

# EndocZ

A Minecraft mod developed by Andrew Schumacher and Nathan Pastuzyn

This crafting guide is concurrent with EndocZ Phase V

Craftable items from Vanilla Minecraft:

- [Horse Armor](#)
- [Horse Saddles and Name Tags](#)
- [Chainmail Armor](#)
- [Miscellaneous Vanilla Recipes](#)

New Items Added by EndocZ Mod:

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- [Endonite](#)
- [Emerallium](#)
- [Claymore](#)
- [Battleaxe](#)
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- [Building Materials](#)

Dragon Mount Mod (by BarracudaATA) Information

- [Dragons](#)

BiblioCraft Mod (by Nuchaz) Information

- [Crafting Recipes](#)

## Reference List of Added Items and Materials

### Steel:

#### Tools:

- Full Set
- Steel Claymore
- Steel Battleaxe

#### Armor:

- Full Set
- Enameled Steel
  - Quartz
  - Lapis
  - Blaze
  - Emerald

#### Materials:

- Coal
- Pig Iron (block)
- Steel Ingot

### Blaze:

#### Tools:

- Full Set
- Blaze Claymore
- Blaze Battleaxe

#### Materials:

- Blaze Ingot
- Block of Blaze

#### Crucible

### Endonite:

#### Tools:

- Full Set
- Endonite Claymore
- Endonite Battleaxe

#### Armor:

- Full Set

#### Materials:

- Ender Gem
- Endonite Ore
- Endonite Ingot
- Block of Endonite

### Emerallium

#### Weapons:

- Emerallium Claymore
- Emerallium Battleaxe

#### Armor:

- Full Set

### Materials:

- Endonite Emerald
- Emerallium Ore
- Emerallium Ingot

## Archery

### Bows:

- Bowstring
- Composite Bows
  - Soldier's Bow
  - Noble's Bow
  - Knight's Bow
  - Lord's Bow
- Dragon Rider's Bow

### Arrows:

- Steel Broadhead Arrows (with Rider's Bow)
  - Steel Arrowheads
  - Composite Shafts
  - Fletchings
- Iron Arrows (with Composite Bows)
  - Iron Arrowheads
  - Shafts
  - Fletchings
- Flint Arrowheads

## Building Materials:

### Blocks:

- Colored Stone Brick Blocks
- Colored Stone Brick Stairs
- Colored Stone Brick Slabs
- Colored Stone Brick Fences

## Tweaks to Gameplay:

### Dragon Mounts:

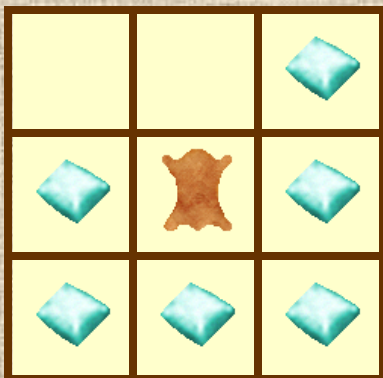
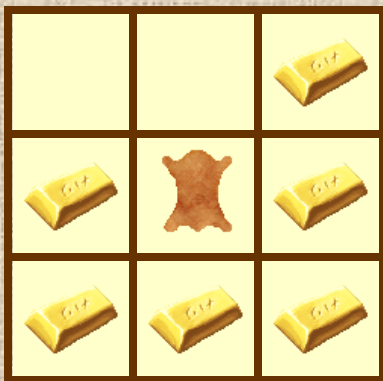
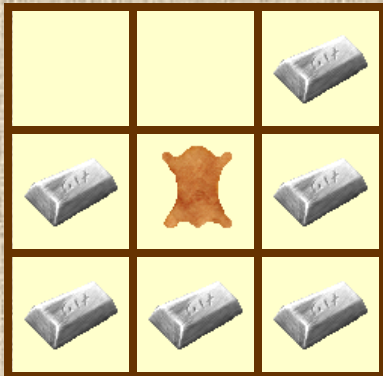
- Added ability to eat rotten flesh
- Tweaked size and health



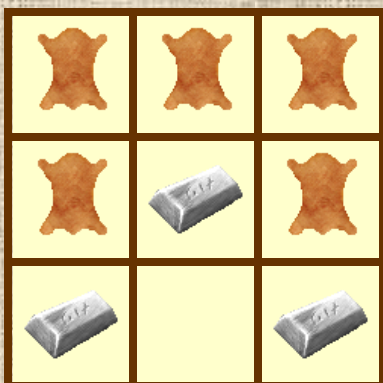
## Craftable Items from Vanilla Minecraft

### Horse Armor

Horse armor does not lose durability, so craft it once and you're done!



### Saddle



### Name Tag

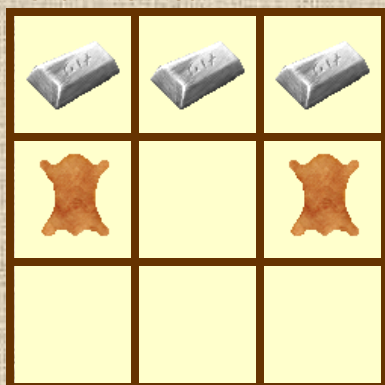
Single-use name tags usable on all animals. Name the tags using the anvil, and name an animal by right-clicking on them with the tag in hand.



## Chainmail Armor

Now craftable! It provides protection between leather and iron. Also, it looks cool with our texture pack.

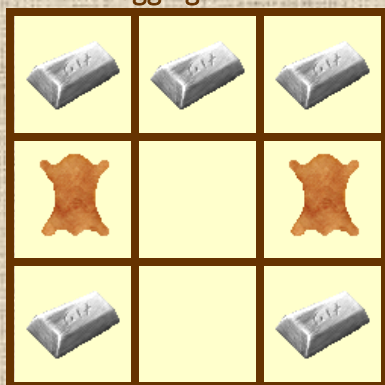
### Chain Helmet



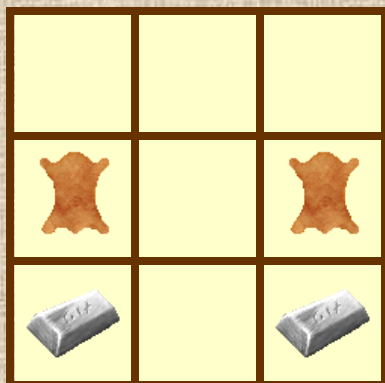
### Chain Chestplate



### Chain Leggings



### Chain Boots



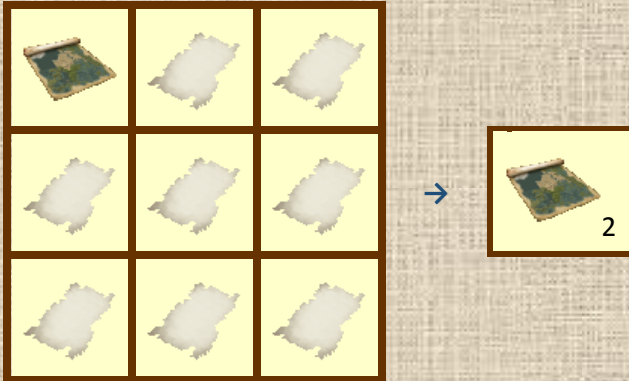
## Miscellaneous Vanilla Recipes

These tweaks have been added into the game simply because we want to obtain them legitimately, plus they make some great details around Endoc.

