

Ender Dragon

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Dragon" redirects here. For the mentioned feature, see [Red Dragon](#). For the rendering engine, see [RenderDragon](#). For other uses, see [Dragon \(disambiguation\)](#).

The **ender dragon** is a giant flying hostile boss mob found when first entering the End. It is the largest naturally spawning mob in the game. Its attacks involve charging at the player and shooting fireballs that create damaging effect clouds. The ender dragon can be re-summoned by placing four end crystals around the exit portal.

Defeating the ender dragon the first time activates the exit portal which allows safe return to the Overworld. Each time it is defeated, an [End gateway](#) is created on the outskirts of the central island which can be used to teleport to the outer End islands.

Contents

Spawning

- [Initial spawning](#)
- [Re-summoning](#)

Death and drops

Behavior

- [Movement](#)
- [Attacking](#)

Dragon Fireball

Sounds

Data values

- [ID](#)
- [Entity data](#)
- [Command details](#)

Achievements

Advancements

Videos

History

- [Announcement](#)
- [Java Edition](#)
- [Bedrock Edition](#)
- [Legacy Console Edition](#)
- [New Nintendo 3DS Edition](#)

Ender Dragon	
	
Health points	200 ( × 100) <small>[note 1]</small>
Behavior	Hostile
Mob type	 Monster
Melee:	Peaceful: 0 () (but still performs attack animation) Easy: 6 () Normal: 10 () Hard: 15 ( × 7.5)
Attack strength	Wings: Easy: 3.5 ( × 1.75) Normal: 5 () Hard: 7.5 ( × 3.75)
	Dragon's breath: 3 () per second
	Dragon fireball: 6 () per second

[Data history](#)[Issues](#)[Trivia](#)[Notch-related](#)[Gallery](#)[Screenshots](#)[Mojang screenshots](#)[Textures](#)[Development images](#)[In other media](#)[Merchandise](#)[Notes](#)[References](#)[External links](#)[Navigation](#)[Hitbox size](#)

Height: 8 blocks

Width: 16 blocks

[Speed](#)

0.7

[Spawn](#) The End

 There is a related tutorial page for this topic!

See [Tutorial:Defeating the Ender Dragon](#).

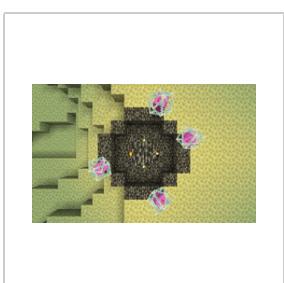
Spawning

Initial spawning

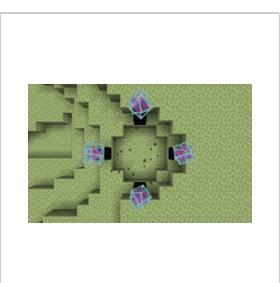
The ender dragon spawns 20 game ticks (1 second) after an entity first arrives in the End, along with the bedrock frame for the exit portal.

Re-summoning

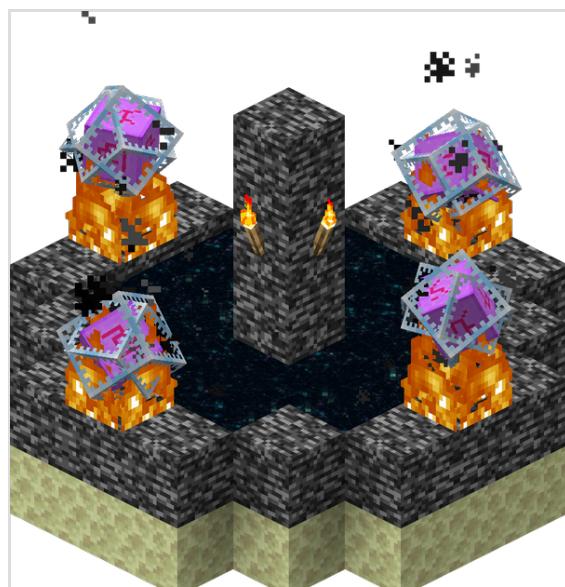
Players can re-summon the dragon by placing four [End crystals](#) on the edges of the [exit portal](#), one on each side. If the exit portal is ever destroyed, End crystals can be placed on obsidian blocks placed where the bedrock of the original exit portal once stood. (In [Bedrock Edition](#), the crystals can be placed one block further away. [\[more information needed\]](#))



The end crystals need not be aligned to the central pillar.



The end crystals may be placed on obsidian instead of bedrock.



How to arrange End crystals on the exit portal to respawn the ender dragon. The exact placement does not matter, as long as one end crystal is placed on each side of the exit portal.

When it is re-summoned, the four End crystals point to the tops of each pillar, setting off a series of explosions that resets the obsidian pillars, iron bars, and End crystals. The top of each pillar explodes, destroying any player-placed blocks. Eventually, all of the End crystals point at the coordinates of (0,0, 128, 0.0) and the ender dragon spawns there. The four crystals placed around the exit portal then explode. The whole sequence lasts a bit over 30 seconds (exactly 604 ticks).

If any of the End crystals placed around the exit portal are destroyed, the summoning sequence is canceled.

During the summoning sequence, the End crystals on top of the End spikes cannot be destroyed.

If the player does not pick up the dragon egg and starts to re-summon the dragon, the dragon egg disappears.

If the dragon goes through an End gateway, another immediately spawns at (0, 128, 0) while the other dragon flies to (0, 128, 0).

Death and drops

After the ender dragon is slain for the first time, the following events take place:

- First, it moves to the highest dragon-immune block in the (0,0) column, which is typically the top of the exit portal. During this final move, the dragon can still damage other entities, despite being "dead".
- Once it reaches (0,0), it changes model and slowly ascends, its wings and body becoming more tattered until it disappears in beams of light erupting from its center. A loud sound, *Ender dragon death.ogg* is played. This takes 10 seconds. During this ascension, the following occurs:
 - Starting 7.7 seconds (154 game ticks) after the dragon begins ascending, a total of 12000 experience points (ten drops of 960 and one drop of 2400) appear out of the dragon's body (one by one, per tick) — enough to bring a player from no experience all the way up to level 68. Some of the experience orbs can drop into the exit portal and can then be retrieved in the Overworld.
 - Shortly thereafter, exactly 10 seconds (200 game ticks) into the animation, the following occurs:
 - The bedrock structure fills in with End portal blocks to become the exit portal, enabling the player to transport back to the Overworld and respawn at their spawn point, or at world spawn if they didn't set a spawn point. If the exit portal doesn't exist at the expected location (for example, if it was destroyed in Creative Mode), a new one is created there.
 - A dragon egg appears above the island's central bedrock structure. If a block exists right above the center of the central bedrock structure, then the dragon egg spawns 1 block above the highest block at (0,0). If the highest block is at the height limit, then the dragon egg does not spawn.
 - An End gateway portal is generated 96 blocks away from the exit portal always floating at Y=75.

