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Instant damage 2 potion recipe

To emerge victorious in any battle, consider utilizing a Potion of Harming in Minecraft, a consumable item that applies Instant Damage. This status effect immediately depletes an entity's health without lasting duration, but its potency can be amplified. The cloud left by a Lingering Potion of Harming persists for 5 seconds and still deals damage. Potions of Harming come in two potency levels: Instant Damage I, which deals 6 points of damage, and Instant Damage II, dealing 12 points. Leveraging this potion can significantly enhance your combat effectiveness, especially against entities with substantial health reserves. Since Instant Damage is instantaneous, it cannot be removed by using a Milk Bucket, making it particularly detrimental to be on the receiving end. It's crucial to avoid being hit by Potions of Harming or shot by Arrows of Harming and to restore health promptly with food and healing potions if affected. Be cautious of Witches using these potions against players and the Ender Dragon's fireballs, which also leave behind harmful clouds. Notably, when used against undead mobs, Potions of Harming heal instead of harm, with Instant Damage I healing 4 points and Instant Damage II healing 8 points, affecting zombified mobs, Skeletons, Phantoms, and the Wither. To craft a Potion of Harming, start by creating a Fermented Spider Eye using a Spider Eye, Brown Mushroom, and Sugar in a Crafting Table. Then, brew a Potion of Poison by adding a Spider Eye to an Awkward Potion in a Brewing Stand, utilizing Blaze Powder as fuel. Once you have a Potion of Poison, add the Fermented Spider Eye to it. This process allows you to create a potent tool for dealing instant damage in combat. To craft a potion that deals instant damage when consumed, use a Brewing Stand to brew a regular Potion of Harming after the brewing process is complete. This results in a Potion of Harming (Instant Damage I). To drink it, right-click and hold in Java and Education Editions or use the specified controls for other editions. After consumption, you'll have an empty Glass Bottle, and particle effects will appear on screen. To upgrade to Potion of Harming II, add Glowstone Dust to a regular Potion of Harming in a Brewing Stand. This potion deals 12 points (× 6) of damage when consumed. You can also brew the Splash and Lingering variants by using Gunpowder and Dragon's Breath respectively. For a Splash Potion of Harming, add Gunpowder to a regular Potion of Harming in a Brewing Stand. It heals the undead by 4 points (× 2) of health and deals 6 points (× 3) of damage. To create a Splash variant with enhanced potency, either add Glowstone Dust to a Splash Potion of Harming or Gunpowder to a Potion of Harming II. The resulting Splash variant will deal Instant Damage II, affecting entities with 12 points of damage (× 6). The Lingering Potion of Harming is made by adding Dragon's Breath to a Splash Potion of Harming in a Brewing Stand. It lasts for 5 seconds, inflicting 3 points of damage per second or 15 points. To get a Lingering variant, add Glowstone Dust to a Lingering Potion of Harming or Dragon's Breath to a Splash Potion of Harming II. When this Lingering variant is used, the cloud will last for 5 seconds, inflicting 6 points (× 3) of damage per second and reaching up to 30 points. Lastly, to craft an Arrow of Harming, put 8 Arrows and 1 Lingering Potion of Harming in a Crafting Table. When hit by this arrow, entities will receive 6 points (× 3) of damage, while undead mobs will receive 4 points (× 2) of health. To make an Arrow of Harming II, put 8 Arrows and 1 Lingering Potion of Harming II in a Crafting Table. Entities hit by this arrow will receive 12 points (× 6) of damage, and undead mobs will be restored to health with 8 points (× 4). To craft an Arrow of Harming (Instant Damage II), you'll need 8 regular arrows and one Lingering Potion of Harming (Instant Damage II). In Creative Mode, you can find these items in the inventory menu by searching their names or using console commands. To use a command, enable cheats and enter `/give @p potion{Potion:"minecraft:harming"} 1` in the chat window for Java Edition, or `/give @p potion 1 23` for Bedrock or Education Edition. This arrow causes instant damage to mobs and players when shot with a bow, and it's available in various Minecraft versions, including Java, Pocket, Xbox, PS3, PS4, Wii U, Nintendo Switch, and Windows 10 Edition. In Survival Mode, open your crafting table, add the required items to the 3x3 grid in a specific pattern, and you'll get eight Arrow of Harming (Instant Damage II) arrows at once. Given article text here Arrow of Harming, Damage Potions and brewing Harming (Instant Damage) in one of the bottom boxes of the Brewing Stand menu. Add the Glowstone Dust to the top box