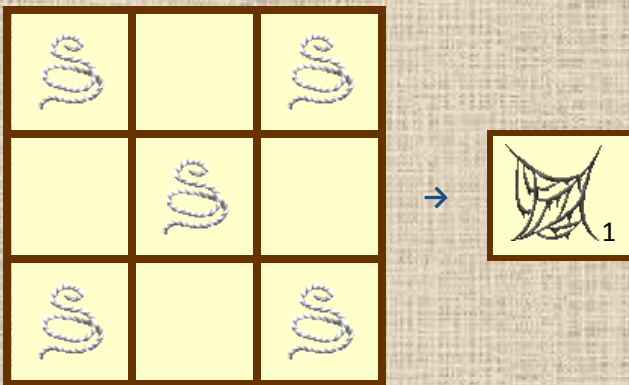
### Map Copying Feature

This duplicates an existing map without having to explicitly craft a new map (thus not using 4 iron for the compass) while using the same amount of paper. It seemed that this should exist after BiblioCraft implemented its own fantastic map and compass system.

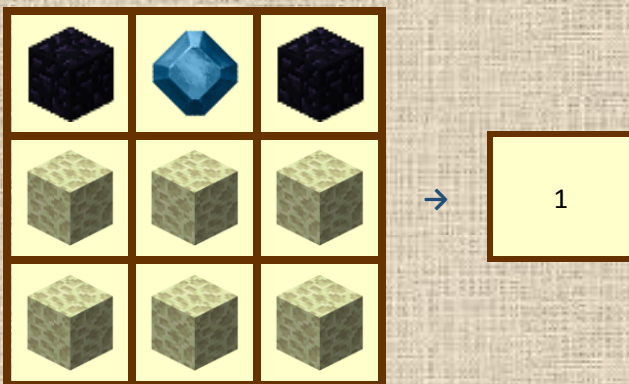
Due to limitations of the game itself, it may not be possible to have this work with all maps, or any in fact



### Cobweb



### End Portal Frame

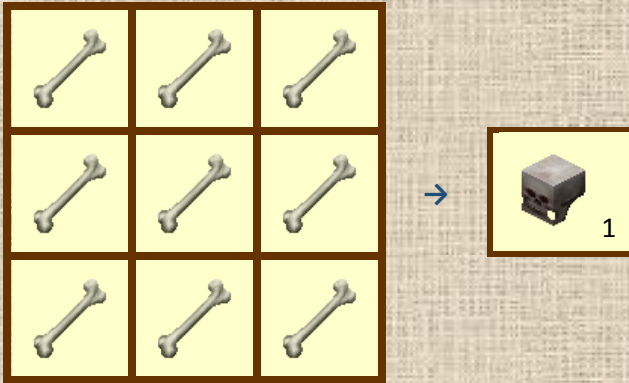




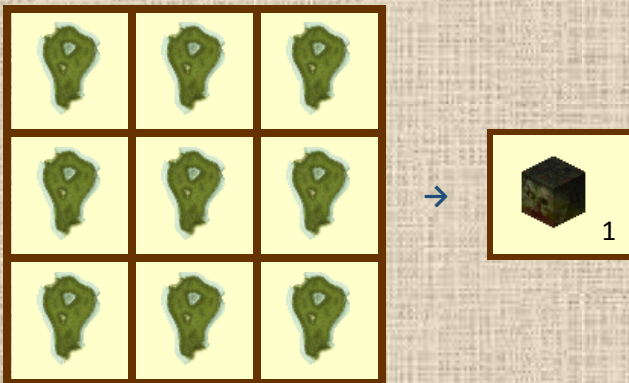
## Skulls

Did you ever want to know what to do with all those stacks of bones and rotten flesh? Now that your dragons follow you around and fight for you, they may take a beating, but I still guarantee you will have too much rotten flesh on your hands. After feeding your dragon a hearty helping of dismembered zombie, craft some meat into a zombie head and stick it on your wall to show everyone how tough you are. If you prefer, you can go for the “picked clean” look of the skeleton skull or the scare-me-in-the-dark-house creeper head.

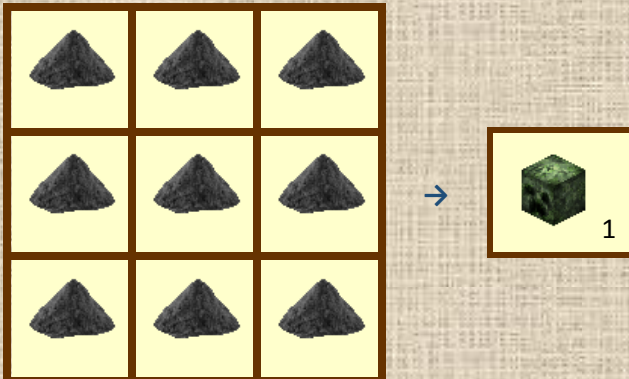
### Skeleton Skull



### Zombie Head



### Creeper Head



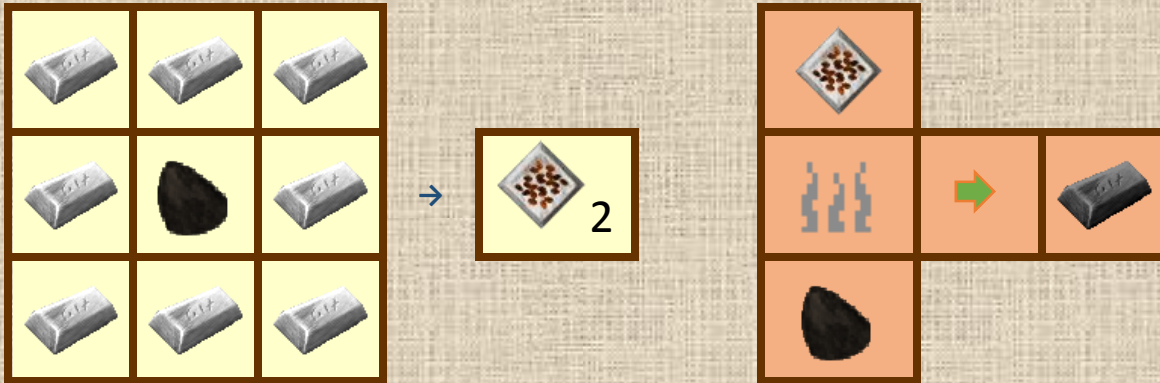
## Steel

Steel is refined iron, created by adding ~4% carbon. In Minecraft, the only known substance hot enough to smelt Iron into Steel is Blaze Coal, created by combining Blaze Powder with Coal and smelting it in a furnace. Steel can be crafted into all the standard tools and armor just like Iron.



