisi>) on X (formerly Twitter), January 5, 2022
6. "Minecraft 1.19: Secret Sounds & Fabulous Frogs @4:39" (<https://youtube.com/watch?v=DAfFKNE6us4&t=279s>) – Minecraft on YouTube
7. "I will admit that seeing Frogs eat Goats was extremely hilarious! 😅 It is however not intended and was just some prototype code that was forgotten while developing :) One of the reasons for betas/snaps is to find these small mistakes and fix em <3" (<https://twitter.com/Badgerisi/status/1479030938373955586>) – [@Badgerisi](#) (<https://twitter.com/Badgerisi>) on X (formerly Twitter), January 6, 2022

8. "Minecraft 1.19: Secret Sounds & Fabulous Frogs @4:03" (<https://youtube.com/watch?v=DAfFKNE6us4&t=243s>) – Minecraft on YouTube
9. "Minecraft 1.19: Secret Sounds & Fabulous Frogs @3:17" (<https://youtube.com/watch?v=DAfFKNE6us4&t=197s>) – Minecraft on YouTube
10. <https://giphy.com/gifs/minecraft-frog-leapfrog-wild-update-vsREO0xnzFGEuCH2NI>
11. <https://giphy.com/gifs/minecraft-minecraftfrog-hotfrog-coldfrog-JmNubSOrG4E63Nv0Op>

External links

- [Frog article on Wikipedia](#)
- [Meet the Frog](https://www.minecraft.net/en-us/article/meet-frog) (<https://www.minecraft.net/en-us/article/meet-frog>) — Minecraft.net on May 30, 2022
- [Which Frog Are You](https://www.minecraft.net/en-us/article/which-frog-are-you-) (<https://www.minecraft.net/en-us/article/which-frog-are-you->) — Minecraft.net on June 13, 2022
- [Mob Menagerie: Frog](https://www.minecraft.net/en-us/article/mob-menagerie--frog) (<https://www.minecraft.net/en-us/article/mob-menagerie--frog>) — Minecraft.net on November 22, 2022

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