

## New mob for minecraft 1.8

Posted by Tunes - 26 Jul 2011 16:50

---

Oh yeah, new mob for minecraft 1.8

Weird is one of them is holding (with both hands) a block... I wonder what's coming

I had to enhance and raise the gamma a lot, notch did it on purpose and took the screenshot in very dark ambient... oh well

=====

## Re: New mob for minecraft 1.8

Posted by VooDoo - 26 Jul 2011 22:54

---

Where do you find information like this? I would love to be able to read about this stuff 😊

=====

## Re: New mob for minecraft 1.8

Posted by substick - 27 Jul 2011 02:42

---

I think you can mainly find it on Notch's twitter and also on the minecraft forums where info can sometimes be leaked xD

=====

## Re: New mob for minecraft 1.8

Posted by Zorninphel - 28 Jul 2011 19:32

---

Maybe it's just one of the NPC's, but he just really, really, REALLY messed up the skin. Or they aren't done yet. Either or.

=====

## Re: New mob for minecraft 1.8

Posted by Tunes - 29 Jul 2011 01:15

---

Looks like they have a name!

Notch twitter

&quot;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.&quot;

=====

### Re: New mob for minecraft 1.8

Posted by Gimp - 29 Jul 2011 01:35

---

well that sucks 😞  
creepy teleportin people

=====

### Re: New mob for minecraft 1.8

Posted by substick - 29 Jul 2011 02:44

---

I wonder if you will be able to kill them 😞

=====

### Re: New mob for minecraft 1.8

Posted by NEZ - 29 Jul 2011 12:34

---

whyever would you want to kill such nice creatures/people?

=====

### Re: New mob for minecraft 1.8

Posted by substick - 29 Jul 2011 13:02

---

Maybe they drop nice things xD like cookies nomnom 🍪

=====

### Re: New mob for minecraft 1.8

Posted by Zorninphel - 01 Aug 2011 14:44

---

Now they just sound creepy as hell. Like the opposite of readeads. Tbh it's probably the fact they look a

little like rereads that makes me so eerily disturbed by them... Ew. But, as I said before, he may have just screwed up on the editing.

=====