## Pig Iron

Pig Iron is the base iron product. This can subsequently be smelted into Steel in a normal furnace, but also works in a crucible.



## Steel Tools



All normal types of Iron tools are craftable as Steel. The durability of Steel tools is **1,375** which is 5.5x the durability of Iron. The enchantability is exactly the same as Iron.

## Steel Armor



The durability of Steel armor is 5x more durable than its Iron counterparts, allowing for further ventures into the wilds of Endoc without having to refresh your exoskeleton. The enchantability is exactly the same as Iron.



## Enameled Steel

Steel can be enameled to grant the wearer of the armor unique abilities. The enamel does not impact the durability of the armor, but it does provide certain ability boosts to anyone wearing a complete set of enameled armor.

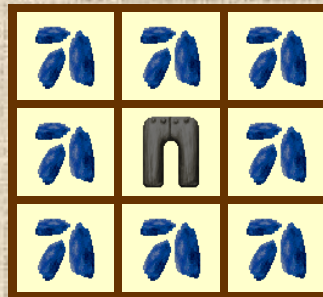
### Quartz

Quartz enameled armor provides the wearer with a 20% speed boost. The quartz coating on the dark, steel armor distorts the light in odd ways, twisting and bending the light that hits the armor and reflecting it in strange ways. When witnessed on a person sprinting at high speeds, the effect can be mesmerizing.



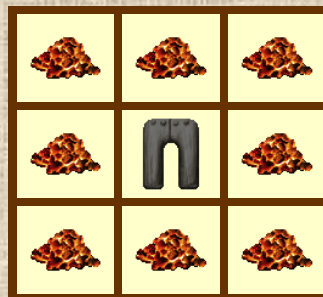
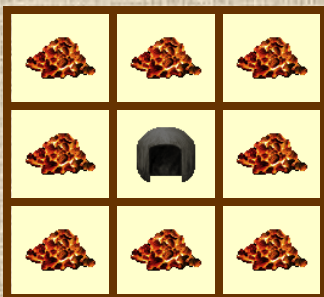
### Lapis

Lapis enameled armor provides the wearer with night vision. The dark, blue coating can make this armor nearly invisible against the darkness of the night, while illuminating the shadows for the wearer. A person wearing a full suit of lapis enameled armor becomes one with the night.



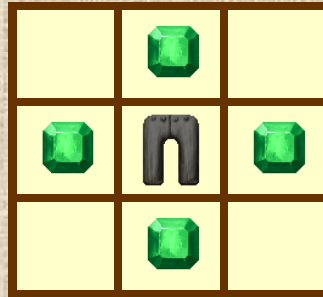
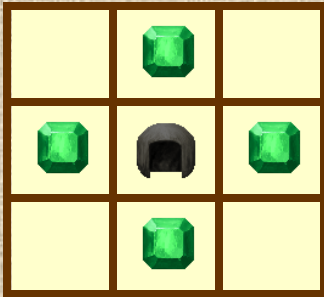
### Blaze

Blaze enameled armor provides the wearer with a haste boost. While wearing the armor, you feel a strange sensation of strength move through your muscles, making it easier to swing both weapons and tools at a faster rate. This suit is very useful for mining, but can also help defend you against the creatures of the night.



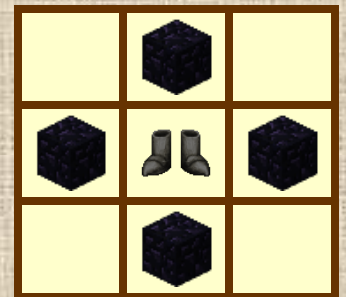
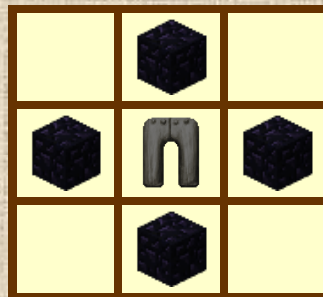
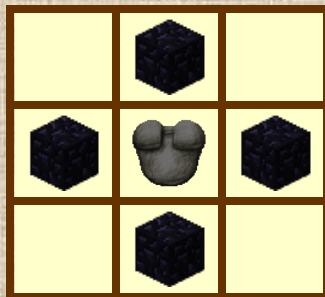
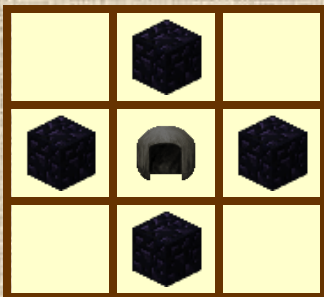
## Emerald

Emerald enameled armor provides the wearer with a 50% jump height boost. This allows the wearer to jump a full one and a half meters, rather than the standard one meter. The wearer of this armor can enjoy its benefits while springing ambushes, or while escaping those made by others.



## Obsidian

Obsidian enameled armor provides the wearer with a 40% knockback reduction increase. The increases weight of the obsidian plating can only you to resist almost 50% of your opponents' attempts to knock you off of your feet. This can be quite effective against explosions and projectiles.

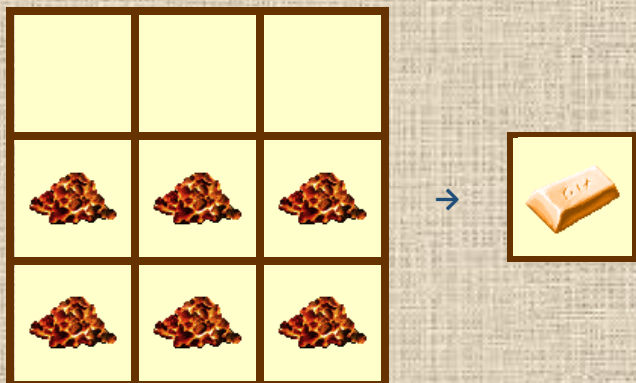


## Blaze

This metal, constructed from the flaming cores of the Nether's dreaded Blazes, possesses strange magical attributes that make it exceptional for enchanting. It responds to the enchanting table as well as gold, but is much more durable. Additionally, it continues to glow with the heat of the Nether, and cuts through most materials with ease.