When a re-summoned ender dragon is slain, the same events occur, except that only 500 experience points are dropped [*Java Edition only*], and if there are already 20 End gateway portals, no more are generated. In *Java Edition*, the dragon egg appears only the first time the ender dragon is slain; in *Bedrock Edition*, it appears the first and second time (due to a bug).

Behavior

See also: [Tutorial:Defeating the Ender Dragon](#)

During the battle with the ender dragon, unique music called "Boss" plays, the edges of the screen darken, black fog appears, and chunks around the exit portal are constantly loaded regardless of simulation distance. These happen as long as there is at least one player within a Euclidean distance of 192 blocks from (0.0, 128, 0.0).

The ender dragon has a light purple health bar that appears at the top of the player's screen. Its health is restored by nearby End crystals, indicated by a white beam connecting the dragon and the crystal. Destroying an End crystal that is actively healing the dragon causes 10 (██████) damage to it.

The ender dragon only takes damage from explosions and players (including commands). The ender dragon is immune to fire, falling, drowning, freezing, poisoning, lightning, the void, and arrows when perching. The dragon is immune to all status effects, except for Instant Damage coming from the players (player-thrown splash or lingering potion of Harming). When hit on any part that is not its head, the damage it takes is reduced to $\text{original damage} \div 4 + \min(1, \text{original damage})$, thus damage taken by the dragon is increased when the original damage is less than $1.3333333\dots$ ($\heartsuit \times 0.666666665$) or $4/3$, and is reduced otherwise. In Bedrock Edition the dragon has similar armor but it is temporarily removed when a projectile hits its head.

The damage modification is applied to all damage types the dragon takes, including starvation and void damage, which are only possible with /damage.

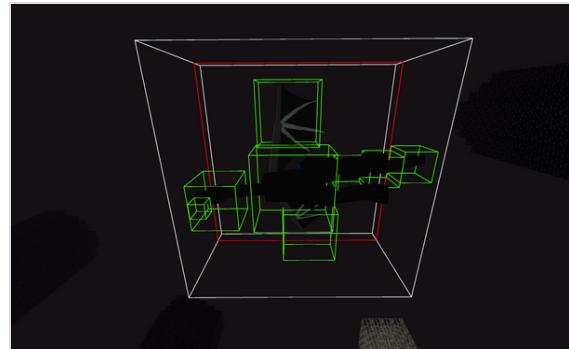
In Java Edition, although the particles are displayed, critical hits do not apply to the ender dragon, since it can be applied only to living entities. While the ender dragon is a living entity, the parts that are damaged are actually non-mob entities. Suffocation is completely non-applicable, as it either phases through or immediately destroys any block it touches.

By using the **F3** + **B** shortcut, the dragon's bounding box appears.[Java Edition only] However, it cannot be damaged at just any spot in this large volume: eight green sub-hitboxes are also shown, which indicate the locations where the dragon can take damage: the tail, body, head, and wings.

Name tags cannot be used on an ender dragon.

Ender dragons killed by /kill[Java Edition only] or from damage belonging to the type self_destruct, and was not spawned from the player[Bedrock Edition only], will skip their death animation and the exit portal will immediately open; in Bedrock Edition, if the dragon was killed by /kill it will stay in the same place and play its death animation there instead of flying to the exit portal.

The purple eyes and mouth of the ender dragon are emissive with Vibrant Visuals enabled.



The green hitboxes of the ender dragon.

Movement

The ender dragon is a flying mob and cannot stand on the ground. It flies around the End's main island.

The dragon can pass through all [blocks](#) and destroys most of them, but it can still be affected by flowing water, [lava](#), and [bubble columns](#). Blocks not destroyed are those that naturally generate on the central End island, such as End stone, and those that are intended to be indestructible, such as bedrock.

The following blocks will not be destroyed if the ender dragon passes through them:

-  [Barrier](#)
-  [Bedrock](#)
-  [Command blocks](#)
-  [Crying obsidian](#)
-  [End stone](#)
-  [End portal](#)
-  [End portal frame](#)
-  [End gateway](#)
-  [Fire](#)^[note 2]
-  [Iron bars](#)
-  [Jigsaw](#)
-  [Light block](#)
-  [Moving piston](#)
-  [Obsidian](#)
-  [Reinforced deepslate](#)
-  [Respawn anchor](#)
-  [Soul fire](#)^[note 3]
-  [Structure block](#)
-  [Test blocks](#)^[JE only]
-  [Test instance block](#)^[JE only]
-  [Allow](#)^[BE only]
-  [Deny](#)^[BE only]
-  [Border](#)^[BE only]

In [Java Edition](#), these blocks are marked under the `dragon_immune` tag, with the exception of light blocks and fire, which are marked as `dragon_transparent`.

Destroyed blocks are not [dropped](#), but containers other than [shulker boxes](#) and [ender chests](#) drop their contents.

Attacking

The dragon never targets any entity but the player, although other mobs may turn hostile to the dragon when hit, and the dragon may sometimes retaliate against other mobs if it takes damage to a projectile. Any entities hit by its wings are dealt 5 () damage (or 10 () damage if hit by its head), and in [Java Edition](#), are thrown into the air, sometimes to fatal heights or off the island. Neither of these effects is applied for $\frac{1}{2}$ second after the dragon takes damage.

The ender dragon has four main states of behavior:

Guarding

- The dragon begins in this state, circling the ring of obsidian pillars on either the outside if there are still End crystals or the inside if the crystals are destroyed.
- With each crystal's destruction, it takes damage and there is an increased chance of the dragon switching states.

