

Turtle ← Article feedback

For other uses, see [Turtle \(disambiguation\)](#).

Turtles are passive mobs found in beach biomes. They can be bred with seagrass and lay turtle eggs. They are the only source of [turtle scutes](#), which drop from baby turtles when they mature into adults.

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Turtle	
Health points	30 (❤ × 15)
Behavior	Passive
Mob type	Animal Aquatic
In Java Edition:	
Adult:	Height: 0.4 blocks Width: 1.2 blocks
Baby:	Height: 0.12 blocks Width: 0.36 blocks
Hitbox size	In Bedrock Edition:
Adult:	Height: 0.4 blocks Width: 1.2 blocks
Baby:	Height: 0.032 blocks Width: 0.096 blocks
Speed	0.25
Spawn	Beach When a turtle egg hatches (as a baby turtle).
Usable items	Seagrass

There is a related tutorial page for this topic!

References

External links

Navigation

Spawning

Turtles occasionally spawn in small groups on the sand in beaches, but not in snowy beaches or stony shores.

Turtles have a 5% chance to spawn as babies.

In *Java Edition*, turtles spawn in groups of up to 5 individuals, y level less than 4 blocks above sea level (from y level -64 to 66, inclusive), and on blocks with the sand tag (sand, red sand, and suspicious sand).

In *Bedrock Edition*, turtles spawn in groups of 2–6, at Y=60–67.

Turtle spawns in: [hide]

Category: Creature	<i>Java Edition</i>				<i>Bedrock Edition</i>	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size	
 Beach	5	100%	2–5	8	2–6	

Drops

Breeding

Upon successful breeding, 1–7 is dropped.

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Seagrass ^[A]	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50
 Bowl ^[B]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

A. Only when not killed by lightning.

B. Only when killed by lightning.

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Seagrass[A]	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00
 Bowl[B]	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00	1	100.00%	1.00

- A. Only when not killed by lightning.
 B. Only when killed by lightning.
- 1–3, if killed by a player or tamed wolf.

Baby turtles do not drop anything when they die.

Growth

When a baby turtle matures into an adult, it drops 1  turtle scute.

Behavior

Turtles can move around slowly on land and swim at a fast speed in water. Like other passive mobs, they move around aimlessly and flee when attacked. When on land, they generally attempt to move to the nearest water source that is at least 2 blocks deep, regardless if player made or natural. When in an enclosed area, such as a player-made enclosure, they generally swim in circles if the water is in the area, and rarely go on land to explore, if there is any.

Turtles cannot be attached to leads,[1] but they can be led by a player holding seagrass within 10 blocks of the turtle.

Turtles can be picked up by boats and minecarts.

Turtles are dealt 3.4×10^{38} ($\heartsuit \times 1.7 \times 10^{38}$)[JE only]/10000 ($\heartsuit \times 5000$)[BE only] damage when struck by lightning.

As with other aquatic mobs, turtles suffer extra damage when hit by a trident with the Impaling enchantment in Java Edition, and cannot drown, despite the fact that real-life turtles breathe air.

Predators

Turtles and turtle eggs are attacked by the following mobs:

Mob	Attack baby turtles	Attack adult turtles	Attack turtle eggs
Bogged Fox Parched Skeleton Stray Stray cat Wild ocelot Wild wolf Wither Skeleton	Yes	No	No
Drowned Husk Zombie Zombie Villager	Yes	No	Yes
Goat	Randomly	Randomly	No
Ravager	No	No	Partial <small>[note 1][BE only]</small>
Tamed wolf	When owner attacks	When owner attacks	No
Vindicator named "Johnny" Warden Zoglin	Yes	Yes	No
Wither	Yes	Yes	Partial <small>[note 1]</small>
Zombified Piglin	No	No	Yes

Zombies and their variants deliberately trample on turtle eggs, causing them to break. The range of detection is a 47×7×47[JE only] or 11×5×11[BE only] box centered on the block the mob is standing on.

1. Unlike zombies, zombified piglins, and their variants, withers and ravagers do not intentionally break turtle eggs but are able to break turtle eggs if they are in its way.

Home position

A turtle remembers the block on which it spawned as its home position. No matter how far away the turtle is, it always attempts to return to its home position to lay its eggs after breeding.

