

Enderman

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

An **enderman** is a tall neutral mob found in all three dimensions that drops [ender pearls](#). It becomes hostile to [players](#) that damage it or look directly at its face, using its arms to attack. Endermen [teleport](#) erratically, as well as away from dangers such as [lava](#), [projectiles](#), and [water](#). They also occasionally pick up and move certain [blocks](#).

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Enderman

Idle Screaming



View all renders

Health points 40 (× 20)

Behavior Neutral

Mob type Monster

Easy: 4.5 (× 2.25)

Attack strength Normal: 7 (× 7)

Hard: 10.5 (× 5.25)

Hitbox size Height: 2.9 blocks
Width: 0.6 blocks

Speed 0.3

Spawn Overworld (Light level of 0)

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Spawning

Endermen can spawn on any solid surface that has at least three empty spaces above, at a light level of 0 in the Overworld and the End, or a light level of 7 or less in the Nether. They are the only mobs that spawn naturally in all three dimensions.

Enderman spawns in: [\[hide\]](#)

 **The Nether** (Light level of 7 or less):
 Nether Wastes
 Soul Sand Valley
 Warped Forest
 **The End** (Light level of 0)



An enderman in the Overworld.

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Warped Forest	1/1	100%	1–4	16	1
End Highlands	10/10	100%	4	—	—
End Barrens	10/10	100%	4	—	—
End Midlands	10/10	100%	4	—	—
Small End Islands	10/10	100%	4	—	—
The End (biome)	10/10	100%	4	—	—
Jagged Peaks	10/515	1.94%	1–4	10	1–2
Snowy Taiga	10/515	1.94%	1–4	10	1–2
Forest	10/515	1.94%	1–4	10	1–2
Stony Shore	10/515	1.94%	1–4	10	1–2
Flower Forest	10/515	1.94%	1–4	10	1–2
Frozen Peaks	10/515	1.94%	1–4	10	1–2
Taiga	10/515	1.94%	1–4	10	1–2
Stony Peaks	10/515	1.94%	1–4	10	1–2
Eroded Badlands	10/515	1.94%	1–4	10	1–2
Windswept Hills	10/515	1.94%	1–4	10	1–2
Meadow	10/515	1.94%	1–4	10	1–2
Beach	10/515	1.94%	1–4	10	1–2
Pale Garden	10/515	1.94%	1–4	10	1–2
Old Growth Spruce Taiga	10/515	1.94%	1–4	10	1–2
Dark Forest	10/515	1.94%	1–4	10	2–3
Birch Forest	10/515	1.94%	1–4	10	1–2
Sparse Jungle	10/515	1.94%	1–4	10	1–2
Old Growth Birch Forest	10/515	1.94%	1–4	10	1–2
Bamboo Jungle	10/515	1.94%	1–4	10	1–2
Desert	10/515	1.94%	1–4	10	1–2
Snowy Slopes	10/515	1.94%	1–4	10	1–2
Cherry Grove	10/515	1.94%	1–4	10	1–2
Badlands	10/515	1.94%	1–4	10	1–2

Category: Monster	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Windswept Gravelly Hills	10/515	1.94%	1–4	10	1–2
Lush Caves	10/515	1.94%	1–4	10	1–2
Windswept Forest	10/515	1.94%	1–4	10	1–2
Snowy Beach	10/515	1.94%	1–4	10	1–2
Ice Spikes	10/515	1.94%	1–4	10	1–2
Wooded Badlands	10/515	1.94%	1–4	10	1–2
Grove	10/515	1.94%	1–4	10	1–2
Frozen River	10/516	1.94%	1–4	—	—
Mangrove Swamp	10/516	1.94%	1–4	10	1–4
Swamp	10/516	1.94%	1–4	10	2–3
Jungle	10/517	1.93%	1–4	10	1–2
Savanna	10/520	1.92%	1–4	10	1–2
Lukewarm Ocean	10/520	1.92%	1–4	10	1–2
Deep Cold Ocean	10/520	1.92%	1–4	10	1–2
Sunflower Plains	10/520	1.92%	1–4	10	1–2
Deep Frozen Ocean	10/520	1.92%	1–4	10	1–2
Deep Ocean	10/520	1.92%	1–4	10	1–2
Frozen Ocean	10/520	1.92%	1–4	10	1–2
Snowy Plains	10/520	1.92%	1–4	—	—
Ocean	10/520	1.92%	1–4	10	1–2
Savanna Plateau	10/520	1.92%	1–4	10	1–2
Windswept Savanna	10/520	1.92%	1–4	10	1–2
Warm Ocean	10/520	1.92%	1–4	10	1–2
Deep Lukewarm Ocean	10/520	1.92%	1–4	10	1–2
Cold Ocean	10/520	1.92%	1–4	10	1–2
Plains	10/520	1.92%	1–4	10	1–2
Old Growth Pine Taiga	10/540	1.85%	1–4	10	1–2
Dripstone Caves	10/610	1.64%	1–4	10	1–2
River	10/615	1.63%	1–4	—	—

Category: Monster		Java Edition			Bedrock Edition	
Spawn area		Spawn weight	Spawn chance	Group size	Spawn weight	Group size
 Soul Sand Valley		1/71	1.41%	1–4	6	1
 Nether Wastes		1/168	0.6%	4	6	1

Overworld

Endermen spawn uncommonly in all Overworld biomes except mushroom fields and deep dark. In Bedrock Edition, endermen also do not spawn in rivers, frozen rivers, and snowy plains. They spawn in groups of up to four in Java Edition or up to two in Bedrock Edition.

Nether

Endermen spawn in groups of four in Java Edition or individually in Bedrock Edition, rarely in soul sand valleys, uncommonly in Nether wastes, and most commonly in warped forests.

End

Endermen spawn commonly in groups of four anywhere in the End dimension.

Drops

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default		Looting I			Looting II			Looting III			
 Ender Pearl		0–1	50.00%	0.50	0–2	75.00%	1.00	0–3	87.50%	1.50	0–4	91.67%	2.00

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
Icon	Name	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25
	Ender Pearl	0–1	50.00%	0.50	0–2	50.00%	0.75	0–3	50.00%	1.00	0–4	50.00%	1.25

- 5 when killed by a player or a tamed [wolf](#).
- 100% chance of dropping the block that it is holding (see [§ Moving blocks](#) for more information).

Behavior

Endermen can step up one full block without having to jump.

Provoking

An enderman is passive until provoked. An enderman is provoked when

- A [player](#) or other mob attacks it.
- A player within 64 blocks looks at its eyes for 5 game ticks ($\frac{1}{4}$ second)^[1] if the view is not obstructed by any solid block (including transparent blocks), or the player isn't wearing a [carved pumpkin](#) on the head.
 - Looking anywhere at the head aggravates it, including the back of the head.
 - Looking at its upper legs at further distance aggravates it.
- It can see an [endermite](#) within 64 blocks of it.

