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Minecraft luck potion wiki

This page contains a complete list of beverage effects (Minecraft effect id sheet with descriptions) that are present in the Minecraft computer game (PC edition). From MCreator 1.9.0, users can add new beverage effects too. ID Name Effect Strength Non-nation/Command causes beverage particle color notes 1 Speed expands FOV increases walking speed by 20% Speed increases by 20% with each additional level sprinting and Creative|flying causing similar effects, but not status effect Beverage Swiftness Sky blue at extremely high levels (~ level +100), player walks faster than pieces can load. 2 Slowness contracts FOV reduces walking speed by 15% Speed decreases by 15% with each additional level Filling bow, sneaking, eating, drinking water, beverages or milk, and blocking causes similar effects, but not the status effect of beverage slowness gray-blue at levels 7 or higher, the player will not be able to move if he does not jump during movement. 3 Haste Blocks break faster by 20% (arm swings faster) Digging speed increases by 20% with each additional level Beacon references Beverage haste per game, but the beverage is currently not present unless using a custom beverage features Yellow at levels 3 or higher, when the player mines something, the hands do not seem to move. 4 Mining Fatigue Blocks break slower by 20% (hand swings slower) Digging speed decreases by 20% with each additional level of None Referenced by Beverage Dullness per game, but the beverage is currently absent unless using a custom beverage has no Dark Khaki Effect affecting breaking blocks in Creative Mode. Levels 5 and above make players ucannot break any block. 5 Power increases damage dealing with crowd attacks by 130%. The increase in damage doubles with each additional level of Beacon beverage power dark red 6 Instant Health treats 4 hit points for players. Six hit points of damage were inflicted on the utterable mobs. Doubles the amount cured with each additional level No beverage healing red u negligible mob is damaged instead. If the effect is forced to last longer than 1 tick, it will cure the entities of each tick. 7 Instant Damage Deals 6 hit points of damage for players. Undead mobs were cured with six damage points affected. Doubles the amount of damage with each additional level No beverage from harming Maroon Undead mobs is cured. Death was reported as <player> killed by magic. If the effect is forced to last longer than 1 tick, it will damage the entities of each tick. 8 Jump Boost allows the player to jump higher by approximately 1/2 block. Reduces crash damage by 1 hit point. Increases jump height by about [level]/8+.46 per level. (Jump height is ([level]+4.2)^2/16, ignoring drag). Reduces the drop in damage by 1 hit point of each level. Beacon references Beverage jumping per game, but the beverage is currently not present unless using Beverage does not have lavender If the level is 33, jumping will cause death </player> </player> Landing. If the level is 128, the player will not be able to jump at all. If level 255, the crash damage is disabled. 9 Nausea fluctuations and warps display No effect Standing near the Nether portal causes a similar effect, but not the status effect pufferfish referenced beverage nausea per game, but the beverage is currently not present unless a custom beverage features Purple is used When the nausea effect is canceled, the Nether portal animation will flash on the screen. 10 Regeneration Regenerate 1 hit point over time every 50 ticks/2.5 seconds Delay between regenerations decreases by half (rounding down) with each additional level Golden Apple Golden Apple| The enchanted golden apple Beacon Beverage regeneration Pink does not affect the undead mob. 11 Resistance reduces all incoming damage by 20% Reduces damage by 20% with each additional level Enchanted Golden Apple Beacon references the Resistance Potion per game, but the beverage is currently not present unless the use of customized mahogany level +5 beverage features is not full immunity to all damage, with the exception of gaps and /kill commands. 12 Fire resistance immunity to fire and lava There is no effect enchanted golden apple beverage fire resistance Amber 13 water breathing kits and holding the air gauge to 100% increases visibility while underwater No one is available only in 13w36a. Water breathing beverage Blue beverage can be brewed from pufferfish from 1.7. 14 Invisibility Causes the entity model to disappear Mobs will not attack / feel the player unless directly touched. If a player wears any piece of armor, the mob will be able to see the player no more than 1 block away; for each additional piece of armor that the player equips, this distance will increase by 3, for a maximum view distance of 10 blocks if the player is wearing the entire set. No effect No invisibility drink Light gray armor, held objects and any particles caused by the effects do not disappear with the entity. 