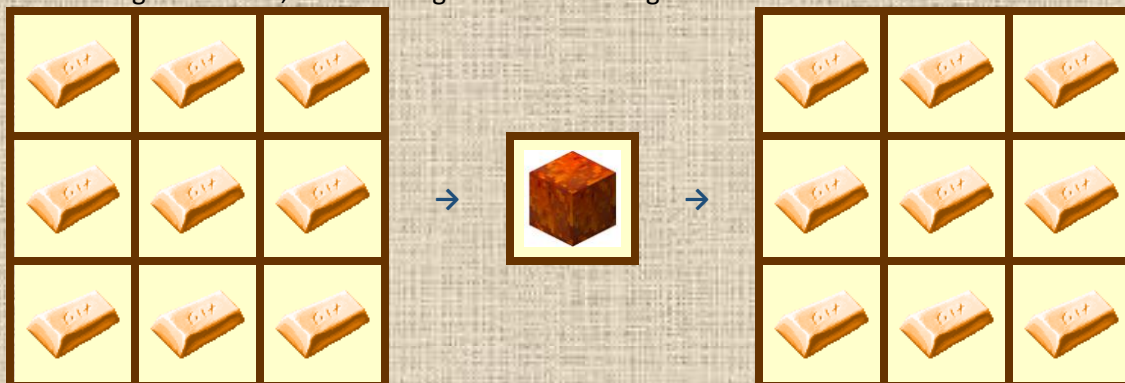
## Blaze Ingot

Used as an ingredient in many recipes, this form aids the enchantability of materials.

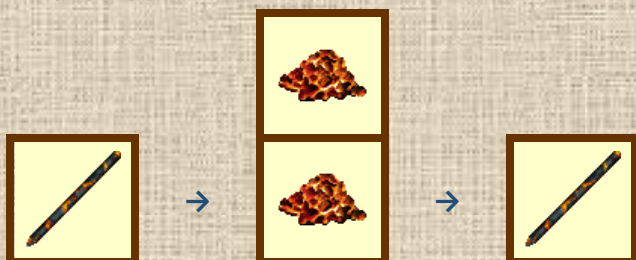


## Block of Blaze

For storage and looks, also is an ingredient in crafting the crucible.



## Blaze Rod





## Blaze Tools



All normal types of Tools are craftable with Blaze.

Durability of Blaze tools is **320**, which is 10x more durable than Gold, and slightly more than Iron. The latent heat of the Nether allows it to harvest all blocks that are obtainable by Iron, and Blaze's enchantability is identical to Gold.

## The Crucible

This acts like a high-heat furnace, able to melt any standard metals back into ingots. This is also the only thing that is able to retain enough heat to transform the necessary raw materials into Endonite and Emerallium.

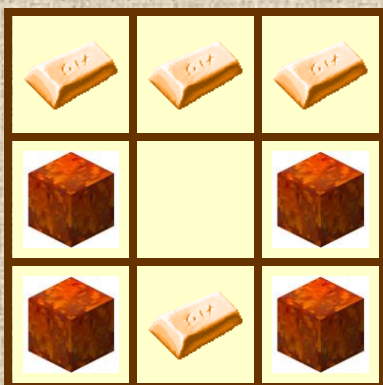
The crucible functions by melting the metals within the items placed inside it, and then pouring that metal into molds to cool. However, this process generally loses enough material to prevent a full recovery of all of the ingots used to make the item. For this reason, an item will only return  $n-1$  ingots, where  $n$  is the number of ingots used to make the item. With a careful hand, though, a full recovery of the metals within a shovel can be achieved.

The crucible is constructed out of blaze blocks and blaze ingots, as blaze metal and emerallium are the only materials capable of withstanding its heat. Blocks make up the sides, while the top is made out of ingots. Finally, an ingot is used on the bottom to form the molding tray.

The crucible can be used on all sets of armor, with the exception of emerallium and leather. It can also be used to melt anvils, cauldrons, and shears.



### The Crucible



CRUCIBLE BURN TIMES – HOW MANY BLAZE COAL ARE REQUIRED PER TYPE OF ITEM (based on ingots)

Armor  
Tools  
Anvil  
Etc.

## Endonite

Endonite is a material refined from many different materials. The base of this material is diamond, and blending ender gems, obsidian, blaze, and gold together gives it exceptional durability and magical enchantability.

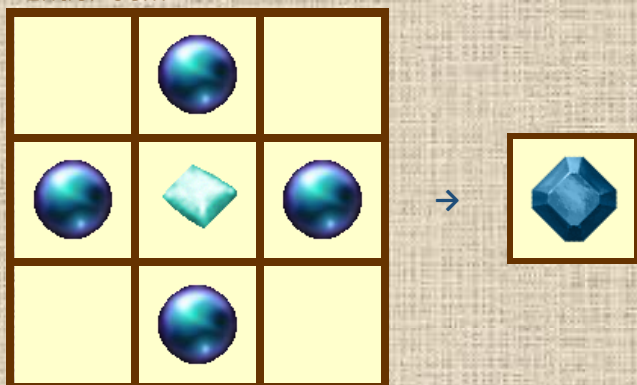
Endonite tools have a durability of 10,000, which is ~6.5x as durable as Diamond tools. Endonite armor is ~10x as durable as its Diamond armor counterparts. Endonite is also highly enchantable, with an enchantment value of 30, significantly higher than Gold.

A crucible is required to smelt endonite ingots.

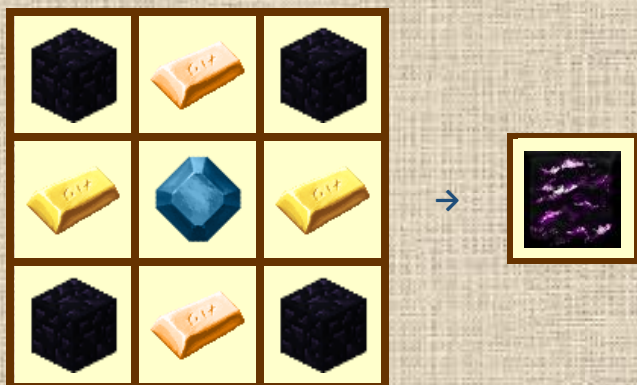


## Crafting Endonite

### Ender Gem



### Endonite Ore



The total material cost for 1 Endonite Ingot is:  
1 Diamond, 4 Ender Pearls, 4 Obsidian, 2 Gold Ingots, & 2 Blaze Ingots, plus fuel for the furnace.

### Endonite Ingot



## Endonite Tools



Only an Endonite pickaxe and sword are craftable, but note that Blaze Rods are required for the handles rather than a plain stick.

The durability of Endonite tools is **~6.5x** more durable than Diamond tools. Due to its unique construction, this somewhat strange purple material is very easy to enchant, with an enchantability significantly higher than that of Gold. Endonite can obtain any material known to Minecraftia inhabitants.

## Endonite Armor



A full set of Endonite armor is craftable just like other armors

The durability of Endonite armor is **10x** more durable than Diamond armor. Endonite armor, like Endonite tools, is also highly enchantable, which allows for great extended protection against the creatures of the night.



