

Types of Enchantments

ENCHANTMENT TYPE	MAXIMUM RANKS	EQUIPMENT TYPE	DESCRIPTION
Aqua Affinity	I	Helm	Increases underwater mining rate dramatically
Bane of Arthropods	V	Sword	Increases damage to Spiders, Cave Spiders, Silverfish, and Endermites by 2.5 per rank
Blast Protection	IV	Any Armor	Reduces explosive damage and reduces knockback
Efficiency	V	Tools	Increases mining/harvesting speed by 30% per rank
Feather Falling	IV	Boots	Reduces damage from falling and Ender Pearls
Fire Aspect	II	Sword	Adds 3 rounds of burn damage (or 7 at rank II)
Fire Protection	IV	Any Armor	Reduces fire damage and decreases burning duration
Flame	I	Bow	Sets your Arrows on fire, adding three rounds of burning to targets hit
Fortune	III	Tools	Multiplies the number of drops from Coal, Diamonds, Emeralds, Nether Quartz, and Lapis Lazuli
Infinity	I	Bow	You don't need more than one Arrow to fire your Bow forever
Knockback	II	Sword	Increases knockback against your targets
Looting	III	Sword	Slain monsters drop more regular loot and have a higher chance to drop their rare treasures
Luck of the Sea	III	Fishing Rod	Reduces the chance of getting poor results from fishing and raises the chance of getting higher quality items
Lure	III	Fishing Rod	Greatly improves the speed at which you fish
Power	V	Bow	Increases Arrow damage by 25% (+ 25% more per rank)
Projectile Protection	IV	Any Armor	Reduces incoming damage from Arrows, Blazes, and Ghosts
Protection	IV	Any Armor	Reduces many types of damage taken
Punch	II	Bow	Increases knockback by Arrows
Respiration	III	Helm	Lets you stay underwater for 15 seconds more per rank, improves vision underwater, and slows suffocation
Sharpness	V	Sword	Increases damage by 1.25 per rank
Silk Touch	I	Tools	Allows you to harvest resources directly to get Cobwebs, ore blocks, Ice, etc. (one of the most desirable enchantments)
Smite	V	Sword or Axe	Adds 2.5 damage per rank against undead monsters
Thorns	III	Any Armor	Adds a chance to wound attackers for 1-4 damage
Unbreaking	III	Anything	Increases durability of the item

BREWING

Brewing is a fun way to make potions. Potions help you endure tough fights, survive in dangerous areas, and even damage some of your enemies. You can't brew early in the game because you need a number of tricky ingredients to get anywhere with this art. We'll tell you what to do!

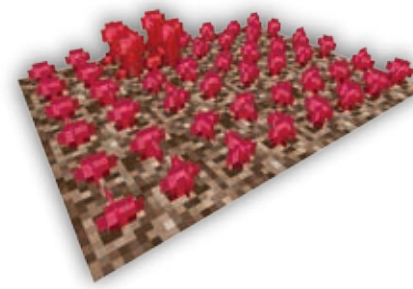
Collect Ingredients to Make a Brewing Stand

The first step is to gather the primary ingredients you need. Nether Wart and Blaze Rods are two of the toughest (and most important) things on the list, so let's focus on these.

Both materials are found in the Nether. Make a Nether Portal and bring a ample supplies through to the other side. Search for a Nether Fortress until you find one, and then scour the place for Chests and for stairways with Soul Sand nearby. These are the only two places in the game where Nether Wart is available. Not all of the Chests have Nether Wart, and not all Nether Fortresses have the stair gardens. So, it's luck of the draw for finding these items.



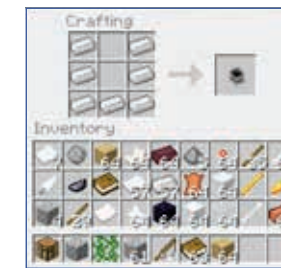
Blazes, on the other hand, are found frequently in Nether Fortresses. Fight them with ranged attacks, or retreat to draw them forward. Kill as many as you can to get Blaze Rods.