Targeting

- Whenever the dragon finds itself less than 10 blocks or more than 150 blocks from its current target, it attempts to choose a new target. When damaged it targets a point just behind itself, causing it to turn away and choose a new target.



The dragon performing its toxic breath attack.

Strafing

- Upon the destruction of an End crystal, the dragon switches to strafing. As soon as it is within 64 blocks, it shoots a fireball at the player.
- The dragon resumes circling after this state.*

Diving [*Bedrock Edition only*]

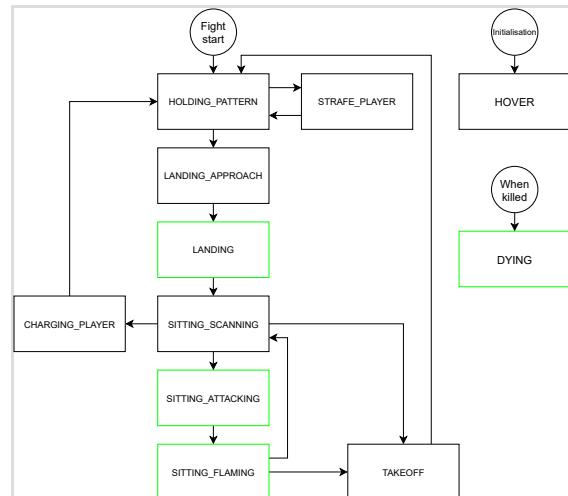
- The dragon dives onto the target player's position, taken at the start of the dive. The dragon never seems to perform this attack mid-flight in game, it only seems to do it when exiting the portal.
- The dragon resumes circling after this state, whether or not it actually hit the player.*
- Does not happen on *Java Edition* due to a bug.^[1]

Perching

- While guarding and the dragon has reached the end of the path, it has 1 in (3 + crystals alive) chance (~7.7% up to 33%)^[more information needed for Bedrock Edition] to go to the exit portal structure (approaching from the side opposite the player if possible) and lands on the highest block of the coordinates (X=0, Z=0), up to (Y=101).^[Bedrock Edition only] The dragon circles above the exit structure while slowly descending in *Java Edition*,^[2] or dive from the obsidian pillars in *Bedrock Edition*. If there is no block in (X=0, Z=0) the dragon flies down to (Y=0) and "perches" there in *Java Edition*, or freezes right when it switches to perching in *Bedrock Edition*. The dragon is immune to arrows and thrown tridents in this state; they catch fire and bounce off.

Dragon's breath

- After 1.25 seconds, if a player is within 20 blocks of the exit portal structure, the dragon roars and use its 3-second *breath attack*, damaging players similarly to a lingering potion of Harming. This does not happen on Peaceful difficulty in *Java Edition*. An area of visible particles in the shape of a horizontal disc one block tall and 5 to 6 blocks in diameter appears where the breath attack strikes, either on the ground or floating in the air, at whatever point the breath attack struck a block. The harming effect zone where the player takes damage is confined to a smaller area in the center this visible cloud, covering about 3 to 4 blocks.



Arrows indicate possible phase transitions in *Java Edition*. Circles are triggered by external events and will override the current phase.

- The harming effect portion of the purple clouds emitted from the dragon's breath attack can be collected in a glass bottle to obtain dragon's breath. Each bottle of dragon's breath collected removes one block from the lingering damage zone of the breath attack. The visible clouds remain for 3 seconds whether the dragons breath is bottled or not. By rapidly collecting all of the harmful blocks, usually around three, even a direct hit from the breath attack can be mostly and even entirely negated before the player suffers any damage.

Charge

- If the player is not near the portal within 5 seconds of the dragon's landing, it charges at the closest player within 150 blocks with a line of sight from the dragon's head.[Bedrock Edition only]
In Java Edition line of sight is not required.

Take-off

- After four consecutive breath attacks, or if the dragon fails to locate a player within 150 blocks, it takes off from its perch. In Java Edition, it always takes off in Peaceful difficulty, making it difficult to land melee hits.
- The dragon resumes circling after this state.*

Escape

- If cumulative damage taken while perched exceeds 50 ($\heartsuit \times 25$), the dragon takes off and resets the damage accumulator. The accumulator is not reset if it does not take enough damage.
- The dragon resumes circling after this state.*

When the dragon takes a fatal blow, it flies toward the exit portal structure before dying, unless it cannot find it within 150 blocks, or it is inside blocks.

Dragon Fireball

Dragon fireballs are special fireballs that the ender dragon fires. The ender dragon always fires one dragon fireball for each End crystal destroyed by the player, and also fires them periodically. Unlike ghast fireballs, they cannot be deflected and do not deal any damage or knockback on impact with an entity. Instead, they deposit purple effect clouds across the ground that damage players the same way a lingering potion of Harming II does. This means that the ender dragon's fireballs deal magic damage, which ignores any damage reduction from the player's armor. However, its damage is reduced by the Protection enchantment. The purple effect cloud's hitbox slowly grows larger in diameter until it disappears.

As with its close-ranged breath attack, the purple clouds can be bottled to obtain the dragon's breath.

Unlike lingering potions of Harming, the effect cloud does not shrink when affecting mobs.



Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Dragon roars	Hostile Mobs	Randomly	entity .ender_dragon .ambient	subtitles .entity .ender_dragon .ambient	5.0	0.8-1.2	16	
	Dragon growls	Hostile Mobs	While an ender dragon is on its perch	entity .ender_dragon .growl	subtitles .entity .ender_dragon .growl	2.5	0.8-1.1	16	
	Dragon growls	Hostile Mobs	While an ender dragon is being resummoned [sound 1]	entity .ender_dragon .growl	subtitles .entity .ender_dragon .growl	64.0	0.8-1.1	16	
	Dragon dies	Hostile Mobs	When an ender dragon dies [sound 2]	entity .ender_dragon .death	subtitles .entity .ender_dragon .death	5.0	1.0	16 (technical) / ∞ (effective)	
	Dragon flaps	Hostile Mobs	Periodically depending on the ender dragon's speed	entity .ender_dragon .flap	subtitles .entity .ender_dragon .flap	5.0	0.8-1.1	16	
	Dragon hurts	Hostile Mobs	When an ender dragon is damaged	entity .ender_dragon .hurt	subtitles .entity .ender_dragon .hurt	5.0	0.8-1.2	16	
	Dragon shoots	Hostile Mobs	When an ender dragon shoots a fireball	entity .ender_dragon .shoot	subtitles .entity .ender_dragon .shoot	10.0	0.8-1.2	16	
	Explosion	Hostile Mobs	When a dragon fireball impacts	entity .dragon_fireball .explode	subtitles .entity .generic .explode	1.0	0.9-1.0	16	

1. While the pillars are preparing to be resummoned, it occurs at 0 seconds, 2.5–2.6 seconds, and 4.75–5 seconds. When the ender dragon is about to be summoned, it occurs 5–4.75 seconds before and 2–0 seconds before.

