

Shulker

See article feedback

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

A **shulker** is a box shaped hostile mob found only in [End cities](#). It hides in its shell to protect itself and blend in with its surroundings, and attacks by shooting homing bullets that inflict [Levitation](#). It is the only source of [shulker shells](#), which are used to craft [shulker boxes](#).

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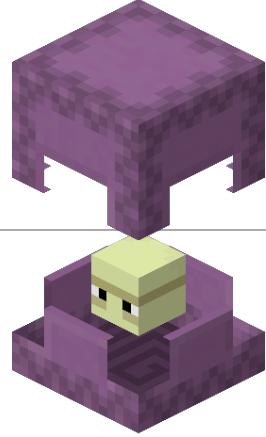
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[Open](#)

Shulker	
Open	Closed
	
	View all renders
Health points	30 (❤ × 15)
Armor points	Closed: 20 (🛡 × 10) Opened: 0 (🛡)
Behavior	Hostile
Mob type	 Monster
Attack strength	<p> Shulker Bullet: Easy: 3 (♥♥) Normal: 4 (♥♥) Hard: 6 (♥♥)</p> <p> Levitation:  Levitation for 10 seconds (9 Blocks)</p>
Hitbox size	<p>Closed: Height: 1 block Width: 1 block</p> <p>Peeking: Height: 1.2 blocks</p>

Closed
Screenshots
Mojang screenshots
Textures
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Navigation

Width: 1 block
Open:
Height: 2 blocks
Width: 1 block
Speed 0.7
Spawn  End city
Usable items  Dye [Bedrock Edition only]

Spawning

Natural generation

Shulkers spawn during the generation of [End cities](#), which are located on the outer islands of the [End](#). They usually spawn on the walls of the city and on End ships. They do not despawn naturally, even in Peaceful difficulty.

Post-generation

There is a chance for a new shulker of the same color to spawn when a shulker is hit with a shulker bullet (including one of its own [\[Java Edition only\]](#)).

The following checks need to pass:

- The hit shulker must have its lid open. (Peeking is technically enough, but fully open is more practical for farming purposes.)
- The shulker needs to actually take damage and survive. (It just ignores the hit if it is invulnerable to that damage.)
- The shulker's health needs to be above 50% after taking damage from the hit, otherwise there is a 20% chance for it to attempt to just teleport away "for health reasons". If that happens, the shulker will not attempt to duplicate, even if the teleportation attempt somehow fails.
- The damage must be projectile damage and originate from a shulker bullet.
- The shulker will attempt to teleport away (see [Teleportation](#) below for details) and must succeed in doing so.
- A random chance check must pass. The chance to succeed is calculated as 100% minus 20% for each other shulker within 8 blocks of the hit shulker's pre-teleport position. (If there are at least 5 other shulkers this check can never pass.^[1])

In [Bedrock Edition](#) shulkers also duplicate every time they are killed by a shulker bullet.

If the attempt succeeds a new shulker spawns where the old shulker was before it teleported. The new shulker is a completely fresh entity and only copies the original shulker's color.

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
	0–1	50.00%	0.50	0–1	56.25%	0.56	0–1	62.50%	0.62	0–1	68.75%	0.69
 Shulker Shell	0–1	50.00%	0.50	0–1	56.25%	0.56	0–1	62.50%	0.62	0–1	68.75%	0.69

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25
 Shulker Shell	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25

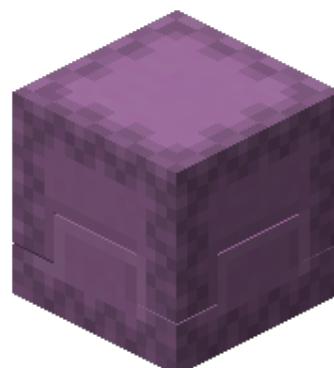
Shulkers also drop 5 when killed by a player or a tamed wolf.

Behavior

A shulker's shell is similar in color to a [purpur block](#). Inside the shell is a [small yellow head with two eyes](#). Shulkers can be spawned with other colors using the [/summon](#) command, as detailed below.

Shulkers generally remain stationary, attached to an adjacent block with a full face.^[2] However, if the block the shulker occupies becomes something other than air or the shulker finds itself not adjacent to any full face, or the shell cannot fully open (due to solid blocks or entities such as boats or other shulkers), it attempts to teleport away.

Shulkers occasionally open their shell for 1–3 seconds. When a target comes within about 16 blocks, it opens fully and shoots guided projectiles that follow its target, called [shulker bullets](#), moving only along the X, Y, or Z axes and leaving trails of white particles. The projectiles can be destroyed by attacking them or blocking them with a [shield](#). If the projectile hits an entity, it does 4 () damage and inflicts the [Levitation](#) status effect for 10 seconds. This status effect has no effect underwater^{[3][Java Edition only]}, while in flight mode^[Bedrock Edition only], or while riding a mob. The shulker continues firing every 1–5.5 seconds while the target remains in range. If the shulker's target dies with projectiles still in flight, they fall to the ground.