Once you have a few of these goodies, make a Nether Wart garden. You don't want to search Nether Fortresses every time you need

more Nether Wart, so don't do any brewing just yet. Wait until you have an adequate Nether Wart garden.

Sadly, you can't use Bone Meal to speed up your garden; getting a large garden going is a fairly time-intensive process, but it's well worth your investment. Break all of your initial Nether Wart into Seeds, and plant all of them. Do the same thing with the yields from your initial planting, and continue to increase the garden from there, taking only one or two Nether Wart at first to play with, and then more as your garden reaches a substantial size.



Now, craft a Brewing Stand, a Cauldron, and some Glass Bottles. Fill your Cauldron with Water. This is useful for filling Water Bottles, and they look cool in your brewing area anyway. Having an infinite Water source nearby isn't a bad thing, either.

Place all of your crafted items in one room with a Chest or two, and grab your Nether Wart. With these and a number of other odds and ends, you're ready to start brewing.

Types of Potions

Potions come in two stages. You make the first stage by interacting with the Brewing Stand and adding a Water Bottle with some ingredients. After adding your ingredients, wait for the brewing to finish, and collect your finished potion.

There are five basic potions, as follows:

BASE POTIONS

POTION NAME	INGREDIENTS	EFFECT
Awkward Potion	Water Bottle + Nether Wart	Builds into much more powerful potions
Mundane Potion (Extended)	Water Bottle + Redstone	Used to make a Potion of Weakness (Extended)
Mundane Potion	Water Bottle + one of the following: Blaze Powder, Ghast Tear, Glistening Melon, Magma Cream, Spider Eye, Sugar	Used to make a Potion of Weakness
Potion of Weakness	Water Bottle + Fermented Spider Eye	Reduces melee attacks by .5 damage
Thick Potion	Water Bottle + Glowstone Dust	Used to make a Potion of Weakness



So far, it doesn't look like brewing is very useful. You can make a potion that reduces your own melee damage—yay? But trust us, this gets much better.

After you have a primary potion, use the Brewing Stand again. This time, you add one of the primary potions instead of a Water Bottle. Now you start having fun!

GETTING WOOD

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Taking Inventory" and pick up a piece of Wood	Attack a tree until a piece of Wood pops out	PC, Console

Upon starting your game, charge the first tree you see. Hit it with your fists without releasing the Attack button. Before long, the Wood breaks and falls to the ground. Pick it up by walking over it.

HOT TOPIC

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Time to Mine" and pick up a Furnace	Construct a Furnace out of eight Cobblestone blocks	PC, Console



Mine eight pieces of Cobblestone and take them to your Crafting Table. Add them as ingredients and make your Furnace. It's as simple as that.

INTO FIRE

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "We Need to Go Deeper" or "Into the Nether" and pick up a Blaze Rod	Relieve a Blaze of its Rod	PC, PlayStation

Go into the Nether and search for a Nether Fortress. They're extremely large structures, so you won't have any doubt when you see one. Climb up the Nether Brick staircases and hunt for the fiery Blazes that fly around each fort's upper reaches. Kill them with ranged attacks or back around corners to lure them into melee range.



Loot the ground after Blazes die and search for their Blaze Rods. Quite useful items!

INTO THE NETHER

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Acquire Hardware" and enter a Nether Portal	Build a Portal to the Nether	Console only

Make a Diamond Pickaxe, fill a Bucket with Water, and search for a pool of Lava (on the surface or down near the bottom of the Overworld). When you find Lava, use the Bucket to pour Water over the Lava. The Water cools the magma and turns it into Obsidian. Make a large, safe place to mine, light it well with Torches, and collect many pieces of Obsidian by using your Diamond Pickaxe (nothing else works).

You can make a Portal to the Nether with ten pieces of Obsidian. For your first Portal, we'd suggest 14 pieces just because it's easier and looks nice.

When you have everything you need, find a safe place for your Portal. Make a line of Obsidian four stones long. Stack more Obsidian on the stones at each end until there are two pillars five stones high. Then, complete the top of the Portal. It should look like a large zero or a frame with an empty center. Use a fire source, such as Flint and Steel, to light the Portal's empty center. Now you can jump back and forth between the Overworld and the Nether. The corners are optional, which is why only ten pieces of Obsidian are required, but the Portal works either way. Consider blocking Portal rooms with a doorway, in case anything decides to wander in from the Nether.

