

Squid

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

A **squid** is a common aquatic [passive mob](#) that spawns in [rivers](#) and [oceans](#).

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Squid	
	
	
Health points	10 (██████████)
Behavior	Passive
Mob type	 Animal  Aquatic
In Java Edition:	
Adult:	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 Width: 0.95 blocks
Baby:	Height: 0.475 blocks Width: 0.475 blocks
Hitbox size	
Knockback resistance	85%
Spawn	§ Spawning
Usable items	 Lead

Spawning

In *Java Edition*, 2 to 4 squid can spawn in water or waterlogged block from Y-level 50 to 63 (inclusive), as long as the biome is a river or ocean variant. The block above must also be water, and the block below must be water or waterlogged.^[s 1] Squid share the water creature mob cap with dolphins and nautiluses.

In *Bedrock Edition*, 2 to 4 squid can spawn in ocean biomes, and two can spawn in river biomes. In addition, squid spawn only on the surface, i.e. there must not be a solid or spawnable block above the spawn location.

Squid have a 5% chance of spawning as babies.

Squid spawns in: [hide]

Category: Water creature ^[JE only] Creature ^[BE only]	Java Edition			Bedrock Edition	
	Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight
 Frozen River	$\frac{2}{2}$	100%	1–4	8	2–4
 River	$\frac{2}{2}$	100%	1–4	8	2
 Lukewarm Ocean	$\frac{10}{14}$	71.43%	1–2	8	2–4
 Deep Lukewarm Ocean	$\frac{8}{12}$	66.67%	1–4	8	2–4
 Deep Frozen Ocean	$\frac{3}{6}$	50%	1–4	8	2–4
 Cold Ocean	$\frac{3}{6}$	50%	1–4	8	2–4
 Deep Cold Ocean	$\frac{3}{6}$	50%	1–4	8	2–4
 Frozen Ocean	$\frac{3}{6}$	50%	1–4	8	2–4
 Warm Ocean	$\frac{10}{22}$	45.45%	4	8	2–4
 Deep Ocean	$\frac{1}{3}$	33.33%	1–4	8	2–4
 Ocean	$\frac{1}{3}$	33.33%	1–4	8	2–4

1. The spawning block and the block below must contain water fluid (water source, flowing water, or waterlogged blocks) while the block above must be water (source or flowing). The squid itself must also pass the collision check. E.g. they can spawn in waterlogged blocks with no collisions such as kelp, sea grass, or signs, but will fail when trying to spawn in a waterlogged slab or above a waterlogged fence.

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average												
	Default			Looting I			Looting II			Looting III			
 Ink Sac	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%	3.50	

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average												
	Default			Looting I			Looting II			Looting III			
 Ink Sac	1–3	100.00%	2.00	1–4	100.00%	2.50	1–5	100.00%	3.00	1–6	100.00%	3.50	

- 1–3 experience when killed by a player or tamed wolf.

Unlike other passive baby mobs, killing a baby squid does yield items and experience.
[Bedrock Edition only][until BE 26.0]

Behavior

Squid are passive toward the player. They are not attracted to light and do not deliberately interact with the player. Squid sometimes beach themselves and suffocate on the banks of rivers and occasionally on ocean beaches. These behaviors are shared with the glow squid.

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

Squid suffocate when out of water, dying after 15 seconds (300 game ticks). While on land, they



The ink cloud produced by a squid.

Squid remain stationary until they suffocate.^[1] They can take fall damage and burn like any other land mob, but they cannot drown. When out of the water, squid are extremely resistant to knockback.

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, squid can survive on land with  Water Breathing. However, they still cannot move.

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

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

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

Squid produce a cloud of black ink particles and swim away when attacked. They also produce unique dark blue bubble particles when hit. The ink remains visible when the squid has the  Invisibility status effect.