In [Java Edition](#), the provocation works similar to a mob's [detection range](#), its range reducing if the player is [sneaking](#) or under the [Invisibility effect](#).

When provoked, an enderman opens its mouth and makes loud screaming noises. A provoked enderman also starts shaking in [Java Edition](#).

Staring

In [Java Edition](#), staring an aggravated enderman in the eyes from within 16 blocks of it paralyzes it, causing it to stop moving as long as the player maintains eye contact. The enderman still displays aggravated behavior, shaking and screaming with its mouth open, and resumes its chase should the player stop looking at it. Moving within four blocks of a paralyzed enderman causes it to teleport away. Unlike the distance to provoke an enderman, the minimum and maximum paralyzing distances are not affected by sneaking or invisibility.

Attacking

An enderman runs toward the back of the player to attack, although it ceases if hit by another player or mob.^[2][\[BE only\]](#)[\[verify for Bedrock Edition\]](#) An aggravated enderman runs faster than the normal movement speed and, if the player is at least 16 blocks away from the enderman, often

teleports up to 19 blocks horizontally and 22 blocks vertically toward the location of its target every 1.5 to 2 seconds.[needs testing in Bedrock Edition] An enderman is not provoked by a player viewing it through a transparent block or while wearing a carved pumpkin.

An aggravated enderman pursues the player until it is either killed or distracted by external elements, such as rain or fire.[BE only][needs testing in Bedrock Edition] They do not take damage from sunlight like undead mobs, but when at a sufficient light level under the sky during the day[Java Edition only] or at any light level[Bedrock Edition only] they teleport randomly, typically ending up in caves (although certain non-full blocks, such as soul sand and mud, also register as "dark" when the enderman is standing in them).

An enderman tracks targeted mobs until they're out of sight, too far away, or in another dimension. If the target is a player, the enderman tracks the player through walls. In Java Edition, the enderman continues to chase the player for as long as it is loaded, regardless of the distance or dimension of the targeted player.

In Bedrock Edition, the enderman loses interest after enough time[more information needed] of non-interaction with the player. In Java Edition, if the internal sky light is sufficient, the enderman attempts to disengage approximately every 20 to 30 seconds. If it does not regain sight of its target within up to 40 seconds, or if it is attacked by something else, then it disengages from the player unless provoked again.

Endermen are also aggressive towards endermites and will attack them if they are 64 blocks away or less.

Water

Endermen can be damaged by rain, water, splash water bottles, and, in Bedrock Edition, water-filled cauldrons. When contacting any one of these, endermen take 1 () damage. In rain, endermen continuously teleport until they find a dry spot or die.

Projectiles

Endermen are immune to most projectiles, as they teleport away before being hit.[3]

If an enderman is somehow unable to teleport, throwables like snowballs are absorbed, while arrows and tridents are bounced in Java Edition and pass right through in Bedrock Edition (but effects are still applied from tipped arrows).

Endermen are not immune to the warden's sonic boom ranged attack.

Teleportation

Endermen teleport when dodging projectiles, when chasing a target, and when taking damage from natural sources, suffocation, and potion effects. They also teleport when hit by a player or mob,[BE only] when paralyzed and within four blocks of their target,[JE only] randomly at any time

and light level, [BE only] and when in places with a sky light of 15 and an internal sky light of 12 and not attacking or chasing a target. [JE only]

Endermen play a sound exclusively at the teleportation destination. [4]

Each teleportation attempt caused by taking damage, being paralyzed, [JE only] a projectile, or random teleportation attempt chooses a random destination 32 blocks along each axis (i.e. a $64 \times 64 \times 64$ cube centered on the current position).

When attacking, an enderman may teleport up to 19 blocks horizontally and 22 blocks vertically to close the distance on a target. Teleportation attempts made to attack a target choose a random destination within a $9 \times 11 \times 9$ [verify] rectangular prism centered on a point 16 blocks horizontally and 17 blocks vertically toward its target. If the target is within those ranges, the destination is centered on the target's XZ and/or Y coordinates instead. [needs testing in Bedrock Edition]

Both teleportation types then apply the following checks:

- As long as the selected block is not movement-blocking, seek downward. If the found block is waterlogged, the teleportation attempt fails.
- Starting again with the originally selected target, seek downward as long as the block below is not movement-blocking. The teleportation attempt succeeds if no liquid or solid blocks prevent them from standing at the destination.

Thus, endermen need at least three non-solid blocks above the destination to successfully teleport, and do not teleport to waterlogged blocks unless the ceiling above is movement-blocking. [5] Endermen can appear to teleport further than their maximum teleport distance when teleporting downward, as distance through air is not a factor when seeking downward for a valid location.

Blocks that have a large enough collision box but are not movement-blocking, such as carpet that is not above a movement-blocking block, snow layers 10 or more deep, and azalea, can be used to prevent teleportation. Endermen always teleport an integer Y distance, so an enderman at Y=70.0 cannot teleport onto a movement-blocking block covered by a single carpet, snow layers only 2 deep, or many other short blocks, while an enderman at Y=70.99 could teleport onto snow layers 8 or 9 deep.

Endermen always attempt to teleport upon taking damage. Most melee attacks are successful, [BE only] but the enderman usually teleports a few blocks behind the player when hit if there is space behind the player. Endermen can be attacked with projectiles if they are in a boat or minecart. If all available blocks within teleport distance are removed or unavailable as a destination, it is possible to hit endermen in Java Edition with a projectile, although arrows may simply bounce off, dealing no damage. [6] When teleporting due to damage, it makes 64 attempts to teleport. [more information needed]

An enderman cannot teleport while it is in a minecart or boat, although in rain and water it attempts to do so, always teleporting back repeatedly until death.

Moving blocks

Endermen have the unique ability to pick up, carry, and set down certain blocks, even when angered. Every tick, an enderman has a $\frac{1}{20}$ (5%) chance to select a random block in a $4 \times 3 \times 4$ (XYZ) region horizontally centered on the enderman and vertically encompassing it. If the enderman can directly see this block and the block is on the "holdable" list, it picks up the block. An enderman cannot pick up blocks from a completely flat floor unless it is made of non-full blocks such as mud or soul sand. An enderman can still pick up and place blocks while sitting in a boat.

Endermen do not despawn while holding a block.