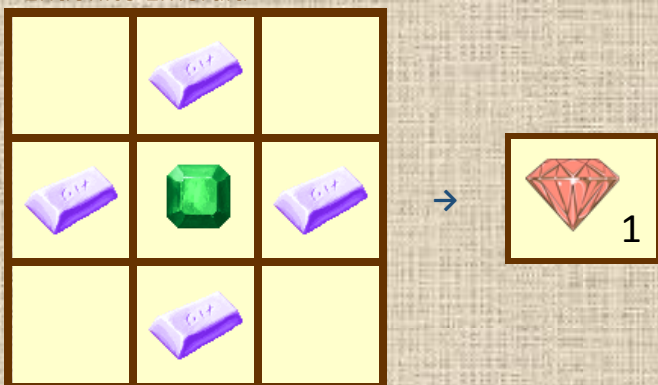
## Emerallium

Emerallium is a refined material made from the strongest substances on the planet of Endoc. By combining the strongest metals known to man with the nearly unbreakable stone found in The End, an indestructible metal can be made. Unfortunately, the metal is unstable in small quantities, and cannot be made into tools. However, it can be forged into an indestructible suit of armor with heightened enchantability. Emerallium is based off of a core of emeralds, and enhanced with Endonite and end stone. Emerallium armor cannot be damaged by attacks, and has an enchantability of 100, allowing multiple enchantments to be stacked onto a single piece of armor.

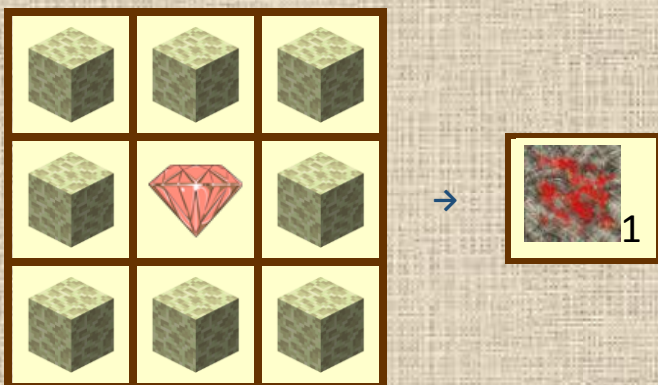


### Crafting Emerallium

#### Endonite Emerald



#### Emerallium Ore



The total material cost for 1 Endonite Ingot is:  
1 Emerald, 4 Diamonds, 16 Ender Pearls, 16 Obsidian, 8  
Gold Ingots, 24 Blaze Rods, & 8 End Stone.

#### Emerallium Ingot



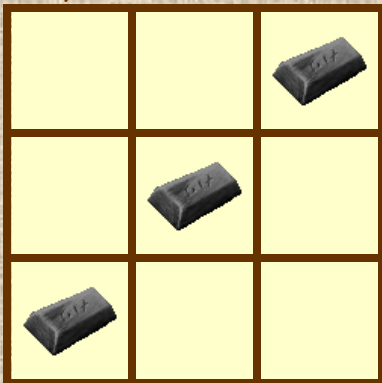
## Claymore

The claymore offers to the user the ability to trade an increases crafting cost for extra damage. The sheer size of these blades causes them to deliver punishing amounts of damage to your opponents. If the blades are enchanted, and wielded skillfully, then it is even possible to kill enemies with a single blow.

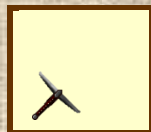
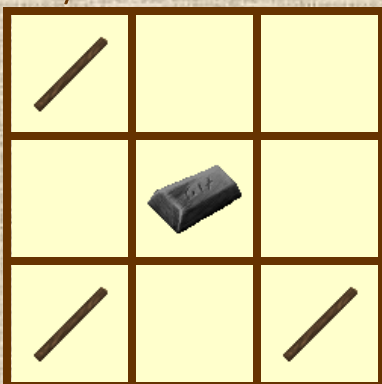
Each claymore offers an additional unit of damage above its vanilla sword counterpart. In the case of endonite, two additional units of damage are added. The emerallium claymore contains enough of the material to stabilize it, and is indestructible. However, it offers no more damage than a steel or blaze claymore.

As is typical, steel and blaze weapons use wooden sticks for the handles, while endonite and emerallium weapons use blaze rods for the handles.

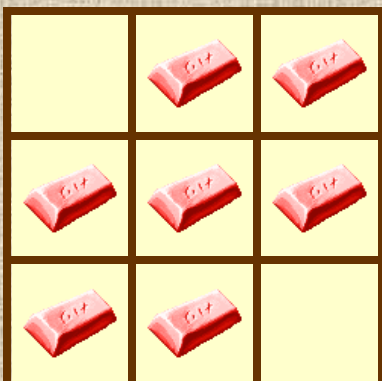
### Claymore Blade



### Claymore Hilt



### Emerallium Blade










Battleaxe

The battleaxe, much like the claymore, trades an increase in material cost for an increase in damage. These weapons can be enchanted and wielded skillfully to achieve a one-hit blow against an unarmored enemy.

Each battlexe offers an additional unit of damage above its vanilla sword counterpart. In the case of endonite, two additional units of damage are added. The emerallium battleaxe contains enough of the material to stabilize it, and is indestructible. However, it offers no more damage than a steel or blaze battleaxe.








As is typical, steel and blaze weapons use wooden sticks for the handles, while endonite and emerallium weapons use blaze rods for the handles.

Battleaxe







Emerallium Battleaxe Blade



Emeerallium battleaxe Handle





## Archery Overhaul

In addition to the massive armor and tool gains, the archery scene on Endoc also gets an upgrade. Two tiers of bows have been added on top of the vanilla, with additional damage, durability, and cost added each level better one goes.

Composite bows are the first tier, and a higher strength and flexibility than the basic vanilla bow due to their stronger bowstrings and enhanced handles, but due to their higher power they require stronger arrows. They come in many different variants and from many different origins, but all function the same way.

The highest tier is that of the Dragon Rider's bow. An exceptional amount of skill and knowledge is required to create these massive bows and the steel broadhead arrows they fire. Rumor has it that the bows were developed by the Riders in response to the looming threats found in another dimension, one of constant twilight. These bows are not seen often, but when they are they deliver a devastating effect to the wielder's enemies.

\*Note: The Infinity enchantment has been functionally disabled on these high-powered bows. Although you can add Infinity to a bow, it will still use one arrow per shot.

### Dragon Rider's Bow

Although Emerallium is normally unstable in small volumes, the relatively large amount of blaze used in the bow's construction somehow acts as a stabilizing agent. Blaze is also present in the shafts of the steel broadhead arrows in order to withstand the punishing forces. Normal shafts will just shatter on release. This bow has enough power to lay out a zombie pigman in one hit without any enchantments. Although the cost of the steel broadhead arrows is high, the payback is immense.

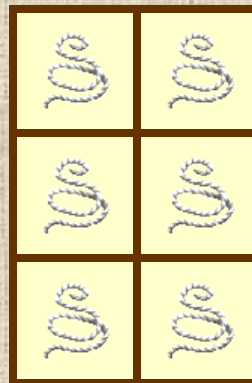
The dragon rider's bow is 10x more durable than the standard vanilla bow, and has slight additional boosts when enchanted with Power. Without any enchantments, the damage is twice that of the basic vanilla bow.