Squid sometimes accidentally beach themselves.^[2]

If the player is in Spectator mode or is far away from a squid (often when it is in an unloaded chunk), it remains stationary. When attacked in this state, squid cannot flee.^[3]

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

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

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Squid swims	Friendly Mobs	Randomly	entity.squid.ambient	subtitles.entity.squid.ambient	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Squid dies	Friendly Mobs	When a squid dies	entity.squid.death	subtitles.entity.squid.death	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Squid hurts	Friendly Mobs	When a squid is damaged	entity.squid.hurt	subtitles.entity.squid.hurt	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Squid shoots ink	Friendly Mobs	When a squid shoots ink after being damaged by a player	entity.squid.squirt	subtitles.entity.squid.squirt	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	

Bedrock Edition:

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

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
Squid	squid	aquatic axolotl_hunt_targets can_breathe_under_water not_scary_for_pufferfish sensitive_to_impaling	entity.minecraft.squid

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
Squid	squid	17	aquatic mob squid	entity.squid.name

Entity data

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

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

Advancements that apply to all mobs:

[\[show\]](#)

History

Development

3 January 2011 (https://web.archive.org/web/0/http://notch.tumblr.com/post/2582321901/2011-here-we-go)	Notch mentions adding a new aquatic mob in a near future update.
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Java Edition

Java Edition Beta			[hide]
1.2	 Added squid.	The squid is the first aquatic mob added to the game.	
		Squid can be <u>milked</u> with an empty <u>bucket</u> , just like <u>cows</u> .	
1.3		Squid now have the ability to move in three dimensions (rather than only along the bottom of the body of water).	
		Squid can no longer be milked.	
1.5		Squid are now incapable of <u>swimming</u> upward. When they do manage to swim upward, they drift down with a zero net gain in altitude, resulting in a jittery animation.	
1.7		Squid have been made to despawn like other mobs.	
		Until this version, squid would not despawn like other mobs. This made squid a popular pet as once harvested they could be put in aquariums and kept there. However, this has been corrected because of their downward movement (at the time) caused them to pool in relatively deep crevices in the <u>ocean</u> or lakes, thus making <u>ink sacs</u> hard to acquire as further squid would not spawn until the local population had been lowered.	
1.8	Pre-release 2 ;)	Squid now drop <u>experience</u> orbs when killed by the player.	
Java Edition			[hide]
1.0.0	Beta 1.9 Prerelease 5	Squid now spawn only between layers 45 and 63.	
1.4.4	pre	Squid now suffocate when exposed to <u>air</u> .	
1.6.1	13w16a	Added <u>leads</u> , which can be used to leash squid.	
1.8	14w06a	Squid have been updated with a new AI system. They previously could not <u>swim</u> upward, and eventually collected at the bottoms of lakes. They can now swim upward and in all directions more fluently.	
1.8.2	pre7	Squid spawn below sea level, rather than a constant Y=63.	
1.9	15w39a	Squid are slightly smaller (0.8 blocks square rather than 0.95).	
	15w50a	Added <u>sounds</u> entity.squid.ambient, entity.squid.hurt and entity.squid.death	
1.13	18w07a	Squid now produce a cloud of floating black ink <u>particles</u> plus dark blue bubbling particles when attacked.	
	18w08a	Added a sound effect when squid shoot ink.	
	18w15a	Squid can no longer be <u>leashed</u> .	
1.13.1	18w31a	Squid now spawn only in rivers and <u>oceans</u> .	
1.14	18w43a	 The texture of squid has been changed.	
1.15	19w34a	Squid now take damage on <u>magma blocks</u> .	
1.17	20w51a	Added <u>axolotls</u> , which attack squid.	

	21w19a	Squid can now be leashed again. ^[4]
1.18	21w40a	Squid now spawn only between y=50 and y=64.
1.21.2	24w33a	Added baby squid variants.
	24w36a	Squid spawn eggs now spawn only adult squid.

Bedrock Edition

Pocket Edition Alpha [hide]		
v0.11.0	build 1	 Added squid and baby squid. Baby squid are a version exclusive. Squid produce a cloud of floating black ink particles when attacked.
v0.14.0	build 5	Squid now have bubbling particles.
v0.16.0	build 1	Added new sounds for squid.
Bedrock Edition [hide]		
1.10.0	beta 1.10.0.3	 The textures of squid and baby squid have been changed.
1.13.0	beta 1.13.0.9	Squid can now spawn in rivers.
1.17.0	beta 1.17.0.54	Added a sound when a squid shoots out ink.
Upcoming Bedrock Edition [hide]		
26.0	Preview 26.0.23	Baby squids no longer drop items when killed.