Endermen drop whatever item the block they are holding would drop when it is mined with a Silk Touch tool, which usually means it drops the block itself, though there are some exceptions, like dropping stone instead of infested stone, or not dropping anything when holding bedrock. Endermen do not visually let go of the block when dying.^{[7][8]}

Endermen can pick up the following blocks:

-  Cactus
-  Cactus Flower
-  Clay
-  Coarse Dirt
-  Rooted Dirt
-  Dirt
-  Flowers (short)
-  Fungi
-  Crimson Roots
-  Warped Roots
-  Grass Block
-  Gravel

-  Melon
-  Moss Block
-  Mud
-  Muddy Mangrove Roots
-  Mushrooms
-  Mycelium
-  Nylium
-  Pale Moss Block
-  Podzol
-  Pumpkins
-  Red Sand
-  Sand
-  TNT

Data packs in Java Edition can change this list by modifying the `minecraft:enderman_holdable_block` tag.

Behavior packs in Bedrock Edition can change this list by modifying the `minecraft:behavior.take_block` method. Unlike Java, there is no tag for these blocks, but it is possible to create a custom tag.

While an enderman is carrying a block, it has a $\frac{1}{2000}$ (0.05%) chance every tick to silently^[9] place the block in a $2 \times 2 \times 2$ region horizontally centered on the enderman and vertically at the same level as the enderman itself if the target location is air with a non-air block beneath and the block is allowed to be placed at the target location. Endermen cannot place blocks onto bedrock or entities.

Endermen cannot pick up or place down blocks if the game rule `mobGriefing` is set to `false`.

Endermen can randomly breach walls, bridge fences, break redstone circuitry, set off explosions and kill themselves if they place a block of TNT on a power source, and even construct golems by placing a carved pumpkin correctly.

In *Java Edition*, players can summon an enderman holding any block (including the ones not listed above) using the `carriedBlockState` NBT data. For example, to summon an enderman holding a grass block with no AI where the player is standing:

```
/summon minecraft:enderman ~ ~ ~ {NoAI:1,carriedBlockState:{Name:"grass_block"}}
```

Endermen can place any block they are summoned with, even if it is not on the allowed list.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Enderman vwoops	Hostile Mobs	Randomly while passive	entity.enderman.ambient	subtitles.entity.enderman.ambient	1.0	0.8-1.2	16	
	Enderman screams	Hostile Mobs	Randomly while hostile	entity.enderman.scream	subtitles.entity.enderman.scream	1.0	0.8-1.2	16	
	Enderman dies	Hostile Mobs	When an enderman dies	entity.enderman.death	subtitles.entity.enderman.death	1.0	0.8-1.2	16	
	Enderman hurts	Hostile Mobs	When an enderman is damaged	entity.enderman.hurt	subtitles.entity.enderman.hurt	1.0	0.8-1.2	16	
	Enderman cries out	Hostile Mobs	When an enderman is angered by being stared at	entity.enderman.stare	subtitles.entity.enderman.stare	2.5	1.0	16	
	Enderman teleports	Hostile Mobs	When an enderman teleports	entity.enderman.teleport	subtitles.entity.enderman.teleport	1.0	1.0	16	

Bedrock Edition:

Sounds								[hide]
Sound	<u>Closed captions</u> <i>[upcoming: BE 26.0]</i>	Source	Description	Identifier	Translation key <i>[upcoming: BE 26.0]</i>	Volume	Pitch	
	?	Hostile Mobs	Randomly while passive	mob.endermen.idle	?	1.0	0.8-1.2	
	?	Hostile Mobs	Randomly while hostile	mob.endermen.scream	?	1.0	0.8-1.2	
	?	Hostile Mobs	When an enderman dies	mob.endermen.death	?	1.0	0.8-1.2	
	?	Hostile Mobs	When an enderman is damaged	mob.endermen.hit	?	1.0	0.8-1.2	
	?	Hostile Mobs	When an enderman is angered by being stared at	mob.endermen.stare	?	1.0	1.0	
	?	Hostile Mobs	When an enderman teleports	mob.endermen.portal	?	1.0	1.0	

Data values

ID

Java Edition:

Name	Identifier	Translation key	[hide]
 Enderman	enderman	entity.minecraft.enderman	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
 Enderman	enderman	38	enderman mob monster	entity.enderman.name	

Entity data

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

Java Edition:

Main article: [Entity format](#)

Entity data

Additional fields for mobs that can become angry

Tags common to all entities

Tags common to all mobs

carriedBlockState: Optional. The block carried by the enderman.

 └ **Name:** The [resource location](#) of the block.

 └ **Properties:** Optional. The [block states](#) of the block.

 └ **Name:** The block state name and its value.

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

Achievements that apply to all mobs:

[show]

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	<u>Monster Hunter</u>	Kill any hostile monster	Kill <u>one</u> of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	
	<u>It Spreads</u>	Kill a mob near a Sculk Catalyst	Kill <u>any</u> 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 advancement.	
	<u>Monsters Hunted</u>	Kill one of every hostile monster	Kill <u>each</u> of these 41 monsters: [show] Other mobs may be killed, but are ignored for this advancement.	

Advancements that apply to all mobs:

[\[show\]](#)

Videos

Note: Endermen behave slightly differently in modern versions of Minecraft compared to how they are portrayed in the video.

History

Development

 ?	<p>Sometime on or before July 26, 2011, Notch posts an image on his Google+ account showing planned "creepy mobs." Two can be seen holding a grass block and a sand block with their arms far outstretched. [10]</p>
July 28, 2011	<p>Notch described that endermen would be peaceful, unless the player looked straight at them, then they would rush in to attack whenever the player broke the gaze. [11][12][13][14]</p>
July 29, 2011 (https://web.archive.org/web/2011081091508/http://notch.tumblr.com/post/8208212863/the-psychology-of-the-reticle-and-the-feeling-of)	<p>At first, when Notch was still designing the endermen, he thought they were not "creepy" enough, coming with the idea that having a situation that the player would want to avoid could make the enderman significantly more scary. This gave Notch the idea to implement the staring feature, where aiming the crosshair at the enderman's face would cause a suspenseful moment in which breaking eye contact would trigger an attack, as well as the enderman having the ability to teleport so that when the player has stared at the enderman, they would have to face a consequence for that action.</p>
August 26, 2011	<p>In the Beta 1.8 demo at PAX, endermen dropped diamonds as a placeholder for ender pearls.</p>
September 20, 2011 (http://twitter.com/notch/status/116186387878920193)	<p>Notch indicated the block carrying was horrible and needed to be nerfed.</p>
September 28, 2011 (http://twitter.com/notch/status/118903247212773376)	<p>Notch stated "Endermen suck because they're annoying, and because I nerfed them and made them too easy. I shall fix this."</p>

