

Instructions to find new mobs in Minecraft 1.19 The Wild Update

Guide to find new mobs in Minecraft 1.19 The Wild Update, Guide to find all new mobs in Minecraft 1.19 The Wild Update, helping gamers save time

Minecraft update 1.19 The Wild Update has finally been released, along with the arrival of some new and useful mobs. Since Minecraft is a massive open world game, locating these new mobs can take a lot of time. Therefore, this article will provide instructions on how to find all new mobs in Minecraft 1.19 The Wild Update, helping gamers save time and instantly discover interesting mobs.

Frog - Frog

Frogs only spawn in mangrove and swamp biomes, in groups of 2 to 5. The player can find temperate (orange) frogs in swamps and tropical (white) frogs in mangroves.



Swamp biomes are characterized by lots of grass and dark trees, vines clinging to trees around the water. Players will often find them in ravines or forest biome extensions. Mangrove swamps are a variant of the marsh biome that spawns in warmer regions, often alongside jungles and deserts.

The player can attempt to find the swamp manually or by using the locate command if the world has cheats enabled.

Tadpole - Tadpoles



The tadpole is a passive baby version of the frog. They mature into 1 of 3 frog variants, depending on the biome they develop. Tadpoles do not spawn naturally, but only from frogs. Gamers need to feed 2 slimeball frogs, one of which will become pregnant and lay eggs, similar to turtles, and hatch into tadpoles.

Allay

Players can spawn Allay using spawn eggs in creative mode. Otherwise, they will spawn in the following locations:

Woodland Mansion

The player can find cages on the ground floor of Woodland Mansion, which contain 4 cobblestone cages, each with 3 Allays trapped in them. The player can use nearby levers to open doors and release them all. This means finding Woodland Mansion is the fastest way to get a large number of Allays at once.



Gamers need to be careful when exploring the Woodland Mansion, because they are home to dangerous hostile mobs, including Zombie, Creeper, Vindicator, Pilager,.

Pillage Outpost

Similar to Iron Golem, Allay when spawning will be trapped inside the wooden cage around Pillager Outposts. Each cage can hold up to 3 Allays and the player only needs to break the structure for them to escape. Then wander around to find the dropped items. The player may need to deal with the Pillagers first before receiving the Allay, as they are quite dangerous in numbers.

Allay Duplication

If Allay is given an amethyst shard while dancing, it will emit a small amethyst sound, creating a heart and doubling into another amethyst shard. This skill has a cooldown of 2.5 minutes.

The Warden



The Warden is a signature monster that spawns inside the Deep Dark Cave, summoned by the Sculk Shrieker. However, the player can spawn it outside of Deep Dark by activating the Sculk Shrieker block 3 times. To obtain Sculk Shrieker blocks, players need to locate them in Deep Dark and harvest them with the Silk Touch tool.

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