

# Tadpole

For the adult version, see [Frog](#).

A **tadpole** is a bucketable aquatic baby passive mob hatched from [frogspawn](#). They mature into one of the three [frog](#) variants depending on the biome in which they mature.

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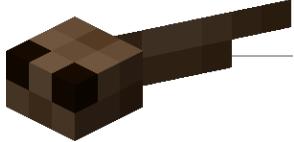
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## Spawning

Tadpoles hatch from [frogspawn](#) in groups of 2-5.

## Drops

As with other baby animals, tadpoles do not drop any items or experience on death.

Tadpole	
	
	
<b>Health points</b>	6 (♥♥♥)
<b>Behavior</b>	Passive
<b>Mob type</b>	 Animal  Aquatic
<b>Hitbox size</b>	Height: 0.3 Blocks Width: 0.4 Blocks
<b>Speed</b>	1
<b>Spawn</b>	From <a href="#">frogspawn</a>
<b>Usable items</b>	 Water Bucket  Slimeball

# Behavior

Tadpoles swim aimlessly in water. On land, they flop around like fish and seek out nearest water. They die in less than 20 seconds after being out of water.

Unlike [frogs](#), tadpoles are hunted by [axolotls](#).

Tadpoles follow a player that is holding a [slimeball](#).

A player can pick up a tadpole with a [bucket of water](#). A tadpole's health, age, and custom name are preserved when it's picked up in a bucket.

A tadpole grows up into one of the variants of a frog depending on the tadpole's location, as shown on the table below. Tadpoles take one *Minecraft* day to grow up (20 minutes). Its growth may be accelerated by feeding it slimeballs. Each use reduces the remaining growth duration by 10%.

Variants	 Temperate	 Cold	 Warm
Biomes	 River  Beach  Taiga  Old Growth Pine Taiga  Old Growth Spruce Taiga  Birch Forest  Old Growth Birch Forest  Dark Forest  Forest  Flower Forest  Mushroom Fields  Meadow  Cherry Grove  Plains  Sunflower Plains  Swamp <sup>[n 1]</sup>  Windswept Hills  Windswept Gravelly Hills  Windswept Forest  Ocean  Dripstone Caves  Lush Caves  Stony Shore  Stony Peaks <sup>[JE only]</sup>  Cold Ocean <sup>[JE only]</sup>  Deep Cold Ocean <sup>[JE only]</sup>  Lukewarm Ocean <sup>[JE only]</sup>  Deep Lukewarm Ocean <sup>[JE only]</sup>  The Void <sup>[JE only]</sup>	 Frozen River  Snowy Beach  Grove  Frozen Peaks  Jagged Peaks  Snowy Plains  Ice Spikes  Snowy Slopes  Snowy Taiga  Frozen Ocean  Deep Frozen Ocean  The End  Deep Dark  End Barrens <sup>[JE only]</sup>  End Highlands <sup>[JE only]</sup>  End Midlands <sup>[JE only]</sup>  Small End Islands <sup>[JE only]</sup>  Cold Ocean <sup>[BE only]</sup>  Deep Cold Ocean <sup>[BE only]</sup>	 Jungle  Bamboo Jungle  Sparse Jungle  Badlands  Eroded Badlands  Wooded Badlands  Desert  Savanna  Savanna Plateau  Windswept Savanna  Warm Ocean  Mangrove Swamp <sup>[n 1]</sup>  Basalt Deltas  Crimson Forest  Nether Wastes  Soul Sand Valley  Warped Forest  Stony Peaks <sup>[BE only]</sup>  Lukewarm Ocean <sup>[BE only]</sup>  Deep Lukewarm Ocean <sup>[BE only]</sup>