Java Edition

Java Edition Beta [hide]		
	<u>Pre-release</u>	 Added endermen. <p>Endermen are able to pick up <u>any</u> full <u>block</u>, including <u>bedrock</u> and <u>monster spawners</u>. The angle of their arms have also been lowered when holding a block.</p> <p>Endermen have green eyes and emit black smoke. They also have <u>zombie</u> sounds as a placeholder.</p>
<u>1.8</u>	<u>release</u>	 The enderman eye color has been changed from green to purple. <p>Endermen now emit <u>portal particles</u>, rather than smoke.</p> <p>Endermen no longer pick up unobtainable blocks including bedrock, double slabs, and spawners and also no longer pick up blocks with inventories including chests, dispensers, and furnaces but can still pick up any other full block.</p>
Java Edition [hide]		
	<u>Beta 1.9 Prerelease</u>	<p>Before this update, endermen could be killed with the use of a <u>bow</u>. Now, <u>arrows</u>, <u>snowballs</u>, <u>eggs</u>, and other ranged attacks do not hit them because they teleport away before impact.</p> <p>Enderman now teleport away and become <u>neutral</u> if they are in <u>water</u>.</p> <p>Endermen no longer pick up any block; they are limited to certain blocks.</p> <p>Endermen no longer have any sounds.</p>
<u>1.0.0</u>	<u>Beta 1.9 Prerelease 3</u>	Endermen now have 40 ($\heartsuit \times 20$) health points instead of 20 ($\heartsuit \times 10$).
	<u>Beta 1.9 Prerelease 4</u>	<p>Endermen now have a realm of their own: <u>the End</u>, where they spawn frequently.</p> <p>Endermen used to burn in sunlight, but as of this update, they instead randomly teleport around until they find a dark spot or despawn eventually. This makes it extremely hard to get close enough to kill them during daytime.</p>
	<u>RC1</u>	Endermen now have their own audio scheme, most notably a long moan overlaid with static for when they are triggered hostile by the player.
<u>1.3.1</u>	<u>12w22a</u>	<p>The enderman's behavior has been modified slightly. Now, the enderman stops in front of the <u>player</u>. When the player swings their <u>sword</u>, the enderman now teleports behind the player.</p> <p>Enderman now stalk the player when aggravated.</p> <p>Fixed enderman often not shaking and opening their jaws when looked at.</p>
<u>1.4.2</u>	<u>12w38a</u>	The Enderman's sound now plays the full length sounds instead of shortened, now if the player looks at them (or they open their jaw), a static sound plays, similar to <u>Slenderman</u> .
<u>1.5.2</u>		Endermen now won't become hostile if they take environmental damage.
<u>1.7.2</u>	<u>1.7</u>	Endermen are no longer provoked when attacked by the player in <u>Creative mode</u> .

	<u>14w06a</u>	Endermen now pathfind as a result of their update to the new AI system.
		Endermen now teleport after being <u>damaged</u> by any damage source, including <u>suffocation damage</u> .
		Endermen now remain aggravated toward the <u>player</u> despite being in contact with <u>water</u> .
1.8	<u>14w11a</u>	Endermen now walk slightly faster.
		Endermen now spawn <u>endermites</u> when they teleport. The chance of producing one is 15%, minus 1% for each endermite already spawned.
		Endermen are naturally aggressive toward endermites.
	<u>14w17a</u>	Endermen are no longer hostile to non- <u>pearl</u> spawned endermites.
	<u>14w28a</u>	Endermites are no longer spawned from endermen.
1.9	<u>15w31a</u>	Endermen now drop the <u>block</u> they are holding when killed.
		Endermen now have an animation when attacking.
	<u>15w49a</u>	Endermen no longer play the teleportation sound at their previous location. ^[15]
1.10	<u>16w20a</u>	Endermen now spawn in the <u>Nether</u> .
		Endermen now pick up <u>netherrack</u> .
1.11	<u>16w35a</u>	Endermen are now dealt 1 (<u>damage</u>) by <u>splash water bottles</u> .
1.14.3	<u>pre3</u>	Endermen no longer take damage from splash water bottles. ^[16]
1.16	<u>20w06a</u>	The <u>sounds</u> of endermen are now heard at a shorter range.
		Endermen now spawn in <u>soul sand valleys</u> and <u>warped forests</u> .
	<u>20w07a</u>	Endermen now pick up <u>nylium</u> , <u>crimson roots</u> , <u>warped roots</u> , and <u>Nether fungi</u> variants.
		Endermen no longer pick up <u>netherrack</u> .
	<u>20w10a</u>	<u>Water bottle damage</u> now provokes endermen. ^[17]
	<u>20w18a</u>	Endermen prevent other endermen from spawning nearby in <u>warped forests</u> .
	<u>20w22a</u>	Endermen no longer despawn when holding a <u>block</u> . ^[18]
1.16.2	<u>pre1</u>	Endermen no longer place their held blocks onto bedrock blocks.
	<u>pre2</u>	Endermen no longer place their held blocks on <u>entities</u> .
		Endermen no longer save cactus' age value when picking it up, instead it's always set to 0.
1.17	<u>20w46a</u>	Endermen are now hostile toward all endermites, instead of just the ones spawned from ender pearls.
	<u>21w13a</u>	Endermen now pick up <u>rooted dirt</u> , <u>flowering azaleas</u> and <u>flowering azalea leaves</u> .
	<u>pre1</u>	Endermen no longer pick up <u>flowering azaleas</u> and <u>flowering azalea leaves</u> .
1.18	<u>Experimental Snapshot 1</u>	Endermen now spawn only at light level 0.
	<u>21w37a</u>	Endermen now take damage when hit by a splash water bottle again.

<u>1.19</u>	<u>22w11a</u>	Endermen now pick up mud.
	<u>pre1</u>	Endermen now spawn from light level 0 to 11 in the Nether.
<u>1.19.3</u>	<u>22w46a</u>	Endermen now spawn from light level 0 to 7 in the Nether.
<u>1.20.2</u>	<u>23w33a</u>	Endermen now have an increased vertical attack reach, spanning the entire height of its hitbox. ^[19]
		The player now needs to be 3 blocks above the ground to avoid endermen attacks, instead of 1.5 blocks.
<u>1.21.2</u>	<u>24w39a</u>	 The endermen's eyes were changed to be identical to its Bedrock counterpart as a result of a bug fix. ^[20]
	<u>24w40a</u>	Endermen can now pick up pale moss blocks.
<u>1.21.4</u>	<u>24w44a</u>	Eyeblossoms are added, which are a small flower that endermen can pick up.
<u>1.21.5</u>	<u>25w10a</u>	Endermen now pick up cactus flowers.

