

Glow Squid

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

The **glow squid** is a variant of the normal squid found in dark underwater areas, typically in [ocean depths](#), [canyons](#), and [underground lakes](#). It has an aqua luminescent texture, and is the only source of glow ink sacs.

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Glow Squid



[Java Edition](#)



[Bedrock Edition](#)



Health points 10 (██████)

Behavior Passive

Animal

Aquatic

Hitbox size In [Java Edition](#):

Height: 0.8 blocks

Width: 0.8 blocks

Baby:

Height: 0.4 blocks

Width: 0.4 blocks

In [Bedrock Edition](#):

Adult:

Height: 0.95 blocks

Spawning

In *Java Edition*, schools of 4 to 6 glow squid spawn in water (source block or flowing) in complete darkness in the Overworld below layer 30, except for the deep dark biome. Unlike most other aquatic mobs, they do not require water or waterlogged blocks above or below their spawning space. In all spawnable biomes, the spawn weight is $\frac{10}{10}$ and the spawn chance is 100%.

Width:	0.95 blocks
Baby:	
Height:	0.475 blocks
Width:	0.475 blocks
Knockback resistance	85%
Spawn	§ Spawning
Usable items	🔗 Lead

In *Bedrock Edition*, glow squid spawn anywhere in any dimension where there's water underground,[1] in schools of 2 to 4 (below a solid roof categorized as cave spawn, while squid are surface spawns) anywhere below Y=30 in a light level of 0 except deep dark biomes. The spawn weight is 10 in all spawnable biomes except mangrove swamp, in which the spawn weight is 100.

Glow squid have a 5% chance of spawning as babies.

Glow Squid spawns in: [hide]

Category: Underground water creature <small>[JE only]</small> Creature <small>[BE only]</small>	Java Edition			Bedrock Edition	
	Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight
 Bamboo Jungle	10/10	100%	4–6	10	2–4
 Snowy Slopes	10/10	100%	4–6	10	2–4
 Eroded Badlands	10/10	100%	4–6	10	2–4
 Deep Lukewarm Ocean	10/10	100%	4–6	10	2–4
 Plains	10/10	100%	4–6	10	2–4
 Flower Forest	10/10	100%	4–6	10	2–4
 Stony Peaks	10/10	100%	4–6	10	2–4
 Dripstone Caves	10/10	100%	4–6	10	2–4
 Deep Ocean	10/10	100%	4–6	10	2–4
 Meadow	10/10	100%	4–6	10	2–4
 Grove	10/10	100%	4–6	10	2–4
 Windswept Hills	10/10	100%	4–6	10	2–4
 Frozen Peaks	10/10	100%	4–6	10	2–4
 Beach	10/10	100%	4–6	10	2–4
 Ocean	10/10	100%	4–6	10	2–4
 Snowy Beach	10/10	100%	4–6	10	2–4
 Deep Frozen Ocean	10/10	100%	4–6	10	2–4
 Sparse Jungle	10/10	100%	4–6	10	2–4
 Birch Forest	10/10	100%	4–6	10	2–4
 Frozen Ocean	10/10	100%	4–6	10	2–4
 Sunflower Plains	10/10	100%	4–6	10	2–4
 Lukewarm Ocean	10/10	100%	4–6	10	2–4
 Deep Cold Ocean	10/10	100%	4–6	10	2–4
 Taiga	10/10	100%	4–6	10	2–4
 Lush Caves	10/10	100%	4–6	10	2–4
 Swamp	10/10	100%	4–6	10	2–4
 Jagged Peaks	10/10	100%	4–6	10	2–4
 Old Growth Birch Forest	10/10	100%	4–6	10	2–4

