Ender Chest ᴎ re article feedback

v · t · "Obsidian chest" redirects here. For the obsidian chest in Minecraft Dungeons, see MCD:Chest § Diamond chest.

An **ender chest** is a type of chest whose contents are exclusive to each player, and they can be placed and accessed from anywhere in any dimension.

Contents

Ender Chest	
Renewable	Yes
Stackable	Yes (64)
Tool	⛏
Blast resistance	600
Hardness	22.5
Luminous	Yes (7)
Transparent	Yes
Waterloggable	Yes
Flammable	No
Catches fire from lava	No
Map color (*JE*)	☐ 11 STONE

Navigation

Obtaining

Breaking

The suitable tool to break ender chest is pickaxe.

Block	🗄 Ender Chest
Hardness	22.5
Tool	⛏
Breaking time (sec)[A]	
Default	33.75
⛏ Wooden	16.9
⛏ Stone	8.45
⛏ Copper	6.75
⛏ Iron	5.65
⛏ Diamond	4.25
⛏ Netherite	3.75
⛏ Golden	2.85

Legend

- ☐ incorrect tool, drops nothing
- ☐ correct tool, drops nothing or something other than the block itself
- ☐ correct tool, drops the block itself
- *italicized* can be instant mined

1. These durations ignore other influential factors (e.g., Mining Fatigue) and are measured in seconds. For more information, see Breaking § Speed.

Ender chest drops 8 obsidian blocks when it's destroyed using a tool without Silk Touch.
Ender chest drops itself when it's destroyed using a tool with Silk Touch.

Crafting

Ingredients	Crafting recipe	[hide]
Obsidian + Eye of Ender		

Natural generation

Ender chests naturally generate alongside a chest in certain End city treasure rooms.

Usage

Ender chests can be opened by pressing the use control. If a solid block is placed above an ender chest, it cannot be opened.

Ender chests can be used like normal chests, except all ender chests in the world are interconnected, including in different dimensions. The ender chest's inventory is also separate for each player; consequently, items stored

in an ender chest cannot be seen or taken by other players. Items stored inside of an ender chest remain even if the player dies. If an ender chest is destroyed, the items inside it are not dropped and can be retrieved again by accessing or placing another ender chest. Because of this player-specific property, ender chests are useful on multiplayer servers to secure valuable items.

GUI of the ender chest.

Donkeys, mules, and llamas cannot be equipped with ender chests; they support only normal chests.

Ender chests contain 27 slots for storage and can be placed next to other ender chests without joining; they cannot be combined into double chests. It is possible to greatly increase the space of an ender chest by pairing it with shulker boxes (i.e. filling the shulker boxes with desired items, then placing them inside the ender chest). Placing 27 shulker boxes in the ender chest increases the storage space to 729 slots.

Ender chests do not interact with hoppers, droppers, or comparators.

Despite being made of obsidian, an ender chest is not immune to destruction by the ender dragon.[1]

Light source

Ender chests emit a light level of 7.

Note blocks

Ender chests can be placed under note blocks to produce "bass drum" sounds.

Piglins

Piglins become hostile toward players who open or break an ender chest.[2]
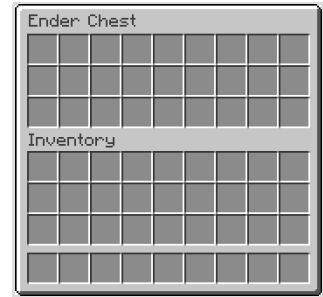
Piston interactivity

Ender chest cannot be pushed by the piston, and cannot be pulled by the sticky piston.

Sounds

Generic

Java Edition:

stone sound type								[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Block broken	Blocks	Once the block has broken	block .stone .break	subtitles .block .generic .break	1.0	0.8	16
	Block placed	Blocks	When the block is placed	block .stone .place	subtitles .block .generic .place	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	block .stone .hit	subtitles .block .generic.hit	0.25	0.5	16
	Something falls on a block	*Entity-Dependent*	Falling on the block with fall damage	block .stone .fall	subtitles .block .generic.fall	0.5	0.75	16
	Footsteps	*Entity-Dependent*	Walking on the block	block .stone .step	subtitles .block .generic .footsteps	0.15	1.0	16