If the player uses a tool enchanted with Silk Touch to obtain and move turtle eggs to a new location before hatching, the baby turtles remember the new hatching location as their home beach.

If a turtle is spawned from a spawn egg, summoned with the /summon command, or spawned by a monster spawner, it remembers the spawn location as its home position.

Breeding

Feeding two turtles seagrass results in them entering love mode and one of the turtles becoming pregnant. The pregnant turtle has eggs in its body and is therefore about 0.2 blocks taller than normal.

Egg laying

The turtle then travels back to its home position, which is where it first spawned. The turtle does not stop traveling until it is within a 9-block distance from its home position. Upon arrival, it seeks a nearby sand

block on which to lay its eggs. Then, it spends a few seconds digging vigorously while turning 180 degrees a few times. Finally, it lays a cluster of 1–4 turtle eggs, as a single block. Turtles have a cooldown of 90 seconds (1800 game ticks) after breeding in *Bedrock Edition*, or 5 minutes (300 seconds; 6000 game ticks) in *Java Edition*.

Egg hatching

Main article: Turtle Egg § Hatching

Turtle eggs can be placed on any block in clusters of up to 4; however, they only hatch on sand, red sand, or suspicious sand, above or below water. Eggs can be broken without tools and can also be trampled by living entities falling or walking on them. When a cluster is trampled, the eggs crack and break one at a time. A turtle can walk on turtle eggs without breaking them.

Turtle eggs progress toward hatching by cracking. Cracking occurs during random ticks, and an egg hatches once it has cracked 3 times. When a cluster of eggs hatches, all eggs within the block hatch simultaneously. Eggs grow faster at night and typically take 4 to 5 in-game days to hatch. Mining a cluster of turtle eggs with Silk Touch causes it to drop one egg at a time, which the player can collect. Eggs do not preserve the cracking stage when harvested.



A turtle digs sand around the block on which it lays its eggs.



A turtle lays eggs after digging.

Babies

With a height of 0.12 blocks, baby turtles are among the smallest mobs in the game. Baby turtles are small enough that when they walk on soul sand, they are entirely within the space at the top of the block.

Upon hatching, baby turtles search for the nearest water block within a 47×1×47 region two blocks below the turtle and attempt to approach it.

Baby turtles take one Minecraft day to grow up (20 minutes). The growth can be accelerated using seagrass. Each use reduces the remaining growth duration by 10%. Upon becoming an adult, the turtle drops a turtle scute.

Stray cats attack baby turtles within 15 blocks; tamed cats do not. The baby turtles make no attempt to flee from cats, even while being attacked.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Turtle breathes[sound 1]	Friendly Mobs	Randomly while on land	entity.turtle.ambient_land [sound 1]	subtitles.entity.turtle.ambient_land [sound 1]	0.8 [sound 2]	0.8-1.2 (Baby: 1.3-1.7)	16	
	Turtle dies	Friendly Mobs	When an adult turtle dies	entity.turtle.death	subtitles.entity.turtle.death	1.0	0.8-1.2	16	
	Baby Turtle dies	Friendly Mobs	When a baby turtle dies	entity.turtle.death_baby	subtitles.entity.turtle.death_baby	1.0	1.3-1.7	16	
	Turtle hurts	Friendly Mobs	When an adult turtle is damaged	entity.turtle.hurt	subtitles.entity.turtle.hurt	1.0	0.8-1.2	16	
	Baby Turtle hurts	Friendly Mobs	When a baby turtle is damaged	entity.turtle.hurt_baby	subtitles.entity.turtle.hurt_baby	1.0	1.3-1.7	16	
	Turtle Egg hatches	Blocks	When a baby turtle is hatched	entity.turtle.egg_hatch	subtitles.entity.turtle.egg_hatch	0.7	0.9-1.1	?	
	Turtle lays egg	Friendly Mobs	When a turtle lays an egg	entity.turtle.lay_egg	subtitles.entity.turtle.lay_egg	0.3	0.9-1.1	16	
	Turtle swims[sound 1]	Friendly Mobs	Randomly while swimming	entity.turtle.swim[sound 1]	subtitles.entity.turtle.swim [sound 1]	varies [sound 3]	0.8-1.2	16	
	Turtle shambles	Friendly Mobs	While an adult turtle is walking on land	entity.turtle.shamble	subtitles.entity.turtle.shamble	0.15	1.0	16	
	Baby Turtle shambles	Friendly Mobs	While a baby turtle is walking on land	entity.turtle.shamble_baby	subtitles.entity.turtle.shamble_baby	0.15	1.0	16	