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.9.0	build 1	 Added endermen.	
	build 2	Endermen now have <u>sounds</u> .	
	build 8	Endermen now teleport out of the way of projectiles.	
v0.12.1	build 10	The enderman's attack strength is now the same as in <u>Java</u> .	
v0.14.0	build 1	Endermen now avoid <u>water</u> .	
v0.15.0	build 1	Endermen now drop the <u>block</u> they are holding when killed.	
		Endermen now spawn in <u>the Nether</u> .	
		Endermen now pick up <u>netherrack</u> .	
v0.16.2		Endermen are now quicker, to match the <u>Java</u> and <u>Console</u> versions.	
Pocket Edition			[hide]
1.0.0	alpha 0.17.0.1	Endermen now drop <u>ender pearls</u> when killed.	
		Endermen now spawn in <u>the End</u> .	
Bedrock Edition			[hide]
1.2.0	beta 1.2.0.2	Endermen no longer shake with rage while aggravated.	
		On <u>death</u> , endermen now drop the <u>block</u> they were holding.	
1.2.3	beta 1.2.3.3	Endermen now take damage in filled cauldrons.	
1.16.0	beta 1.16.0.51	Endermen now spawn in <u>soul sand valleys</u> and <u>warped forests</u> .	
		Endermen now pick up <u>nylium</u> , <u>crimson roots</u> , <u>warped roots</u> , and <u>Nether fungi</u> variants.	
		Endermen no longer pick up <u>netherrack</u> .	
1.16.220 Experiment Caves and Cliffs	beta 1.16.220.52	Endermen now pick up <u>rooted dirt</u> .	
1.19.0	Preview 1.19.0.21	Endermen now pick up <u>mud</u> .	
1.19.60	Preview 1.19.60.22	Endermen now spawn from light level 0 to 7 in the Nether.	
1.21.60	Preview 1.21.60.27	Endermen can no longer teleport out of boats, boats with chests, and minecarts, to match <u>Java Edition</u> . ^[21]	
1.21.100	Preview 1.21.100.21	Endermen can now pick up all block types they are able to in <u>Java Edition</u> .	

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU5			<u>1.00</u>				 Added endermen. <p>Endermen now have a realm of their own: the End, where they spawn frequently.</p>
TU9	CU1		<u>1.00</u>	<u>1.00</u>	Patch 1		<p>Endermen now open their mouths and shake when provoked.</p>
TU14		<u>1.04</u>				1.0.1	<p>Endermen now stop in front of the player. When the player swings their sword, they now teleport behind the player.</p>
TU43	CU33	<u>1.36</u>	<u>1.36</u>	<u>1.36</u>	Patch 13		<p>Endermen now spawn in the Nether.</p> <p>Endermen now pick up netherrack. [is this the correct version?]</p>
TU46	CU36	<u>1.38</u>	<u>1.38</u>	<u>1.38</u>	Patch 15		<p>Endermen now remain aggravated toward the player despite being in contact with water.</p> <p>Endermen now drop the block they are holding when killed.</p> <p>Endermen now have an animation when attacking.</p> <p>Endermen no longer play the teleportation sound at their previous location.</p>
TU54	CU44	<u>1.52</u>	<u>1.52</u>	<u>1.52</u>	Patch 24	1.0.4	<p>Endermen are now dealt 1 (💔) damage by splash water bottles.</p>

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0	 Added endermen.	
1.7.10	Endermen now drop ender pearls when killed.	Endermen now spawn in the End.

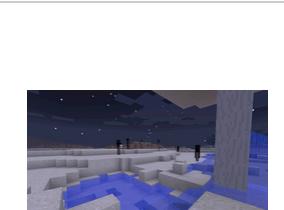
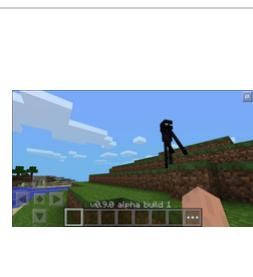
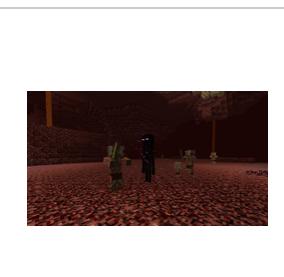
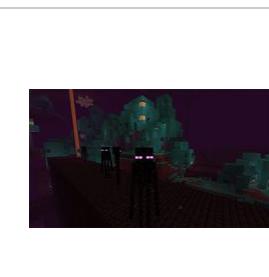
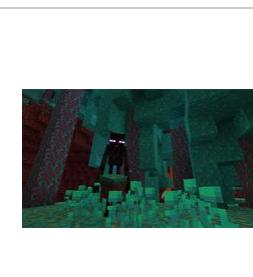
Data history

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

Historical images



First image

First image but
brightenedSecond image
Endermen near
village prototypeSecond image but
brightenedA green-eyed
enderman from the
Adventure Update
trailerA green-eyed
enderman looking at
the playerA green-eyed
enderman at nightA green-eyed
enderman at dawnAn enderman in
pocket edition alphaFirst screenshot of an
enderman in the
Nether.A preview of a group
of endermen on the
Nether fortress next
to a warped forest
biome.A preview of an
enderman holding a
warped nylium in the
warped forest.



An early version of the eyes texture

Issues

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

Trivia

- The developers have stated that the belief that enderman sounds are backward distortions is just speculation.^[22] Despite this, there is a [loading tip](#) in *Bedrock Edition* that reads out "The Enderman language is actually English in reverse."
- [Notch](#) claimed in public that the enderman is a "subtle reference" to the [Slenderman](#), a similar-looking monster with a similar name. Given the later development of the End, it is possible he already had the name in mind, and did not choose it because of the Reddit thread in which their name was revealed.^[23]
- [Dinnerbone](#) suggested "a haunting of endermen" as the collective noun for Endermen.^[24] Additionally, in the third episode of *Minecraft: Story Mode*, The Last Place You Look, a player is given the option to correct the grammar of other characters by specifying that the collective noun for a group of endermen is "a haunting of Endermen". In the fourth Minecraft novel *Minecraft: The End*, the collective term used by endermen themselves is "an End of Endermen".
- In *Java Edition*, a player in spectator mode can enter an enderman's perspective. This applies a [shader](#) that inverts the colors in the world. In this perspective, [the End](#) appears as an island of grayish purple [cobblestone](#) in a white sky, with white pillars. Other endermen and the [ender dragon](#) are white and have green eyes. Cobblestone also looks similar to End stone.
- In *Java Edition*, the texture for an enderman's eyes is located in a different texture file than the body, allowing their eyes to glow. This causes the enderman's eyes to be visible even when under the [Invisibility](#) effect.
 - In *Bedrock Edition*, the eyes are in the same texture as the body (while keeping the glowing effect), and the texture of the enderman is a .tga file format. The real object that makes the enderman's eyes visible even when under the [invisibility](#) effect, is the [enderman_invisible](#) material in the enderman's [client_entity JSON](#) file in the

vanilla resource pack.