Shulkers can attack each other, in which case they shoot fully guided bullets at each other, but are

unaffected by Levitation when hit. The normal teleportation habits apply during these battles, and is likely to result in the duplication of more shulkers.

When its shell is closed, a shulker has 20 ($\bowtie \times 10$) armor points and deflects arrows. When the shell opens, it loses this natural armor and takes damage as normal. When at less than half health, a shulker has a 25% chance of teleporting (as described above) after taking damage. When a shulker is attacked, other shulkers in the area target the attacker as well.

Shulkers do not take burning damage from lava or fire. They drown in water, but try to teleport away when water or lava flows into the block they occupy.

In Peaceful difficulty, shulkers still spawn but do not attack,^[4] like piglins and hoglins.

Shulkers are treated differently than true blocks. For example, mobs are unable to pathfind around^[5] or jump over them,^[6] and falling on them from a height does not produce particles.^[7] Their spawn egg also does not destroy blocks such as grass.^[8]

Despite having a full block hitbox, their collision box is not a full block, allowing players to stand on the edge of a block with a shulker on top.

Gravity-affected blocks break when falling onto a shulker.

Teleportation

Shulkers can attempt to teleport away for several reasons:

- The shulker's position may no longer allow attaching to an adjacent block. In this case the shulker attempts to teleport away every tick until it either succeeds or can attach at its current position again.
- The shulker took damage and is below half health. When taking damage to below half health, the shulker has a 20% chance to attempt to teleport away.
- The shulker was hit by a shulker bullet and its lid was open. (It might leave behind a new shulker if teleportation succeeds.)

When a shulker attempts to teleport away, it will make five attempts to find a position to teleport to. Each attempt checks a random position within a 17x17x17 cube centered on the shulker's current position. The position must satisfy the following criteria for the teleportation attempt to succeed:

- The position must be above the bottom build limit of the world and within the world border.
- The position must not contain any non-air block.
- The block space of the position must not overlap with any block's or entity's hit box.
- At least one of the adjacent blocks must provide an attachable surface such that the shulker could fully open from that attachment point, i.e. the shulker would not touch any block's or entity's hit box when fully open.

Shulkers evaluate the collision box of scaffolding based on their current position,^[9] which can result in the shulker teleporting to a position right above a scaffolding block, only to find it invalid and teleport again.

When trying to find an attachable surface, the shulker tests adjacent blocks in the following order: below, above, north, south, west, east. It also uses this order when looking for alternative attachment

options before teleporting away from its current position if the previous attachment side became invalid.

Shulker bullet

A **shulker bullet** is a guided projectile that is launched from shulkers. Its shape is similar to a [Conduit's](#) power structure, with End stone white coloring on the outside and purple mottling on the inside. As the bullet flies towards its target it spins randomly. It follows the targeted entity along the X, Y, or Z axis and leaves trails of white particles. A shulker bullet that hits a mob or player deals damage and affects it with [Levitation](#) for ten seconds. If a shulker bullet hits a neutral or hostile mob by accident, it retaliates against the shulker after its Levitation effect is removed.



The shulker's projectiles also have entity data that control its movement.

The bullet can be destroyed when it is hit with any item, shot with an [arrow](#), or blocked with a [shield](#). Specifically when attacked by a player using a melee attack, it has a larger hitbox than usual. [\[Java Edition only\]](#) It is also destroyed upon contact with a block or lava.

Coloring

In [Bedrock Edition](#), shulkers can be dyed in a similar fashion to [sheep](#). Using a dye on a shulker gives it the color of the dye. They can be dyed only in [Creative mode](#).

In [Java Edition](#), the color of a shulker can be changed through [commands](#) using the color byte tag.

Transportation

Shulkers can be moved by [boats](#) or [minecarts](#); pushing a boat/minecart into a shulker causes it to board. A boat's sides block some of a shulker's projectiles.



A shulker is transported in the Overworld by boat. A piston raises the boat uphill. Note that this can also be done by pulling the boat with a lead.

Shulkers can be teleported through [End gateways](#). In [Java Edition](#), they can be transported through the gateway and arrive on the [obsidian platform](#) while in a boat or a minecart. In [Bedrock Edition](#), shulkers in a boat or a minecart cannot go through an End gateway, so they have to be dismounted before being teleported through.

A shulker that enters the [exit portal](#) in the End gets transported to the world spawn point in the Overworld.

In [Java Edition](#), entities with passengers can pass through the exit portal, so shulkers can be directly teleported to the Overworld while in a boat or a minecart.