2. Does not trigger at all if the `/gamerule globalSoundEvents` is false

Bedrock Edition:

Sounds							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
?	Hostile Mobs	Randomly and randomly while being resummoned, except while the pillars are being recharged	mob.enderdragon.growl	?	640.0	0.8-1.2	
?	Hostile Mobs	When an ender dragon dies	mob.enderdragon.death	?	640.0	0.8-1.2	
?	Hostile Mobs	When an ender dragon is damaged	mob.enderdragon.hit	?	560.0	0.8-1.2	
?	Friendly Mobs	Periodically depending on if the ender dragon is perching	mob.enderdragon.flap	?	400.0	0.8-1.2	

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key
Ｅnder Dragon	ender_dragon	None	entity.minecraft.ender_dragon
Dragon Fireball	dragon_fireball	impact_projectiles	entity.minecraft.dragon_fireball

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key
Ｅnder Dragon	ender_dragon	53	dragon_mob	entity.ender_dragon.name
Dragon Fireball	dragon_fireball	79	None	entity.dragon_fireball.name

Entity data

Ender dragons have entity data associated with them that contain various properties.

Bedrock Edition:

See [Bedrock Edition level format/Entity format](#).

Java Edition:

Main article: [Entity format](#)

Entity data

Tags common to all entities

Tags common to all mobs

DragonPhase: A number indicating the dragon's current state. 0 means circling. 1 means strafing (preparing to shoot a fireball). 2 means flying to the portal to land (part of transition to landed state). 3 means landing on the portal (part of transition to landed state). 4 means taking off from the portal (part of transition out of landed state). 5 means landed, performing breath attack. 6 means landed, looking for a player for breath attack. 7 means landed, roar before beginning breath attack. 8 means charging player. 9 means flying to portal to die. 10 means hovering (flapping wings while pacing around a fixed point) (default when using the `/summon` command).

Dragon fireballs have entity data associated with them that contain various properties.

Entity data

Tags common to all entities

Tags common to all fireballs

Tags common to all projectiles

Command details

In *Java Edition*, the `/summon` `ender_dragon` command, by default, summons a harmless ender dragon that hovers in place. Setting the `DragonPhase` tag (by issuing either the `/summon` `ender_dragon` `~ ~ ~` `{DragonPhase:0}` or the `/data` `merge` `entity <selector> {DragonPhase:0}` commands) starts the ender dragon's ordinary behavior, although the health bar does not appear because it is managed by the ender dragon fight status rather than by the dragon entity itself. If spawned away from the center of the map ($x=0, z=0$), it flies to the center then resumes normal behavior (see [#Behavior](#)).



A dragon fireball spawned by a command (left) and the damage from the explosion it caused (right).

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
		The End	Kill the Enderdragon <i>[sic (https://en.wikipedia.org/wiki/Sic)]</i>	Enter the end exit portal .	40	Gold
		You Need a Mint	Collect dragons <i>[sic (https://en.wikipedia.org/wiki/Sic)]</i> breath in a glass bottle	Have a dragon's breath bottle in your inventory.	30	Silver
		The End... Again...	Respawn the Enderdragon <i>[sic (https://en.wikipedia.org/wiki/Sic)]</i>	—	30	Silver

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	Free the End	Good luck	Kill the ender dragon. <i>If multiple players are involved in the dragon fight, only the player that deals the final blow to the dragon receives the advancement.</i>	
	The Next Generation	Hold the Dragon Egg	Have a dragon egg in the inventory.	
	The End... Again...	Respawn the Ender Dragon	Be within a 192-block radius from the coordinates (0.0, 128, 0.0) when an ender dragon is summoned using End crystals .	
	You Need a Mint	Collect Dragon's Breath in a Glass Bottle	Have a bottle of dragon's breath in the inventory.	
	Monster Hunter	Kill any hostile monster	Kill one of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	
	Monsters Hunted	Kill one of every hostile monster	Kill each of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	
	Is It a Plane?	Look at the Ender Dragon through a Spyglass	—	

Advancements that apply to all mobs:

[\[show\]](#)

Videos

History

This section would benefit from the addition of more images.

Please remove this notice once you have added suitable images to the article.

