DAMAGE EFFECTS

DEAL_DAMAGE - Deal direct damage to target

- Parameter: amount #damage

DAMAGE_BOOST - Increase your attack damage

- Parameter: percentage #% of damage

LIFESTEAL - Heal yourself when you deal damage

- Parameter: percentage #% to lifesteal

BLEEDING - Apply damage over time to target

- Parameters: damage #damage, duration #time in seconds

DAMAGE_ARMOR - Shred enemy armor durability

- Parameter: power #durability points to remove

HEALING / SURVIVAL

HEAL - Instantly restore health

- Parameter: amount #health

SATURATE - Restore hunger

- Parameter: amount #hunger

ABSORBTION - Gain temporary absorption hearts

- Parameter: amount #hearts

?PHOENIX - Totem of undying effect (prevents death)

- Parameter: health #health after death

DEFENSE

REDUCE_DAMAGE - Reduce all incoming damage

- Parameter: percentage #% of damage

RESIST_EFFECTS - Resist magic, poison, and wither damage

- Parameter: percentage #% of damage

?DODGE - Completely avoid the incoming damage

- No parameters (use with chance condition)

CANCEL_EVENT - Cancel the triggering event entirely

- No parameters

REPAIR_ARMOR - bring durability back to full

- No parameters

MOVEMENT

TELEPORT - Directional teleport with options

- Parameters: type {FORWARD,AROUND,BEHIND}, target #{SELF,VICTIM,RANDOM}, distance #distance from target, facing direction {UNCHANGED,TARGET,RANDOM}

DASH – Boost of momentum in the direction of movement

- Parameters: direction {FORWARD,WITH_MOMENTUM,UP}, force #force (literally applies force to player in the direction)

BUFFS (Self)

POTION - Apply any potion effect

- Parameters: type #potion type, duration #seconds, amplifier #level

MAX_HEALTH_BOOST - Gain extra max health temporarily

- Parameter: duration #seconds

CLEAR_NEGATIVE_EFFECTS - Remove all negative potion effects

- No parameters

DEBUFFS (Enemies)

FREEZING - Freeze target (slowness + mining fatigue + freeze ticks)

- Parameter: duration (seconds)

ALLURE - Slow and weaken nearby enemies

- Parameter: radius (blocks)

SMOKEBOMB - Create smoke cloud that blinds nearby enemies

- Parameter: radius (blocks)

VISUAL / AUDIO

PARTICLE - Spawn particles at location

- Parameters: type (e.g., FLAME, HEART), count

SOUND - Play a sound

- Parameters: type (sound name), volume, pitch

MESSAGE - Send a chat message

- Parameter: text (message content)

ENTITY

SPAWN_ENTITY - Summon mobs at location

- Parameters: type (e.g., ZOMBIE, WOLF), count

UTILITY

SOULBOUND - Keep item on death

- No parameters

DECREASE_SIGIL_TIER - Lowers sigil tier by one

- No parameters (BUT if tier is 1 and gets lowered, remove sigil from item.)

EXPERIENCE

ENLIGHTENED - Give XP instantly

- Parameter: amount (XP points)

INQUISITIVE - Multiply XP gains

- Parameter: percentage (% bonus XP)