Category: Underground water creature [JE only] Creature [BE only]	Java Edition			Bedrock Edition	
	Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight
 Old Growth Spruce Taiga	10/10	100%	4–6	10	2–4
 Windswept Gravelly Hills	10/10	100%	4–6	10	2–4
 Savanna	10/10	100%	4–6	10	2–4
 Pale Garden	10/10	100%	4–6	10	2–4
 River	10/10	100%	4–6	10	2–4
 Ice Spikes	10/10	100%	4–6	10	2–4
 Windswept Forest	10/10	100%	4–6	10	2–4
 Desert	10/10	100%	4–6	10	2–4
 Badlands	10/10	100%	4–6	10	2–4
 Dark Forest	10/10	100%	2–4	10	2–4
 Mushroom Fields	10/10	100%	4–6	10	2–4
 Windswept Savanna	10/10	100%	4–6	10	2–4
 Forest	10/10	100%	4–6	10	2–4
 Cherry Grove	10/10	100%	4–6	10	2–4
 Jungle	10/10	100%	4–6	10	2–4
 Warm Ocean	10/10	100%	4–6	10	2–4
 Frozen River	10/10	100%	4–6	10	2–4
 Old Growth Pine Taiga	10/10	100%	4–6	10	2–4
 Mangrove Swamp	10/10	100%	4–6	100	2–4
 Snowy Plains	10/10	100%	4–6	10	2–4
 Savanna Plateau	10/10	100%	4–6	10	2–4
 Cold Ocean	10/10	100%	4–6	10	2–4
 Stony Shore	10/10	100%	4–6	10	2–4
 Wooded Badlands	10/10	100%	4–6	10	2–4
 Snowy Taiga	10/10	100%	4–6	10	2–4

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
	Glow Ink Sac	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%
												

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
	Glow Ink Sac	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%
												

- 1–3 experience points when killed by a player or tamed wolf.
- Unlike other baby animals, killing a baby glow squid does yield items and experience.
[Bedrock Edition only][until BE 26.0]

Behavior

Glow squid are passive toward the player. They are not attracted to light and do not deliberately interact with the player. Glow squid sometimes beach themselves^[2] and suffocate on the banks of rivers and occasionally on ocean beaches. These behaviors are shared with the traditional squid.

Glow squid wander around aimlessly in three dimensions as long as they are in the water, opening and closing their tentacles, which gives them the appearance of pushing themselves leisurely forward.

A glow squid's hitbox does not include its tentacles, and therefore cannot be damaged by attacking its tentacles.

Glow squid suffocate when out of water, dying after 15 seconds (300 game ticks). While on land, they remain stationary until they suffocate.^[3] They can take fall damage and burn like any other land mob, but they cannot drown. When out of the water, glow squid are extremely resistant to knockback.

Glow squid appear to glow, but do not produce block lighting. They stop glowing for 5 seconds

(100 game ticks) when harmed. They are emissive with Vibrant Visuals, especially the bright pixels have strong glowing.

Glow squid cannot swim in lava, even if inflicted with Fire Resistance. They simply pass through the lava and behave as if on land.

In Bedrock Edition, a glow squid can survive on land with Water Breathing. However, they still cannot move.

Unlike land-based mobs, glow squid can swim against a current and not get pushed by it. [Java Edition only]

Guardians and elder guardians attack glow squid in the same manner as they would a player, even if the glow squid is affected by Invisibility. Axolotls also attack glow squid.

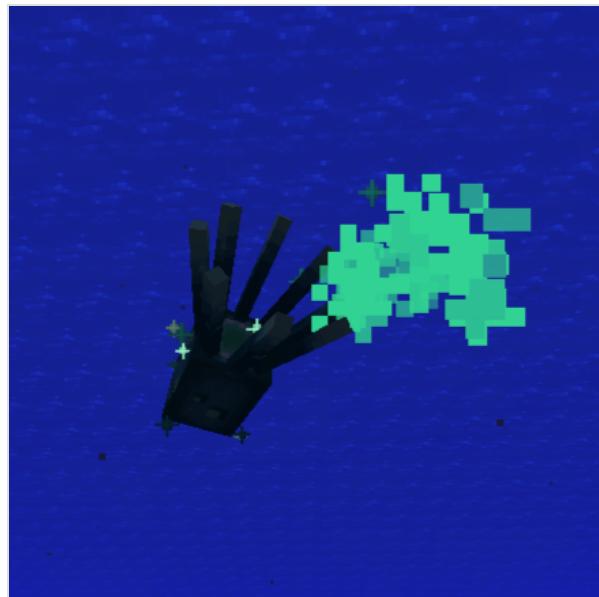
Glow squid are affected by the Impaling enchantment — in Java Edition because they are aquatic mobs; in Bedrock Edition as long as they touch water.