Bedrock Edition:

normal sound type							[hide]
Sound	Closed captions [*upcoming: BE 26.0*]	Source	Description	Identifier	Translation key [*upcoming: BE 26.0*]	Volume	Pitch
	Block broken	Blocks	Once the block has broken	dig .stone	subtitles.block .generic.break	1.0	0.8-1.0
	Block broken	Blocks	When the block is placed	dig .stone	subtitles.block .generic.break	1.0	0.8-1.0
	Block breaking	Blocks	While the block is in the process of being broken	hit .stone	subtitles.block .generic.hit	0.27 [sound 1]	0.5
	Footsteps	Players	Falling on the block with fall damage	fall .stone	subtitles.block .generic.footsteps	0.4	1.0
	Footsteps	Players	Walking on the block	step .stone	subtitles.block .generic.footsteps	0.3	1.0
	Footsteps	Blocks	Jumping from the block	jump .stone	subtitles.block .generic.footsteps	0.12	1.0
	Footsteps	Blocks	Falling on the block without fall damage	land .stone	subtitles.block .generic.footsteps	0.22	1.0

1. MCPE-169612 — Many blocks make slightly different sounds to stone

Unique

Java Edition

Sounds								[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**
	Chest closes	Blocks	When an ender chest closes	`block .ender_chest .close`	`subtitles .block.chest .close`	0.5	0.9-1.0	16
	Chest opens	Blocks	When an ender chest opens	`block .ender_chest .open`	`subtitles .block.chest .open`	0.5	0.9-1.0	16

Bedrock Edition:

Sounds							[hide]
Sound	**Closed captions** [*upcoming: BE 26.0*]	**Source**	**Description**	**Identifier**	**Translation key** [*upcoming: BE 26.0*]	**Volume**	**Pitch**
	?	Blocks	When an ender chest closes	`random .enderchestclosed`	?	0.5	0.9-1.0
	?	Blocks	When an ender chest opens	`random .enderchestopen`	?	0.5	0.9-1.0

Data values

ID

Java Edition:

Name	**Identifier**	**Form**	**Block tags**	**Translation key** [hide]
🗄 Ender Chest	`ender_chest`	Block & Item	`guarded_by_piglins`	`block.minecraft.ender_chest`

Name	**Identifier** [hide]
🗄 Block entity	`ender_chest`

Bedrock Edition:

Name	**Identifier**	**Numeric ID**	**Form**	**Item ID**[i 1]	**Block tags**	[hide] **Translation key**
🗄 Ender Chest	`ender_chest`	130	Block & Giveable Item[i 2]	Identical[i 3]	`minecraft:is_pickaxe_item_destructible`	`tile .ender_chest .name`

1. ID of block's direct item form, which is used in savegame files and addons.
2. Available with `/give` command.
3. The block's direct item form has the same ID as the block.

Name	**Savegame ID** [hide]
🗄 Block entity	`EnderChest`

Block states

See also: Block states

Java Edition:

Name	Default value	Allowed values	Description	[hide]
facing	north	east north south west	The direction the ender chest's latch is on. The opposite from the direction the player faces when placing an ender chest.	
waterlogged	false	false true	Whether or not there's water in the same place as this ender chest.	

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description	[hide]
minecraft:cardinal_direction	Not Supported	north	east north south west	Unsupported	The direction the ender chest's latch is on. The opposite from the direction the player faces when placing an ender chest.	

Block data

An ender chest has a block entity associated with it that holds additional data about the block.

Java Edition:

See also: Block entity format

Block entity data

Tags common to all block entities

Bedrock Edition:

See Bedrock Edition level format/Block entity format.

Inventory

The contents of an ender chest are not stored in the block, but in the player-NBT under the tag EnderItems[*Java Edition only*]/EnderChestInventory[*Bedrock Edition only*]. Thus ender chests can be viewed as "portals" to a player's 27 additional slots of secure and exclusive inventory, which are not lost on death.

Videos

History

Java Edition

Java Edition			[hide]
1.3.1	12w21a	Added ender chests.	
		Ender chests currently share the same inventory for all players on a server. Jeb stated that this would be changed to a separate inventory for every player in snapshot 12w24a.[3]	
		Ender chests are based on a suggestion thread on Reddit.[4][5] This idea was previously made into a mod by Ecu and ChickenBones.[6]	
		In response to some users' feelings on the functionality of ender chests, Jeb plans to test a feature he has yet to specify in relation to them.[7]	
	12w24a	Ender chests now work per-player in multiplayer (holds an inventory per player instead of shared across the world).	
		Ender chests now drop 8 obsidian when destroyed, except when mined with a pickaxe enchanted with Silk Touch.	
1.8	14w29a	Ender chests now show the cracking animation.	
1.9	15w31a	Ender chests now naturally generate in End cities.	
		The item model of ender chests has been rotated, to have the front face in view of the player.	
1.10	pre2	Ender chests now have unique sound effects.	
1.13	17w50a	Ender chests now look like presents between December 24th and 26th to suit Christmas.	
	18w10d	Water can now be placed on the same block as an ender chest.	
1.14	18w43a	The texture of ender chests has been changed.	
1.15	19w39a	The ender chest texture layout has been changed.	
1.18.2	22w03a	Ender chests no longer look like presents between December 24th and 26th.	
1.21.4	24w44a	Now drops obsidian with the incorrect tool.	

