DUALINK

Enderman



Minecraft Edition

Enderman

Large aberration, Chaotic Neutral

Armor Class: 17 (natural armor)
Hit Points: 170 (20d10 + 60)
Speed: 40 ft., teleport 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	22 (+6)	12 (+1)	14 (+2)	8 (-1)

Saving Throws: Dex +8, Con +10, Wis +6
Skills: Perception +10, Stealth +8
Damage Vulnerabilities: Radiant
Damage Resistances: Cold, Lightning, Necrotic, Bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: Charmed, Frightened, Paralyzed, Restrained
Senses: Darkvision 120 ft., Passive Perception 20
Languages: Deep Speech, telepathy 60 ft.
Challenge: 4 (1,100 XP)

Flicker (3/Day). When the Enderman is hit by an attack, it can teleport 10 feet to an unoccupied space it can see, causing the triggering attack to miss. It must decide to use this ability before the damage is rolled.

Eerie Presence. A creature that starts its turn within 30 feet of the Enderman and can see it must succeed on a DC 16 Wisdom saving throw or become frightened until the end of its turn. A creature that averts its eyes does not need to make this save. Creatures affected by this ability often hear alien, broken whispers in their minds, as if the Enderman is speaking in riddles only half-heard.

Water Aversion. If the Enderman starts its turn in water or is splashed by at least 1 gallon of water, it takes 10 (3d6) acid damage.

Warping Strikes. The Enderman's melee attacks ignore resistance to nonmagical bludgeoning, piercing, and slashing damage.

Actions

Multiattack. The Enderman makes two Void Swipe attacks.

Void Swipe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 17 (3d6 + 4) slashing damage plus 9 (2d8) necrotic damage.

Void Grasp. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 22 (4d8 + 4) force damage, and the target is grappled (escape DC 16). The Enderman can teleport with the grappled target using its bonus action.

Ender Screech (Recharge 5–6). The Enderman emits an unearthly screech. Each creature within 30 feet that can hear it must succeed on a DC 16 Constitution saving throw, taking 27 (6d8) psychic damage on a failed save, or half as much on a success. On a failed save, the creature is also stunned until the end of its next turn.

Bonus Actions

Teleportation Mastery. The Enderman can teleport up to 60 feet to an unoccupied space it can see, bringing one grappled creature with it.

Behavior

Endermen are silent, alien watchers who speak in cryptic whispers and riddles through telepathy. They avoid conflict unless provoked, often by eye contact, and are drawn to emotionally charged objects, sometimes stalking adventurers from the shadows before vanishing or striking without warning.