### Dragon Rider's Bow



### Bowstring construction

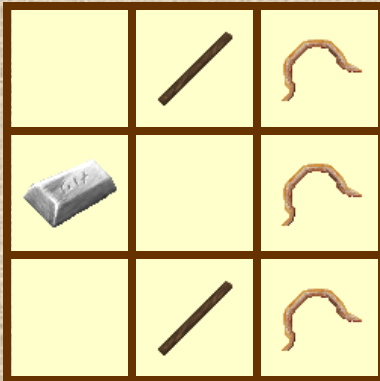


## Composite Bows

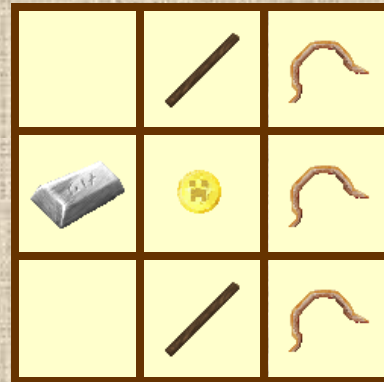
These bows are more powerful than the basic bow found in vanilla Minecraft. The variants have all the same stats, but simply look different from each other due to their different origins. These fire iron-tipped arrows, and are strong enough to take out a zombie in one hit if enchanted.

The composite bows are 5x more durable than the standard vanilla bow. Composite bows also get a slight additional boost when enchanted with Power, although their base damage is 1.5x that of vanilla.

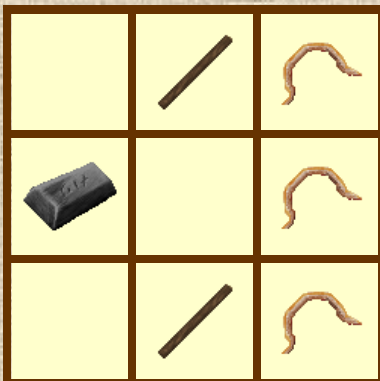
Composite Bow (Soldier)



Composite Bow (Noble)



Composite Bow (Knight)



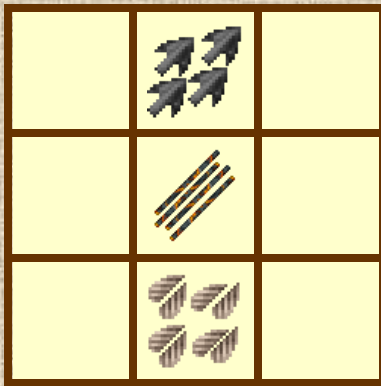
Composite Bow (Lord)



## Arrow Construction

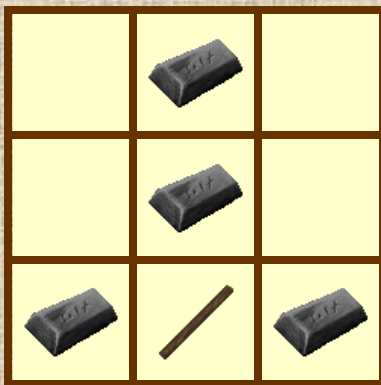
These next few pages detail the construction of all parts of the Steel Broadhead and Iron arrows, as well as additional (more resource-friendly) recipes to construct the vanilla flint arrows.