Bedrock Edition

Pocket Edition			[hide]
1.0.0	alpha 0.17.0.1	Added ender chests.	
		Item form appears as a full block.	

Bedrock Edition			[hide]
1.2.13	beta 1.2.13.5	Ender chests now have unique sound effects.	
1.4.0	beta 1.2.20.1	Water can now be placed on the same block as an ender chest.	
1.10.0	beta 1.10.0.3	The texture of ender chests has been changed.	
1.21.50	Preview 1.21.50.24	Ender chests are mined faster when using an improper tool.	

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU14	CU1	1.04	1.00	1.00	Patch 1		Added ender chests.	
TU32	CU20	1.23	1.23	1.23	Patch 3	1.0.1	Ender chests now show the cracking animation. [*is this the correct version?*]	
TU46	CU36	1.38	1.38	1.38	Patch 15		Ender chests now naturally generate in End cities.	
							Ender chests now have unique sound effects.	
TU63	CU53	1.67	1.67	1.67	Patch 32	1.0.13	Ender chests can no longer be opened when an entity is standing on top of it.	
			1.90				The texture of ender chests has been changed.	

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
1.7.10		Added ender chests.
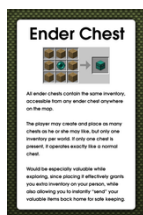
The original suggestion for the ender chest.

Data history

Java Edition

Java Edition			[hide]
1.11	16w32a	The tile entity ID has been changed from `EnderChest` to `ender_chest`.	
1.13	17w47a	Prior to *The Flattening*, this block's numeral ID was 130.	

Bedrock Edition

Bedrock Edition			[hide]
1.20.40	Preview 1.20.40.20	Ender chests now use the `minecraft:cardinal_direction` block state instead of `facing_direction`.	

Issues

Issues relating to "Ender Chest" are maintained on the bug tracker. Issues should be reported and viewed there

(https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolutio
n%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28sum
mary%20~%20%22Ender%20Chest%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- Because an ender chest's particles exist only in a 1 block radius around the chest, the particles from a chest placed next to a wall are not seen on the other side.
- Unlike chests, changes to an ender chest's name are not reflected in its inventory GUI.[8]
- Ender chests that have their name changed will lose the name when mined with a Silk Touch enchanted pickaxe.
- Ender chests render as a full block when in the inventory, but not when held or placed.[*Bedrock Edition only*][9]
- Ender chests cannot be locked by NBT tags.
- The texture of ender chests does not change during Christmas in contrast to trapped chests and normal chests.[*Java Edition only*]
- Mining an ender chest with a wooden pickaxe takes the longest time in the game (16.9 seconds) to mine a block with the correct tool, without the effect of Mining Fatigue and other mining speed reduction events.
- In *Java Edition*, an ender chest produces obsidian particles when breaking and walking or falling on it, while in *Bedrock Edition*, an ender chest produces particles of the block itself.[10]

Gallery

Screenshots
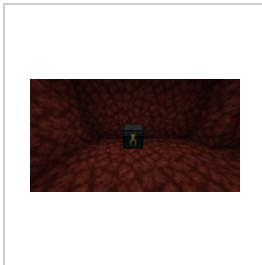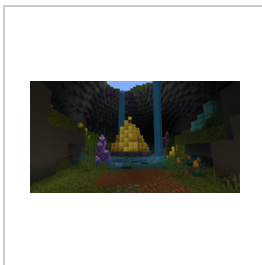

An ender chest in the Nether.
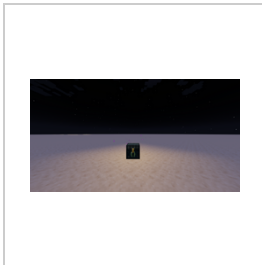
Light from an ender chest.

An open ender chest.

An ender chest and regular chest in an End city.

