

Hey guys, I'm back for another video, and uh welcome to hypixel skyblock and today? I'm here for a unique video; it's kinda a rant but not really. Anyways, I'm gonna make the case today that the worst item in the game is the god potion. So you get the god potion by going to the community center and in the shop over... here, consuming the potion gives the player 24 hours of all positive potion effects. Most of us know this and then you right click, then you go into active effects and you'll see 24 hours of every positive potion effect in the game.

I mean geez, it only costs 2000 bits which is less than a million coins, actually I'm going to make a bet that it's less than 500k coins right now, yeah they're 400000 coins each right now. So uh yeah, this is so incredibly helpful. In my experience a god potion lasts about a week of grinding, and it optimizes pretty much everything that you're doing in the game. Considering the title of this video, you are probably wondering why I'm calling it the worst item in the game. One consequence of such a powerful item being added to the game is that god splashes are no more. Guild splashes would be well everyone in guild chat would be sent a invite, they'd be warped into a lobby, and some sweat who brewed all the tier 8 potions which is really expensive by the way with enchanted redstone blocks enchanted glowstone blocks they would make every single potion, well maybe not every single potion but most of the potions in the game and splash it on everybody. That was a big deal you know it was a big driver of the economy, there were a lot of people buying and selling redstone and glowstone as well as the other materials, and people would you know that would be their way of making monies brewing potions for their guild and there were taxes on and stuff like that.

But uh after the god potion was added to the game, it stopped all of this the economy of potions basically just vanished overnight. It made guilds weaker, it means less interactions with other players, again the price dropping for a bunch of these items because again the demand just got destroyed. The second thing that god potions did was completely ruin the jerry event, the jerry island uh that whole economy of skill xp boost potions. I would show you what the island looks like but the event's not active. But anyway, one of the main reasons to do a jerry festival and open gifts and all of that was to get skill xp boost potions, which of course you know if you were to upgrade it with a lamp then you'd be able to max out how much xp you get, whether it be for combat, mining, enchanting whatever. But once god potions got added to the game that economy got completely destroyed so now when you open white gifts and are trying to get you know some money out of it, skill exp potions sell for literally spit. They are nothing, they might as well not even exist.

So another economy that was just completely removed from the game basically. Now the only reason to do jerry festivals is to get snow minions basically I mean there's the cosmetics are worthless, bottles of jyrre are worthless, skill xp boost potions are worthless, there's just not reason to even bother, except for snow minions.

One thing that is probably the most obvious thing about a god potion is that the combat advantage that you get from having critical 4, regen 8, strength 8, and there's a massive speed boost. As well absorption, this is a problem. Even if you're in the early game, even if 400k is a lot it's not like you are going to be playing for 24 straight hours of skyblock anytime soon. So all it takes is attending 1 jerry festival and selling the gifts again only because of snow minions, if snow minions are made worthless than that whole update's gonna be pointless but attending one jerry festival for less than a hour, selling the gifts at bazzar, ou can afford to buy a god potion and then once you get that god potion, suddenly you're at 400% speed without any

armor. And you are able to 1 tap everything with the weakest weapons like you could take an end sword, and then fully enchant it and now that the new enchanting update's out and uh you know grand bottles are so cheap you can you can give it decent enchants. Drink a god pot and right off the bat you're able to one tap zealots, like a month of progress in the game is completely skipped because you just cheat your way there and it feels so cheap.

That's one of my biggest gripes with the god potion, it just completely ruined the end economy. Like it's not even an accomplishment anymore to take an aspect of the end and be at 400% speed and do this and get i mean i know that zealots aren't the aren't the best money making method anymore but like geez man like it doesn't mean anything to be at 400% speed anymore, it used to be a legit struggle like people would do the math; i used to do the math on sticky notes and be like alright if i do this this and this then i can get the perfect amount of speed while still having enough mana to teleport around and get zealots but because of the god potion that's gone. I mean look at this! I'm running around with no armor except for farmer boots, and i'm able to do what people couldn't do in full young dragon armor with like rabbit pet with a rabbit potion to get extra speed maybe even a rabbit hat, like people would fill their inventory with obby for the obsidian chestplate and then they wouldn't be able to do enough damage because then they're not getting good reforges anymore because they're trying to go all for speed like there was an actual meta to getting high speed and damage in this game but now you could literally run around with no armor and still be fine.