### Steel Broadhead Arrows



This recipe is Steel Broadheads, composite shafts, and fletchings

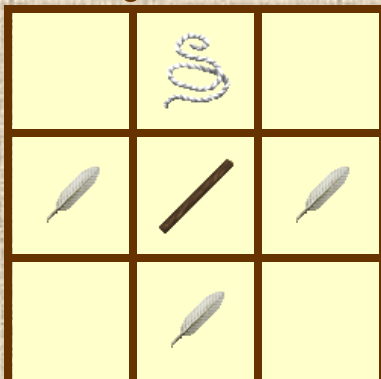
### Steel Broadheads



### Composite Shafts

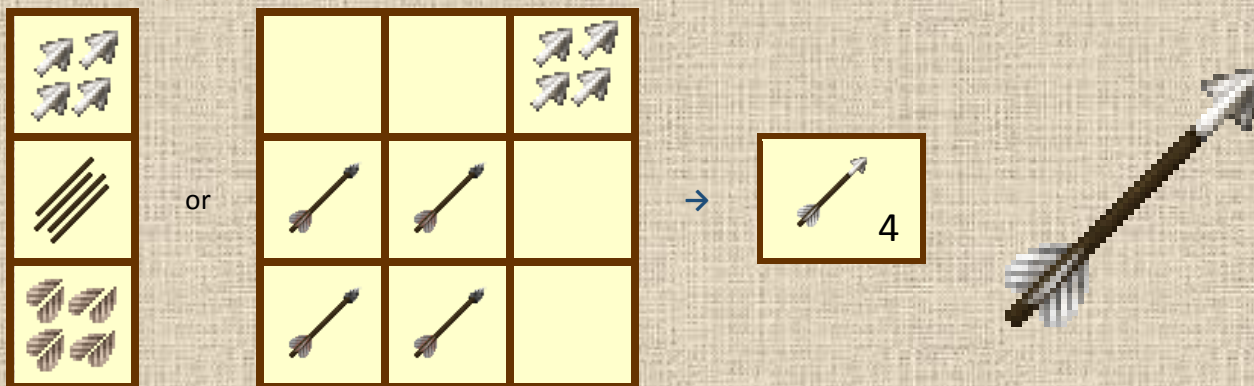


### Fletchings

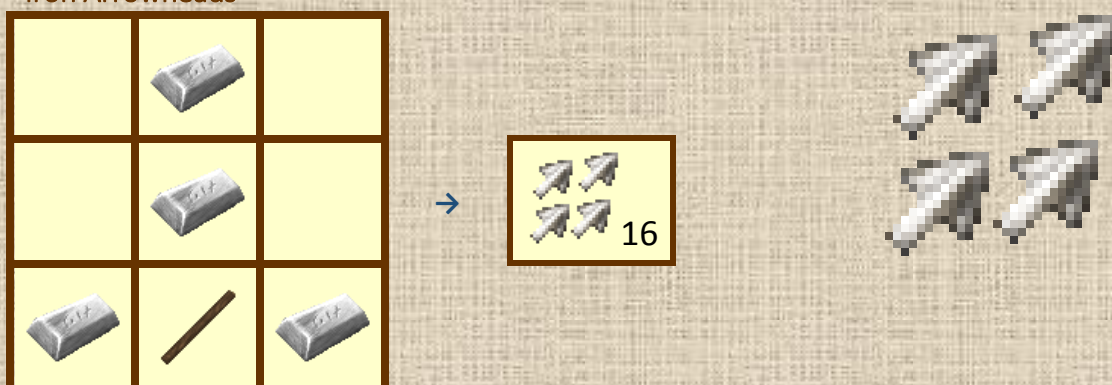




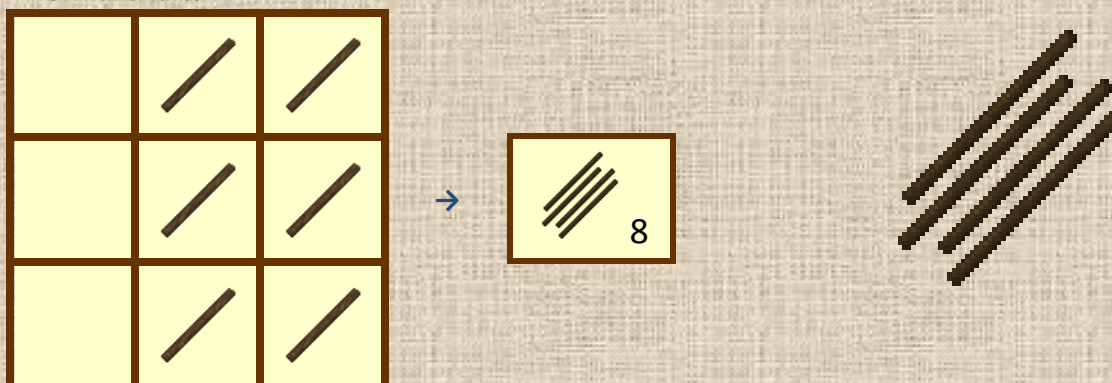
### Iron Arrows



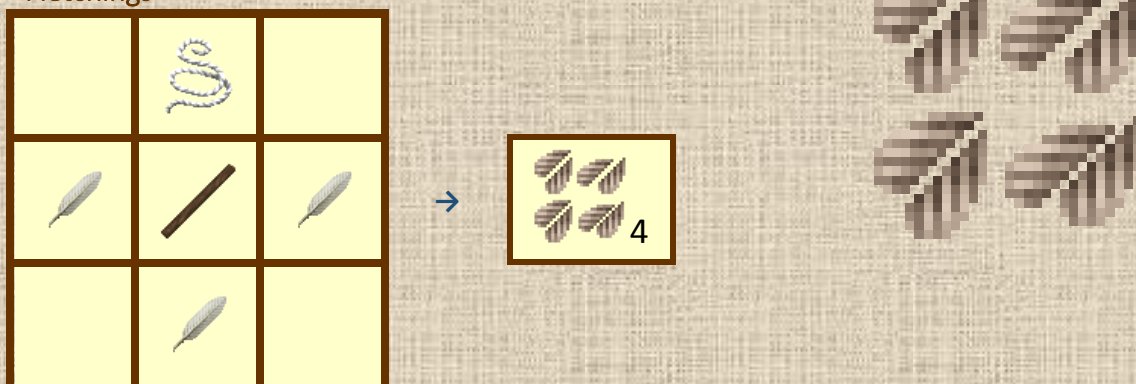
### Iron Arrowheads





### Normal Shafts



### Fletchings



### Vanilla Arrows









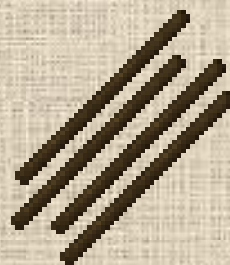
### Flint Arrowheads








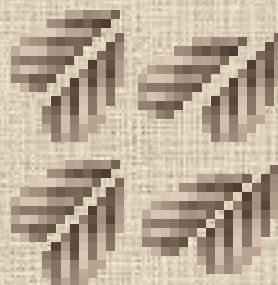
### Normal Shafts



### Fletchings

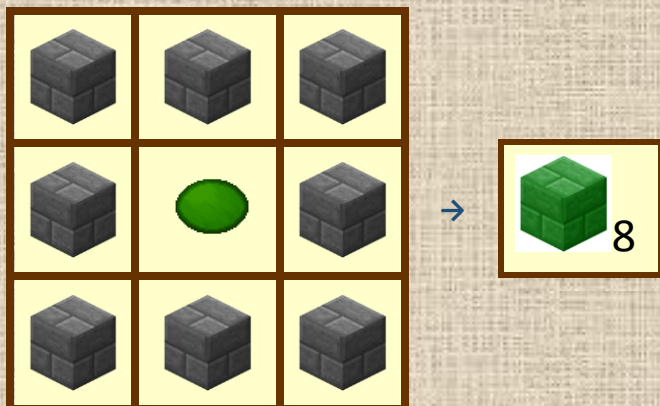
		
		
		



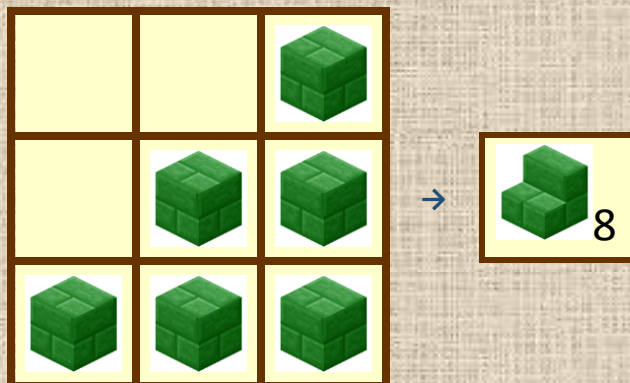
## Building Materials

For aesthetic appeal, the ability to dye stone brick any of the 16 Minecraft colors has been added. We hope that it will allow for a much more vibrant and detailed palate to build with. Additionally, with colored stone brick stairs, the recipe has been tweaked to represent one of the basic laws of our universe – matter cannot be created or destroyed.

