

Glow Squid re article feedback

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.

Contents

Spawning

Drops

On death

Behavior

Sounds

Data values

ID

Entity data

Achievements

Advancements

Videos

History

Announcement

Java Edition

Bedrock Edition

Issues

Gallery

Screenshots

Textures

In other media

See also

References

External links

Navigation

Glow Squid



Java Edition



Bedrock Edition



Health points 10 (❤❤❤❤❤)

Behavior Passive

Mob type  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 ¹⁰/₁₀ and the spawn chance is 100%.


























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](#)]

	Width: 0.95 blocks Baby: Height: 0.475 blocks Width: 0.475 blocks
<u>Knockback resistance</u>	85%
<u>Spawn</u>	§ <u>Spawning</u>
<u>Usable items</u>	 <u>Lead</u>

Category: Underground water creature ^[JE only] Creature ^[BE only]	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
 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	Group size
 <u>Old Growth Spruce Taiga</u>	10/10	100%	4–6	10	2–4
 <u>Windswept Gravelly Hills</u>	10/10	100%	4–6	10	2–4
 <u>Savanna</u>	10/10	100%	4–6	10	2–4
 <u>Pale Garden</u>	10/10	100%	4–6	10	2–4
 <u>River</u>	10/10	100%	4–6	10	2–4
 <u>Ice Spikes</u>	10/10	100%	4–6	10	2–4
 <u>Windswept Forest</u>	10/10	100%	4–6	10	2–4
 <u>Desert</u>	10/10	100%	4–6	10	2–4
 <u>Badlands</u>	10/10	100%	4–6	10	2–4
 <u>Dark Forest</u>	10/10	100%	2–4	10	2–4
 <u>Mushroom Fields</u>	10/10	100%	4–6	10	2–4
 <u>Windswept Savanna</u>	10/10	100%	4–6	10	2–4
 <u>Forest</u>	10/10	100%	4–6	10	2–4
 <u>Cherry Grove</u>	10/10	100%	4–6	10	2–4
 <u>Jungle</u>	10/10	100%	4–6	10	2–4
 <u>Warm Ocean</u>	10/10	100%	4–6	10	2–4
 <u>Frozen River</u>	10/10	100%	4–6	10	2–4
 <u>Old Growth Pine Taiga</u>	10/10	100%	4–6	10	2–4
 <u>Mangrove Swamp</u>	10/10	100%	4–6	100	2–4
 <u>Snowy Plains</u>	10/10	100%	4–6	10	2–4
 <u>Savanna Plateau</u>	10/10	100%	4–6	10	2–4
 <u>Cold Ocean</u>	10/10	100%	4–6	10	2–4
 <u>Stony Shore</u>	10/10	100%	4–6	10	2–4
 <u>Wooded Badlands</u>	10/10	100%	4–6	10	2–4
 <u>Snowy Taiga</u>	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%	3.50

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%	3.50

- 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.

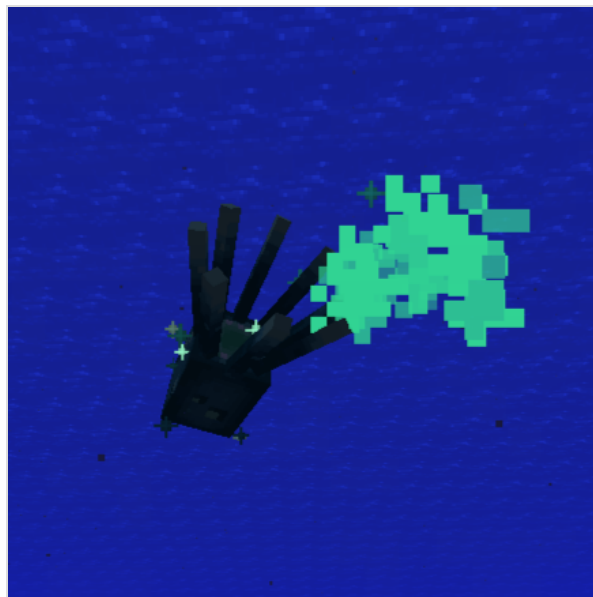
If the player is in Spectator mode or is far away from glow squid (often when they are in unloaded chunks), they remain stationary. When attacked in this state, the squid cannot flee.^[4]

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.

Sounds

Java Edition:



The turquoise ink cloud produced by a glow squid.

