# Enchantments

|  |  |  |
| --- | --- | --- |
| **Armor** | **Swords** | **Bows** |
| 0. Protection | 16. Sharpness | 48. Power |
| 1. Fire Protection | 17. Smite | 49. Punch |
| 2. Feather Falling | 18. Bane of Arthropods | 50. Flame |
| 3. Blast Protection | 19. Knockback | 51. Infinity |
| 4. Projectile Protection | 20. Fire Aspect |  |
| 5. Respiration | 21. Looting | **Fishing rods** |
| 6. Aqua Affinity |  | 61. Luck of the Sea |
| 7. Thorns | **Pickaxes** | 62. Lure |
| 8. Depth Strider | 32. Efficiency |  |
|  | 33. Silk Touch |  |
|  | *34. Unbreaking* |  |
|  | 35. Fortune |  |

Tools: (Tag):  
{ench:[{id:0,lvl:1},{id:5,lvl:2}]} (Level 1 Protection, level 2 Aqua Affinity)

# Status Effects

|  |  |  |
| --- | --- | --- |
| 1. Speed | 10. Regeneration | 19. Poison |
| 2. Slowness | 11. Resistance | 20. Wither |
| 3. Haste | 12. Fire Resistance | 21. Health Boost |
| 4. Mining Fatigue | 13. Water Breathing | 22. Absorption |
| 5. Strength | 14. Invisibility | 23. Saturation |
| 6. Instant Health | 15. Blindness | 24. Glowing |
| 7. Instant Damage | 16. Night vision | 25. Levitation |
| 8. Jump Boost | 17. Hunger | 26. Luck |
| 9. Nausea | 18. Weakness | 27. Bad Luck |

On players:   
/effect @p 23 1000000 0 true (level 1)  
/effect @p clear (Clears effects)  
Tag for scoreboard detection: {ActiveEffects:[{Id:13b,Amplifier:0b}]}

Mobs (Tag)- {ActiveEffects:[{Id:23,Amplifier:0,Duration:1000000000,ShowParticles:0b,Ambient:0b}]} (level 1)  
Custom Potions and Tipped Arrows (Tag)- {CustomPotionEffects:[{Id:8,Amplifier:9,Duration:600}]} (600/20 = 30 seconds)

# Color IDs

|  |  |  |  |
| --- | --- | --- | --- |
| **Color** | **Color ID (#)** | **In Dec code (regular colors)** | **Minecraft Dyes in Dec code** |
| Red | 14 | 16711680 | 10040115 |
| Orange | 1 | 16744192 | 14188339 |
| Yellow | 4 | 16645888 | 15066419 |
| Green | 13 | 65280 | 6717235 |
| Blue | 11 | 255 | 3361970 |
| Purple | 10 | 11817413 | 8339378 |
| Brown | 12 | 6304529, 9127187 for lighter | 6704179 |
| Black | 15 | 0 | 1644825 |
|  |  |  |  |
| Gray | 7 | 8355711 | 5000268 |
| Light Gray | 8 | 15000804 | 10066329 |
| White | 0 | 16777215 | 16777215 |
|  |  |  |  |
| Pink | 6 | 16738740, 16716947 for darker | 15892389 |
| Lime | 5 | 2490112 | 8375321 |
| Light Blue | 3 | 6724056 | 6724056 |
| Cyan | 9 |  | 5013401 |
| Magenta | 2 |  | 11685080 |

On armor (Tag):  
{display:{color:16777215}} (White armor)  
NOTE: Don’t do anything higher than “16777215”. It crashes the game (whenever you log in, your client crashes.)  
<http://www.mathsisfun.com/hexadecimal-decimal-colors.html>

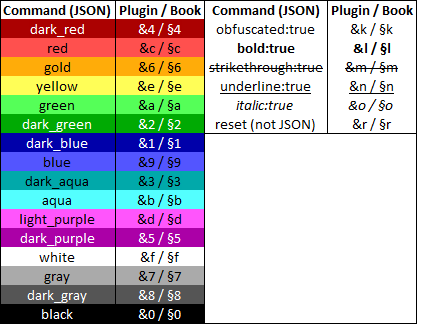
http://www.hexcolortool.com/

# Attributes

|  |  |
| --- | --- |
| generic.knockbackResistance | generic.followRange |
| generic.movementSpeed | generic.maxHealth |
| generic.attackDamage | generic.attackSpeed |
| generic.armor (0 to 30) |  |