Glow squid constantly produce crystalline particles around them. When attacked, they emit a cloud of turquoise ink particles and swim away. The particles and the ink remain visible when the glow squid has the Invisibility status effect.

If the player is in Spectator mode or is far away from glow squid (often when they are in unloaded chunks), they remain stationary. When attacked in this state, the squid cannot flee.^[4]

Like a land-based mob, a glow squid can be picked up by a minecart.

Unlike most “animal” mobs, glow squid cannot breed. Baby glow squid can be found only when they naturally spawn. A baby glow squid eventually turns into an adult after 24000 ticks (20 minutes), and their growth cannot be sped up.



The turquoise ink cloud produced by a glow squid.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Glow Squid swims	Friendly Mobs	Randomly	entity .glow_squid .ambient	subtitles .entity .glow_squid .ambient	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Glow Squid dies	Friendly Mobs	When a glow squid dies	entity .glow_squid .death	subtitles .entity .glow_squid .death	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Glow Squid hurts	Friendly Mobs	When a glow squid is damaged	entity .glow_squid .hurt	subtitles .entity .glow_squid .hurt	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Glow Squid shoots ink	Friendly Mobs	When a glow squid shoots ink after being damaged by a player	entity .glow_squid .squirt	subtitles .entity .glow_squid .squirt	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	?	Friendly Mobs	Randomly	mob .glow_squid .ambient	?	0.4	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a glow squid dies	mob .glow_squid .death	?	0.4	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a glow squid is damaged	mob .glow_squid .hurt	?	0.4	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a glow squid shoots ink after being damaged by a player	mob .glow_squid .ink_squirt	?	1.0	1.0	

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key	[hide]
Glow Squid	glow_squid	aquatic axolotl_hunt_targets can_breathe_under_water not_scary_for_pufferfish sensitive_to_impalings	entity.minecraft.glow_squid	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
Glow Squid	glow_squid	129	aquatic mob squid	entity.glow_squid.name	

Entity data

Glow squid 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

DarkTicksRemaining: Countdown of ticks remaining until the glow squid starts glowing.
Not glowing while positive, glowing when countdown reaches zero.

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 <u>experience</u> near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . Mobs that drop no <u>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 experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this advancement.	

Advancements that apply to all mobs:

[\[show\]](#)

Videos

History

Announcement

September 27, 2020 (https://www.minecraft.net/en-us/article/minecraft-live-vote-for-next-mob)	 The glow squid, <u>moobloom</u> , and <u>iceologer</u> are announced as the mobs in the Minecraft Live 2020 mob vote, which consists of mobs from Minecraft's spin-off games, <i>Minecraft Dungeons</i> and <i>Minecraft Earth</i> , with the glow squid being from <i>Minecraft Earth</i> .
October 3, 2020 (https://twitter.com/Minecraft/status/1312440293216727045)	The glow squid wins the mob vote. The glow squid is the first mob from a spin-off game to be included in the base game.

Java Edition

Java Edition			[hide]
1.17	21w03a	 Added the glow squid, but without the glow texture animation found in the <i>Minecraft Earth</i> version.	
	21w13a	Glow squid now spawn in underground water sources.	
	21w19a	Glow squid can now be leashed. ^[5]	
	pre3	Glow squid now spawn only in total darkness and where there is a block with base_stone_overworld tag less than 5 blocks below the spawning space.	
1.18	21w40a	Glow squid now spawn below y=30 rather than below y=63, and ignore any prior light level or natural stone requirements.	
1.18.2	22w07a	By fixing MC-238977, glow squid now also require complete darkness to spawn, as was previously the case from 1.17-pre3 to 21w39a.	
1.21.2	24w33a	 Added baby variants of glow squid.	