## Notes

1. Frogs spawn naturally in this biome.

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

# Sounds

## Java Edition:

Sounds									[ <a href="#">hide</a> ]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Tadpole dies	Friendly Mobs	When a tadpole dies	entity.tadpole.death	subtitles.entity.tadpole.death	1.0	0.8-1.2	16	
	Tadpole hurts	Friendly Mobs	When a tadpole is damaged	entity.tadpole.hurt	subtitles.entity.tadpole.hurt	1.0	0.8-1.2	16	
	Tadpole flops	Friendly Mobs	While a tadpole is on land	entity.tadpole.flop	subtitles.entity.tadpole.flop	1.0	0.8-1.2	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	
	Bucket empties	Friendly Mobs	When a tadpole is placed from a bucket	item.bucket.empty_tadpole	subtitles.item.bucket.empty	0.5	1.5	16	
	Tadpole captured	Friendly Mobs	When a tadpole is collected into a bucket	item.bucket.fill_tadpole	subtitles.item.bucket.fill_tadpole	0.5	1.5	16	
	Tadpole hatches	Blocks	When a frogspawn hatches into a tadpole	block.frogspawn.hatch	subtitles.block.frogspawn.hatch	0.6	1.2	16	

## Bedrock Edition:

Sounds								<a href="#">[hide]</a>
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	?	Friendly Mobs	When a tadpole dies	mob.tadpole.death	?	0.65	1.3-1.7	
	?	Friendly Mobs	When a tadpole is damaged	mob.tadpole.hurt	?	1.0	1.3-1.7	
	?	Friendly Mobs	While a tadpole is on land	mob.fish.flop	?	1.0	1.0	
	?	Friendly Mobs	When a tadpole grows up into a frog	mob.tadpole.convert_to_frog	?	<i>varies</i> [sound 1]	<i>varies</i> [sound 2]	
	?	Blocks	When a tadpole is placed from a bucket	bucket.empty_fish	?	1.0	1.0	
	?	Blocks	When a tadpole is collected into a bucket	bucket.fill_fish	?	1.0	1.0	
	?	Blocks	When a frogspawn hatches into a tadpole	hatch.frog_spawn	?	1.2	0.6	

- For volumes, `idle1` and `idle4` are 0.8, `idle2` is 0.82, `idle3` is 0.9, `idle5` is 0.85, `idle6` is 0.9, `idle7` is 0.7, and `idle8` is 0.3
- For pitches, `idle1` and `idle4` are 0.95, while all others are 0.9

## Data values

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### ID

Java Edition:

Name	Identifier	Entity tags	Translation key <a href="#">[hide]</a>
■ Tadpole	tadpole	aquatic axolotl_hunt_targets can_breathe_under_water not_scary_for_pufferfish sensitive_to_impaling	entity.minecraft.tadpole

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key <a href="#">[hide]</a>
■ Tadpole	tadpole	133	aquatic mob tadpole	entity.tadpole.name

## Entity data

Tadpoles 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**

**Age:** Represents the age of the tadpole in ticks. When greater than or equal to 24000 game ticks (20 minutes), the tadpole grows up to a frog.

**FromBucket:** 1 or 0 (true/false) - Whether the tadpole had ever been released from a bucket.

## Achievements

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Achievements that apply to all mobs:

[\[show\]](#)

## Advancements

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Icon	Advancement	In-game description	Actual requirements (if different)	<a href="#">[hide]</a>
	Bukkit Bukkit	Catch a <a href="#">Tadpole</a> in a Bucket	—	

Advancements that apply to all mobs:

[\[show\]](#)

## History

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### Announcement

October 16, 2021 (<https://youtube.com/watch?v=DWZlfsalgtE&t=7470>)



Tadpoles are announced at [Minecraft Live 2021](#).

### Java Edition

<b>Java Edition</b>			[hide]
1.19	<a href="#">22w11a</a>	 Added tadpoles.	
	<a href="#">22w19a</a>	Tadpole hitbox reduced from 0.5×0.4 to 0.4×0.3.	
	<a href="#">pre1</a>	Tadpoles no longer drop experience on death.	
		Tadpoles may now be tempted with <a href="#">slimeballs</a> .	
1.19.3	<a href="#">22w42a</a>	Tadpoles now have a subtitle for growing up. <sup>[1]</sup>	

## Bedrock Edition

<b>Bedrock Edition</b>			[hide]
1.18.10 Experiment Wild Update	<a href="#">beta 1.18.10.24</a>	 Added tadpoles behind the "Wild Update" experimental toggle. They can spawn naturally in swamp water sources.	
	<a href="#">beta 1.18.10.26</a>	Tadpoles now have their unique sounds.	
1.18.30 Experiment Wild Update	<a href="#">beta 1.18.20.21</a>	Tadpole hitbox is now larger.	
	<a href="#">Preview 1.18.20.24</a>	The health of tadpoles has been increased from 4 (❤️) to 6 (❤️❤️).	
1.19.0	<a href="#">Preview 1.19.0.21</a>	Tadpoles are now available without enabling experimental gameplay.	
		Tadpoles can no longer spawn naturally in swamp water sources.	