1. MC-98316 — Wrong subtitles caused by missing distinction
2. Except idle2, which is 0.7
3. Multiplied by 0.6 for swim1 and swim4, 0.3 for swim2 and swim5, and 0.2 for swim3

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions <small>[upcoming: BE 26.0]</small>	Source	Description	Identifier	Translation key <small>[upcoming: BE 26.0]</small>	Volume	Pitch	
?	Friendly Mobs	Randomly	mob.turtle.ambient	?	1.0	0.8-1.2 (Baby: 1.3-1.7)		
?	Friendly Mobs	When an adult turtle dies	mob.turtle.death	?	1.0	0.8-1.2		
?	Friendly Mobs	When a baby turtle dies	mob.turtle_baby.death	?	1.0	1.3-1.7		
?	Friendly Mobs	When an adult turtle is damaged	mob.turtle.hurt	?	1.0	0.8-1.2		
?	Friendly Mobs	When a baby turtle is damaged	mob.turtle_baby.hurt	?	1.0	1.3-1.7		
?	Friendly Mobs	When a baby turtle is hatched	mob.turtle_baby.born	?	1.0	1.0		
?	Blocks	When a turtle lays an egg	block.turtle_egg.drop	?	0.85	0.9		
?	Friendly Mobs	While a turtle is swimming	mob.turtle.swim	?	1.0	0.6-1.4		
?	Friendly Mobs	While an adult turtle is walking	mob.turtle.step	?	1.0	1.0		
?	Friendly Mobs	While a baby turtle is walking	mob.turtle_baby.step	?	1.0	1.0		

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Turtle	turtle	aquatic can_breathe_under_water not_scary_for_pufferfish sensitive_to_impalings	entity.minecraft.turtle

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Turtle	turtle	74	aquatic baby_turtle mob turtle	entity.turtle.name

Entity data

Turtles have entity data associated with them that contains 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

`has_egg`: 1, or 0 (true/false) - true means the turtle is currently pregnant.

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					
		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

[[hide](#)]

Icon	Advancement	In-game description	Actual requirements (if different)
	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.
	The Parrots and the Bats	Breed two animals together	Breed a pair of <i>any</i> of these 27 animals: [show] A mule must be the result of breeding a horse and a donkey 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 trader llama does not count as a llama, and a mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.

Advancements that apply to all mobs:

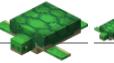
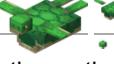
[\[show\]](#)

History

Announcement

October 17, 2012	On Reddit, Jeb was asked "I asked at pax about turtles, any work done about those?" and replied "No... I saw Mo' Creatures' turtles and got a bit demotivated to do my own ones. Maybe later..."
September 19, 2012	In a Reddit post anticipating the addition of another <u>animal mob</u> (which turned out to be the <u>bat</u> in 12w38a), Jeb replied to confirm that it would <i>not</i> be a turtle: "The truth is that I'll maybe end up adding turtles one day, it's just that Mo's turtles are difficult to top."
December 26, 2017	 Turtle mobs were announced on Minecraft.net.

Java Edition

Java Edition			[hide]
1.13	18w07a	 Added turtles.	
	18w07b	Turtles are now bred using <u>seagrass</u> , instead of <u>raw cod</u> .	
	18w11a	Added <u>drowned</u> , which attack baby turtles.	
1.14	18w44a	Added <u>stray cats</u> , which attack baby turtles.	
	19w07a	Added <u>foxes</u> , which attack baby turtles.	
1.15	19w39a	 The turtle models have changed; adult and baby turtles look different from each other, rather than simply being scale differences.	
	19w40a	 The turtle models have reverted. ^[2]	
1.16	pre7	Turtles now spawn on any blocks with the sand block tag (sand and red sand).	
1.18.2	22w03a	Baby turtles no longer suffocate when on soul sand. ^[3]	
1.19.3	22w44a	Turtles now have a breeding delay like other mobs. ^[4]	
1.19.4 Experiment Update 1.20	23w07a	Turtles can now spawn on suspicious sand, which was added to the sand block tag behind the "Update 1.20".experimental datapack.	
1.20	23w12a	Turtles can spawn on suspicious sand without using the "Update 1.20" experimental datapack.	
1.20.2	23w31a	Turtles clearing away sand now emit an <u>entity_action vibration</u> of frequency 4. ^[5]	
1.20.5	23w51a	The subtitles of baby turtles have been updated to be grammatically correct. ^[6]	