15 Blindness Creates thick black fog around players Prevents sprinting and critical kicks No effect Render distance and void fog cause similar effects, but not the status effect To which the Beverage blindness per game is invoked, but the beverage is currently not present unless the use of custom beverage features Dark Grey Sun and Moon can be seen as normal. Also, liquids do not fade in fog perfectly. 16 Night vision increases brightness to 15 (full) everywhere Increases the ability to see underwater There is no effect No night vision beverage of the middle blue screen flashes for 10 seconds before the effect wears out. The effect does not help when looking through the void of fog, but changes the color of the void of fog from black to sky blue if it is day or dark-blue if it is night. 17 Hunger Causes Food Meter to Deplete by 0.025 Dietary Strips Per Tick Glad Bar Becomes Yellow-Green Increases Effect by 0.025 With Each Additional Level Rotten Meat (80% Chance) Raw (30% chance) chance) (100% chance) A reference to The Hunger Potion per game, but the beverage is currently absent unless using a custom beverage has Dull green 18 Weakness reduces the damage dealt with melee attacks for 3 hit points Zombie villagers can be cured of zombification using golden apples if they have an impact of weakness on the beverage on them. Cave spiders lose their ability to poison Couples reduce damage with each extra level No beverage weakness Grey 19 Poison Makes 1 hit point of harm every 25 ticks / 1.25 seconds until player or mob is at 1 hit point of health Hearts turn yellow -green Delay between damages is reduced by half (rounding) with each additional level Attacked by a cave spider (excluding in easy mode) Spider eye Poisonous potato (60% chance) The poisonous green drink does not affect the undead mob or spiders. He'll stop half-heartedly. 20 Wither Makes 1 hit point of damage every 40 ticks/2 seconds (as opposed to poison, the effect can kill players and other entities) Hearts blacks The delay between damages is reduced by half (rounding down) with each additional level Attacked by Wither and the drier skeleton references The Decay Potion per game, but the beverage is currently absent unless using a custom beverage has Dull green 21 Health Boost Adds 4 Base Health; Additional health disappears when the effect ends 4 base health is added with each additional level No reference<player> Beverage health Boost per game, but the beverage is currently not present unless the use of custom features of the Orange Actual health beverage may be above the baseline after the end of the effect and will not be limited unless the entity is cured. Additional hearts mounted mobs of effect can be seen while riding mounted mobs. 22 Absorption Adds 4 absorption health that cannot be replenished with natural regeneration or other effects. The health absorption disappears when the effect ends 4 absorption health is added with each additional level golden apple Enchanted golden apple references the Absorption Drink per game, but the beverage is currently not present unless the use of the custom features of the Azure Extra heart drink mounted mob from effect can be seen while driving a mounted mob. 23 Saturation Causes the food meter to fill up by 1 point of hunger per tick. 1 point of hunger is added with each additional level No reference Saturation drink per game, but the beverage is currently not present unless using a custom beverage there are Scarlet 24 Glowing Causes entities that glow with an outline that can be seen through opaque blocks. There's no effect of being hit by a spectral arrow. The beverage is invoked by the game, but the beverage is currently not present unless the use of a custom beverage has an olive 25 levitation causing the entity to inadvertently rise upwards until not sincere. The entity is floating at a × 0.9 blocks per second. Be affected </player> </player> Shulker's missile. The beverage levitation reference per game, but the beverage is currently absent unless the use of custom Sky blue beverage features affects swimming or flying. Negative levels cause the entity to float downwards, overriding the usual decline due to gravity. The damage from the crash was unaffected. 26 Luck increases the chances of getting high-quality prey Adds 1 × level attributed to generic.happiness. No Avocado Green happiness drink makes entries for loot boards with a high quality score more likely, and entries with negative quality are less likely. Currently, fishing only uses quality. The new weight of each intake is floor (base_weight + quality * generic.happiness). Negative levels reduce happiness. 27 Bad luck reduces the chances of getting high-quality prey Subtracts 1 × level from the generic.happiness attributes. None are mentioned in the game, but it is available as a custom beverage effect. Khaki makes entries to loot tables with a high-quality score less likely, and entries with negative quality are more likely. Currently, fishing only uses quality. The new weight of each intake is floor (base_weight + quality * generic.happiness). Negative levels increase happiness. Donate to MCreator By donating to developers, you can accelerate development, because with more resources we can devote more time to MCreator. It is a free project created by developers who work on it in their free time. Time.

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