## Issues

Issues relating to "Tadpole" 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%20resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Tadpole%22%29%20ORDER%20BY%20resolution%20DESC>).

## Gallery

### Screenshots



A tadpole at [Minecraft Live 2022](#)

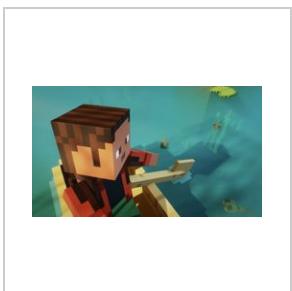
Kai looking down at a tadpole.

## Textures

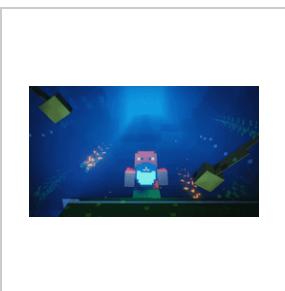


Tadpole texture file.

## In other media



Noor rowing near several tadpoles.



Noor releasing a tadpole into a cave.<sup>[2]</sup>

## References

1. [MC-250311](#) — The minecraft:entity.tadpole.grow\_up sound event doesn't have a translation key — resolved as "Fixed".
2. "The Wild Update: Where Will You Wander? – Official Minecraft Trailer" (<https://youtube.com/watch?v=htOLSV8-oR8&t=51s>) – Minecraft on YouTube, June 6, 2022

## External links

- "Mob Menagerie: Tadpole" (<https://www.minecraft.net/en-us/article/tadpole>) by Duncan Geere – Minecraft.net, December 7, 2023.

## Navigation

Entities		<a href="#">[hide]</a>
Mobs		<a href="#">[hide]</a>
<b>Passive</b>	<span style="color: cyan;">■</span> Allay <span style="color: brown;">■</span> Armadillo <span style="color: pink;">■</span> Axolotl <span style="color: purple;">■</span> Bat <span style="color: orange;">■</span> Camel <span style="color: brown;">■</span> Camel Husk <span style="color: green;">■</span> Cat <span style="color: red;">■</span> Chicken <span style="color: brown;">■</span> Cod <span style="color: orange;">■</span> Copper Golem <span style="color: grey;">■</span> Cow <span style="color: brown;">■</span> Donkey <span style="color: brown;">■</span> Frog <span style="color: cyan;">■</span> Glow Squid <span style="color: white;">■</span> Happy Ghast <span style="color: brown;">■</span> Horse <span style="color: red;">■</span> Mooshroom <span style="color: brown;">■</span> Mule <span style="color: yellow;">■</span> Ocelot <span style="color: red;">■</span> Parrot <span style="color: pink;">■</span> Pig <span style="color: brown;">■</span> Rabbit <span style="color: green;">■</span> Salmon <span style="color: brown;">■</span> Sheep <span style="color: grey;">■</span> Skeleton Horse <span style="color: brown;">■</span> Sniffer <span style="color: brown;">■</span> Snow Golem <span style="color: blue;">■</span> Squid <span style="color: red;">■</span> Strider <span style="color: brown;">■</span> Tadpole <span style="color: brown;">■</span> Tropical Fish <span style="color: green;">■</span> Turtle <span style="color: brown;">■</span> Villager <span style="color: brown;">■</span> Wandering Trader <span style="color: green;">■</span> Zombie Horse	

	<b>BE &amp; <u>edu</u> only</b>	Agent	NPC
<b>Neutral</b>	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		
<b>Hostile</b>	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		
<b>Bosses</b>	Ender Dragon  Wither		
<b>Mob types</b>	Animal  Aquatic  Arthropod  Illager  Monster  Undead		
	Jockey ( Camel Husk  Chicken  Hoglin  Ravager)		
<b>Other</b>	Skeleton Horseman  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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