

AngelSteps Minecraft Help Doc

Enchanting and Enchantments:

- Enchanting allows you to add special perks to your armor, equipment, and items using an enchantment table. Enchantment tables are very easy to make, using 4 obsidian in an upside down T, two diamonds on the middle left and right, and a book in the top center. Enchantments can also be added to items by using an anvil and other enchanted items. If you have an anvil, and an enchanted book or item, you can combine said enchanted item with an item capable of acquiring the enchantment.
- Enchantments have several effects, mostly for utility, but some are useful in more specific areas. The best enchantments for some items are as follows:
 - Armor (General):
 - Protection - Increases defense.
 - Thorns - Any entity that physically hits you will receive damage.
 - Unbreaking - Armor takes longer to break.
 - Helmet:
 - Respiration - Allows you to breathe for longer underwater.
 - Aqua affinity - Increases your underwater mining rate.
 - Boots:
 - Feather Falling - Slows down your fall speed and reduces fall damage.
 - Depth Strider - Speeds up underwater movement speed.
 - Soul Speed - Speeds up movement on soul sand or soul soil.
 - Tools:
 - Unbreaking - Tools take longer to break.
 - Efficiency - Items break blocks faster.
 - Mending - Items self repair as experience is gained (Experience is not kept, but converted into durability).
 - Pickaxe:
 - Fortune - Increases the number of items you get when breaking certain blocks (Redstone, coal, lapis, diamond)(Mutually exclusive with Silk Touch)
 - Silk Touch - Any block mined is kept in its untouched state.(Mutually exclusive with Fortune.)
 - Fishing Rod:
 - Lure - Decreases wait time for a bite.
 - Luck of the Sea - Increases item drop rate and rarity.

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Enchanting and Enchantments (Cont'd):

- Weapons:
 - Sword:
 - Looting - Mob items drop more often and more frequently (Increases drop rate for rare items).
 - Sharpness - Sword does more damage to all enemies.
 - Sweeping Edge - Increases attack damage for sweeping attacks.
 - Knockback - Mobs get knocked further back when hit by sword.
 - Fire Aspect - Entity hit by sword is set on fire.
 - Bow:
 - Power - Increases bow damage
 - Punch - Increases bow knockback
 - Flame - Arrows deal fire damage and can light flammable blocks.
 - Infinity - Bow can fire unlimited arrows as long as one arrow is in inventory.
 - Crossbow:
 - Quick Charge - Crossbow reload time is decreased.
 - Multishot - Crossbow can fire multiple shots at once (Mutually exclusive with Piercing).
 - Piercing - Arrows continue their flight path through mobs. (Mutually exclusive with Multishot).
- Books can receive any enchantment for any item, and by using combining them with the appropriate item on an anvil, they can pass any enchantment onto said item.
- Enchantments use lapis lazuli and experience. You get experience from killing mobs and mining, but the fastest experience growth method is mining nether quartz. Most enchantments have a level where they become available, and most higher level enchantments are available at level 30. Additionally, level 30 enchantments can occasionally give multiple enchantments.
- The quality of enchantments provided by enchantment tables is increased depending on the number of bookcases around the table. By surrounding the enchantment table with 15 bookcases, while maintaining a one block space between the table and the bookshelves, the enchantment quality is maxed out.
- Available enchantments reset each time the enchantment table is used. If no desirable enchantments are available, using a low level enchantment on a low level item will reset the available enchantments.

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Potions:

- Potions are created using a brewing stand; Brewing stands are created using 3 stone blocks and a blaze rod. In order to make a potion, the player must light the brewing stand using blaze powder (made from blaze rods) and placing three bottles of liquid underneath the item being used to create a potion effect.
- All potions initially start as a water bottle combined with either nether wart or gunpowder. Netherwart makes awkward potions, which can be turned into any type of potion. Gunpowder is used to make splash potions, which can be thrown to apply their effects as an aoe.
- Most potion effects are useful in specific situations, but the following potions have universal effects:
 - Sugar - Potion of Swiftiness
 - Blaze Powder - Potion of Strength
 - Glistering Melon - Potion of Healing
 - Ghast Tear - Potion of Regeneration
 - Magma Cream - Potion of Fire Resistance
 - Gold Carrot - Potion of Night Vision
 - Combine with fermented spider eye - Potion of Invisibility
 - Phantom Membrane - Potion of Slow Falling
- All potions can be enhanced with either glowstone or redstone. Glowstone extends the duration of the potion effect to 1:30 and redstone increases the duration to 8:00.