Bedrock Edition

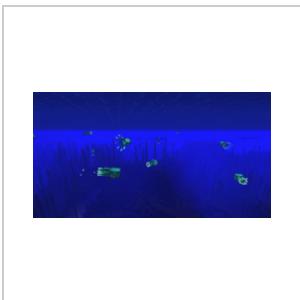
Bedrock Edition			[hide]
1.16.210 Experiment Caves and Cliffs	beta 1.16.210.59	  Added glow squid and baby glow squid behind the "Caves and Cliffs" experimental toggle. Ink particles are currently black as normal squid, unlike Java Edition. The glow texture is not animated, unlike the original <i>Minecraft Earth</i> version.	
	beta 1.16.210.60	The glow squid has been temporarily removed due to a crash.	
1.16.220 Experiment Caves and Cliffs	beta 1.16.220.50	  Re-added glow squid.	
		Glow Squid now squirt the same colored particles when hit as on Java Edition.	
1.17.0	beta 1.17.0.52	Now spawn in any biome and up to Y-63 instead of Y-30.	
	beta 1.17.0.54	Glow squid are now available without enabling experimental gameplay .	
1.17.30	beta 1.17.20.22	Added a sound when glow squid shoot out ink.	
1.18.0	beta 1.18.0.21	Glow squid can now spawn below Y=0 to Y=-64 if the Caves & Cliffs experimental gameplay toggle is enabled.	
1.18.30	beta 1.18.30.20	Glow squid now spawn below y=30 rather than below y=63.	
Upcoming Bedrock Edition			[hide]
26.0	Preview 26.0.23	Baby glow squids no longer drop items when killed.	

Issues

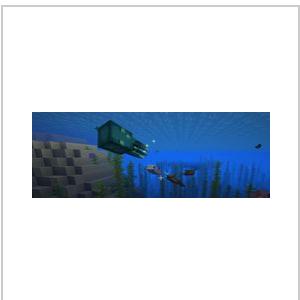
Issues relating to "Glow Squid" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Glow%20Squid%22%29%20ORDER%20BY%20resolution%20DESC>).

Gallery

Screenshots



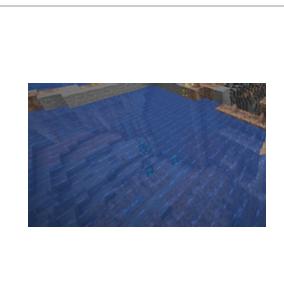
Multiple glow squid



Three axolotls attacking a glow squid underwater



A deep lukewarm ocean with several glow squid clearly visible



Glow squid underwater



A player swimming with several glow squid in an aquifer



Glow squid during development in Java Edition



Glow squid during development in Java Edition

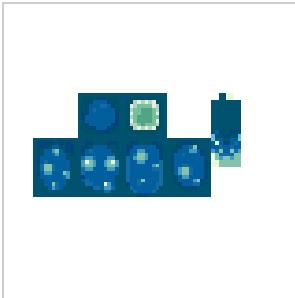


Glow squid in Bedrock Edition beta 1.16.210.59

Textures

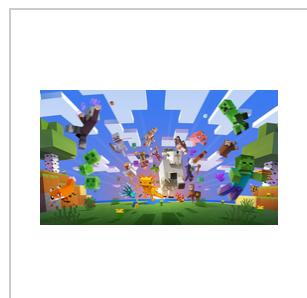


Glow squid texture file

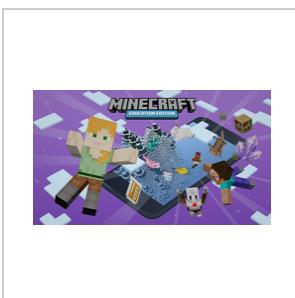


A recreation of a texture found in some merchandise but never in any games

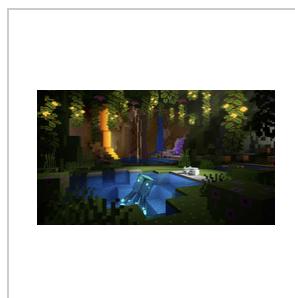
In other media



A glow squid in promotional artwork for Caves & Cliffs: Part I



A glow squid in promotional artwork for Mobile, Multiplayer & More



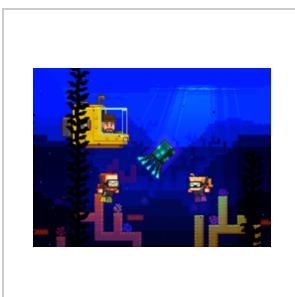
A glow squid in a lush cave with a fox^[7]