- With Vibrant Visuals, the eyes of endermen are emissive and have actual glowing.
- The enderman teleportation sound also plays when a player teleports using an ender pearl or chorus fruit.
- Endermen are allegedly trying to bring about the collapse to all dimensions, as revealed in the 2019 book *Minecraft Game Design*.^[25]
- Notch changed the eyes of endermen from green to purple to match the portal particles.^[26]
- Endermen possess a skeleton with visible teeth and limb joints.^[27]

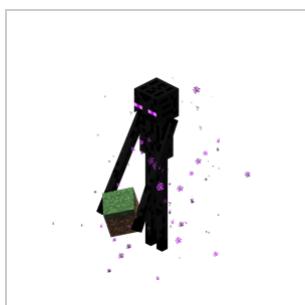
Publicity

Main article: Minecraft in popular culture

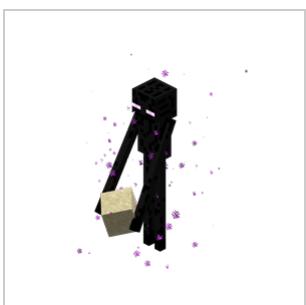
- Several endermen appear as enemies in the game Magicka, depicted in a more realistic style for the first time.^[28]
- The enderman is a playable DLC character in the crossover fighting game Super Smash Bros. Ultimate as an alternate costume for Steve, though with altered proportions to be at Steve's height. Additionally, there is an enderman "spirit" that makes the user vulnerable to damage by water, as are regular endermen.
- Endermen appear as NPCs in Sonic Racing: CrossWorlds.

Gallery

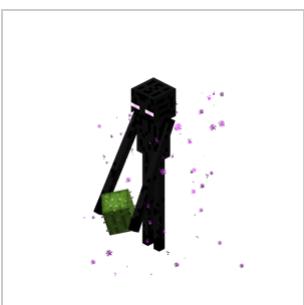
Renders



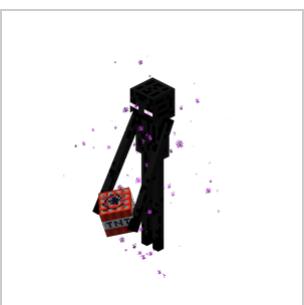
Enderman holding a grass block



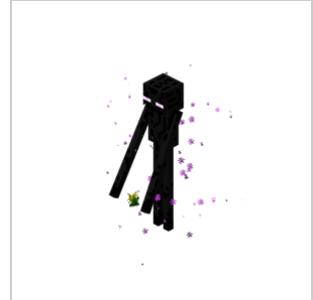
Old enderman holding sand



Old enderman holding a cactus



Old enderman holding TNT

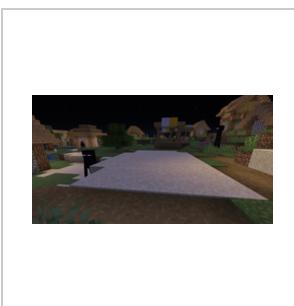


Old enderman
holding a dandelion

Screenshots



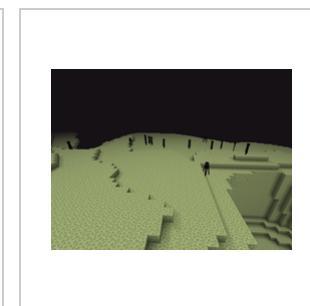
A group of endermen
in a desert biome



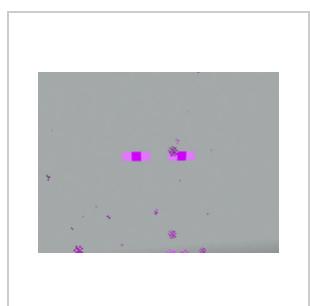
Three endermen in a
village



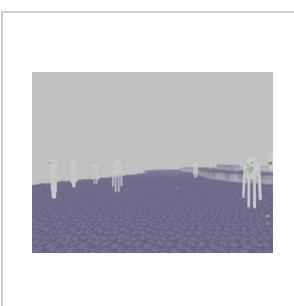
A group of endermen
attacking a player



Endermen in the End



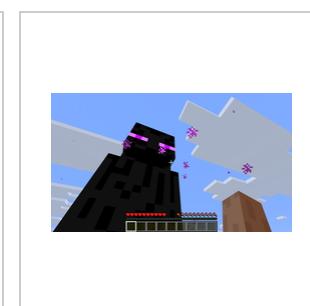
An enderman under
the effects of
Invisibility.



Through the eyes of
the enderman. Note
that the "invert"
shader is being used.



Enderman riding in a
minecart



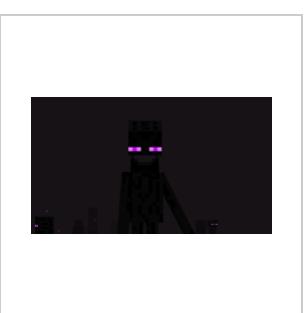
As long as their
crosshair is not near
the enderman's eyes,
the player can get
fairly close to the
enderman without
aggravating it.



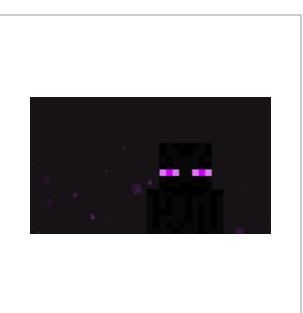
Group of endermen in a plains biome during the day



Enderman in a taiga

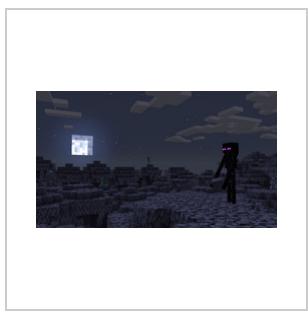


A provoked enderman

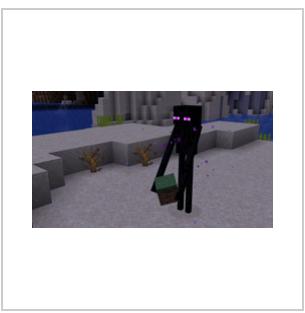


A normal enderman

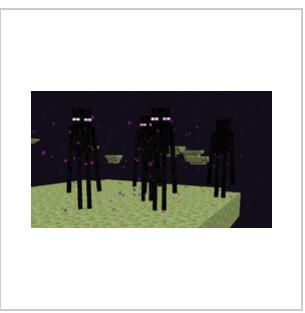
Mojang images



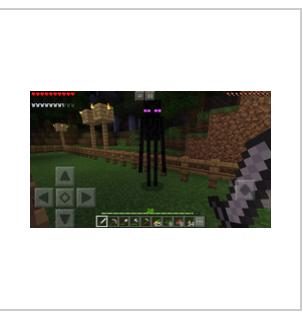
An enderman holds a pale moss block in the moonlit canopy of a pale garden.