An ender chest as it appears in the *Timeless Trails* DLC.

In other media

Artwork of an ender chest.

An Ender Chest as depicted on Minecoin gift cards.

An Ender Chest as seen in *A Minecraft Movie*.

References

1. MC-177521 — Enchanting tables and ender chests are not in the #dragon_immune tag despite being made of obsidian — resolved as "Works As Intended".
2. MC-172239 — Piglins get mad if you open an ender chest near them — resolved as "Works As Intended".
3. "@Hafk The one who opens it" (https://twitter.com/jeb_/status/212939797868707844) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), June 13, 2012
4. "Added a new block that was suggested on reddit 7 months ago. It's very useful! You'll see on Thursday." (https://twitter.com/jeb_/status/205307552941088768) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), May 23, 2012
5. http://www.reddit.com/r/Minecraft/comments/ku8oc/another_use_for_ender_pearls_the_ender_chest/
6. http://www.minecraftforum.net/topic/1160665-125mods-quiddity-modding/
7. http://www.reddit.com/r/Minecraft/comments/u2rwt/suggestion_make_a_private_dimension_ender_chest/
8. MC-7559
9. MCPE-7990
10. MC-2614 — All kinds of chests produce wrong particles when ran on/punched — resolved as "Works As Intended".

External links

- "Block of the Month: Ender Chest" (https://www.minecraft.net/en-us/article/ender-chest) by Duncan Geere – Minecraft.net, June 5, 2025.

Navigation

🟫 **Blocks**	[hide]
🟫 **Structural**	[show]
🟦 **Ornamental**	[show]
🌺 **Natural**	[show]
🟥 **Utility**	[hide]

Interactable	⚒ Anvil (🧱 Chipped 🧱 Damaged) 🛢 Barrel 🟦 Beacon ⚗ Brewing Stand 🗺 Cartography Table 🧰 Chest (🟫 Ender 🟧 Copper) 🔲 Crafting Table 📕 Enchanting Table 🔥 Furnace (🏭 Blast 🍖 Smoker) ⚙ Grindstone 📕 Lectern 🧵 Loom 🟪 Shulker Box (🌈 Dyed) 🪧 Sign (🪧 Hanging) 🔨 Smithing Table 🪚 Stonecutter
Utilizable	🎌 Banners (🎌 Ominous) 🐝 Beehive 🛏 Beds 🔔 Bell 📚 Bookshelf 🍰 Cake (🍰 with Candle) 🔥 Campfire (🔥 Soul) 🟫 Cauldron 📚 Chiseled Bookshelf 🟫 Composter 🔲 Conduit 🟢 Copper Golem Statue 🟫 Decorated Pot ⬛ End Gateway ⬛ End Portal 🟩 End Portal Frame 🟫 Farmland 🏹 Fletching Table ▪ Flower Pot

Frosted Ice 　Heads (Skeleton 　Wither Skeleton 　Zombie 　Creeper
Piglin 　Dragon) 　Heavy Core 　Jukebox 　Ladder 　Lodestone
Monster Spawner 　Nether Portal 　Respawn Anchor 　Scaffolding 　Shelf
Sponge (Wet) 　Suspicious Gravel 　Suspicious Sand 　TNT
Trial Spawner (Ominous) 　Vault (Ominous)

**Redstone/
Mechanical**
Buttons (Wooden 　Stone 　Polished Blackstone) 　Copper Bulb 　Crafter
Daylight Detector 　Dispenser 　Dropper 　Doors (Copper 　Iron
Wooden) 　Honey Block 　Hopper 　Lever 　Lightning Rod 　Note Block
Observer 　Piston (Sticky) 　Pressure Plates (Wooden 　Stone
Polished Blackstone 　Heavy Weighted 　Light Weighted) 　Rail (Activator
Detector 　Powered) 　Redstone Lamp 　Redstone Wire (Comparator
Repeater 　Torch) 　Slime Block 　Target 　Trapped Chest 　Trapdoors
(Copper 　Iron 　Wooden) 　Fence Gates 　Tripwire Hook (Tripwire)

***BE* & *edu* only**
Allow 　Border 　Chalkboard 　Compound Creator 　Deny
Element Constructor 　Heat Block 　Item Frame (Glow) 　Lab Table
Material Reducer 　Underwater TNT 　Underwater Torch

Creative or commands only   [show]

Removed   [show]

Unused   [show]

Unimplemented   [show]

Joke   [show]

Extreme metadata variants   [show]