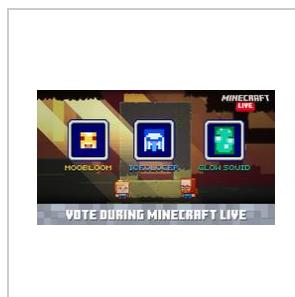
Animation of a shoal of glow squid



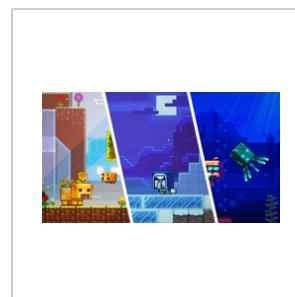
Glow squid from the mob vote video



Glow squid from the mob vote video



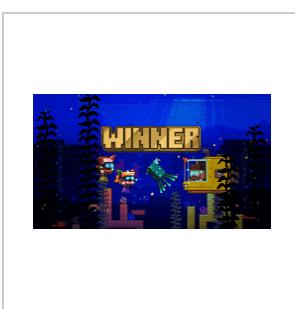
The glow squid as a mob vote option



The glow squid as a mob vote option



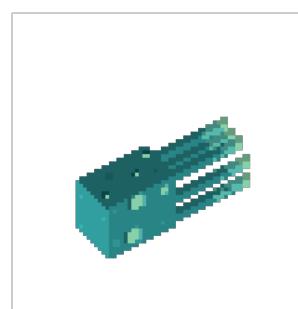
A screenshot of the [Mob Vote 2020](#) featuring the glow squid



Animation of the glow squid winning in Mob Vote 2020



Animation of the glow squid winning in Mob Vote 2020



Glow squid from [Minecraft Plus!](#)



Sticker of a glow squid from [15 Year Journey](#)



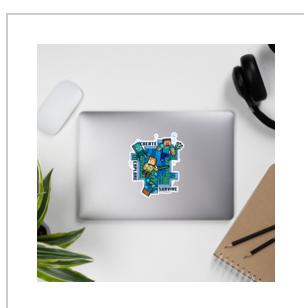
Lego Minecraft glow squid



A T-shirt featuring a glow squid design



A glow-in-the-dark glow squid shirt



A sticker with "Survive, Explore, Create" written on it plastered on a laptop



The same design, now on a water bottle



Official glow squid pillow buddy merchandise

See also

- [Squid](#)
- [Glow Squid \(Minecraft Earth\)](#)
- [Glow Squid \(Minecraft Dungeons\)](#)
- [Glow Squid Armor](#)

References

1. [MCPE-130734](#)
2. [MC-132473](#) — Squid and glow squid can swim one block above water
3. [MC-240990](#) — resolved as "Works As Intended".
4. [MC-212687](#) — Squid and glow squid stop moving if player is a little far from them
5. [MC-136647](#)
6. [MCPE-117507](#) — resolved as "Fixed".
7. "Soothing Minecraft Stories" (<https://www.minecraft.net/en-us/article/soothing-minecraft-stories>) by Sophie Austin – [Minecraft.net](https://minecraft.net), December 22, 2023.

External links

- [Firefly squid](https://en.wikipedia.org/wiki/Firefly_squid) (https://en.wikipedia.org/wiki/Firefly_squid) article on Wikipedia
- [Mob Menagerie: Glow Squid](https://www.minecraft.net/en-us/article/mob-menagerie-glow-squid) (<https://www.minecraft.net/en-us/article/mob-menagerie-glow-squid>) — [Minecraft.net](https://minecraft.net) on February 29, 2024

Navigation

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Mobs													
Passive													
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BE & edu only													
Agent NPC 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													
Neutral													
Hostile													
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													
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Other entities													
Unimplemented													
Joke													

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