In *Bedrock Edition*, entities with passengers cannot pass through the exit portal; therefore, the shulker has to be dismounted from the boat or minecart it is transported in. Since shulkers teleport when not adjacent to a solid block, they must be pushed down the central pillar of the exit portal (or a manually placed block directly above the portal) with a [piston](#). Alternatively, if a shulker is in a boat that has been ridden into the exit portal, it is possible to break the boat, either with an arrow shot at the boat or otherwise. This causes the shulker to go through the exit portal.

Sounds

Shulker

Despite being a solid surface, walking on shulkers is completely silent and does not produce footstep sounds.[\[10\]](#)

[Java Edition](#):

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Shulker lurks	Hostile Mobs	Randomly	entity .shulker .ambient	subtitles .entity .shulker .ambient	1.0	0.8-1.2	16	
	Shulker closes	Hostile Mobs	When a shulker's shell closes	entity .shulker .close	subtitles .entity .shulker .close	1.0	1.0	16	
	Shulker opens	Hostile Mobs	When a shulker's shell opens	entity .shulker .open	subtitles .entity .shulker .open	1.0	1.0	16	
	Shulker dies	Hostile Mobs	When a shulker dies	entity .shulker .death	subtitles .entity .shulker .death	1.0	0.8-1.2	16	
	Shulker hurts	Hostile Mobs	When a shulker is damaged with its shell closed	entity .shulker .hurt_closed	subtitles .entity .shulker .hurt	1.0	0.8-1.2	16	
	Shulker hurts	Hostile Mobs	When a shulker is damaged with its shell open	entity .shulker .hurt	subtitles .entity .shulker .hurt	1.0	0.8-1.2	16	
	Shulker shoots	Hostile Mobs	When a shulker shoots a bullet	entity .shulker .shoot	subtitles .entity .shulker .shoot	2.0	0.8-1.2	16	
	Shulker teleports	Hostile Mobs	When a shulker teleports	entity .shulker .teleport	subtitles .entity .shulker .teleport	1.0	1.0	16	

Bedrock Edition:

Sounds							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
	?	Hostile Mobs	Randomly	mob.shulker.ambient	?	1.0	0.8-1.2
	?	Hostile Mobs	When a shulker's shell closes	mob.shulker.close	?	1.0	0.8-1.2
	?	Hostile Mobs	When a shulker's shell opens	mob.shulker.open	?	1.0	0.8-1.2
	?	Hostile Mobs	When a shulker dies	mob.shulker.death	?	1.0	0.8-1.2
	?	Hostile Mobs	When a shulker is damaged	mob.shulker.hurt	?	1.0	0.8-1.2
	?	Hostile Mobs	When a shulker shoots a bullet	mob.shulker.shoot	?	2.0	0.8-1.2
	?	Hostile Mobs	When a shulker teleports	mob.shulker.teleport	?	1.0	1.0

Shulker bullet

Java Edition:

Sounds							
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch
	Shulker bullet explodes	Hostile Mobs	When a shulker bullet collides with a block	entity.shulker_bullet.hit	subtitles.entity.shulker_bullet.hit	1.0	1.0
	Shulker bullet breaks						

Bedrock Edition:

Sounds							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
	?	Hostile Mobs	When a shulker bullet collides with something	mob.shulker.bullet.hit	?	1.0	1.0

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key	[hide]
 Shulker	shulker	fall_damage_immune	entity.minecraft.shulker	
 Shulker Bullet	shulker_bullet	<i>None</i>	entity.minecraft.shulker_bullet	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
 Shulker	shulker	54	mob monster shulker	entity.shulker.name	
 Shulker Bullet	shulker_bullet	76	<i>None</i>	entity.shulker_bullet.name	

Entity data

Java Edition:

Main article: Entity format

Shulkers have entity data associated with them that contains various properties.

Entity data

Tags common to all entities

Tags common to all mobs

AttachFace: Which face of its block the shulker is attached to. The shulker also opens up in the direction going from the center of the block to that face. 0b means the top face. 1b means the bottom face. 2b means the north face. 3b means the south face. 4b means the west face. 5b means the east face.

Color: The color of the shulker. Default is 0. Shulkers spawned by eggs or as part of End cities have value 16.

Peek: "Height" of the head of the shulker.

This "height" is measured in pixels from the bottom of the shulker, where 1 pixel = 1/16th of a block. [\[more information needed\]](#)

This "height" goes in the direction that the shulker is facing according to AttachFace.

[\[more information needed\]](#)

Color

Data value[\[Expand\]](#)

Shulker bullets have entity data associated with them that contains various properties.

