

Minecraft 1.18 Java Edition Download

It is a second installment of the major Caves & Cliffs update that completely reworks caves, adds new items, and changes old blocks. What is most important, you can download Minecraft 1.18 from our website.

Minecraft 1.18 release date: November, 30. 2021.

Official name: Caves & Cliffs: Part II.

Contents:

1. New Items
2. New World Generation Features
3. Changes
4. Download Links

New Content

Items

Music Discs

The update adds a new music disc that is notable for its brown texture. The track for it was recorded by Lena Raine. There is a small chance to find out the disc in the chests of a stronghold or a treasury.

New World Generation Features

Caves

Now the caves look completely different as the result of being reworked. Now they stretch down to $Y = -59$ and consist of two types of blocks depending on the depth. Down to $Y = 0$, the caves mostly consist of the ordinary stone block, while the layers below will consist of deepslate. Such blocks as earth, dirt, andesite, and granite are not generated in the deepslate layer, so they can be found only above $Y = 0$. The ores in a cave are generated depending on a block type; that is, in stone caves, the ore will be in the form of a stone, whereas in deepslate caves, they will be inside a deepslate.

Fissures and noise caves were added. The fissures are very similar to canyons but are narrow and stretch much deeper. There are also new ore veins that are elongated ore formations of enormous size consisting of ores and some other blocks. They can be of two types - copper and iron. Copper veins are generated together with granite at the level above 0, while iron veins generate together with tuff and are situated below 0.

Mountains

Mountains are now related to six different biomes.

Mountain Meadow

It is the lowest mountain layer, which is an ordinary meadow but located at the foot of a mountain. There are a lot of flowers there, and the plants have a slightly different color resembling a mixture of green with a light blue shade. It is possible for villages to generate in this biome. It is a habitat of rabbits, sheep, and donkeys.

Mountain Grove

This biome mainly consists of snow blocks and resembles the snowy taiga. Its vegetation consists of spruce trees. It is a habitat of numerous kinds of animals, including pigs, sheep, chickens, cows, wolves, foxes, and rabbits. Pillager outposts can also be encountered there.

Snowy Slopes

They mainly consist of powder snow blocks and ice. They are generated on the slopes of a mountain, given there is a plain or a snowy tundra at the foot of it. Very few kinds of creatures live there: only rabbits and goats, as well as igloos and pillager outposts when it comes to the hostile ones.

Peaks

Peaks come in three different varieties: stone, frozen, and jagged. A rocky peak generates if a mountain is high enough and there is at least one of the following biomes at the foot of it: desert, jungle, savanna, or wasteland. Frozen peaks are generated if there are snow biomes near the mountains. Only goats live there. A jagged peak is a mixture of the rocky and frozen peak biomes. That is, it consists of blocks of snow and stone. Only goats spawn there.

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Changes

Blocks

Big Dripleaf

A big dripleaf can now be placed in the game world only on certain types of blocks, including clay, coarse dirt, dirt, farmland, grass block, moss block, mycelium, podzol, and rooted dirt. It is the list of all the blocks, on which one can put a big dripleaf, others will not apt.

Copper Ore

If you install this update, the copper ore will drop slightly more raw copper: instead of 2-3, you can get 2-5.

Redstone Comparator

When the comparator is active, the texture of its base will be different.

Vines and Kelp

If you cut off the tip of a vine or kelp, it will not continue to grow. This equally applies to cave, twisting, and weeping vines. Besides, the texture of the cave vines has been changed - a gray pixel has been removed from them.

Block of Copper

A block of copper can now be transformed to four cut copper.

Enchanting Table

The enchanting table now emits a light level of 7. Besides, one texture has been changed; namely, the lapis lazuli icon related to it will now be identical to the usual one.

Wither Skull

The wither's skull texture has been updated and now corresponds to the updated texture of the wither's head.

Doors

Changed the texture of many door types when they are in the inventory. The textures of some other items have also been changed, for example, the campfire, soul campfire, sign, item frame, and glow item frame.

Mobs

Axolotl

Now this creature spawns only in lush caves and only above clay blocks.

Goat

It can spawn only in three new mountain biomes: frozen peaks, jagged peaks, and snowy slopes.

Vindicator

The behavior of this hostile mob has been changed: now it does not attack baby villagers. This equally applies to pillagers, evokers, and ravagers. However, the babies will still be afraid of them and run away.

Glow Squid

It now spawns only under $Y=30$.

Cod

Now they spawn in water between $Y=50$ and $Y=64$. This equally applies to such fish as salmon, pufferfish, tropical fish, dolphin, and squid. However, tropical fish can spawn at any height in lush caves.

Zombie Villager

The texture of this hostile creature has been changed: the redundant pixels have now been removed from it. This is also true of the weaponsmith zombie villager.