Tag (items): {AttributeModifiers:[{AttributeName:"generic.knockbackResistance",Name:"anything",Amount:1,Operation:0,UUIDLeast:1,UUIDMost:1,Slot:offhand}]}  
Tag (mobs): {Attributes:[{Name:generic.movementSpeed,Base:0.001}]}

Notes:  
-Operation 0 = Number, Operation 1 = Percent (Don’t do anything else. I’m almost sure it crashes the game.)  
-The name can be literally anything  
-The UUIDLeast/UUIDMost cannot be 0  
-The slot IDs are: mainhand, offhand (dual wielding slot), feet, legs, torso and head  
-Cannot swing when (4-reg attack speed)- attack modifier ≥ 4

Text Colors and Formatting ****

Tellraw and title > title/subtitle: {“text”:"",”extra”:[{“text”:"test",”color”:”dark\_blue”,”bold”:true}]}

Book:  
This is §1dark blue§r. Yay!

Server (regular chat + plugin):  
&bAquafina &ris the best brand.

# Entity list

|  |  |  |  |
| --- | --- | --- | --- |
| **Other** | | **Mobs** | |
| **Entity** | **ID** | **Entity** | **ID** |
| Arrow | Arrow | Bat | Bat |
| Bottle o’ Enchanting | ThrownExpBottle | Blaze | Blaze |
| Ender pearl | ThrownEnderpearl | Cave spider | CaveSpider |
| Eye of Ender | EyeOfEnderSignal | Chicken | Chicken |
| Fireball (Blaze) | SmallFireball | Cow | Cow |
| Fireball (Ghast) | Fireball | Creeper | Creeper |
| Firework Rocket | FireworksRocketEntity | Ender Dragon | EnderDragon |
| Splash potion | ThrownPotion | Enderman | Enderman |
| Wither Skull | WitherSkull | Endermite | Endermite |
|  |  | Giant | Giant |
| Falling block | FallingSand | Ghast | Ghast |
| Primed TNT | PrimedTnt | Guardian / Elder Guardian | Guardian |
|  |  | Horse | EntityHorse |
| Armor Stand | ArmorStand | Iron Golem | VillagerGolem |
| Ender Crystal | EnderCrystal | Magma Cube | LavaSlime |
| Lead Knot | LeashKnot | Mooshroom | MushroomCow |
| Item Frame | ItemFrame | Ocelot | Ozelot |
| Painting | Painting | Pig | Pig |
|  |  | Rabbit / Killer rabbit | Rabbit |
| Boat | Boat | Sheep | Sheep |
|  |  | Shulker | Shulker |
| Minecart | MinecartRideable | Silverfish | Silverfish |
| Minecart w/ Chest | MinecartChest | Skeleton / Wither skeleton | Skeleton |
| Minecart w/ Cmd. Block | MinecartCommandBlock | Slime | Slime |
| Minecart w/ Furnace | MinecartFurnace | Snow Golem | SnowMan |
| Minecart w/ Hopper | MinecartHopper | Spider | Spider |
| Minecart w/ Spawner | MinecartSpawner | Squid | Squid |
|  |  | Villager | Villager |
| Experience Orb | XPOrb | Witch | Witch |
| Dropped item | Item | Wither | WitherBoss |
|  |  | Wolf | Wolf |
|  |  | Zombie / Zombie villager | Zombie |
|  |  | Zombie Pigman | PigZombie |

Spawning them:  
/summon NAME ~ ~ ~ (Tags for each entity and in-depth explanations will be on a separate document.)

# Particles

Test

# Potion IDs

asdf

asdf

asdf

asdf

asdf

asdf

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asdf

asdf

asdf

asdf

# To do list woah

-Fix up attributes for entities (add extra)  
-Add way to give potions without enchanted effects  
-Potions have to be updated  
-Entity list has to be updated  
-Get notepad++ file for data tags (lol no)