Bedrock Edition

<i>Bedrock Edition</i>			[hide]
1.5.0	beta 1.5.0.4	 	Added turtles (named sea turtles) and baby turtles.
1.8.0	beta 1.8.0.8		Added stray cats , which attack baby turtles.
1.13.0	beta 1.13.0.1		Added foxes , which attack baby turtles.
1.16.100	beta 1.16.100.51		Sea turtles now play a sound when they lay eggs.
1.19.80	Preview 1.19.80.20		Sea turtles can now ride boats and boats with chests, to match Java Edition .

Legacy Console Edition

<i>Legacy Console Edition</i>								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU69		1.76	1.76	1.76	Patch 38		 	Added sea turtles and baby sea turtles.

Data history

<i>Java Edition</i>			[hide]
1.21.5	25w07a	The HomePosX, HomePosY and HomePosZ fields have been collected into a single home_pos field.	
		Removed TravelPosX, TravelPosY, and TravelPosZ fields. They were used to represent the Coordinates that the turtle sometimes tries to swim to while in the water. They were chosen at random in order to make the turtle swim around randomly.	
		The HasEgg field has been renamed to has_egg.	

Issues

Issues relating to "Turtle" 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%20AND%20summary%20~%20%22Turtle%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- In the [Minecraft: Mobspotters Encyclopedia](#) turtles are referred to as "sea turtles".

Gallery

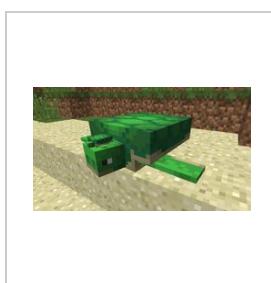
Mojang images



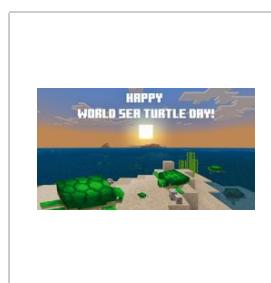
The first released screenshot of a turtle.



Turtle in early development.



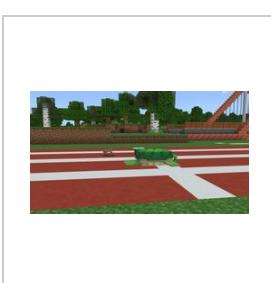
A baby turtle on top of the head of an adult.



Happy World Sea Turtle Day!



"Sunny trying out the new /ride command."^[7]



A classic track & field race.

Screenshots



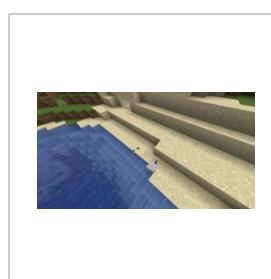
A baby turtle moving on the beach after being hatched.



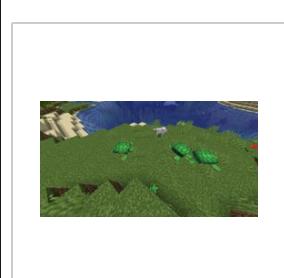
A turtle moving on land.



A turtle swimming in a small pool of water.



A skeleton attacking a baby turtle.



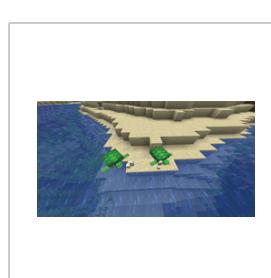
A wolf attacking a group of baby turtles.