An enderman holding a block.

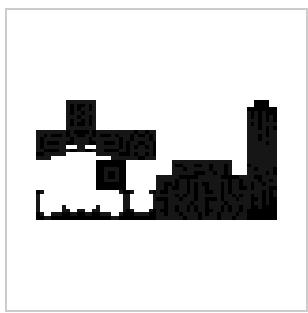


A group of endermen in the End.

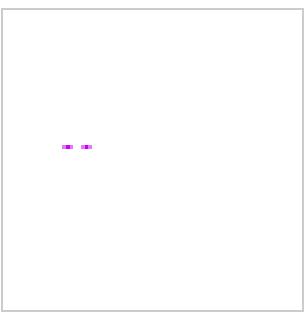


Staredown with an enderman.

Textures



Enderman texture file



Enderman eyes texture file

In other media



A enderman flossing in the [Minecraft LIVE March 2025 trailer](#).



A baby enderman in [15 Year Journey](#).



Enderman Spirit from [Super Smash Bros. Ultimate](#)



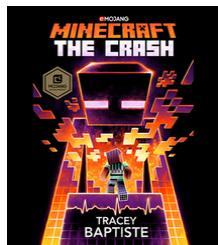
Official enderman render from [Super Smash Bros. Ultimate](#)



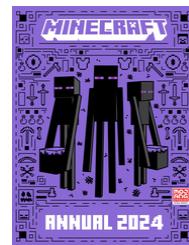
The enderman alongside Steve, Alex, and zombie in [Super Smash Bros. Ultimate](#)



The enderman's entry in the [Minecraft Mobestiary](#) book



An enderman as it appears on the cover of [Minecraft: The Crash](#).



Endermen on the cover of [Minecraft Annual 2024](#)



Endermen as they appear in [Minecraft: Woodsword Chronicles](#)



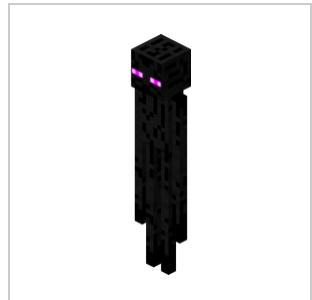
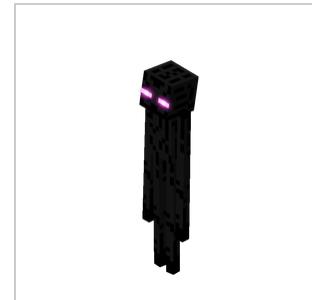
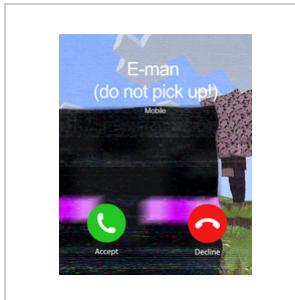
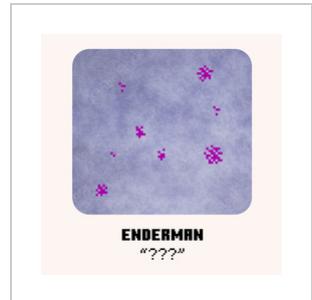
Potato variant of an enderman in [24w14potato](#)



Screenshot of an enderman released for World Kindness Day



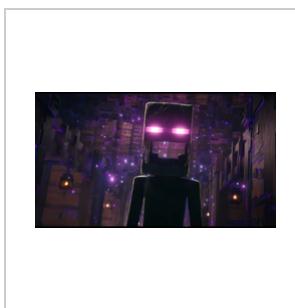
Enderman in a pair of pants



Enderman photo in a yearbook (or lack thereof)

A enderman seen in *Minecraft Dungeons*

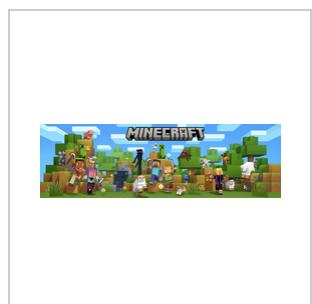
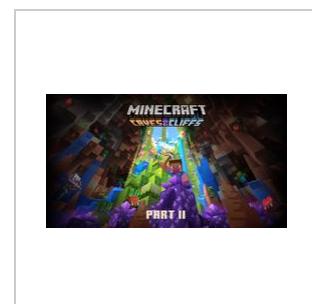
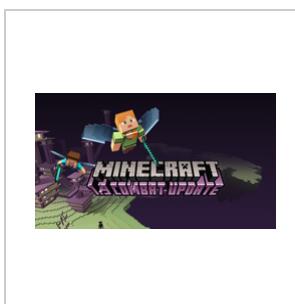
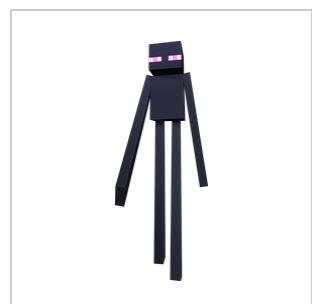
A enderman seen in *Minecraft: Story Mode*



A giant variant of the enderman seen in *Minecraft: Story Mode*

Enderman as seen in *A Minecraft Movie*

Official artwork



Artwork of an enderman

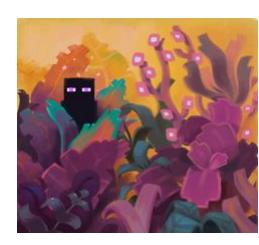
An enderman in promotional artwork for the Combat Update

An enderman in promotional artwork for the second Caves & Cliffs update

An enderman with an ensemble of *Minecraft* characters.



Artwork of an enderman caught in the rain.



Official enderman charity auction art



An enderman and drowned embrace on a floating door in the middle of the ocean, parodying a shot from the film *Titanic*.



An enderman holding a grass block asks if you've touched grass today.



Artwork of an enderman



Minecraft-themed word search

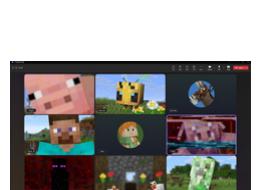


Image of many mobs and characters on a Teams call, including the enderman.