So again, massive amounts of progression just removed from the game. But yeah, this basically cheapens the whole game, removing content from it, for example right, the blazing fortress has always been a joke right but even the end island because of god potions is a joke now. You don't even need to spend a hour on the blazing fortress island to max out what you're doing and now the end's the same way, especially with the auction house now, you could just purchase like say a common enderman pet, get your godpot, and then instantly you can farm zealots at near max efficiency it's just, it's just not fun man, what people used to be proud of and spent months to prepare, it just doesn't matter anymore.

So another consequence of the god potion having every skill exp boost effect, if you have a cookie buff active like for example since i'm on lemon i might as well. For those of you that don't know what lemon is it's my uh profile where i'm allowed to take donations from chat so i could just boop, but like there you go now that i have the cookie buff active i get an additional 20% skill EXP, 15 magic find, and then if you go to the god potion, of course you are gonna get all the skill xp boost potions as well as magic find 4, so like just between the god pot and the cookie buff, you're at such a massive advantage that you almost get xp twice as fast as someone that didn't partake. And again if you were to brew your own skill xp potions it would be freaking expensive, let's go over here right, 70k coins per lamp! And you're telling me that I have to do that every hour? Just for one skill xp boost potion alone? You are saving like let's be extremely conservative here, you can get 2 hours out of one maxed out potion you are alchemy 50 you have a parrot pet whatever. Two hours from one skill xp boost potion, so that means 35k coins per hour 35000 times 24, 840000 coins, plus the cost of the potion itself to keep yourself topped up on one effect for 24 hours, it costs 840k coins which is more than double the price of god potions which not only gives you one potion effect for 24 hours but all potion effects. And that's if you're just using a lamp, if you were using an enchanted glowstone block and an

enchanted redstone block, it'd cost even more; actually it would cost twice as much. So it costs 1.6 million coins to get 24 hours of say, i don't know critical 4. What the hell?

Another consequence of the increased magic find is it's just contributing to a lot of items in this game just dropping in value to the point where it's nearly nothing. Take rev slayer for example, if i were to look up "scythe blade" it's less than 2 million coins, when when they first came out they were like a hundred mil. Now I recognize that's not entirely the god potion's fault, the thing is they're so incredibly common, and ghoul pets are another rare drop you can get from revs, a hundred thousand coins for a drop that happens like once maybe every 10 hours of gameplay. Let's say you got a legendary one; not even a million coins. They used to sell for 8 mil, i remember, because they were rare, no one had them. And just the increased magic find from always having magic find 4 like guaranteed plus again cookie buff, I feel like this is a problem of both cookie buff and god potion, but it's mostly the god potion's fault. So it's making a lot of items way more common than they should be.

Oh and another thing that the god potion did it completely wrecked the parrot pet. It used to be one of the best pets, and now it's worth almost nothing, i mean look at this guy he's worth 3 million, and like who's gonna buy a parrot pet, like nobody. Why would you bother wasting your money on a parrot pet right? A level 95 parrot pet for 3 million coins. 3 mil! They used to sell for 5 times that because back in the day, parrots would increase potion duration which used to mean a lot but god potions don't care whether or not you have a parrot pet so it's 24 hours no matter what, so parrot pet just got completely wrecked in price yet again. Just like a lot of these other items.

My first thought with fixing this problem would be increasing the price of god potions and/or decreasing the duration. People need to spend way more coins to experience these amazing benefits. Like for example right just one skill xp boost effect for 24 hours would cost 900k coins. For non skill xp boost potions, for example critical, 1.6 million coins just in modifiers alone to get 24 hours of that buff. Why the hell can you get all the potion effects for 400k? It makes absolutely no sense. My first thought would be to up the price, like a god potion should be 10 mil like i'm not even kidding dude. I mean that's how much it would cost to actually get 24 hours of these potion effects, and this is the reason why this game is getting so freaking boring is because of a concept I like to call power creep. A later update to this game, the community center update, just cheapened the entire early and midgame, I mean the mid game was slim to begin with but this just instantaneously just like again there's no reason to be afraid to go on the end island like there's no stakes. If i die whatever i'll just head back down there. You don't even lose your potion effects anymore! There's absolutely nothing to be afraid of. Maybe a better solution though, instead of making god potions like 10 million, and just completely 360 comboing that, uh maybe there should also be an alchemy requirement.