of the Brewing Stand menu. Wait for the brewing process to complete, and the Potion of Harming (Instant Damage II) will be ready to use. It is essential to note that the Potion of Harming (Instant Damage II) is more potent than the Potion of Harming (Instant Damage), causing significant damage to both living creatures and undead mobs. Therefore, it is crucial to use this potion with caution, especially in Survival mode. Creating a Potion of Harming (Instant Damage II) is relatively easy if you have the right ingredients and a brewing stand. Instant damage potions are considered one of the most powerful weapons in Minecraft, dealing significant damage to players or mobs they hit. However, some players argue that they are overpowered because there is no counter to block or resist their damage. Additionally, instant damage potions can be brewed using relatively easy-to-find ingredients, making them easily accessible. While instant damage potions have limitations, such as a short range and limited supply, they can still be a valuable tool in combat. It's essential for individual players to weigh the pros and cons of using these potions in their gameplay. To brew Instant Damage 2 potions in Minecraft, you'll need to create a specific circuit using redstone dust and spider eyes. First, combine these ingredients to form the necessary components. Then, attach the output of this circuit to the flask containing the brewing mixture. Be cautious not to make any mistakes that could short out your flask and result in instant death. This guide provides you with the necessary steps to create Instant Damage 2 potions efficiently. Note: The original text's language remains unchanged throughout this response. Looking for ways to instantly create damage 2 potions in Minecraft? Here are some methods: Multiple ways exist to craft instant damage 2 potions in Minecraft. The simplest approach involves using a cauldron or furnace with a crafting table, as well as beacons. Each of these can be used by clicking the "craft" button when right-clicked. Another option is to use a bucket to fill the cauldron and then place an empty bottle inside. In addition, you may utilize a firework rocket in a furnace or on top of a crafting table. You can also combine two existing potions into one instant damage potion by placing them side-by-side. Given text here You can create instant damage potions in Minecraft without using any mods. There are three methods to achieve this: smelting, brewing, and Enchantment. Smelting is the simplest approach, requiring only redstone dust, redstone, iron, Netherrack, and glowstone dust. To make an instant damage potion through smelting, combine eight of each ingredient in a furnace heated to 240 degrees Celsius. This will yield eight potions. You can also use brewing without mods by combining these ingredients in the same proportions. In Survival mode, you need two potions of the same type with different values to create instant damage two potions. One way to make this is by using buckets and flasks. Fill a bucket with water, then place an empty flask under it. Pour the water into the flask, making sure it's covering the top, and quickly press the "bottle smash" button on another empty flask. Repeat this process to create two flasks of water or milk. The Potion of Harming isn't useful alone but becomes potent when turned into a Splash or Lingering Potion. To gather ingredients for these potions, you'll need a Crafting Table, Brewing Stand, Blaze powder, Poison Potion, and Fermented Spider Eye. To brew the Potion of Harming, you will need Glowstone Dust gathered from the Nether, Gunpowder dropped by Creepers, and Dragon's Breath obtained from the Ender Dragon's breath attack. Craft a Brewing Stand by arranging three Cobblestones in the middle row and a Blaze Rod in the top row, then place it on the ground and open the brewing interface. Add Blaze Powder to the upper left box, brew a Poison Potion if necessary, and place a Fermented Spider Eye in the Brewing Stand. Wait for the potion to brew. A more potent version of the Potion of Harming (Instant Damage II) can be crafted with a Potion of Harming and Glowstone Dust from the Nether. To make the Potion of Harming helpful, it must first be turned into a Splash Potion of Harming by adding Gunpowder. Alternatively, Dragon's Breath can be added to create a Lingering Potion of Harming, which allows players to damage other mobs with the potion. To create a map in Minecraft, place paper in eight remaining spaces on the crafting table. To locate diamonds, excavate down to layer Y=11 and bring necessary tools such as torches, ladders, and iron or gold pickaxes. Diamonds can be found by mining across this layer in a grid pattern, and they may also appear in natural caves, abandoned mines, or village chests.

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