Legacy Console Edition

Legacy Console Edition [hide]							
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU1	CU1	1.00	1.00	1.00	Patch 1	1.0.1	 Added squid.
TU43	CU33	1.36	1.36	1.36	Patch 13		Added sounds for squid.
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	The squid spawn limit has been increased from 13 ^[verify] to 38. ^[is this the correct version?]
TU57	CU49	1.57	1.56	1.56	Patch 27	1.0.7	Squid now produce a cloud of floating black ink particles when attacked.
TU69		1.76	1.76	1.76	Patch 38		Squid now share their spawn limit category with fish.
							A squid now emits bubble particles when underwater.

New Nintendo 3DS Edition

New Nintendo 3DS Edition [hide]	
0.1.0	 Added squid.

Data history

Java Edition [hide]		
1.11	16w32a	The entity ID has been changed from Squid to squid.
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version. [more information needed]

Issues

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

Trivia

- When Jeb first added squid to *Minecraft*, he used the code for [cows](#) as a basis for squid. He accidentally forgot to remove the milking feature, which led to squid being able to be milked. [\[5\]](#)
 - He also made a mistake in the squid's movement code, causing a server-client desync over the squid's position, which led to the "flying squid" bug.
- Hitting a squid underwater causes it to rise approximately $\frac{1}{3}$ – $\frac{1}{2}$ block.
- Squid don't have a death animation in *Java Edition*. [\[6\]](#)
- The squid's idle sound is barely audible.
- In *Bedrock Edition*, if a squid is out of the water, its tentacles swing more slowly as its oxygen meter goes down. When 15 seconds have passed, its tentacles stop swinging and the squid begins to suffocate.
- In-game squid have eight arms, but in real life they also have two additional long tentacles. The in-game squid is more like an octopus.
- In-game squid have a gaping, tooth-lined mouth, but as passive mobs they are completely harmless. Real-life squid, like all cephalopods, have a beak instead of teeth.
- In *Java Edition*, squid are not affected by the "Dinnerbone" and "Grumm" name tag easter egg. [\[7\]](#)
- According to minecraft education, squid ink is actually [ferrous sulfate](#), unlike real squid ink which is mostly mucus and melanin.

Gallery

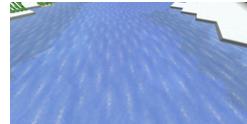
Screenshots



A squid swimming.



A squid suffocating.



A squid under ice.



The underside of a squid.



A squid riding a minecart.



Flying squid.



Squid that have spawned from the side of a hill.



A squid beached on the land. After a few seconds, it dies.



A squid that has spawned in a village farm.



A squid compared to a baby squid in Bedrock Edition.



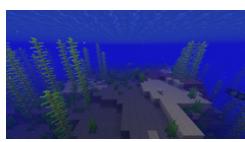
A squid squirting ink to blind the attacking player.



Squid and baby squid in Bedrock Edition, along with an 'ink cloud'.



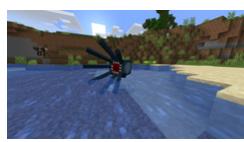
A squid taking suffocation damage from being out of the water.



A squid, along with some fish and a turtle.



A guardian attacking a squid.



The mouth of a squid.



A squid stranded out of water.



A squid inside a cave.



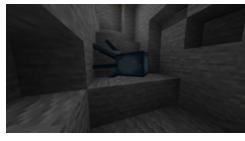
Squid in the Nether.



The squid in a cave.



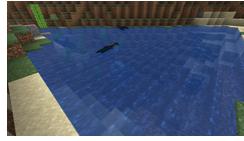
A former bug that allowed squid to appear flying.