Now i know an alchemy requirement's kind of like, idk one of the weakest things you could do to mitigate this because i mean getting alchemy xp at the moment is just as simple as putting down 10 stacks of brewing stands and putting cane in it, maybe having similar to the enchantment update, make it so that you need to be a certain alchemy level to experience a certain potion effect, or maybe I to maybe alchemy needs an overhaul similar to enchanting, maybe add a little minigame make it so you can get rare ingredients.

Maybe the god potion should be split into a category, so maybe there'd be the god skill xp boost potion, which gives you 4 hours, no base 2 hours of every skill xp boost, and then with redstone and glowstone gets it to four hours and that would be a super rare equivalent until like a tier 7 book drop or something, uh maybe a tier 6 book drop right, and then like you just get it you just get that in your uh potion brewing minigame, and then you get to either resell on AH or you just drink it. But in no universe should you have a potion that lasts for 24 hours, well i think four should be the maximum, four hours is a lot of freaking gameplay, and again for 400k, it's, it's honestly a joke dude.

Adding an alchemy requirement to certain potion effects would be you know a little step in the "right" direction, but i think it would be better if the god potion was completely removed and replaced with god modifiers that you can add to potions. And again they are super rare, similar to tier 6 books in the enchanting minigame, maybe they'd only be worth like a mil, maybe 1 to 3 mil or something. But, it only gives a certain type of boost, there'd be a combat god modifier, xp god modifier, and they're a lot more rare than god potions are right now. It's just- I'm just sick of it. You know, this this game that I've grown to love over the first year of playing it, I've been just hating it man. Like what the hell is the point, what was the point of like the eight months i spent playing this game, if someone can get there in 2 weeks. That's literally what's happening dude, with these god potions.

Just to talk about power creep in general, man I think hypixel is shooting themselves in the foot here, by making old content useless by making this new content. There's ways to not ruin the rest of the game with a update as they showed with the mining update, it didn't step on anybody's toes, it didn't make anything too overpowered, if anything it made the skill ceiling, not the skill ceiling it made the the ceiling of how far you can get a lot higher, and it added a lot of midgame grinds. That's good but like, I think more updates need to come out that mitigate power creep, and the admins need to stop adding such stupidly overpowered items and making them available to any non with 400k coins.

I think the opposite of this situation would be the reforge update as well. I was pretty concerned at first leading up to it but looking back, it added so much content to the game. Like it gives purpose to for example lower dungeons floors that nobody would play because they don't give enough combat xp, but the necromancer's brooch gives them a reason, it's actually an item with value and it gives you like the best reforge for armor for intelligence. And it's like hey, and it costs money to apply it leading to deflation, which is good, it makes the game more interesting, it gives more varieties of loot when you're playing the game. So the reforge update did the opposite of power creep, it actually made progression a little bit um well i don't know about more difficult but it scales up without making the early game too easy. And again, the dwarven mines update is the definition of anti power creep. Mining as a whole was nerfed, and the progression was put in the early-mid game. And it even created some new markets, well done hypixel well done.

Here are some updates that I think cheapen the game. Uh obviously the god potion at the community center update honestly, I don't have that big of a problem with it.

It's just, it's just the god potion man, the cookie buff on it's own might cheapen the game a little bit with the whole like not losing coins when you die thing, but that's that's fine, it's not terrible. Kat was annoying so i don't have a problem with Kat flowers, if anything it makes people spend coins for being impatient which is good. Like all, especially heat cores are like the opposite of power creep, it costs a ton of coins just to get a little bit more efficiency out of minions. Everything here is fine, in my opinion, it's just this freaking god potion man, that was the problem. They need to make money right, but i think all these other items drive enough income for hypixel, the god potion just needs to be freaking removed or changed massively, just the whole system is very very not good. Also the enchanting update did cheapen the game a little bit, now i know it did, you know, it made enchanting bearable which is fine i guess, but it did make uh tier 6 enchantment books just kinda die in price, but idk. The enchanting update wasn't that offensive to me but it did cheapen the game a little bit, but we could ignore that.

Anyway i think that's it for my ramblings, that's why the god potion is the worst item in hypixel skyblock, and if you want my honest opinion if this game is to have any sense of accomplishment in it, if people are to feel like they actually did something, it needs to be removed or massively changed, you should not, again almost 2 million coins to get 24 hours of one potion effect versus 400k for all of them in the entire game. It just doesn't sound right to me. Anyways i guess that's it so i hope you guys enjoyed it and i'll see you guys later.