Seriously Magical Notes

Trigger List

* HitEntity - weapons
* BlockAttack-swords
* KillEntity-weapons
* TakeKineticDamage-armor
* TakeMagicDamage
* TakeDamage
* CriticalHit-weapons
* Jump-armor
* Swim-armor
* SeeEntity-armor-ultrarare
* PlayerNear-armor-ultrarare
* PlayerNear-amulet
* EntityAttack-amulet-specificEntityOnly
* BowShoot-bow
* Catch-Fishingrod
* FallDamage-armor
* Sneak-weapon-armor-amulet
* Sprint-armor