LEADER OF THE PACK

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Monster Hunter"	Tame five Wolves	Console only

If you're out in a taiga biome, bring a large supply of Bones with your character. Use these Bones to try to tame any Wolves you meet. Keep doing this to get a large pack and complete your achievement. It's easier to breed Wolves than to tame them, so feed the Wolves meat to bolster their numbers once you get the achievement out of the way.

LIBRARIAN

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Enchanter" and pick up a Bookshelf	Build some Bookshelves to improve your home	PC only

Six Wooden Planks and three Books combine to make a Bookshelf. You need these to improve your Enchanting Table's power, so quite a bit of Paper, Leather, and Wood is required to max out your Enchanting Table.

For maximum power, your Enchanting Table needs to have 15 Bookshelves positioned two blocks away from it. For this to happen, you need 45 Books and 90 Wood Planks. In terms of total resources, you need 45 Leather, 135 Sugar Cane, and 90 Wood Planks.



LOCAL BREWERY

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Into Fire" and pick up a Potion	Brew a Potion	PC, PlayStation



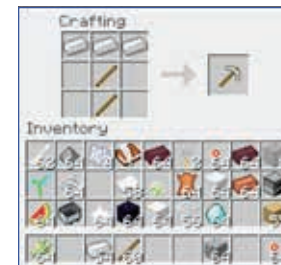
Fight Blazes in the Nether until you get a Blaze Rod. Bring it home and use it with three pieces of Cobblestone to craft a Brewing Stand. Next, employ three Glass Blocks to make Glass Bottles, and use those in the Brewing Stand to begin playing with potions.

Powerful potions are based on rare ingredients, like Nether Wart. Try that and a Water Bottle to make your first interesting potion. Things get much more involved from there, but you've already done enough to get credit for Local Brewery!

MOAR TOOLS

REQUIREMENTS	DESCRIPTION	VERSIONS
Complete "Benchmarking"	Construct a Pickaxe, Shovel, Axe, and Hoe	Console only

Use basic recipes to craft each of the four common tools. These take eight Sticks and a modest supply of Wood or Cobblestone. It's easy to gather all of these, and we explain them in Chapter 3, *Let's Begin With the Basics*.



Minecart

LOCATION	GATHERED WITH	USES
Crafted item	Crafting	Transportation

There are several types of Minecarts in the game, and all of them are useful at different times. The base Minecart is a means of transport that rides along Railways both above ground and underneath it. Use downward slopes or occasional Powered Rails to keep your Minecarts moving at high speed, traveling from one end of the track to the other as quickly as possible.

Minecarts with Chests give you storage options. Place items in the Minecart and send it on its way using a Powered Rail system. Because the cart is full, you can't ride along in it. Either use another Minecart to follow, or use another means of transport.

Minecarts with Hoppers are pretty cool. They grab any items along the Railway as they travel (unless they hit an Activator Rail). Set up areas where monsters are slain and farmed for items, and run your Minecart with Hopper through it to collect your treasure.

Minecarts with TNT are mobile explosives that detonate if they touch an Activator Rail—very nice.

Minecarts with Furnaces push other carts ahead of themselves. Add fuel to make them work, and its full speed ahead for your new train of Minecarts.

RECIPE

INGREDIENTS	CRAFTING RECIPE	RESULT
Iron Ingot (5)		Minecart
Minecart, Chest		Minecart with Chest
Minecart, TNT		Minecart with TNT
Minecart, Furnace		Minecart with Furnace
Minecart, Hopper		Minecart with Hopper



Note Block

LOCATION	GATHERED WITH	USES
Crafted item	Crafting	Make some noise

Note Blocks make a brief noise when something powers them. Interact with the blocks to change the pitch of their noise and customize how they sound. If arranged carefully, this allows people to make music with them.

The instrument played by a Note Block is actually determined by the type of block underneath it. Wooden blocks produce a bass guitar noise. Sand and Gravel yield a snare drum sound. Stones are for a bass drum. Dirt does a synth piano.