Netherite:

- Netherite is used to upgrade diamond armor into netherite armor. Netherite ingots are obtained by combining Netherite Scraps with Gold. Ancient Debris is found around Y15 in the nether.
- Netherite equipment is extremely more durable than diamond equipment and will not burn on lava.
- In order to create netherite armor, you must use a smithing table to combine armor and a netherite ingot.

Redstone:

- Redstone can be used to create several mechanisms and contraptions to autofarm the game, but the most basic use of redstone is powered rails. Powered rails cause a minecart to move with any player interaction, as long as the rail is powered by a redstone torch.

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Emeralds:

- Emeralds can be used to trade with villagers. Emeralds can be obtained either by mining them in mountain biomes or by receiving them from villager trades.
- Villager trades increase with each trade. If a villager's experience bar is filled, by exiting and re-interacting with them, the village will reach a new level with his trades which will offer better items.

Pillagers/Raids:

- Pillagers are a villager-like entity that is hostile towards both players and villagers. Pillager scout groups can spawn randomly in any area of the world above sea level.
- If you kill a pillager with a banner, you will receive the bad omen effect. This effect will trigger a raid if you walk into any nearby village.
 - During a raid, several waves of Pillagers and pillager mobs will attempt to storm a villager and kill all villagers. If you are successful in defeating these raids, you will receive the "Hero of the Village" achievement, which will temporarily reduce trading prices with all living villagers.
 - By ringing a bell during a raid, all nearby villagers will attempt to run into their homes.
 - By defeating an evoker during a raid, it will drop a totem of undying, which saves the player from death once if the totem is in either the player's left hand or their active hotbar slot.

The Nether:

- The Nether is essentially the underworld of the game. It can be accessed by creating a 5 tallx4 wide ring of obsidian and lighting it with a flint and steel.
- The Nether is home to several mobs, all of which have unique functions. The mobs listed below are the most useful:
 - Enderman - Drops ender pearls; Used to create eyes of ender, or can be thrown to teleport you to designated location.
 - Piglin - Neutral mob. Will attack player if not wearing at least one piece of gold armor, and can be traded with similarly to villagers use one gold ingot.
 - Wither Skeleton - Enhanced skeleton capable of casting wither effect if it attacks you; Can rarely drop wither skull which three of can be used to spawn a Wither.
 - Blaze - Mob exclusive to Nether Fortresses; Shoots fire at player and drops blaze rod when killed.
 - Strider - Small rideable mob capable of walking on lava; In order to ride a strider, you need a saddle and a warped fungus on a stick to direct the Strider.
- The Nether is home to Zombie Piglins, which are a completely neutral mob. They will not attack you or any other entity unless provoked.

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Beating the Game/The End:

- The end goal of the game is to travel to the end and defeat the ender dragon. In order to get to the end, you must use eyes of ender (ender pearls combined with blaze rods) to locate a stronghold. By right clicking with the eye of ender, it will float in the sky towards the stronghold. The stronghold is always underground and is typically 1000 blocks away from spawn.
- After defeating the Ender Dragon, you can pick up its egg by placing a torch directly underneath the egg. If you click the egg, it will teleport to a random nearby block.
- You can respawn the Ender Dragon by creating four End Crystals and placing them on the bedrock around the center pedestal and placing the Ender Dragon egg on the pedestal.
- After defeating the Ender Dragon and reentering the end, a floating structure made of bedrock will spawn somewhere in the end. By throwing an ender pearl into the center of the structure, you will be transported to the extra area of the end. In these areas, you can find Chorus Fruit plants and End Fortresses. End Fortresses house shulkers, which if defeated can be used to create shulker boxes. If you attempt to fight the shulker they will make you float, so either feather falling boots or slow falling potions are advised. Shulker boxes are essentially portable chests; they can hold items and can be picked up with the items inside.

Other Useful Items:

- Stone Cutter:
 - A stone cutter can be used to craft stone decorations for less of a cost than using the crafting table.
- Bone Meal
 - Bone meal can be used to speed up growth rate of plants.
- Diamonds/Emeralds:
 - Diamonds and Emeralds are rare minerals that are typically found between the range of Y7-Y16, but the best range to look for them is between Y11-Y16.
 - The most widely used method of mining is strip mining. Strip mining is when you mine a 1x4 tunnel, skip the adjacent block or adjacent two blocks, then mine another 1x4 tunnel. This is most commonly used because it keeps mines in a somewhat orderly state. This also assists with torch placement, as it gives you a reference of how far you need to place the torches apart.