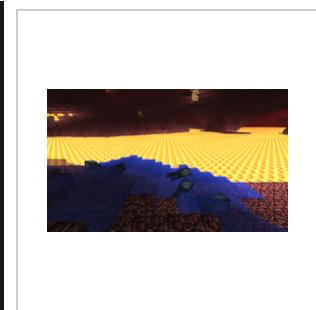
A squid stranded inside a cave.



A squid atop a tree.



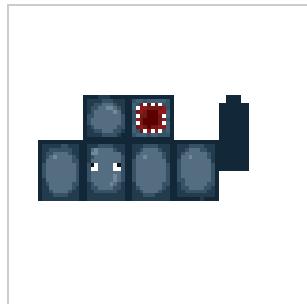
Several squid underwater.



In early game versions, it was possible to get water to the Nether, in which squid could spawn.

A baby squid.

Textures

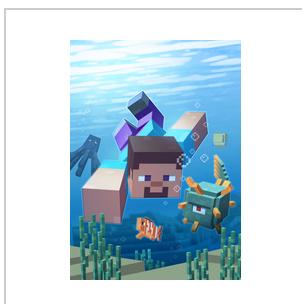


Squid texture file.

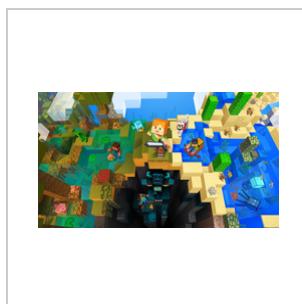
In other media



Artwork.



Artwork of a squid by a swimming Steve.



A squid in official artwork for [The Wild Update](#).



Artwork of a squid.



A squid gnawing on a camel.



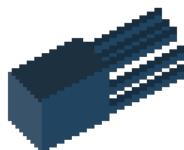
The Squid Uprising, as depicted in [The Last Ten Years](#).



A squid in [Minecraft: Story Mode](#).



Lego [Minecraft Squid](#).



Squid from [Minecraft Plus](#).



Official T-shirt artwork "Rumor Has It" made by JINX.



Official T-shirt artwork "Squid Pro Quo" made by JINX. The name of the art is a reference to the noun: [quid pro quo](#).



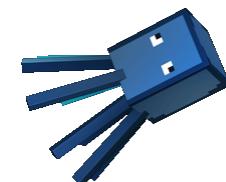
Official T-shirt artwork "Flying Squid" made by JINX.



Squid plush made by JINX.



Squid plush on the ground.



Squid art.



A squid hidden in the water in concept art for [A Minecraft Movie](#).

See also

- [Tutorial:Squid farming](#)

References

1. [MC-240990](#) — resolved as "Works As Intended".

2. [MC-132473](#) — Squids and glow squids can swim one block above water
3. [MC-212687](#) — Squid and glow squid stop moving if player is a little far from them
4. [MC-136647](#) — resolved as "Fixed".
5. "Why Is That Squid Flying? Minecraft Bugs Explained!" (<https://youtube.com/watch?v=MNOWp8wLNro&t=108s>)
6. [MC-237079](#) — Squid do not rotate 90 degrees upon death
7. [MC-115092](#) — Squid/glow squid named "Dinnerbone" or "Grumm" is not upside-down

Navigation

Entities														
[hide]														
[hide]														
Mobs														
Passive														
Allay Armadillo Axolotl Bat Camel Camel Husk Cat Chicken Cod Copper Golem Cow Donkey Frog Glow Squid Happy Ghast Horse Mooshroom Mule Ocelot Parrot Pig Rabbit Salmon Sheep Skeleton Horse Sniffer Snow Golem Squid Strider Tadpole Tropical Fish Turtle Villager Wandering Trader Zombie Horse														
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 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														
Bosses														
Mob types														
Ender Dragon Wither Animal Aquatic Arthropod Illager Monster Undead Jockey Camel Husk Chicken Hoglin Ravager Skeleton Horseman Spider Strider Zombie Horseman Zombie Nautilus Mob variants Mob conversion														
Other														
Other entities														
Unimplemented														
Joke														

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