The specific instructions are: *Ender dragon before 19w39a and 19w41a*

Announcement

June 14, 2009 (https://web.archive.org/web/20090622125511/https://notch.tumblr.com/post/123343045/my-vision-for-survival)	Notch believed that Survival mode should have some sort of goal, which he had not yet formulated: "While it could be fun to just see how long you can survive in survival mode, I believe there might be a need for some kind of goal. Make the most money in a month? Kill a big evil mob in the shortest time? I don't know yet."
June 30, 2010 (https://youtu.be/watch?v=NszGurDUIhc)	In a video called "Minecraft Flight" posted by Notch on YouTube, he mentioned that dragon lairs may be an addition in the video description.
August 31, 2010 (http://www.minecraftforum.net/viewtopic.php?f=3&t=30688)	Later in an interview on MinecraftCon 2010, Notch hinted at dragons as a possible planned mob. Then, for about one year, there was no more mention of it and dragons solely remained a potential work-in-progress.
June 18, 2011 (http://www.justin.tv/citricsquid/b/288355296)	Notch has stated in the past that if dragons are added, they would not be mountable as it would put too much pressure on multiplayer servers.
September 1, 2011 (http://www.youtube.com/watch?v=KavmNrLtdso&t=3m11s)	Notch stated that "dragons will be added eventually".
October 6, 2011 (https://twitter.com/notch/status/122088904793927680)	The name "ender dragon" was first made known through a tweet by Notch reading "raqquentba", which could be decoded using the ROT13 cipher, translating to "enderdragon".
October 7, 2011 (https://twitter.com/notch/status/122249624407916544)	Notch reveals a screenshot (https://web.archive.org/web/20230417191739/https://imgur.com/xj6us) of the "progress so far" on the ender dragon: the dragon flying through the skies of the End. He also shared (https://twitter.com/notch/status/12232322497730560) an album (https://web.archive.org/web/20230417162304/https://imgur.com/a/59H3o) of images of the ender dragon in flight through the Overworld, showcasing its animation.
October 9, 2011 (https://twitter.com/notch/status/122978062143979522)	Notch tweets an example (https://web.archive.org/web/20230417164125/https://imgur.com/a/CT78i) of a "texture packer tool" he wrote for the purpose of giving the ender dragon its skin. He shared (https://twitter.com/notch/status/123063108020350976) his progress (https://web.archive.org/web/20230416223001/https://imgur.com/QV0gQ) midway through designing the skin, later announced (https://twitter.com/notch/status/123087840946040832) when the base texture (https://web.archive.org/web/20230417225623/https://imgur.com/a/5PnQS) was done, and posted (https://twitter.com/notch/status/123129273899941888) when he had enlarged the wings (https://web.archive.org/web/20230417222733/https://imgur.com/a/vk1pf).
October 10, 2011 (http://www.youtube.com/watch?v=ehlpLrwjo)	Notch released a video showing a small clip of the End that also shows the ender dragon fly into the top of the frame.
October 12, 2011 (https://www.reddit.com/r/Minecraft/comments/l9m8m/why_ender_dragons_wont_spawn_in_main_world/c2qxhwh/)	In a Reddit post Notch also said, "They will be different dragons. The Ender Dragon will probably become larger, and the ones in the main world will be this size, won't go through terrain, and will be red because dragons are red." ^[3] Notch stated in a Twitter post that "Dragons have 6 limbs", consisting of 2 wings, and 4 legs. ^[4]

Java Edition

<i>Java Edition</i>		
		[hide]
1.0.0	Beta 1.9 Prerelease 4	 Added the ender dragon. The ender dragon currently exists in the code, mostly functional, however, the dragon has not been enabled in-game yet and players are unable to damage it. Certain mods can allow the spawning of the ender dragon, but again, no physical interactions are currently available.
	Beta 1.9 Prerelease 5	Added the ability for players to damage ender dragons. Ender dragons require mods or a monster spawner to be brought into the game, however. The ender dragon's health has been changed to 1 (💔) to test its new death animation.
	Beta 1.9 Prerelease 6	The ender dragon has been officially implemented into the game. This includes a single ender dragon as a boss battle, spawning naturally when the player first enters the End.
April 28, 2012 (https://twitter.com/jeb_/status/196190099627708417)		Jeb mentioned that he wouldn't be adding any more boss mobs until he makes the ender dragon "more fun first".
1.3.1	12w24a	The bug in which the ender dragon would be unable to damage the player after the player was attacked once has been fixed. The experience drop of ender dragons has been reduced from 20,000 to 12,000.
	12w34b	"Boss Health" now says "Ender Dragon".
1.4.2	1.4	Before this update, ender dragons used the same damage sound as the player. Ender dragons now have their own sound.
		The wither was added, despite jeb saying he would not add another boss until the ender dragon was revamped.
1.5	13w09c	A bug where swords take no damage when used on the ender dragon has been fixed.
1.5.1	13w11a	The mobGriefing gamerule now prevents the ender dragon from destroying blocks when it flies through them.
2013 Music Update		A music track now accompanies the ender dragon boss fight.
1.8	14w20a	The ender dragon no longer breaks barriers.
1.9	15w31a	The ender dragon boss fight has been revamped to be similar to the Legacy Console Edition.
		The ender dragon can now be respawned. As a placeholder, this involves placing clay in a creeper face pattern in the End.
		The ender dragon no longer destroys iron bars.
		 The ender dragon produces a fireball during its attack.
	15w32a	The ender dragon's fireballs now give off ender acid particles upon exploding and no longer light ground on fire.
		The ender dragon's charge/knockback attack has now returned.
		The ender dragon's wings now damage the player, prevent side and back melee attacks when the dragon lands on the exit portal.
		Dragon breath from the ender dragon now shoots out farther.
		The ender dragon now immediately charges at the player after finishing the ender acid attack.
		The ender dragon's ender acid attack now goes around the whole exit portal.
		The ender dragon no longer stops attacking from single hits.

		The ender dragon now flies back to portal before finishing the death animation.
		The ender dragon no longer takes <u>damage</u> from <u>snowballs</u> , <u>eggs</u> , or other attacks that normally do no damage.
	<u>15w32b</u>	When fatally damaged, the ender dragon now flies to the <u>exit portal</u> and <u>dies</u> rather than resetting to 1 () and landing.
	<u>15w33a</u>	<p>The ender dragon's wings no longer deal damage while the ender dragon is landed.</p> <p>The ender dragon is now immune to <u>arrows</u> while landed.</p> <p>The ender dragon no longer destroys <u>End portal blocks</u>, <u>End portal frame blocks</u>, or <u>End gateway blocks</u>.</p> <p>The ender dragon's breath attack now lasts longer.</p> <p>The ender dragon's <u>fireball</u> attack is now more or less equivalent to a <u>lingering potion of Harming II</u>.</p>
	<u>15w33c</u>	<p>Respawned ender dragons now <u>drop</u> 500 <u>experience</u>.</p> <p>Respawning the dragon also respawns the <u>End spikes</u> and <u>End crystals</u>.</p>
	<u>15w44a</u>	Respawning ender dragons now requires placing 4 <u>End crystals</u> near the <u>exit portal</u> .
	<u>15w49a</u>	<p>The ender dragon no longer travels through <u>portals</u>.</p> <p>The ender dragon no longer rides rideable <u>entities</u> such as <u>minecarts</u> or <u>boats</u>.</p> <p>The ender dragon is no longer affected by <u>status effects</u>.</p>
1.11	<u>16w35a</u>	Hitboxes of the <u>damageable</u> portions of the ender dragon are now visible using F3 + B.
	<u>16w43a</u>	The ender dragon is now able to draw from its own <u>loot table</u> .
	<u>19w08a</u>	Target selectors for the ender dragon (@e[type=minecraft:ender_dragon]) now target a total of 9 entities per dragon. ^[5]
1.14	<u>19w08b</u>	<p>The ender dragon no longer dives straight down to the fountain, instead it slowly descends.^[6]</p> <p>The AI of the ender dragon's phases has been broken due to a typo in the dragon's vertical velocity while flying^{[7][8]}</p>
	<u>19w12a</u>	Due to the rewriting of the sound system the ender dragon's death sound now always plays at full volume even if the player moves while it is playing.
1.15	<u>19w39a</u>	The ender dragon no longer has a separate texture for the bottom of its wing anymore.
	<u>19w41a</u>	A black dot on transparent parts of wing texture has been removed from ender dragons.
	<u>19w46a</u>	 The texture of the dragon <u>fireball</u> has been changed.
1.17	<u>20w45a</u>	Target selectors for the ender dragon target 1 entity per dragon once again.
1.19.3	<u>22w44a</u>	 Added <u>spawn eggs</u> for ender dragons, which can be obtained only with commands as to avoid potential destruction of <u>Creative</u> builds. ^[9]
1.21.2	<u>24w34a</u>	Dragon fireballs no longer go through the <u>world border</u> if hit.