Sounds [hide]								
Sound	<u>Closed captions</u>	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u>	Volume	Pitch	<u>Attenuation distance</u>
	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	<u>Closed captions</u> [upcoming: BE 26.0]	<u>Source</u>	<u>Description</u>	<u>Identifier</u>	<u>Translation key</u> [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_impaling	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


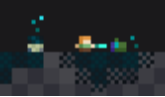
Tags common to all mobs

- 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					
		<u>It Spreads</u>	Kill a mob next to a <u>catalyst</u>	Kill any mob that drops <u>experience</u> near a sculk catalyst, with the sole exception of the <u>ender dragon</u> . <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 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, moobloom , and iceologer are announced as the mobs in the Minecraft Live 2020 mob vote, which consists of mobs from <i>Minecraft</i> '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[\[hide\]](#)

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

Bedrock Edition**Bedrock Edition**[\[hide\]](#)

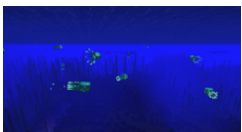
<u>1.16.210</u> — Experiment — Caves and Cliffs	beta <u>1.16.210.59</u>	  Added glow squid and baby glow squid behind the "Caves and Cliffs" experimental toggle. Ink particles are currently black as normal squid, unlike Java Edition. The glow texture is not animated, unlike the original <i>Minecraft Earth</i> version.
	beta <u>1.16.210.60</u>	The glow squid has been temporarily removed due to a crash.
<u>1.16.220</u> — Experiment — Caves and Cliffs	beta <u>1.16.220.50</u>	  Re-added glow squid.
		Glow Squid now squirt the same colored particles when hit as on Java Edition.
<u>1.17.0</u>	beta <u>1.17.0.52</u>	Now spawn in any biome and up to Y=63 instead of Y=30.
		Glow squid are now available without enabling <u>experimental gameplay</u> .
	beta <u>1.17.0.54</u>	Added a sound when glow squid shoot out ink.
<u>1.17.30</u>	beta <u>1.17.20.22</u>	Glow squid can now spawn below Y=0 to Y=-64 if the Caves & Cliffs <u>experimental gameplay</u> toggle is enabled.
<u>1.18.0</u>	beta <u>1.18.0.21</u>	Glow squid now spawn below y=30 rather than below y=63.
<u>1.18.30</u>	beta <u>1.18.30.20</u>	File:Glow Squid BE2.gif File:Glow Squid BE2.gif Fixed a bug in the glow squid's texture where the glow map in the alpha channel was incorrect, causing patches of non-glowing texture to be seen. ^[6]
<u>Upcoming Bedrock Edition</u>		
[hide]		
<u>26.0</u>	Preview <u>26.0.23</u>	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](#)

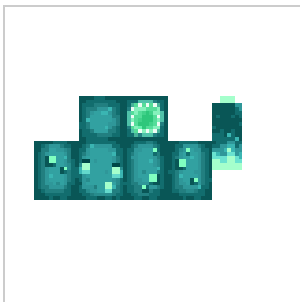


Glow squid during development in [Java Edition](#)

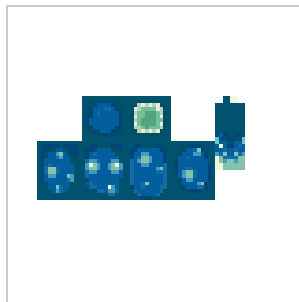


Glow squid in [Bedrock Edition beta 1.16.210.59](#)

Textures

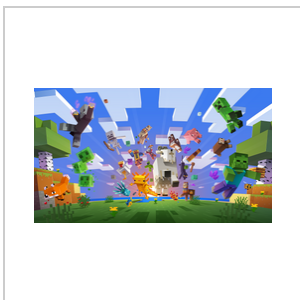


Glow squid texture file

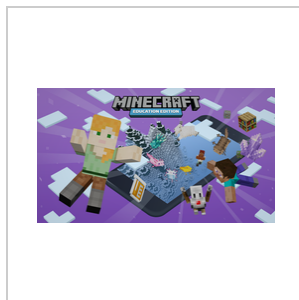


A recreation of a texture found in some merchandise but never in any games

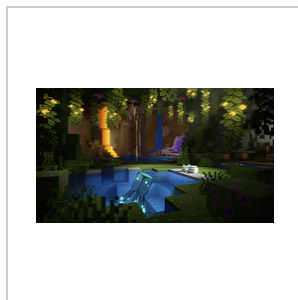
In other media



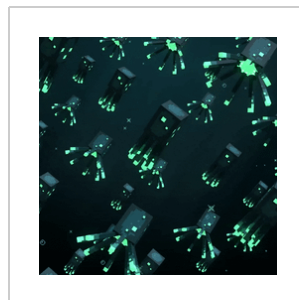
A glow squid in promotional artwork for Caves & Cliffs: Part I



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



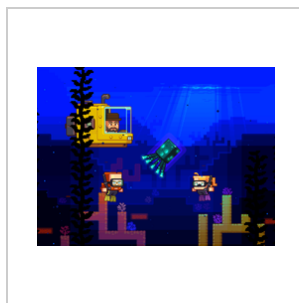
A glow squid in a lush cave with a fox^[7]