Entity data

Tags common to all entities

Tags common to all projectiles

Steps: How many "steps" it takes to attack to the target. The higher it is, the further out of the way the bullet travels to get to the target. If set to 0, it makes no attempt to attack the target and instead uses TXD/TYD/TZD in a straight line.

Target: The UUID of the target of this shulker bullet, stored as four ints. Is not preserved when removed.

TXD: The offset in the X direction to travel in accordance with its target. Is not preserved when

removed.

TYD: The offset in the Y direction to travel in accordance with its target. Is not preserved when removed.

TZD: The offset in the Z direction to travel in accordance with its target. Is not preserved when removed.

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					
		Monster Hunter	Attack and destroy a monster.	Kill one of these 41 monsters: [show] Other mobs may be killed, but are ignored for this achievement.	15	Bronze
		It Spreads	Kill a mob next to a catalyst	Kill any 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 achievement.	10	Bronze
		Great View From Up Here	Levitate up 50 blocks from the attacks of a Shulker	Ascend at least 50 blocks while under the levitation effect from a shulker.	20	Bronze

Achievements that apply to all mobs:

[show]

Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	<u>Not Today, Thank You</u>	Deflect a projectile with a Shield	Block any projectile with a <u>shield</u> .
	<u>How Did We Get Here?</u>	Have every effect applied at the same time	<p>Have <i>all</i> of these 34 status <u>effects</u> applied to the player at the same time: [show]</p> <p>The source of the effects is irrelevant for the purposes of this advancement. Other status effects may be applied to the player, but are ignored for this advancement.</p> <p><i>See also: Tutorial:Advancement guide/Nether tab § How Did We Get Here?</i></p> <p><i>This is a hidden advancement, meaning that it can be viewed by the player only after completing it, regardless of if its child advancement(s), if any, have been completed.</i></p>
	<u>Great View From Up Here</u>	Levitate up 50 blocks from the attacks of a <u>Shulker</u>	Move a distance of 50 blocks vertically with the <u>Levitation</u> effect applied, regardless of direction or whether it is caused by the effect.
	<u>Monster Hunter</u>	Kill any hostile monster	Kill <i>one</i> of these 41 <u>monsters</u> : [show] Other mobs may be killed, but are ignored for this advancement.
	<u>It Spreads</u>	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 <u>ender dragon</u> . <u>Mobs that drop no experience</u> are ignored for this advancement.
	<u>Monsters Hunted</u>	Kill one of every hostile monster	Kill <i>each</i> of these 41 <u>monsters</u> : [show] Other mobs may be killed, but are ignored for this advancement.

Advancements that apply to all mobs:

[\[show\]](#)

History

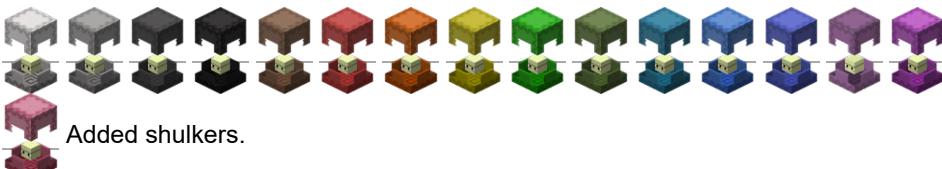
i This section is missing information about: shulker textures from Legacy Console Edition - the terrain.png contained only a single white "shulker top" texture rather than a texture per color, so were color variants generated via a tint system?

Please expand the section to include this information. Further details may exist on the [talk page](#).

Java Edition

<i>Java Edition</i>		
1.9	<u>15w31a</u>	 Added shulkers.
	<u>15w32b</u>	Shulkers no longer teleport by themselves if NoAI is set to 1.
		Shulkers can now be teleported using <code>/tp</code> or <code>/spreadplayers</code> .
	<u>15w37a</u>	Shulker bullets can now be blocked by shields, also preventing the player from getting the Levitation effect. ^[11]
	<u>15w40a</u>	Shulkers no longer target players or attack in Peaceful difficulty.
		Shulker bullets now despawn in Peaceful.
		Added sounds for shulkers being damaged.
	<u>15w45a</u>	Shulkers now only push entities if their hitbox intersects with the shulker's hitbox. Previously they also pushed entities that were very close.
	<u>15w47a</u>	Shulkers now drop experience.
	<u>15w47b</u>	Added ambient, aggravated and death sounds for shulkers, and added sounds for their bullets dealing and taking damage.
1.11		Shulkers now drop shulker shells.
	<u>16w39a</u>	 The color of a shulker can now be changed through commands using a new byte tag Color.
	<u>16w39c</u>	Shulkers can now be spawned on the sides and bottoms of blocks through the usage of spawn eggs.
1.12	<u>17w16a</u>	 Shulkers have been retextured, none of them are now like purpur blocks.
	<u>17w17a</u>	 The purple shulker's color has been reverted to the previous color.
1.13	<u>18w10b</u>	 Added a default shulker.
		 The purple shulker texture has been changed to the one used in <u>17w16a</u> .
1.17	<u>20w45a</u>	New shulkers now have a chance to spawn when one shulker hits another shulker with a shulker bullet.
	<u>21w03a</u>	Shulkers mounting boats and minecarts now sit upright if previously attached to blocks sideways or upside down.
1.20.5	<u>23w51a</u>	Shulkers are no longer able to destroy armor stands.
	<u>pre1</u>	Shulkers bullets are now easier to hit with melee attacks, as they now have a larger hitbox specifically for melee player attacks.
1.21.2	<u>24w33a</u>	Shulkers under Invisibility effect are now completely invisible. Previously, only their shells become invisible.
	<u>24w34a</u>	Shulker bullets no longer go through the world border if hit.

