Smob datapack manual (v1.0)

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This book is a guide to Smob datapack. Most of the content in this datapack is for lategame gameplay.

This datapack includes:

- 7 new Elite mobs
- 4 new bosses
- 11 new items
- A new dimension
- A lot more playtime
- And many deaths (probably)

ELITE MOBS

You can distinct elite mobs from regular mobs easily. Every Elite mobs have a chance to drop Elite Crystals, which can be crafted into God Scroll.(more details on later pages)

|Elite Zombies|

- Health:20
- Armor:50
- Weapon:Iron sword
- Rarity:Common
- Crystal drop chance:low

|Elite Skeleton|

- Health:20
- Armor:20
- Weapon:bow(power3,punch2)
- Rarity:Common
- Crystal drop chance:low

|Elite Creeper|

- Health:20
- Speacial:Small explotion but explodes instantly
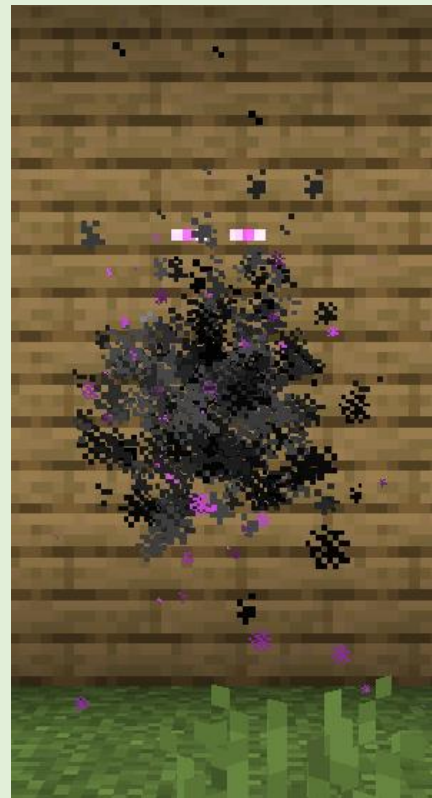- Rarity:Uncommon
- Crystal drop chance:medium

|Elite Spider|

- Health:16
- Armor:20
- AttackDamage:5
- Rarity:Uncommon
- Crystal drop chance:low

|Elite Enderman|

- Health:40
- Armor:20
- KnockBackResistance:20
- AttackDamage:15
- Rarity:Super rare
- Crystal drop chance:High

|Elite Pillager|

- Health:24
- Armor:20
- Weapon:crossbow
- Rarity:common
- Crystal drop chance:low

|Elite Piglin|

- Health:16
- Armor:40
- Weapon:crossbow
- Speacial:Rides a hoglin
- Rarity:Uncommon
- Crystal drop chance:medium

ENCHANTED FOODS

—To craft Enchanted food, throw the right amount of ingrediencies on the ground—

- Enchanted Porkchop ; 64 experience bottle + 16 Cooked porkchop
  Gives Strength 2 for 7 sec
- Enchanted Steak ; 64 experience bottle + 16 Steak
  Gives Resistance 2 for 10 sec
- Enchanted Apple ; 64 experience bottle + 16 Apple
  Gives Haste 2 for 1 min
- Enchanted Golden carrot ; 64 experience bottle + 16 golden carrot
  Gives 8 hunger

Elite Dimension

Enter the dimension by building a portal:

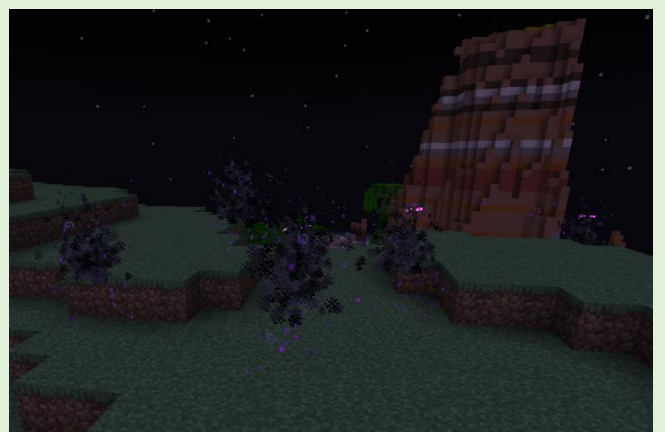Throw EliteCrystal + Diamond on ancient debris

The dimension have many biomes and all hostile mobs there are a slightly stronger version of the Elite mobs in the overworld.