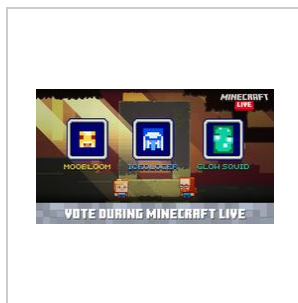
Animation of a shoal of glow squid



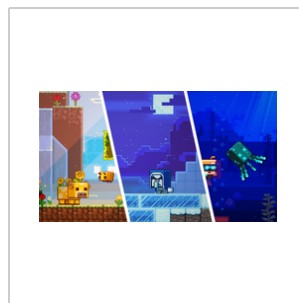
Glow squid from the mob vote video



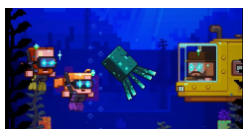
Glow squid from the mob vote video



The glow squid as a mob vote option



The glow squid as a mob vote option



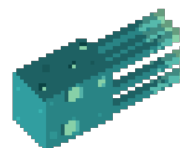
A screenshot of the Mob Vote 2020 featuring the glow squid



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

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

External links

- 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>) — [Minecraft.net](https://www.minecraft.net) on February 29, 2024

Navigation

	Entities	[hide]
	Mobs	[hide]
	<div><div></div><div><div><div>Allay</div><div>Armadillo</div><div>Axolotl</div><div>Bat</div><div>Camel</div><div>Camel Husk</div><div>Cat</div><div>Chicken</div><div>Cod</div><div>Copper Golem</div><div>Cow</div><div>Donkey</div><div>Frog</div><div>Glow Squid</div><div>Happy Ghast</div><div>Horse</div><div>Mooshroom</div><div>Mule</div><div>Ocelot</div><div>Parrot</div><div>Pig</div><div>Rabbit</div><div>Salmon</div><div>Sheep</div><div>Skeleton Horse</div><div>Sniffer</div><div>Snow Golem</div><div>Squid</div><div>Strider</div><div>Tadpole</div><div>Tropical Fish</div><div>Turtle</div><div>Villager</div><div>Wandering Trader</div><div>Zombie Horse</div></div><div><div><i>BE & edu only</i></div><div>Agent</div><div>NPC</div></div></div></div>	
Passive	<div><div></div><div><div><div>Bee</div><div>Cave Spider</div><div>Dolphin</div><div>Drowned</div><div>Enderman</div><div>Fox</div><div>Goat</div><div>Iron Golem</div><div>Llama</div><div>Nautilus</div><div>Panda</div><div>Piglin</div><div>Polar Bear</div><div>Pufferfish</div><div>Spider</div><div>Trader Llama</div><div>Wolf</div><div>Zombie Nautilus</div><div>Zombified Piglin</div></div><div><div>Blaze</div><div>Bogged</div><div>Breeze</div><div>Creaking</div><div>Creeper</div><div>Elder Guardian</div><div>Endermite</div><div>Evoker</div><div>Ghast</div><div>Guardian</div><div>Hoglin</div><div>Husk</div><div>Magma Cube</div><div>Parched</div><div>Phantom</div><div>Piglin Brute</div><div>Pillager</div><div>Ravager</div><div>Shulker</div><div>Silverfish</div><div>Skeleton</div><div>Slime</div><div>Stray</div><div>Vex</div><div>Vindicator</div><div>Warden</div><div>Witch</div><div>Wither Skeleton</div><div>Zoglin</div><div>Zombie</div><div>Zombie Villager</div></div></div></div>	
Neutral	<div><div></div><div><div><div></div><div></div></div></div></div>	
Hostile	<div><div></div><div><div><div></div><div></div></div></div></div>	
Bosses	<div><div></div><div><div><div></div><div></div></div></div></div>	
Mob types	<div><div></div><div><div><div>Animal</div><div>Aquatic</div><div>Arthropod</div><div>Illager</div><div>Monster</div><div>Undead</div></div></div></div>	
Other	<div><div></div><div><div><div>Jockey (Camel Husk)</div><div>Chicken</div><div>Hoglin</div><div>Ravager</div><div>Skeleton Horseman</div><div>Spider</div><div>Strider</div><div>Zombie Horseman</div><div>Zombie Nautilus)</div><div>Mob variants</div><div>Mob conversion</div></div></div></div>	
	Other entities	[show]
	Unimplemented	[show]
	Joke	[show]

Retrieved from "https://minecraft.wiki/w/Glow_Squid?oldid=3348512"

This page was last edited on 4 January 2026, at 12:22.

Content on this site is licensed under CC BY-NC-SA 3.0 unless otherwise noted;
additional terms may apply.

Not an official Minecraft website. We are not associated with Mojang or Microsoft.