Bedrock Edition

		<i>Pocket Edition</i>														[hide]
1.0.0	alpha 0.17.0.1	  Added shulkers.														
		Shulkers can be dyed in Creative mode by long-tapping any dye on a shulker, or through an interact button.														
		Shulkers now drop shulker shells .														
1.0.4	alpha 1.0.4.0	The shulker's models can now be edited using add-ons .														
1.1.0	alpha 1.1.0.9	  The shulkers' textures have been changed.														
		 The purple shulker's color has been reverted to the previous color.														
		<i>Bedrock Edition</i>	[hide]													
1.2.0	beta 1.2.0.2	 Added a default shulker.														
		 The purple shulker color has been changed to the new palette.														
1.18.30	Preview 1.18.30.23	New shulkers now have a chance to spawn when one shulker hits another shulker with a shulker bullet.														
1.19.0	Preview 1.19.0.29	Shulkers no longer take burning damage from fire or lava.														
1.19.10	Preview 1.19.10.23	Shulker bullets now give Levitation I instead of II.														

Legacy Console Edition

							<i>Legacy Console Edition</i>							[hide]							
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch															
TU46	CU36	1.38	1.38	1.38	Patch 15		 Added shulkers and spawn eggs for the shulkers.														
TU53	CU43	1.49	1.50	1.49	Patch 23	1.0.3	Shulkers now drop shulker shells .														
			1.90				Added shields , which can block shulker bullets and prevent players from getting the Levitation effect.														

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
1.7.10	 Added shulkers.	

Data history

Java Edition		[hide]
1.11	16w32a	The entity ID of shulkers has been changed from Shulker to shulker.
1.13	17w47a	The bullet's entity ID is changed from ShulkerBullet to shulker_bullet.
		Numeric IDs for entities were presumably deprecated in this version. [more information needed]

Issues

Issues relating to "Shulker" are maintained on the [bug tracker](#). Issues should be reported and viewed there (