Elite mobs in this dimension however, have a fixed 1% chance to drop an Elite crystal

But they also have a 50% chance to drop a random enchanted book.

This dimension is a real challenge to people who wants harder mobs and like combat.

To leave the dimension, either build a portal back the same way you enter or you can just enter the nether and go back through the portal which will throw you back in the overworld.

BOSSES

How to summon bosses:

- Throw 4EliteCrystals + 4diamonds + paper to get a God Scroll
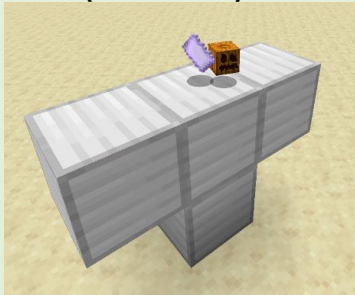
Boss1(war):

Place 5 netherack in a cross and place an ancient debris on top. Then drop a diamond sword and God Scroll on the ancient debris
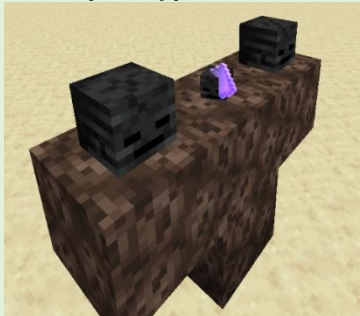
Boss2(Fire):

Place netherack and place a chiseled nether brick on top, drop a blaze rod and God Scroll on the chiseled nether brick. Then light fire on 4 sides

Boss3(Protection):

Place iron blocks in the shape of a T similar to building an iron golem. Then drop a carved pumpkin and God Scroll on the middle block.

Boss4(Decay):

Place soul sand in the shape of a T similar to building a wither. Place 2 wither skulls on both side of the T. Then drop wither skull and God Scroll in the middle.

Technopig

God of war

- Health:100
- Armor:Full netherite armor with protection4
- Speacial:Can teleport to players

- **Phases 1:**
  Shoots with a crossbow

- **Phase 2:**
  Use a netherite sword(sharpness5,knockback2)

- **Phase 3:**
  Drinks strength potion at the start of phase
  Use a netherite axe(sharpness5,knockback2)

- **Drops:**
  <u>Gold of war</u>
  Hold in offhand gives strength 1
  And gives haste 1

Inferno blaze

God of fire

- Health:80
- Armor:resistance3
- Speacial:Clear fire resistance effects, fire does more damage.

- Phases 1:
  Shoots fire normally

- Phase 2:
  Flies on top and drop various fire projectiles.

- Phase 3:
  Teleport around shooting fire and blue Inferno flames
  (Inferno flames hit through armor and shields)

- Drops:
  Coal of inferno
  Hold in offhand gives fire resistance
  And allows you to walk on lava

Enraged Golem

God of protection

- Health:100
- Armor:resistance4
- Speacial:Can block arrows

- **Phases 1:**

  Hit players normally

- **Phase 2:**

  Can jump up and slam the ground

- **Phase 3:**

  Can charge at player

- **Drops:**

  <u>Iron of the defender</u>

  Hold in offhand gives you resistance and 6 extra hearts

  But you will move slower

Absolute Wither

God of decay

- Health:300

- **Phases 1:**
  Shoots witherskulls at player

- **Phase 2:**
  Spawn a wither minion
  Strike lightning on player

- **Phase 3:**
  Spawn 2 wither minions
  Strike lightning on player
  Drop Harming2 arrows on player
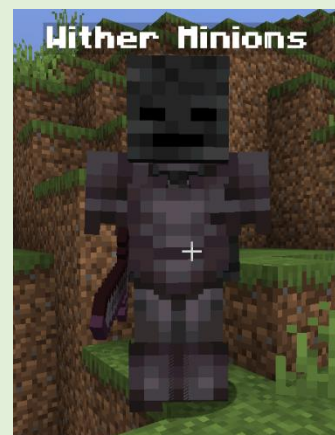 Blinds nearby players

- **Phase 4:**
  Spawn 3 wither minion at the start of phase
  Strike lightning on player
  Drop Harming2 arrows on player
  Drop dragon fireball on player
  Blind player and flashes light

- **Drops:**
  <u>Wither relics</u>
  Hold in offhand gives you the ability to jump midair by sneaking
  And you don't take fall damage

SECRETS

You can combine all boss drops to get a secret item!