Bedrock Edition

<i>Pocket Edition</i>		
<i>[hide]</i>		
1.0.0	<u>alpha 0.17.0.1</u>	 Added the ender dragon.
		 The ender dragon produces a <u>fireball</u> during its attack.
	<u>alpha 1.0.0.2</u>	The ender dragon now goes to the nearest <u>End crystal</u> .
?		Dragon fireballs no longer make a glass sound on impact.
1.1.0	<u>alpha 1.1.0.0</u>	The entity ID of the ender dragon has been changed from dragon to ender_dragon.
<i>Bedrock Edition</i>		
<i>[hide]</i>		
1.6.0	<u>beta 1.6.0.6</u>	The ender dragon no longer travels through <u>portals</u> .
1.10.0	<u>beta 1.10.0.3</u>	 The texture of the dragon <u>fireball</u> has been changed.
1.19.20	<u>Preview 1.19.20.22</u>	Ender dragons can no longer destroy <u>crying obsidian</u> , <u>respawn anchors</u> , <u>light blocks</u> , <u>allow</u> , <u>deny</u> , <u>borders</u> , and <u>jigsaw blocks</u> .
1.19.60	<u>Preview 1.19.60.20</u>	 Added <u>spawn eggs</u> for ender dragons.

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU9	CU1	1.00	1.00	1.00	Patch 1	1.0.1	 Added the ender dragon with new attacks (dragon's breath and ender charges).	
TU10							 The ender dragon produces a <u>fireball</u> during its attack.	
TU14							Before this update, ender dragons used the same damage sound as the <u>player</u> . Ender dragons now have their own <u>sound</u> .	
TU19							The title of the ender dragon's health bar has been changed from "Enderdragon" to "Ender Dragon".	
TU46	CU36	1.38	1.38	1.38	Patch 15	1.0.1	The ender dragon no longer takes damage from snowballs, eggs, or other attacks that normally do no damage. [is this the correct version?]	
							Dragon fireballs now create dragon's breath on impact. Previously dragon's breath was only created by the ender dragon above the exit portal.	
							Dragon's breath now only deals damage every second instead of every half second.	
							Dragon's breath now deals <u>knockback</u> away from the ender dragon.	
							Dragon's breath can now be collected with a <u>glass</u> bottle.	
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	The <u>spawn limit</u> for boss mobs has been increased, meaning up to 4 withers can now be spawned in the End while the ender dragon is alive.	
TU60	CU51	1.64	1.64	1.64	Patch 30	1.0.11	 The texture of the dragon <u>fireball</u> has been changed to match <u>Java Edition</u> .	

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
1.7.10	 Added the ender dragon.	 The ender dragon produces a <u>fireball</u> during its attack.

Data history

<i>Java Edition</i>		
<i>[hide]</i>		
1.11	16w32a	The entity ID of the ender dragon has been changed from EnderDragon to ender_dragon.
		The fireball's entity ID has been changed from DragonFireball to dragon_fireball.
1.13	16w40a	The tags xTile, yTile, zTile, inTile and inGround have been removed from the dragon fireball entity data.
		The life tag of ender dragons is no longer used for anything, but still saved/read.
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version. [more information needed]

Issues

Issues relating to "Ender Dragon" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jqql=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%22Ender%20Dragon%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- If low enough on health, the ender dragon emits beams of light without dying, as if cracked.
- The ender dragon's hitbox, especially its wings, is larger than the ender dragon itself, causing players to be pushed away from it from farther away than usual.
- If the player kills a summoned dragon in the [Overworld](#) or the [Nether](#), it does not create the [exit portal](#) or a [dragon egg](#).
- In [Spectator mode](#), the player cannot view the perspective of the ender dragon, unlike any other mob. However, it is possible through the use of commands (like `/spectate`). When this happens, the player's camera appears about 1 block over the dragon's body.
- In [Legacy Console Edition](#), the ender dragon's death sound is bass-boosted. [\[verify\]](#)
- Using **F3** + **B** [[JE only](#)] to show hitboxes reveals that the ender dragon's head rotation faces in the opposite direction to where its real head faces. This is also why the ender dragon faces the wrong way when set in a monster spawner.
- When an ender dragon is spawned in the Overworld, it flies to coordinates X=0 and Z=0 and dives at the ground or does the same behavior as if in the End. If End crystals are placed in the Overworld, they heal the dragon as normal, but it does not perch anywhere and continues to fly around forever.
- In [Bedrock Edition](#), there is an unused texture file for a dragon fireball item.
- In [Super Smash Bros. Ultimate](#), one of the spirits that comes with the Steve/Alex DLC is the Ender Dragon. It appears as a Legend-class "spirit" that makes the user breathe fire for a long time at the start of each battle.
- If [commands](#) or [Creative mode](#) are used to get [End portal frames](#) and [eyes of ender](#), a player can skip to the [End poem](#).
 - If a player destroys [End crystals](#) or even hurts the dragon and then uses a player-made portal, upon returning, the player will retain their progress. [\[BE only\]](#)
- There is a death message that reads "<player> was roasted in dragon's breath", for getting killed by the dragon fireball, that is currently unsendable due to a bug. [\[10\]](#)
- The ender dragon was originally meant to play a large part in [A Minecraft Movie](#), [\[11\]](#) but would still be mentioned in [I Feel Alive](#) as a past adversary of [Steve](#).
- In the [New Nintendo 3DS Edition](#)'s e-manual, the fireballs the ender dragon spits are referred to as

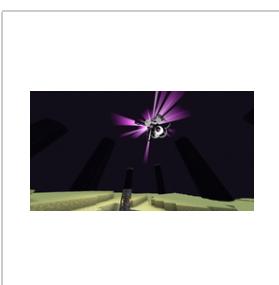
"Ender Acid", and its breath is referred to as "Acid breath".