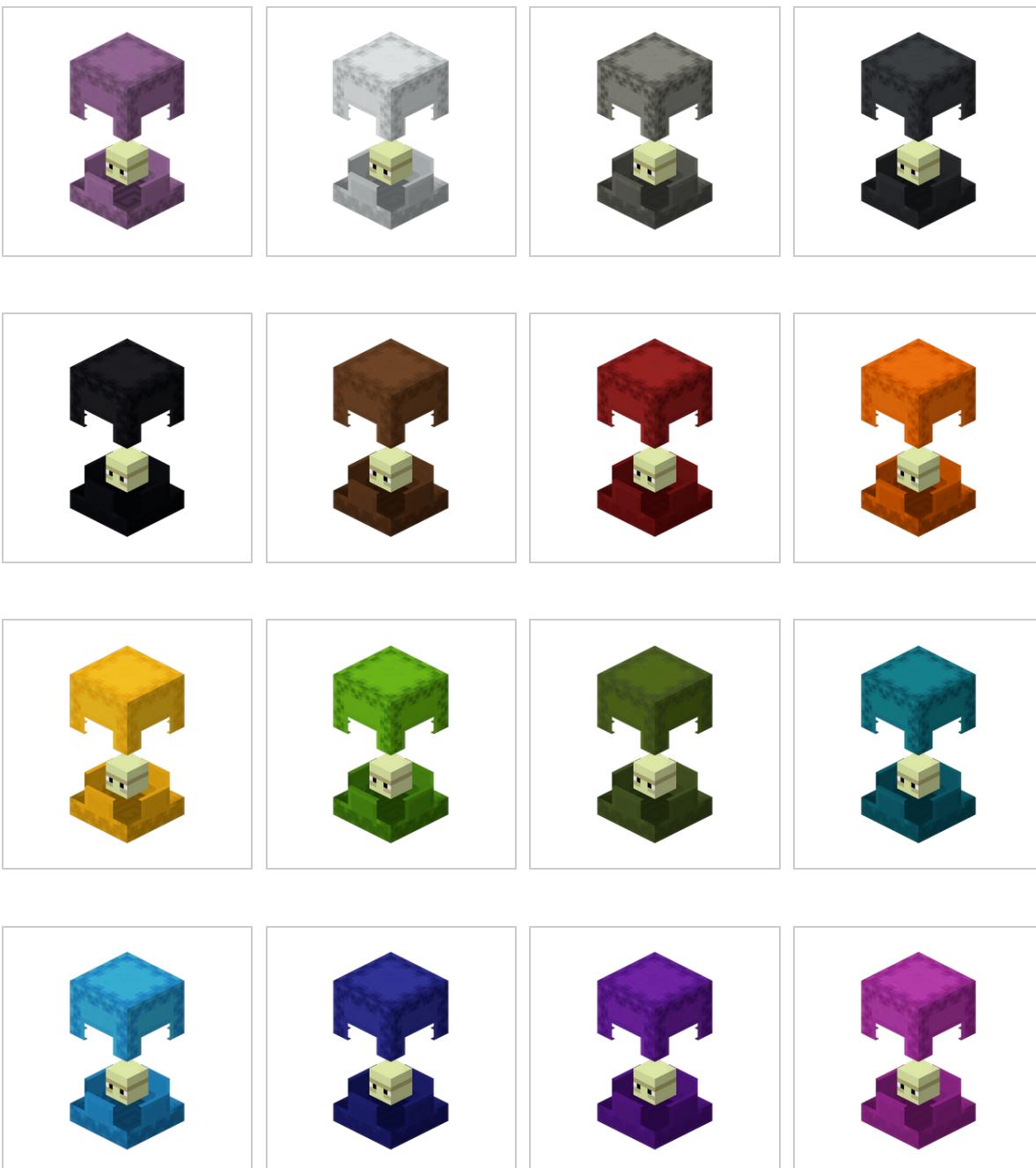
Trivia

- Originally, shulkers were going to fully camouflage to look exactly like a nearby block. However, [Jeb](#) decided this was too difficult to code, so instead, they were simply made to be a similar shade of purple to purpur.[\[12\]](#)
- The word "shulker" is a portmanteau of "shell lurker".[\[13\]](#)[\[14\]](#)
- A shulker named '[Dinnerbone](#)' or '[Grumm](#)' flips upside-down. This appears to also lift the shulker by the same height as a [pressure plate](#).
- By using commands, they can be made to be part of a [team](#) to attack other teams and can be used as defense [mobs](#). In that case, it does not attack its teammates but targets most hostile mobs without provocation.
- Walking toward a shulker at the same level as a player's head pushes the [player](#) down to the one-block [crawling](#) position if there is space beneath.
- In the game's [texture files](#), the shulker bullet is named `spark.png`.
 - The shulker's texture file was named `endergolem.png` in version [1.9.4](#) and the shulker still extends `AbstractGolem` in the current game files.
- If a shulker in a boat or minecart is dropped into the void, the vehicle breaks but the shulker floats just above the void, taking no damage.
- While the scale attribute of a shulker can be set as high as 16, its actual size increases only up to 3 times its original size.
- In its [Mob Menagerie](#), shulkers were implied to be molluscs, a group of real-life invertebrate animals that include [squid](#), [glow squid](#), and [nautiluses](#), given the nature of their shells.[\[15\]](#)

Gallery

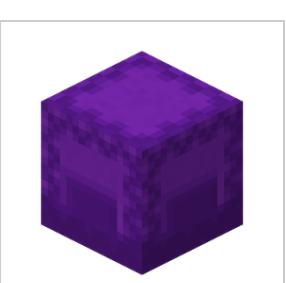
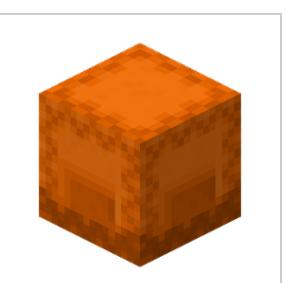
Renders

Open



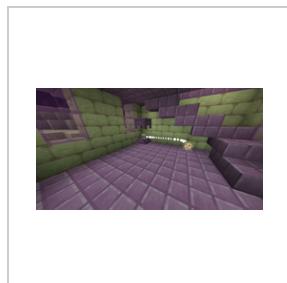


Closed





Screenshots



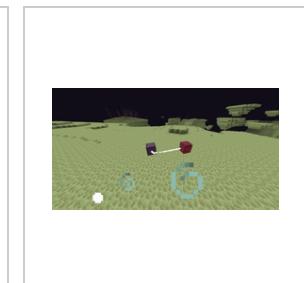
A shulker firing a bullet.



