

TOP most useful spells in Minecraft 1.19 The Wild Update

TOP most useful spells in Minecraft 1.19 The Wild Update, TOP most useful spells in Minecraft 1.19 The Wild Update helps characters get rid of some mishaps

Charms are a great way to support Minecraft players, helping the character to get rid of some dangers and dangers from mobs and surroundings. In this article, let's explore the TOP of the most useful spells when playing Minecraft 1.19 The Wild Update.

Protection IV

In general, Protection IV is a protective spell that the player needs on all his armor pieces, not just his boots. This spell reduces damage taken from all sources, including lava, explosions, and even falling damage.



Damage reduction can be stacked up to a limit of 80%. Protection, Blast Protection, Fire Protection and Projectile Protection are mutually exclusive. Players need console commands to apply them to an item.

Mending

Mending is a common useful technique that can be applied to all types of equipment to increase durability. It's even more popular than Protection. When this spell is active, the boot will automatically use the XP earned by the player to repair itself.



Combine it with an XP farm and the boots will become indestructible or damaged. Mending can be obtained from loot, fishing, or trading with Librarians of any level. The player cannot get it from an enchantment table.

Feather Falling IV

Fall damage is one of the common ways to death in Minecraft. Feather Falling is an enchantment for boots that reduces damage when the character falls and does not affect the rate of fall.



Each level of Feather Falling reduces drop damage by 12%, up to 48% at level IV, stackable with Protection on armor up to 80%, as the latter also reduces fall damage. This spell also works against Ender Pearl's teleport damage.

Soul Speed ??III

Soul Sand Valley is one of the deadliest places in the Netherlands. This place is filled with Ghasts and Skeletons, which become even more deadly when combined with the slowing effects of soul sand and spirit earth.



Soul Speed is a spell that reverses the debuff and increases speed while walking in Soul Sand Valley. However, it cannot be obtained by normal means via enchantment, instead, the player must exchange Soul Speed from Piglin.

Frost Walker II

Frost Walker is an enchantment for boots that creates translucent blocks of ice when walking on water. It also prevents the wearer from taking damage when stepping on certain blocks such as fire and magma. This only works if the player is on the ground. Water blocks must also be on the same level as the moved block to become ice. Note that this spell does not protect the character from normal lava.



The Frost Walker and Depth Strider spells are mutually exclusive. That means gamers can only enchant their boots with one of these two charms. However, players can still apply both if using commands in Creative mode.

Depth Strider III

Simply put, Depth Strider is a spell that increases horizontal movement speed, removing the effect of slowing down the character while underwater in Minecraft. The character is counted as standing in the water if the head is submerged.



Unless everyone equips the necessary spell like Respiration, the character will drown after 15 seconds. However, even if it is possible to stay underwater longer, the player still needs a spell to move faster and that is when the Depth Strider shows its power.

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