Effects

On the Items page you may have seen some items give special effects. Effects give items much more value and the player motivation to collect them. These effects have many properties and events which are described on this page.

Properties

1. Status effect - the effect that will be applied
2. Duration - the duration of this effect. Types:
   - Set duration. A set duration for all cases of the effect
   - Ranged duration. A duration calculated at runtime randomly between the minimum duration and the maximum
   - Permanent duration. A duration with the value of 999999 that makes the effect permanent. Even if you respawn the effect stays
3. Amplifier - a multiplier of this effect. Starts with zero. Types:
   - Set amplifier. A set amplifier for all cases of the effect
   - Ranged amplifier. An amplifier calculated at runtime randomly between the minimum amplifier and the maximum
4. Always applied - determines that the effect ignores the chance property and is always applied to player
5. Chance - a chance of the effect being applied.

Events

1. On right click
2. After a block is mined
3. After something or someone is hit
4. After the item is equipped
5. After the item is put inside of a player's inventory