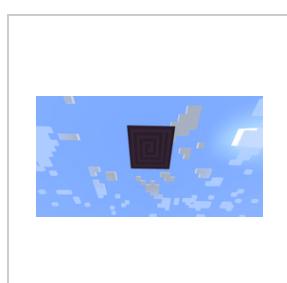
Close-up of the projectile shot by a shulker.



A shulker inside an End city. It is difficult to spot against the purpur blocks.



A shulker attacking another shulker.



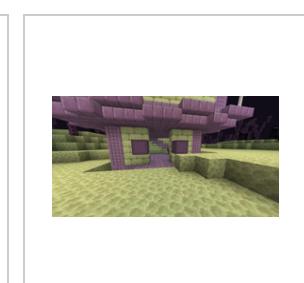
The bottom of a shulker.



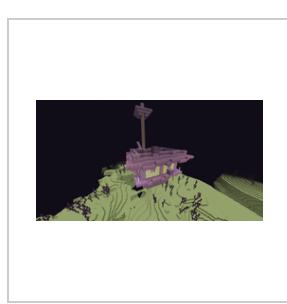
A shulker with the Invisibility effect.



All 16 shulker colors from before Java Edition 1.16.4.



2 shulkers guarding entrance to the End city.

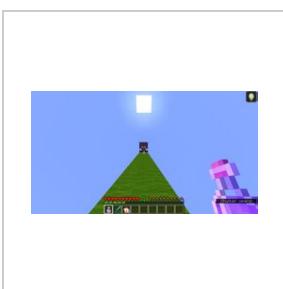


2 shulkers on End ship.

Mojang screenshots

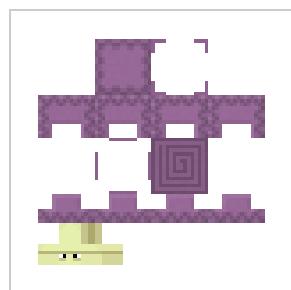


An image released by [Jeb_](#) of shulkers appearing to attack blazes in the Nether.

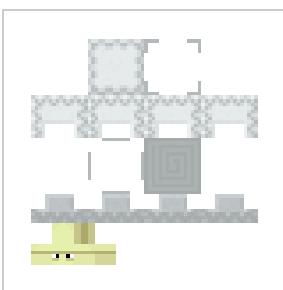


A player avoiding a shulker by using the [Invisibility](#) effect.

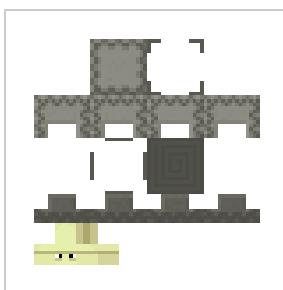
Textures



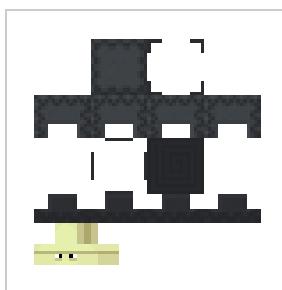
Shulker texture file.



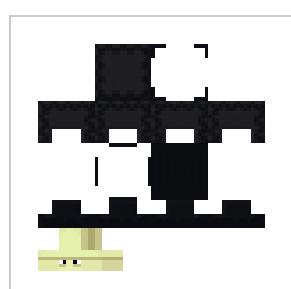
White shulker texture file.



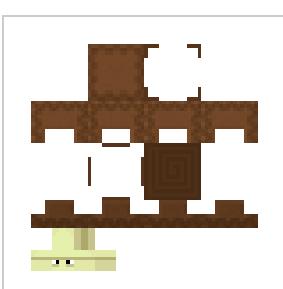
Light gray shulker texture file.



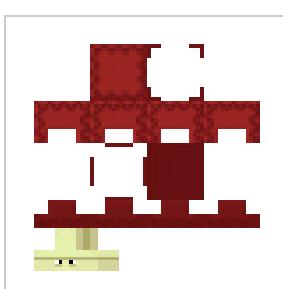
Gray shulker texture file.



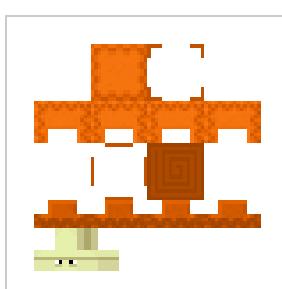
Black shulker texture file.



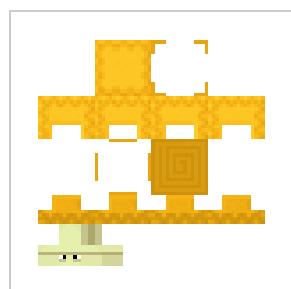
Brown shulker texture file.