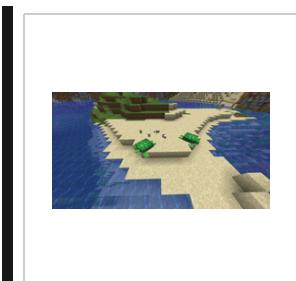
Two turtles mating.



A player luring a group of turtles using seagrass.



Two turtles with some turtle eggs.



More turtles with eggs.

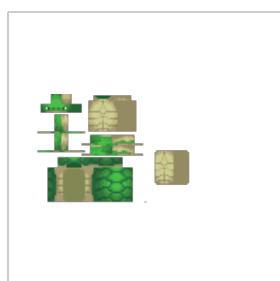


A turtle picked up by a boat.



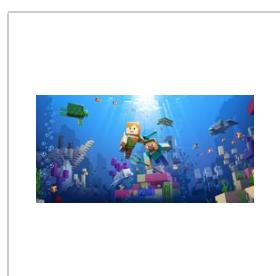
A large number of turtles in an artificial lake.

Textures



Turtle texture file.

In other media



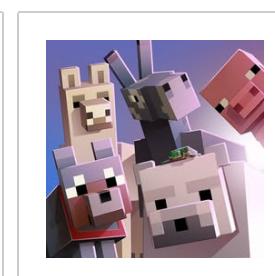
Turtles as seen in the [Update Aquatic](#) artwork.



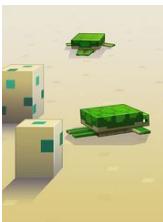
Artwork of a turtle.



Official turtle artwork.



Artwork of a baby turtle alongside several other animals.^[8]



Artwork of baby turtles.



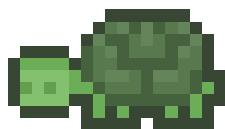
Artwork of a turtle with a red parrot.



Lego Minecraft turtle.



Mojang Studios' animation showing when a turtle becomes a bowl.



A Turtle icon used in the Minecraft Minigames results icons



A silhouette of a turtle as seen in A Minecraft Movie.



Unused turtle pixel art image from bedrock edition.



A turtle on sand

References

1. [MC-125629](#) — Turtles can't be leashed — resolved as "Works As Intended".
2. [MC-161858](#)
3. [MC-245416](#) — resolved as "Fixed".
4. [MC-137306](#) — resolved as "Fixed".
5. [MC-215768](#) — Sculk sensors do not detect turtles clearing away sand — resolved as "Fixed".
6. [MC-167375](#) — Baby turtle subtitles are grammatically incorrect — resolved as "Fixed".
7. "Minecraft Java Edition 1.19.4" (<https://www.minecraft.net/en-us/article/minecraft-java-edition-1-19-4>) — Minecraft.net, March 14, 2023.
8. bark! They moo! They oink! Yet we love them all equally. Today is the day to show our appreciation for all the world's amazing animals. Treat them to some wheat or feed them a well-deserved carrot. But above all else, be nice to them! #minecraft #worldanimalday "minecraft" ([@BohBQS5jWMQ](https://www.instagram.com/p/They) on Instagram, October 4, 2018)

External links

- [Sea Turtle article on Wikipedia](#)
- [Mob Menagerie: Turtle \(<https://www.minecraft.net/en-us/article/turtle>\)](#) – Minecraft.net on June 1, 2023

Navigation

[Entities](#)

[[hide](#)]

 Mobs															[hide]																								
Passive		 Allay	 Armadillo	 Axolotl	 Bat	 Camel	 Camel Husk	 Cat	 Chicken																														
Neutral		 Cod	 Copper Golem	 Cow	 Donkey	 Frog	 Glow Squid																																
Hostile		 Happy Ghast	 Horse	 Mooshroom	 Mule	 Ocelot	 Parrot	 Pig																															
Bosses		 Rabbit	 Salmon	 Sheep	 Skeleton Horse	 Sniffer	 Snow Golem																																
Mob types		 Squid	 Strider	 Tadpole	 Tropical Fish	 Turtle	 Villager																																
Other		 Wandering Trader																																					
BE & edu only																[Agent]																							
NPC																[NPC]																							
Other entities																[show]																							
Unimplemented																[show]																							
Joke																[show]																							

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