RECIPE

INGREDIENTS	CRAFTING RECIPE	RESULT
Wood Plank (8), Redstone		Note Block



Orange Dye

LOCATION	GATHERED WITH	USES
Crafted item	Crafting	Stains items orange

Orange Dye stains Leather armor, Sheep, Wool, Glass, and other items a simple orange color.

RECIPE

INGREDIENTS	CRAFTING RECIPE	RESULT
Orange Tulip		Orange Dye
Rose Red, Dandelion Yellow		Orange Dye (2)



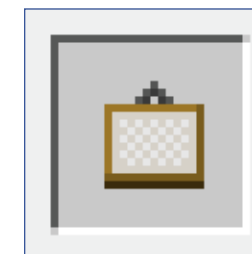
Painting

LOCATION	GATHERED WITH	USES
Crafted item	Crafting	Decoration

Paintings can improve the look of your home. Place them on walls to make your base impressive. Sometimes people put secret passages behind Paintings because you're allowed to walk through them as long as a solid block isn't on the other side. Experienced players are used to this and often search behind Paintings; this is why you might want to put a pit trap behind a Painting, in case someone runs straight through your Painting.

RECIPE

INGREDIENTS	CRAFTING RECIPE	RESULT
Stick (8), Wool		Painting



Paper

LOCATION	GATHERED WITH	USES
Crafted item	Crafting	Enchanting, crafting

Paper is made into Books, Maps, and Fireworks. It's made from Sugar Cane, which you can grow in large quantities as long as you have plenty of Water in the area. Turn Paper into Books once you have enough Leather, and use Books to make an Enchantment Table and tons of Bookshelves. That's the route to better enchanting and superior equipment.

RECIPE

INGREDIENTS	CRAFTING RECIPE	RESULT
Sugar Cane (3)		Paper (3)



SPIDER JOCKEY

AGGRESSION	SPAWN LOCATION	ITEMS	HEALTH	ATTACK DAMAGE	EXPERIENCE VALUE	TAMEABLE?	RIDEABLE?	NOTES
Aggressive	Low light areas of the Overworld	Bone, Arrow, String, Spider Eye	20 for Skeleton, 16 for Spider	3 for Skeleton, 2 for Spider	10 total	No	No	These are rare spawns, so you don't see them often

Chicken Jockeys are cute and a little dangerous. However, Spider Jockeys aren't cute at all—they're just creepy. You have to deal with a Skeleton that has greater mobility and a Spider that's ready to attack you as well. It's a mean duo.



The Spiders can move on their own, so these Jockeys move like Spiders. The Skeletons only control their ranged attacks, which are as accurate as ever. To play it safe, sprint toward cover and ready your best melee weapon. Eat while you wait if you need to, and then ambush the Spider Jockey when it turns the corner. At close range, you can kill these guys. Still, expect to take damage, so don't even try this fight if your health is low, your armor is poor, or if you're nervous.

WITCH

AGGRESSION	SPAWN LOCATION	ITEMS	HEALTH	ATTACK DAMAGE	EXPERIENCE VALUE	TAMEABLE?	RIDEABLE?	NOTES
Aggressive	Low light areas of the Overworld	Glass Bottle, Glowstone Dust, Gunpowder, Redstone, Spider Eye, Stick, Sugar	26	Potions of Poison and Harming	5	No	No	Rarely drop potions when killed

You don't see Witches as frequently as many monsters in the Overworld, and that's a good thing. These humanoids have potions that can hurt you, poison your character, or protect the Witch from harm. Witches can heal themselves and speed their movement, so they have a little bit of everything. Good weapons are very important when you fight a Witch; they have enough health that any damage improvement makes a big difference. Iron Swords are advised!



Because Witches use Harm and Poison attacks, you want to kill them quickly. The longer the fight, the bigger your disadvantage becomes. If you can't take out a Witch quickly and you become poisoned, mount a sprinting retreat to put cover between your character and the Witch, so additional potions don't hit you.