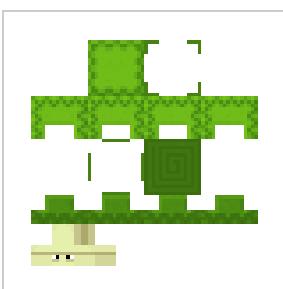
Red shulker texture file.



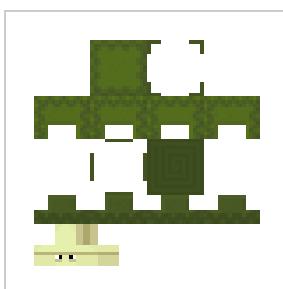
Orange shulker texture file.



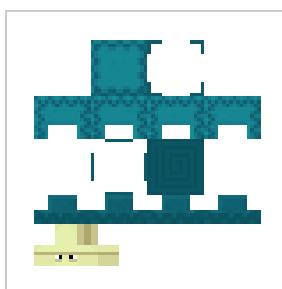
Yellow shulker texture file.



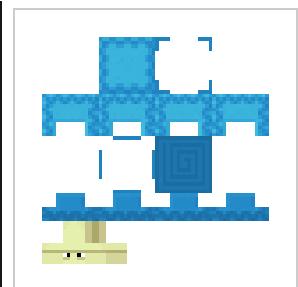
Lime shulker texture file.



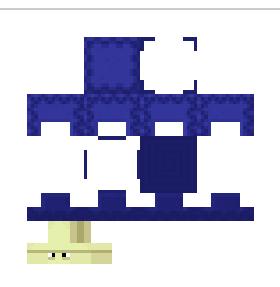
Green shulker texture file.



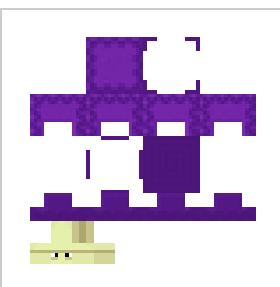
Cyan shulker texture file.



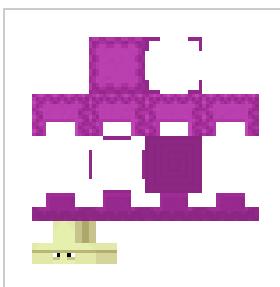
Light blue shulker texture file.



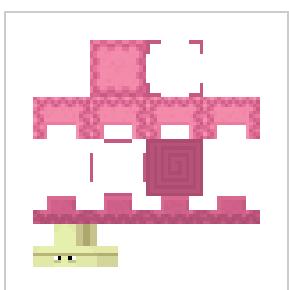
Blue shulker texture file.



Purple shulker texture file.



Magenta shulker texture file.



Pink shulker texture file.

In other media



Lego Minecraft shulker.

A shulker as it appears in [Last Block Standing!](#)

References

1. Technically this is an overlap test, which will count shulkers if an 8x8x8 cube can be positioned anywhere – not necessarily snapped to a block position – between the two shulkers such that it touches both of them.
2. Most solid blocks have 6 full faces. Some have fewer; for example, [composters](#) have 5 as the top is open, [slabs](#) have just one (top or bottom), [stairs](#) have two (one side and top or bottom), and [chests](#) have none as they are slightly smaller than a full block.
3. [MC-83369](#)
4. [MC-227168](#) — Shulkers don't attack back in peaceful difficulty
5. [MC-94831](#) — Mobs pathfinding AI does not regard shulkers and boats as obstructions — resolved as "Won't Fix".

6. MC-94115 — Mobs unable to jump on the shulkers and boats — resolved as "Won't Fix".
7. MC-129795 — Falling onto shulkers from a height or sprinting on top of shulkers does not produce particles — resolved as "Won't Fix".
8. MC-130571 — Using a shulker spawn egg on grass/other replaceable blocks will not delete the grass and the shulker will teleport — resolved as "Works As Intended".
9. When the shulker is at a Y position above the scaffolding block, the top is a full face and blocks opening. When at the same Y level as scaffolding unsupported from below, the bottom is a full face and it blocks opening. Otherwise the scaffolding is seen as having no faces and does not block opening.
10. MC-101950
11. MC-86905
12. https://youtube.com/watch?v=eYw3U8C_P40&t=5m42s
13. <https://youtube.com/watch?v=h3vjmzCV8PY&t=12m01s>
14. https://youtu.be/eYw3U8C_P40&t=5m42s (https://www.youtube.com/watch?v=eYw3U8C_P40&t=5m42s)
15. Mob Menagerie: Shulker (<https://www.minecraft.net/en-us/article/shulker>)

External links

- "Meet the Shulker" (<https://www.minecraft.net/en-us/article/meet-shulker>) by [Marsh Davies](#) – Minecraft.net, January 30, 2017.

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