Notch-related

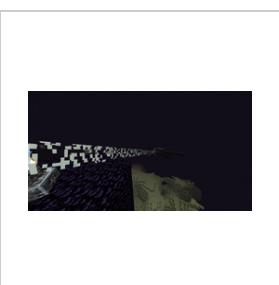
- On Reddit, Notch suggested the ender dragon's name to be "Jean?" in the same manner he called the player "Steve?".^[12]
 - Dinnerbone later stated that he thinks the name is officially "Jean?".^[13]
 - Despite this, an article on Minecraft.net states that "uttering its true name would unleash a destructive force that would obliterate not only the End, but the Nether and the Overworld at the same time."^[14]
- Also on Reddit, Notch referred to the ender dragon as a she^[15], and the Xbox avatar item Ender Dragon Pet purporting to be her brother has the description "A cuter, friendlier version of his bigger, less playful Minecraft sister"; however, it has been later confirmed by Notch,^[16] Brandon Pearce^[17] and Jeb^[18] that all mobs in *Minecraft* have no gender, which includes the ender dragon.
 - Despite this, the ender dragon continues to be referred with feminine pronouns in *Bedrock Edition*'s in-game encyclopedia. In addition, certain universe canons still refer to the ender dragon with feminine pronouns.
- Before it was textured, Notch reported that he was afraid to texture the ender dragon as it was a complicated model.^[19] In the end, the dragon model was so complex Notch stated that he gave up making the texture manually and wrote a texture packer tool to aid him in adding the texture to the model. Notch also uploaded the code for the tool so others could use the pack. ([Link to the texture packer](#) (<http://pastebin.com/0AcY6YV2>))^[20]
 - Notch joked about how *Minecraft* was "going next-gen" when deadmau5 mentioned this.^[21]
- Notch has uploaded a video showing why ender dragons do not spawn in the main world, as they would destroy any block they touch.^[22]
 - On Reddit, Notch explained that ender dragons destroy Overworld matter because "trying to make an AI to properly navigate arbitrary terrain before the code freeze next tuesday [sic (<https://en.wikipedia.org/wiki/Sic>)] isn't feasible".^[23]

Gallery

Screenshots



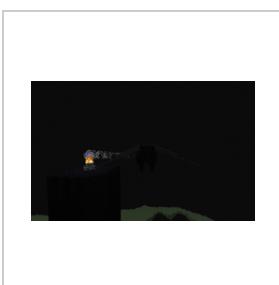
The ender dragon after defeat.



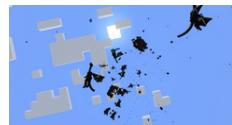
An ender dragon being healed by an End crystal.



The ender dragon flying over the End.



The ender dragon attacks a player while being healed.



Dozens of player-spawned ender dragons and withers fighting each other.



More ender dragons fighting withers.



The ender dragon dying from the explosion of the End crystal it was using.



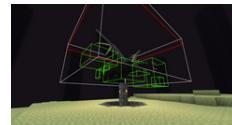
The dragon perching on the exit portal.



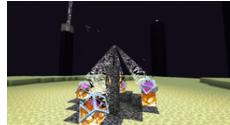
The dragon firing a fireball at the player.



The dying dragon quickly charging toward the exit portal to roost. A pool of acid lies in the foreground.



The green hitboxes, visible when **F3** + **B** is toggled.



Four End crystals placed at the exit portal to respawn the ender dragon.



Comparison between the ender dragon and the wither.



Screenshot of a possible glitch resulting in the spawning of two ender dragons.

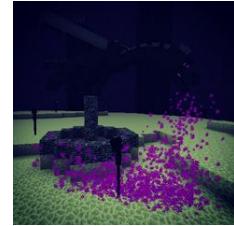
Mojang screenshots



The ender dragon with the [Glowing](#) effect.[Java Edition only]



The ender dragon dying as seen when the player has [Night Vision](#).



Ender dragon above the exit portal.



T-posing ender dragon.

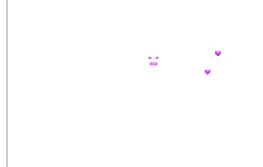


An ender dragon taking damage in the Overworld.

Textures



Ender Dragon texture file.



Ender Dragon eyes texture file.



Ender Dragon exploding texture file.

Development images



The first screenshot of the ender dragon.



The same screenshot, only brighter.



The ender dragon before being textured.



The ender dragon before being textured.



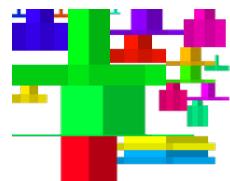
The ender dragon before being textured.



The ender dragon before being textured.



The ender dragon before being textured.



The first ender dragon texture.



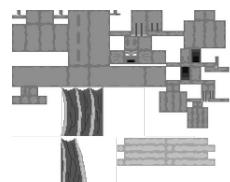
The ender dragon with its first texture.



The ender dragon's texture taking shape.



The ender dragon with its first semi-complete texture.



The ender dragon's texture at this stage.



The ender dragon with wings more closely resembling their modern form.



The ender dragon's texture at this stage.



The ender dragon's head and neck were lowered to make it look more "evil".



The ender dragon flying over the Overworld.

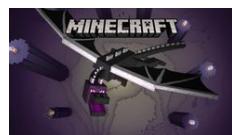


The first screenshot of the ender dragon in *Xbox 360 Edition*.



T-posing rendering glitch during *Vibrant Visuals* development

In other media



The ender dragon in promotional artwork for the *Ender Update*.



Ender dragon artwork used on the *Minecraft.net*.