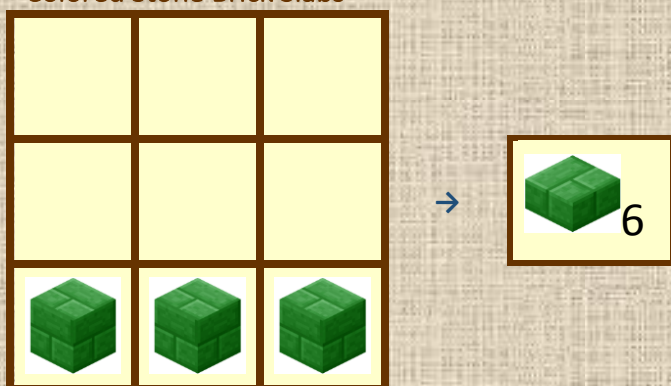
Colored Stone Bricks



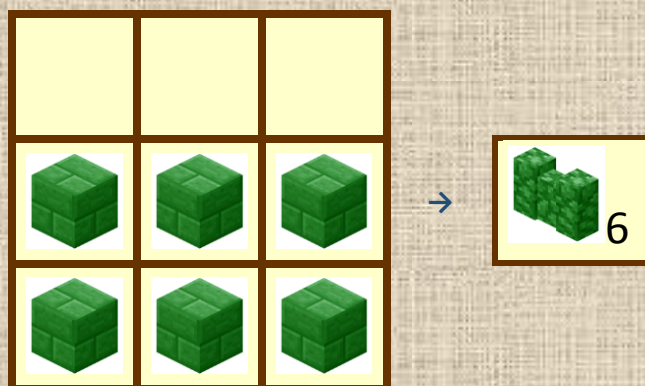
Colored Stone Brick Stairs



Colored Stone Brick Slabs



Colored Stone Brick Fences



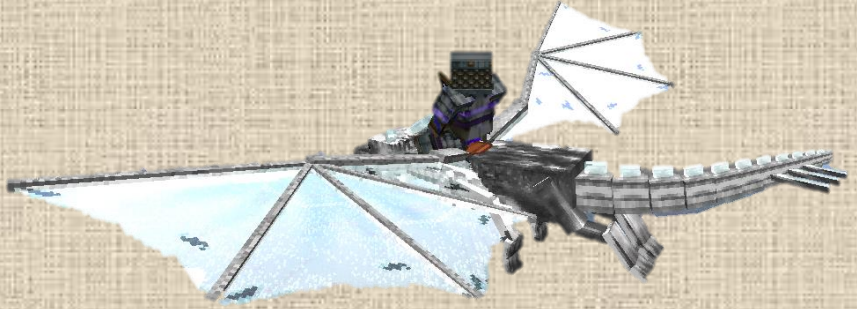


## Dragons (Dragon Mount Mod, by BarracudaATA)

This mod is mercifully open-source, so we were able to tweak it to fit Endoc and EndocZ nicely.

### Hatching from an Egg

Five types of dragons exist in this mod: **Ender**, **Fire**, **Water**, **Aether (Air)**, and **Ghost**. In the latest update **Nether**, **Forest**, and **Ice** dragons were added. Ender dragons can be hatched basically anywhere. The hatching process will take several Minecraft days. Hatching the egg takes about two days, and for the dragon to become fully grown – and thus tamable – takes about another five days. Fire dragons must have their egg near lava or fire, look for red particles coming from the egg. Water must be near water or snow, look for dark blue particles. Aether must be hatched high up in the air. As it turns out, they can be hatched on the Eyrie floor, so look for light blue particles. Ghost dragons must be hatched underground (under level Y = 60) and devoid of all light. Look for gray particles coming off the egg.



The newest update also includes Nether, Forest, and Ice dragon breeds.

### Behavior and Control Info

Dragons behave a lot like wolves, without the annoying whining and running around. They can eat rotten flesh, raw chicken, raw beef, and raw fish. Raw fish are their favorite food, and will tame them from “wild” as well as activate love/breeding mode. They can be forced to sit by holding a bone and right-clicking. For flying, the WSAD keys work, but elevation change does not (the mod author is currently working on this). Use a Carrot-on-a-stick to become the supreme pilot of the skies.

Want more information? Search it on Google or YouTube.

### Dragon Egg

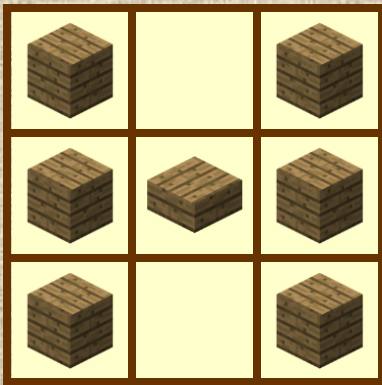
A dragon egg can be obtained by the following crafting recipe, or by breeding two dragons that you own (using fish to induce lovey-dovey mode). Ingots needed are Gold, Iron, Endonite, Steel, and Blaze. To hatch an egg, put it in the desired location, and right-click to start the hatching process.



## Bibliocraft Recipes

All 4 types of wood can be used in the following recipes.

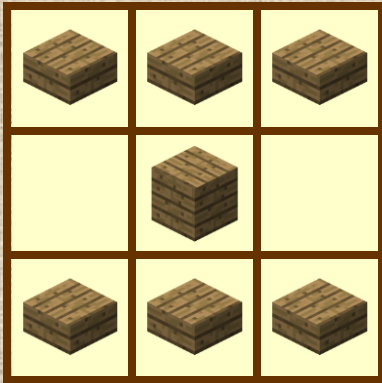
### *Bookcase*



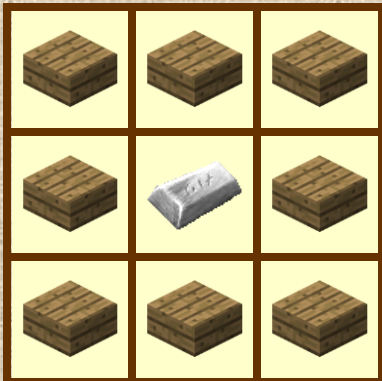
### *Potion Shelf*



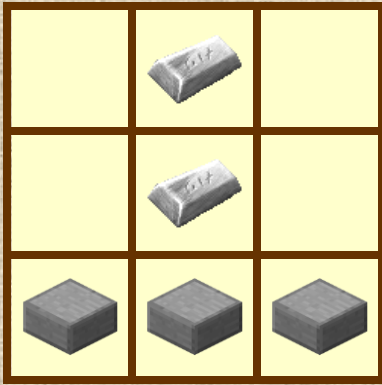
### *Wooden Shelf*



### *Tool Rack*

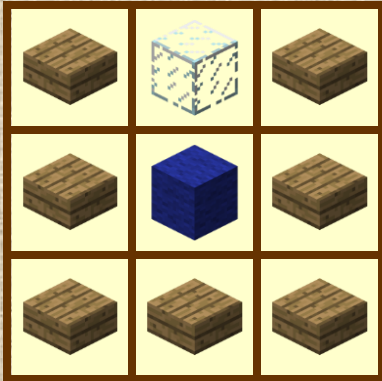


### Armor Stand



### Display Case

Only works with 4 different colors of wool; Black, Green, Blue, and Red.



### Writing Desk



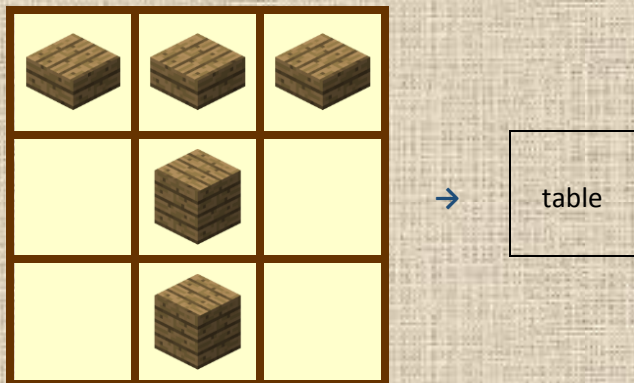
### Wooden Label

For use on chests.





### Table



### Lantern

A lantern plus any dye will change the candle color inside.



### Glasses

Reading Glasses and the Monocle “allow the player to read pop up text displays of items displayed on the different blocks in BiblioCraft. Every block in BiblioCraft has text information read out. The player can view the names of books on a bookcase without opening the GUI, as well as see what is on a regular shelf and of what quantity. The player can also see what armor is on an armor stand and what enchantments are on that armor.”

### Reading Glasses

You can also tint reading glasses with gray dye.



Monocle

