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v t 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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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	
	
 	
Health points	6 (♥♥♥)
Behavior	Passive
Mob type	 Animal  Aquatic
Hitbox size	Height: 0.3 Blocks Width: 0.4 Blocks
Speed	1
Spawn	From <u>frogspawn</u>
Usable items	 <u>Water Bucket</u>  <u>Slimeball</u>

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

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 [hide]								
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 [hide]							
Sound	<div><div><div><div></div></div><div>Closed captions</div><div>[upcoming: BE 26.0]</div></div></div>	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

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 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 [hide]
 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

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	Bukkit Bukkit	Catch a Tadpole in a Bucket	—

Advancements that apply to all mobs:


[\[show\]](#)

History


Announcement

October 16, 2021 (https://youtube.com/watch?v=DWZlfsalgtE&t=7470)	 Tadpoles are announced at Minecraft Live 2021 .
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Java Edition

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

Bedrock Edition

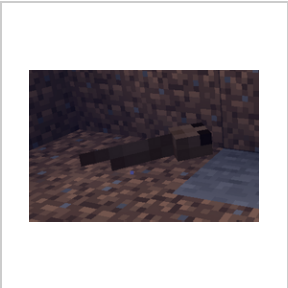
Bedrock Edition [hide]		
1.18.10 — Experiment — Wild Update	beta 1.18.10.24	 Added tadpoles behind the "Wild Update" experimental toggle. They can spawn naturally in swamp water sources.
	beta 1.18.10.26	Tadpoles now have their unique sounds.
1.18.30 — Experiment — Wild Update	beta 1.18.20.21	Tadpole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

Issues

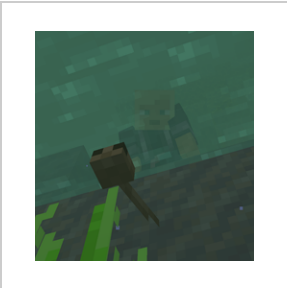
Issues relating to "Tadpole" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Tadpole%22%29%20ORDER%20BY%20resolution%20DESC>).

Gallery

Screenshots

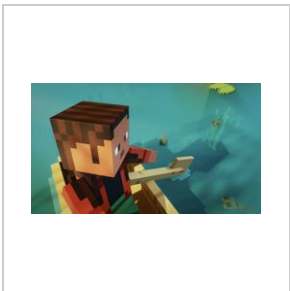


A tadpole at Minecraft Live 2022



Kai looking down at a tadpole.

In other media



References

- ## External links

- ## Navigation

[hide]

[hide]

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	<i>BE & edu only</i>	Agent	NPC
Neutral	Bee	Cave Spider	Dolphin
	Drowned	Enderman	Fox
	Goat	Iron Golem	Llama
	Nautilus	Panda	Piglin
Hostile	Polar Bear	Pufferfish	Spider
	Trader Llama	Wolf	Zombie Nautilus
	Zombified Piglin	Blaze	Bogged
	Breeze	Creaking	Creeper
Bosses	Elder Guardian	Endermite	Evoker
	Ghast	Guardian	Hoglin
	Husk	Magma Cube	Parched
	Phantom	Piglin Brute	Pillager
Mob types	Ravager	Shulker	Silverfish
	Skeleton	Slime	Stray
	Vex	Vindicator	Warden
	Witch	Wither Skeleton	Zoglin
Other	Zombie	Zombie Villager	Ender Dragon
	Wither	Animal	Aquatic
	Arthropod	Illager	Monster
	Undead	Jockey	Camel Husk
	Chicken	Hoglin	Ravager
	Skeletron Horseman	Spider	Strider
	Zombie Horseman	Zombie Nautilus	Mob variants
	Mob conversion	Other entities	
Unimplemented			[show]
Joke			[show]

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