Artwork for *Realms Stories* depicting Ari and Sunny defeating the Ender Dragon.



The ender dragon pictured in the *Mobestiary*.



The ender dragon spirit in *Super Smash Bros. Ultimate*.



The *Super Smash Bros. Ultimate* ender dragon spirit.



The ender dragon as it appears in *Sonic Racing: CrossWorlds*.



Concept art for the ender dragon in *A Minecraft Movie*.

Merchandise



LEGO Ender Dragon micromob ("Micro World - The End").



LEGO Ender Dragon minifigure ("The Ender Dragon")



LEGO Ender Dragon minifigure ("The End Battle")



LEGO Ender Dragon minifigure ("The Ender Dragon and End Ship")



An early, humanoid ender dragon plush.



An unboxed ender dragon plush.



Official T-shirt artwork "Enderdragon" featuring Steve fighting the ender dragon. Made by JINX.



Official T-shirt artwork "Heroes Crest" featuring an iron golem and an ender dragon. Made by JINX.



Official T-shirt artwork "Battle" featuring a creeper, an enderman, Steve, a ghast, and either an ender dragon or a red dragon. Made by SamCube.



Official T-shirt artwork "The End is Nigh" made by JINX.



A newer version of "The End is Nigh." The text is the Standard Galactic Alphabet, which translates to its title.



Ender dragon plush made by JINX.



An officially licensed
ender dragon
headlight.

Notes

1. Attacks that are not dealt directly to its head have their damage reduced by ~75%, giving it an effective 800 ($\heartsuit \times 400$) should no attacks be dealt against its head.
2. Fire is destroyed only if the block underneath it is destroyed, if it even can be.
3. Soul fire is destroyed only if the soul sand or soul soil is destroyed underneath it.

References

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2. MC-271336 — Ender Dragon dive to portal is broken after 19w08b.
3. http://www.reddit.com/r/Minecraft/comments/l9m8m/why_ender_dragons_wont_spawn_in_main_world/c2qxhwh
4. "Dragons have six limbs." (<https://twitter.com/notch/status/124246459775328257>) – @notch (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), October 12, 2011
5. MC-146503 — Ender dragon consists of 9 entities in total — resolved as "Won't Fix".
6. MC-271336 — Ender Dragon dive to portal is broken after 19w08b.
7. MC-272431 — Ender Dragon's incorrect velocity while flying causes erratic behavior
8. MC-271337 — Ender Dragon dragon phase behaviors are broken after 19w08b
9. MC-189872 — Certain mobs don't have spawn eggs — resolved as "Fixed".
10. MC-84595 — "Roasted in dragon's breath" death message does not appear when player is killed by dragon's breath
11. "Peter Sollett to Direct Warner Bros.' 'Minecraft' Movie (Exclusive)" (<https://variety.com/2019/film/news/peter-sollett-warner-bros-minecraft-1203105640/>) by Justin Kroll – Variety, January 11, 2019.
12. https://www.reddit.com/r/Minecraft/comments/l9m8m/why_ender_dragons_wont_spawn_in_main_world/c2qx15z?context=1
13. "Officially I think it's "Jean?" ;D" (<https://twitter.com/Dinnerbone/status/558263033173389313>) – @Dinnerbone (<https://twitter.com/Dinnerbone>) (Nathan Adams) on X (formerly Twitter), January 22, 2015
14. "Taking Inventory: Name Tag" (<https://www.minecraft.net/en-us/article/taking-inventory--name-tag>) by Duncan Geere – Minecraft.net, March 15, 2019.
15. https://www.reddit.com/r/Minecraft/comments/l9ubb/ender_dragon_has_been_named/
16. <https://web.archive.org/web/20120728170757/http://notch.tumblr.com/post/28188312756/gender-in-minecraft>
17. "All mobs in Minecraft are genderless :)" (<https://twitter.com/kingbdogz/status/1321887816742219776>) – @kingbdogz (<https://twitter.com/kingbdogz>) on X (formerly Twitter), October 30, 2020

18. "Ask Mojang: Holiday Special with Jeb and Lydia @3:26" (<https://youtube.com/watch?v=pDBfIKEq3s&t=206>) – Minecraft on YouTube, December 24, 2020
19. "I am a bit afraid of texturing the dragon. It's a very big model. I am going to need unhealthy food for this." ([@notch \(<https://twitter.com/notch>\) \(Markus Persson\) on X \(formerly Twitter\), October 8, 2011](https://twitter.com/notch/status/122600570170249216)
20. "Finally gave up on doing it manually and wrote a texture packer tool." ([@notch \(<https://twitter.com/notch>\) \(Markus Persson\) on X \(formerly Twitter\), October 9, 2011](https://twitter.com/notch/status/122978062143979522)
21. "Yeah, we're going next gen here!" - @notch (<https://web.archive.org/web/20160603021555/https://twitter.com/notch/status/122980577832992768>) on Twitter; October 9, 2011
22. "Why Ender Dragons won't spawn in the main world" (<https://youtube.com/watch?v=XTpFDRZExAg>) – mojnotch on YouTube, October 12, 2011
23. https://reddit.com/r/Minecraft/comments/I9m8m/why_ender_dragons_wont_spawn_in_main_world/c2qx6qk?context=1

External links

- "Mob Menagerie: Ender Dragon" (<https://www.minecraft.net/en-us/article/ender-dragon>) by Duncan Geere – Minecraft.net, August 21, 2025.

Navigation

The End										[hide]
Dimension										
 The End 										
Biomes										
JE only  End Highlands  End Midlands  End Barrens 										
Items										
 End Crystal										
Building blocks										
 Chorus Flower  Chorus Plant  End Rod  End Stone  End Stone Bricks  Purpur Block ( Slab  Stairs  Pillar)										
Functional blocks										
 Dragon Egg  Dragon Head										
Mobs										
 Enderman  Endermite  Ender Dragon  Shulker										
Terrain features										
 Central island  Erosion  Outer islands										
Structures										
 End City ( End Ship)										
Features										
 Chorus Plant  End Gateway  End Platform  End Spike  Exit portal  End Island										

Entities										[hide]
Mobs										[hide]
 Ally  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  Agent  NPC										

Neutral	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
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
Bosses	Ender Dragon Wither
Mob types	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 entities [show] Unimplemented [show] Joke [show]

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