If you have really good timing, lure a Witch toward a corridor or house with a Door. Keep the Door closed until the Witch is nearby. Open the Door, hit the Witch, and close the Door. Wait a moment and then repeat the process. Witches take a moment to unleash their potion attacks, so this technique is fairly reliable if you have good reflexes.

WITHER

AGGRESSION	SPAWN LOCATION	ITEMS	HEALTH	ATTACK DAMAGE	EXPERIENCE VALUE	TAMEABLE?	RIDEABLE?	NOTES
Aggressive	Summoned by player	Nether Star	300	8	50	No	No	Created with Soul Sand and Wither Skeleton Skulls

Withers are major enemies, much like the Ender Dragon. Don't go up against these guys unless you're ready for a serious fight and know what you're doing. For a full strategy on killing these guys, look in our section covering the Nether in Chapter 4.

One can summon Withers by creating an altar of Soul Sand in a T formation. Place a Wither Skeleton Skull on all three upper blocks of Soul Sand. When you do this, the altar summons a Wither. Make sure to avoid fighting these monsters near your home; they do horrific damage to the land around them. We strongly recommend fighting them deep underground or far away from home.



WITHER SKELETON

AGGRESSION	SPAWN LOCATION	ITEMS	HEALTH	ATTACK DAMAGE	EXPERIENCE VALUE	TAMEABLE?	RIDEABLE?	NOTES
Aggressive	Nether Fortresses	Coal, Bone	20	7	5	No	No	Can drop Wither Skeleton Skulls and Stone Swords

Wither Skeletons guard Nether Fortresses, special areas within the Nether. Unlike generic Skeletons, these undead foes favor melee weapons. They're extremely deadly, dealing high damage up front and causing a damage-over-time effect as well. You need solid armor, full health, and hopefully a full hunger bar to go against Wither Skeletons.

Arches that are only two blocks high are too small for Wither Skeletons to pass through. If you see a Wither Skeleton ahead, place blocks behind you to form a barrier that has just enough room for your character to run through. Shoot at the Wither Skeleton, bring it to the low arch, and then keep hitting it with Arrows. Hit-and-run attacks also work, if you're careful. Another classic move is to attack while backing up. This is effective against many monsters, and it's very good against Wither Skeletons, as long as you don't fall off a ledge or Blazes and/or other Wither Skeletons don't attack you at the same time.

Keep equipment off the ground when you go through Nether Fortresses. Wither Skeletons are quite happy to pick up Bows or Swords, and they're evil when they get their bony hands on either.



ZOMBIES AND ZOMBIE VILLAGERS

AGGRESSION	SPAWN LOCATION	ITEMS	HEALTH	ATTACK DAMAGE	EXPERIENCE VALUE	TAMEABLE?	RIDEABLE?	NOTES
Aggressive	Nether Fortresses	Coal, Bone	20	7	5	No	No	Can drop Wither Skeleton Skulls and Stone Swords
Aggressive	Low light areas of the Overworld	Rotten Flesh	20	1-6	5	No	No	Can be cured with a Splash Potion of Weakness

There are several types of Zombies in *Minecraft*, though the techniques to deal with them are similar. Zombies, Baby Zombies, and Zombie Villagers are all pretty much mindless, undead horrors. They move toward your character, moaning and trying to kill you with slow melee attacks. Baby Zombies have higher walking speed, but that and their short stature is the only significant distinction.

Zombies can spawn with equipment or pick up things they find. Well-equipped Zombies are more dangerous, so watch out for them. Kill those Zombies first when you fight a group. And speaking of groups, it's rare to encounter just a single Zombie. They often appear with several allies, so back off until you see where all your enemies are standing. Lure them into lining up for the fight by retreating until all the Zombies are somewhat close together. Then, attack and retreat as you thin their ranks. Zombies with helmets are very lucky; sunlight doesn't cause them to burst into flames (until the helmet itself is destroyed). Pumpkins serve the same role.



Villagers that are killed by Zombies have a chance of turning. If they rise as Zombie Villagers, there is still some hope. A Splash Potion of Weakness leaves the Zombie Villager in a vulnerable state. Feed it a Golden Apple afterward and wait a moderate amount of time; the Zombie Villager will return to life.