Merchandise



An enderman YouTooz figure



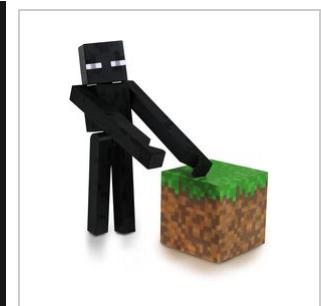
Enderman micromobs



Enderman minifigure



A set featuring a haunting of endermen



An official enderman action figure sold by JINX (<https://www.jinx.com>)



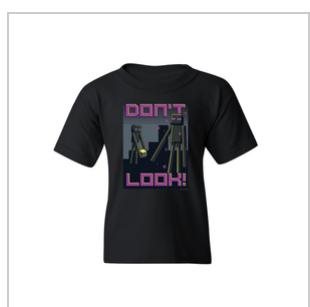
An official enderman head cosmetic sold by JINX



Official T-shirt artwork "Enderman Moving Company" by JINX



"Acid Enderman," a T-Shirt design featured on Minecraft.net



"Don't Look!" an official T-Shirt design



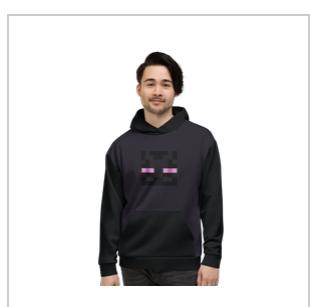
Another official T-Shirt labeled "Don't Look," this time in a warped forest



"Enderman Gifts," a Christmas themed design featured on several items



Another T-Shirt design, simply labeled "Enderman"



"Enderman Eyes," an official hoodie design



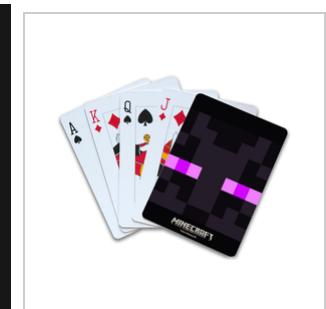
Another official enderman hoodie



An enderman plush sold by JINX. The design depicts a pre-release version of the enderman.



A baby enderman plush



A deck of cards with an enderman face



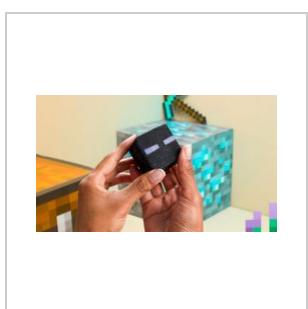
An officially licensed dog scarf depicting the face of an enderman



Enderman medical band



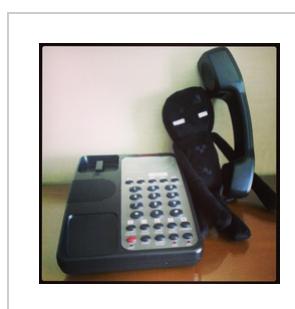
An enderman themed [Hot Wheels](#)



An enderman themed bath bomb



Enderman figure of Flippin' Figs



Enderman plush



Enderman plush



An enderman shirt

References

1. [MC-258644](#) — resolved as "Works As Intended".
2. "Did some tweaks to the Endermen, then ran home. Working on Minecraft again is so much fun!" (<https://twitter.com/notch/status/113639625364480001>) – [@notch](#) (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), September 13, 2011
3. [MC-109147](#)
4. [MC-94481](#)
5. [MC-220319](#)
6. [MC-79556](#)
7. [MCPE-30144](#)
8. [MC-221422](#) — resolved as "Won't Fix".

9. [MC-167369](#)
10. [Original enderman screenshot.png](#)
11. "at least you can make them stop teleporting by looking directly at them now." (<https://twitter.com/notch/status/96612584727388160>) – [@notch](#) (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), July 28, 2011
12. "The Endermen are peaceful. If you look straight at them, they freeze and look at you. When you look away again, they run fast. And teleport" (<https://twitter.com/notch/status/96690003601670145>) – [@notch](#) (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), July 28, 2011
13. "They run TOWARDS you, not away. So if you happen to look at one, do not look away." (<https://twitter.com/notch/status/96690477541228544>) – [@notch](#) (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), July 28, 2011
14. "(they stop being peaceful if you look straight at them)" (<https://twitter.com/notch/status/96690925354500096>) – [@notch](#) (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), July 28, 2011
15. [MC-94481](#)
16. [MC-166423](#)
17. [MC-111498](#) — Fireworks and water bottles damage don't make neutral mobs angry or hostile — resolved as "Fixed".
18. [MC-124812](#) — resolved as "Fixed".
19. [MC-2310](#) — Wrong attack radius calculation damages/kills entities through blocks and corners — resolved as "Fixed".
20. [MC-123742](#) — Eyes of Endermen turn white when they are looking up during the day — resolved as "Fixed".
21. [MCPE-31761](#)
22. "Ask Mojang #5: Enderman jibber-jabber!" (<https://youtube.com/watch?v=IU8xXWIZv2s>) – Minecraft on YouTube, December 6, 2019
23. https://reddit.com/r/Minecraft/comments/j09ma/notch_posts_images_of_new_mob/c282dzc?context=1
24. "@nirufe @notch Let's call it a haunting. A haunting of Endermen." (<https://twitter.com/Dinnerbone/status/443348580058021888>) – [@Dinnerbone](#) (<https://twitter.com/Dinnerbone>) (Nathan Adams) on X (formerly Twitter), March 11, 2014
25. [Minecraft Game Design \(2019\)](#) : Jens Bergensten : Free Download, Borrow, and Streaming : Internet Archive (<https://archive.org/details/minecraft-game-design/page/n45/mode/2up>)
26. "Yes, Notch changed the color to match the portal particles" (https://twitter.com/jeb_/status/1528645372935122950) – [@jeb_](#) (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), May 23, 2022
27. "Minecraft Enderman Skeleton Unisex Premium Hoodie" (<https://minecraftshop.com/collections/new-arrivals/products/minecraft-enderman-skeleton-unisex-premium-hoodie>) – Minecraft.net.
28. "Magicka: Fighting The Endermen" (<https://youtube.com/watch?v=JsX8b1ql4kE>) – CTheConnor on YouTube, March 26, 2012

External links

- "Meet the Enderman" (<https://www.minecraft.net/en-us/article/meet-enderman>) by Tom Stone

- [Minecraft.net](#), March 20, 2017.
- "Mob Menagerie: Enderman" (<https://www.minecraft.net/en-us/article/enderman>) by Duncan Geere – [Minecraft.net](#), April 7, 2025.

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 Skeleton Horseman  Spider  Strider  Zombie Horseman
 Zombie Nautilus)  Mob variants  Mob conversion

 **Other entities**

Unimplemented

Joke

[show]

[show]

[show]

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