PC - 0.30c, 1.7, 1.8, 15w40b, 1.9, 1.9.1-pre2, 1.9.2, 1.9.4, 16w20a, 1.10-pre1, 1.10, 1.10.1, 1.10.2, 16w35a, 1.11, 1.11.2, 17w15a, 17w18b, 1.12-pre4, 1.12, 1.12.1, **1.12.2**, 17w50a, 1.13, 1.13.1, 1.13.2-pre1, 1.13.2-pre2, 1.13.2, 1.14, 1.14.1, 1.14.3, 1.14.4, 1.15, 1.15.1, 1.15.2, 20w13b, 20w14a, 1.16-rc1, 1.16, 1.16.1, 1.16.2, 1.16.3, 1.16.4, 21w07a, 1.17, 1.17.1, 1.18, 1.18.1, 1.18.2, 1.19, 1.19.2, 1.19.3, 1.19.4, 1.20, 1.20.1, 1.20.2, 1.20.3, 1.20.4
Bedrock - 0.14, 0.15, 1.0, 1.16.201, 1.16.210, 1.16.220, 1.17.0, 1.17.10, 1.17.30, 1.17.40, 1.18.0, 1.18.11, 1.18.30, 1.19.1, 1.19.10, 1.19.20, 1.19.21, 1.19.30, 1.19.40, 1.19.50, 1.19.60, 1.19.62, 1.19.63, 1.19.70, 1.19.80, 1.20.0, 1.20.10, 1.20.15, 1.20.30, 1.20.40, 1.20.50, 1.20.61, 1.20.71

Biomes   Instruments   Items   Materials   Blocks   Recipes   Entities   Protocol

Windows   Effects

effects

array effect

Search: [   ]   Show / hide columns

id	name	displayName	type
1	Speed	Speed	good
2	Slowness	Slowness	bad
3	Haste	Haste	good
4	MiningFatigue	Mining Fatigue	bad
5	Strength	Strength	good
6	InstantHealth	Instant Health	good
7	InstantDamage	Instant Damage	bad
8	JumpBoost	Jump Boost	good
9	Nausea	Nausea	bad
10	Regeneration	Regeneration	good
11	Resistance	Resistance	good
12	FireResistance	Fire Resistance	good
13	WaterBreathing	Water Breathing	good
14	Invisibility	Invisibility	good
15	Blindness	Blindness	bad

id	name	displayName	type
16	NightVision	Night Vision	good
17	Hunger	Hunger	bad
18	Weakness	Weakness	bad
19	Poison	Poison	bad
20	Wither	Wither	bad
21	HealthBoost	Health Boost	good
22	Absorption	Absorption	good
23	Saturation	Saturation	good
24	Glowing	Glowing	bad
25	Levitation	Levitation	bad
26	Luck	Luck	good
27	BadLuck	Bad Luck	bad

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